

ACT UNDER PRESSURE (COOL)

When you race against the clock, act while in danger or act to avoid danger, roll Cool.

10+: you do it, no problem

7-9: you stumble, hesitate, or flinch: the MC will offer you a worse outcome, hard bargain, or ugly choice

ASSESS (EDGE)

When you closely study a person, place or situation, or when you quickly size up an opponent or a charged situation, roll Edge.

10+: gain 3 hold

7-9: gain 1 hold

In the ensuing action, you may spend 1 hold at any time to ask the MC a question from the list below if your examination could have revealed the answer. The MC may ask you questions to clarify your intent. Take +1 forward when acting on the answers.

- 🔌 What potential complication do I need to be wary of?
- 🔌 What do I notice despite an effort to conceal it?
- 🔌 How is _____ vulnerable to me?
- 🔌 How can I avoid trouble or hide here?
- 🔌 What is my best way in/way out/way past?
- 🔌 Where can I gain the most advantage?
- 🔌 Who or what is my biggest threat in this situation?
- 🔌 Who or what is in control here?

FAST TALK (STYLE)

When you try to convince someone to do what you want with promises, lies or bluster, roll Style.

10+: NPCs do what you want. PCs choose whether to do it or not. If they do, they mark experience. If they don't, they must **act under pressure** to go against your stated wishes.

7-9: NPCs do it, but someone will find out: the MC will advance the appropriate Countdown Clock. For PCs choose one:

- 🔌 If they do what you want, they mark experience
- 🔌 If they don't do it, they must act under pressure to go against your stated wishes

Then it's up to them.

HIT THE STREET (STYLE)

When you go to a Contact for help, roll Style.

7+: You get what you want.

10+: You get a little something extra (choose either [intel] or [gear]).

7-9: choose 2 from the list below:

- 🔌 Your request is going to cost you extra
- 🔌 Your request is going to take some time to put together
- 🔌 Your request is going to attract unwanted attention, complications or consequences
- 🔌 Your contact needs you to help them out with something. If you turn them down take -1 ongoing to this move till you make it right

MIX IT UP (MEAT)

When you use violence against an armed force to seize control of an objective, state that objective and roll Meat.

7+: you achieve your objective

7-9: choose 2:

- 🔌 you make too much noise. Advance the relevant Mission Clock
- 🔌 you take harm as established by the fiction
- 🔌 an ally takes harm as established by the fiction
- 🔌 something of value breaks

PLAY HARBALL (EDGE)

When you get in someone's face threatening violence and you intend to carry through, roll Edge.

10+: NPCs do what you want. PCs choose: do what you want, or suffer the established consequences

7-9: For NPCs, the MC chooses 1:

- 🔌 they attempt to remove you as a threat, but not before suffering the established consequences
- 🔌 they do it, but they want payback. Add them as a Threat
- 🔌 they do it, but tell someone all about it. Advance the appropriate Mission Clock

PCs choose: do what you want, or suffer the established consequences. They gain +1 forward to act against you.

RESEARCH (MIND)

When you investigate a person, place, object, or service using a library, dossier or database (or combination of them), ask a question from the list below and roll Mind.

10+: take [intel]; the MC will answer your question & answer a follow-up question from this list as well:

- 🔌 Where would I find _____?
- 🔌 How secure is _____?
- 🔌 Who or what is related to _____?
- 🔌 Who owned or employed _____?
- 🔌 Who or what is _____ most valuable to?
- 🔌 What is the relationship between _____ and _____?

7-9: take [intel]; the MC will answer your question

6-: the MC will answer your question and make a move

HELP OR INTERFERE (LINKS)

When you help or hinder another character, roll Links with them.

7+: On a hit they take +1 or -2 forward, your choice

7-9: you are implicated in the results of the other character's move and may expose yourself to danger, retribution, or cost

MOVES

DECLARE A CONTACT

When you need to call in a favour from a new contact, name and describe the Contact, then say why the Contact owes you a favour or why you owe them a favour. The MC will ask you some questions about the Contact and your relationship. Add the Contact to your list.

You can only **declare a contact** once per mission, although certain Playbook Moves may allow you to gain more contacts in similar ways.

PRODUCE EQUIPMENT

When you produce the equipment you need at the right time, describe how and why your professionalism and forethought told you to bring this equipment on the mission and spend [gear]. You must spend [gear] to **produce equipment**.

REVEAL KNOWLEDGE

When you reveal your knowledge of the opposition's preparations, dispositions or environment, describe how you discovered that information and spend [intel]. You must spend [intel] to **reveal knowledge**. Take +1 forward to exploit the opportunity offered by that information.

GO UNDER THE KNIFE (CRED)

When you have new cyberware installed by a street doctor, roll Cred spent (max +2).

10+: the operation was a complete success

7-9: the cyberware doesn't work as well as advertised, choose one: *+unreliable*, *+substandard*, *+hardware decay*, *+damaging*.

6-: there have been... complications

When you have new cyberware installed in accordance with a corporate contract, ignore all of that bad stuff. You're *+owned*. Your cyberware works exactly the way they intend it.

HARM

When you suffer harm (even 0-harm or s-harm) lower the harm suffered by the level of your armour (if any), fill in a number of segments on your Harm Clock equal to the remaining harm, and roll harm suffered.

10+: choose 1:

- 🔌 you're out of action: unconscious, trapped, incoherent or panicked
- 🔌 take the full harm of the attack, before it was reduced by armour; if you already took the full harm of the attack, take +1-harm
- 🔌 lose the use of a piece of cyberware until you can get it repaired
- 🔌 lose a body part (arm, leg, eye)

7-9: the MC will choose 1:

- 🔌 you lose your footing
- 🔌 you lose your grip on whatever you're holding
- 🔌 you lose track of someone or something you're attending to
- 🔌 someone gets the drop on you

APPLY FIRST AID (COOL)

When you treat someone's wounds using appropriate medical equipment, roll Cool.

10+: if their Harm Clock is at 2100 or less, reduce their harm by two segments. If their Harm Clock is at more than 2100, reduce their harm by one segment

7-9: reduce their harm by one segment. If their Harm Clock is still at more than 2100, they take -1 ongoing until they receive proper medical attention

ACQUIRE AGRICULTURAL PROPERTY (MEAT)

When you hit 0000 on your Harm Clock, roll Meat

10+: you survive until the medics arrive

7-9: you survive at a cost. Pick one: owned, substandard treatment (-1 to a stat), cyberware damage (give one piece of cyberware a negative tag)

6-: you bleed out on the street

GET THE JOB (EDGE)

When you negotiate the terms of a job, roll Edge.

10+: choose 3 from the list below

7-9: choose 1 from the list below

- 🔌 the employer provides useful information ([intel])
- 🔌 the employer provides useful assets ([gear])
- 🔌 the job pays well
- 🔌 the meeting doesn't attract attention
- 🔌 the employer is identifiable

GETTING PAID (LEGWORK)

When you go to a meet to **get paid** by your employer, roll and add the number of unfilled segments on the Legwork Clock.

10+: choose 3 from the list below

7-9: choose 1 from the list below

- 🔌 It's not a set-up or an ambush
- 🔌 You are paid in full
- 🔌 The employer is identifiable
- 🔌 The meeting doesn't attract the attention of outside parties
- 🔌 You learned something from the mission; everyone marks experience

CYBEREYES: When you have cybereyes installed, choose two of following tags: *+thermographic*, *+light amplification*, *+magnification*, *+flare compensation*, *+recording*, *+encrypted*, *+inaccessible partition*.

When your enhanced sight helps, you may roll Synth for **assess**.

CYBEREARS: When you have cyberears installed, choose two of following tags: *+dampening*, *+wide frequency*, *+recording*, *+encrypted*, *+inaccessible partition*.

When your enhanced hearing helps, you may roll Synth for **assess**.

CYBERCOMS: When you have cybercoms installed, choose two of following tags: *+encrypted*, *+jamming*, *+recording*, *+satellite relay*, *+inaccessible partition*.

When monitoring communications or giving orders in a tactical environment, you may roll Synth for **assess**.

CYBERARM: Choose one of the following options. Additional choices can be added to the cyberarm later in the same way as adding a new piece of cyberware.

- ⚡ **Augmented Strength:** +2 harm when using a melee weapon that relies on physical strength.
- ⚡ **Implant Tools:** When you have time and space to interface with a device you are attempting to fix, bypass, or tamper with, take +1 forward.
- ⚡ **Implant Weaponry:** Either: retractable blades (2-harm hand messy implant), a holdout firearm (2 harm close loud implant), or a monofilament whip (4-harm hand messy area dangerous implant).

CYBERLEGS:

When your enhanced athleticism could help you act under pressure, take +1 forward. If you roll a 12+ when acting under pressure, gain 1 hold which you can spend as described in the move **assess**.

DERMAL PLATING:

When you make the harm move, subtract 2 from your roll. Subtract 3 from your roll if the harm came from a weapon with the *+flechette* tag.

IMPLANT WEAPONRY: Either:

- ⚡ **retractable blades** (2-harm hand messy implant)
- ⚡ **a holdout firearm** (2-harm close loud implant)
- ⚡ **a monofilament whip** (4-harm hand messy area dangerous implant)
- ⚡ **internal assassination implant** (4-harm intimate slow implant)

MUSCLE GRAFTS:

When you **mix it up** with a melee weapon, you may roll Synth instead of Meat and may also inflict +1 harm.

NEURAL INTERFACE: Allows direct neural control of an appropriately configured external device such as a vehicle, weapon, recording device, or hacked electronic system.

You may take the Driver move second skin as an advance.

You may take the Hacker move **jack in** as an advance.

Choose one:

Data Storage: The interface that allows you to **jack in** to the matrix.

When you use **research** to search internally or externally stored data, gain an extra [intel] on a hit. Choose two of following tags: *+inaccessible partition*, *+encrypted*, *+high capacity*, *+high speed*.

Remote Control Module: An interface which includes wireless broadcast and reception capacity allowing remote control of vehicles and drones.

When you have a remote control module installed, choose two of following tags: *+encrypted*, *+multi-tasking*, *+inaccessible partition*.

Targeting Suite: Uses a direct neural link between a hand-held gun and user to project targeting information into the user's vision.

When you fire a weapon you are *+linked* to, you may inflict additional harm equal to your Synth. You may also roll Synth instead of Meat to **mix it up**. You may precisely define the area of effect for weapons with the *+autofire* tag to exclude or include potential targets from weapon damage.

SYNTHETIC NERVES: Users react so quickly that they can almost dodge bullets.

If none of your enemies have synth nerves, take +1 forward to **mix it up**. In situations where reaction time is critical, take +1 forward to act under pressure.

SKILLWIRES: You may slot chips to grant certain skills.

When your slotted skillchip is appropriate to a move you are making, take +1 ongoing if your relevant stat is +1 or less. Standard skillwires comes with two slots and you may have one chip active in each slot.

If you start with Skillwires, you also start with one chip per slot. You can acquire more skillchips in play like any other gear.

TACTICAL COMPUTER: An expert system enhances the user's understanding of and operation within a tactical environment.

When you **assess** in a tactical situation, hold +1, even on a miss.

CYBERWARE TAGS

- +*damaging*: sometimes it hurts like hell and eventually it will do permanent nerve damage.
- +*dampening*: protects against sonic Stun effects.
- +*encrypted*: resistant to hacking. The MC must make a move to subvert the encryption before making a move to hack this cybernetic device.
- +*flare compensation*: protects against visual Stun effects.
- +*high capacity*: greatly increases the storage capacity of the device. This is useful for storing, uploading and transporting large quantities of complex data. You will be able to loot more paydirt from corporate archives and locally store more recorded data.
- +*hardware decay*: it works now, but it's just a matter of time...
- +*high speed*: allows you to stream and access data much faster.
- +*implant*: implant weapons can have the +*discreet* tag and cannot be taken away without causing harm.
- +*inaccessible partition*: it has a courier mode in which the implantee can't access the data being recorded, stored or transmitted.
- +*jamming*: permits the jamming of any communications that lack the +*encrypted* tag.
- +*light amplification*: allows you to see well even with weak light sources.
- +*magnification*: allows you to see to much greater ranges. This does not affect weapon accuracy.
- +*multi-tasking*: you can control multiple vehicles or drones simultaneously.
- +*recording*: you can record the data processed by the device. Large quantities of data may require +*high* capacity storage.
- +*satellite relay*: the cyberware can be controlled remotely by someone else. This tag is often installed as a back door by micromanaging corporations.
- +*substandard*: it works, but not as well as it should.
- +*thermographic*: allows you to see heat patterns in the infrared spectrum.
- +*unreliable*: sometimes it doesn't work.
- +*wide frequency*: allows you to hear sounds beyond the normal range of human hearing.

WEAPON TAGS:

- +*AP* (Armour-piercing): The target of AP rounds subtracts 2 from their armour value.
- +*area*: The weapon harms everyone in the area of effect.
- +*autofire*: The user can opt to temporarily give the weapon +*area* and +*reload*. If the weapon is belt-fed, the user can opt to temporarily give the weapon +*area* only.
- +*breach*: These weapons make big holes in hard targets like walls and tanks. They are +*AP* and +*loud* and cannot be silenced.
- +*clumsy*: This weapon or armour is large and unwieldy. It can be difficult to move quickly, quietly, or in tight spaces while carrying this. Weapons with the +*clumsy* tag usually require a braced or prone firing position, or some sort of gyroscopic exoskeleton.
- +*dangerous*: On a miss, the user suffers harm.
- +*discreet*: The weapon is easy to hide and will often be overlooked.
- +*flechette*: The target's armour value is doubled.
- +*linked*: The weapon can interface with a neural interface (and a targeting suite).
- +*loud*: The sound is unmistakable, everyone nearby hears it, and, if the circumstances allow, they'll be able to identify where it came from as well.
- +*messy*: Fire effect is inconsistent throughout the area of effect, but it makes a mess of people and things that it hits. If a messy weapon is +*loud*, it cannot be silenced.
- +*numerous*: These are easy to hide (+*discreet*) and there are always more around when needed.
- +*reload*: After firing, the user must spend a brief time reloading.
- +*quick*: If speed matters, quick weapons go first.

RANGE TAGS

These indicate the optimum range for the weapon. In good conditions you may be able to use the weapon at longer (or shorter) ranges, but take a -1 to do so.

- » Intimate is close enough to kiss
- » Hand is close enough to touch
- » Close is within a few steps
- » Near is within a couple of dozen metres
- » Far is within a block
- » Ex (Extreme) is several hundred metres away

LEGWORK PHASE

GET THE JOB (EDGE)

When you negotiate the terms of a job, roll Edge.

- 10+: choose 3 from the list below
- 7-9: choose 1 from the list below
- the employer provides useful information (*intel)
 - the employer provides useful assets (*gear)
 - the job pays well
 - the meeting doesn't attract attention
 - the employer is identifiable

CLOCK

1200 -----

1500 -----

1800 -----

2100 -----

2200 -----

2300 -----

0000 -----

INVOLVED PARTIES

WHAT'S GOING ON?

TWISTS?

ACTION PHASE

CLOCK

1200 -----

1500 -----

1800 -----

2100 -----

2200 -----

2300 -----

0000 -----

SECURITY

MISSION:

MISSION DIRECTIVES

GETTING PAID (LEGWORK)

When you go to a meet to **get paid** by your employer, roll and add the number of unfilled segments on the Legwork Clock.

- 10+: choose 3 from the list below
- 7-9: choose 1 from the list below
- It's not a set-up or an ambush
 - You are paid in full
 - The employer is identifiable
 - The meeting doesn't attract the attention of outside parties
 - You learned something from the mission; everyone marks experience



CONDUCT AN OPERATION (EDGE)

When you lead a planned and coordinated operation, describe your plan and who is carrying it out then roll Edge.

10+: everything goes according to plan; you and your team are in perfect position to carry out the final element of the plan. The MC will describe the scene and present you with the opportunity to act.

7-9: You get your opportunity to act, but it won't go as smoothly as you would like, choose 1:

- 🔌 A preliminary task was not completed on time or accurately; choose a task and the MC will describe how it causes a problem
- 🔌 There's an unexpected complication; choose a consideration and the MC will describe how it causes a problem

6-: the MC will describe the scene and make a move that puts you on the back foot; both problems described under 7-9 apply as well

DESTRUCTION

When you want to engage and destroy target assets, complete these tasks:

- 🔌 Determine location of assets and approach routes
- 🔌 Establish matrix overwatch
- 🔌 Take positions

It may be complicated by these considerations:

- 🔌 Position and status of security teams
- 🔌 Location and environmental factors
- 🔌 Resilience and mobility of target assets

GUARD

When you want to protect target assets, complete these tasks:

- 🔌 Determine approach routes and fields of fire
- 🔌 Take positions
- 🔌 Establish matrix overwatch

It may be complicated by these considerations:

- 🔌 Enemy strength and approach vectors
- 🔌 Location and environmental factors

CAPTURE

When you want to seize control of assets, complete these tasks:

- 🔌 Determine location of assets and approach routes
- 🔌 Establish matrix overwatch
- 🔌 Take positions

It may be complicated by these considerations:

- 🔌 Position and status of security teams
- 🔌 Location and environmental factors
- 🔌 Virtual surveillance
- 🔌 Resilience and mobility of target assets

WETWORK

When you want to eliminate a specified target, complete these tasks:

- 🔌 Determine location of target and approach routes
- 🔌 Establish matrix overwatch
- 🔌 Take positions

It may be complicated by these considerations:

- 🔌 Position and status of security teams
- 🔌 Location and environmental factors
- 🔌 Target and bodyguard vigilance and resilience

EXTRACTION

When you want to exit a hostile situation, complete these tasks:

- 🔌 Determine extraction point(s)
- 🔌 Establish alternate extraction point(s)
- 🔌 Manoeuvre to extraction points

It may be complicated by these considerations:

- 🔌 Position, status and mobility of response teams
- 🔌 Virtual surveillance
- 🔌 Location factors

HUNT

When you want to locate a target, complete these tasks:

- 🔌 Determine approach and search pattern
- 🔌 Establish matrix overwatch
- 🔌 Coordinate multiple agents
- 🔌 Enact search to find target

It may be complicated by these considerations:

- 🔌 Position and status of security teams
- 🔌 Location and environmental factors
- 🔌 Ability of target to remain hidden and/or mobile

INFILTRATION

When you want to manoeuvre without being detected, complete these tasks:

- 🔌 Determine entry points
- 🔌 Establish matrix overwatch
- 🔌 Avoid detection and manoeuvre to objective point

It may be complicated by these considerations:

- 🔌 Position and status of security teams
- 🔌 Virtual surveillance
- 🔌 Vigilance of enemy
- 🔌 Location and environmental factors

SMUGGLE/COURIER

When you want to deliver assets between multiple locations, complete these tasks:

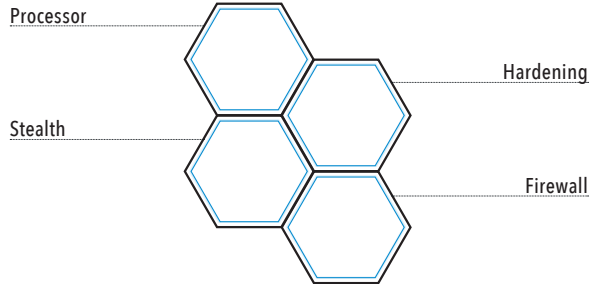
- 🔌 Determine transport method and route
- 🔌 Establish alternate rendezvous
- 🔌 Determine potential obstacles, ambush locations and choke points

It may be complicated by these considerations:

- 🔌 Resilience and mobility of transportation methods
- 🔌 Presence of checkpoints and required credentials
- 🔌 Strength and mobility of pursuing forces

AVATAR:

CYBERDECK:



Holds:

PROGRAMS

Choose a number of programs equal to your deck's processing. You start with that many programs. You cannot run multiple copies of the same program at once.

- ⏻ Alert (When you successfully **assess** in the matrix, choose one extra option)
- ⏻ Defend (+2 Firewall)
- ⏻ Efficiency Routines (+2 Processor)
- ⏻ Eject (+1 forward to jack out)
- ⏻ Identity Protection (+2 Stealth)
- ⏻ Lockdown (When you successfully **compromise security**, hold +1)
- ⏻ Manipulate (When you successfully **manipulate systems**, hold +1)
- ⏻ Sift (Take +1 ongoing to **research** or search for paydata in a secure database)
- ⏻ Safety Cutout (Cuts power to all deck systems on a successful Black ICE attack: take no harm from the attack, the connection is severed, the deck can't be used until repaired)

LOGIN (SYNTH)

When you attempt to gain access to a system, roll Synth.

10+: you're in clean

7-9: you're in, but choose one:

- ⏻ Passive trace (+1 trace)
- ⏻ ICE is activated
- ⏻ An alert is triggered (advance the active Mission Clock)
- ⏻ Your access is restricted – take -1 ongoing to matrix moves in this system while your access is restricted

6-: you're in, but the MC chooses two

MELT ICE (EDGE)

When you attempt to evade, destroy or disable an activated ICE construct, roll Edge.

7+: you evade, destroy, or temporarily disable the system, your choice

7-9: the system successfully executes a routine before you can disable it

*If you're trying to mess with the digital system itself (other than ICE), use **compromise security**.*

*If you're trying to mess with the facility, use **manipulate systems**.*

COMPROMISE SECURITY (MIND)

When you attempt to compromise a sub-system's security, roll Mind.

10+: gain 3 hold over the sub-system you have compromised

7-9: gain 1 hold

6-: you trigger an alert, which may have additional consequences

You may spend 1 hold to activate a security measure on that sub-system.

MANIPULATE SYSTEMS (SYNTH)

When you attempt to manipulate a digitally-controlled aspect of a facility, roll Synth.

10+: gain 3 hold over the sub-system you are manipulating

7-9: gain 1 hold

You may spend 1 hold to activate routines on that sub-system.

JACK OUT (COOL)

When you, your programs, or your deck are about to be damaged by ICE, you can try to jack out. Roll Cool.

10+: you disconnect yourself from the system before any serious harm occurs

7-9: you jack out, but choose one:

- ⏻ You lose some data
- ⏻ You take some of the established consequences
- ⏻ The owners of the target system trace you to your current location

6-: you take the established consequences... and you're still connected

CYBERDECKS

Using a cyberdeck gives you further options and defenses while hacking. Cyberdecks have four ratings – Hardening, Firewall, Processor, and Stealth – and can run programs.

A basic cyberdeck divides 5 points among its ratings, with no rating lower than 0 or higher than 2. More advanced models may divide 6 or more points, with no rating higher than 3.

- » Hardening protects the circuitry of the cyberdeck from harm. Spend a point of Hardening to prevent an ICE attack from damaging your deck.
- » Firewall protects the deck's software from harm. Spend a point of Firewall to prevent an ICE attack from damaging your programs.
- » Processor determines how many programs the deck can run. Each point of Processor allows a deck to run one program.
- » Stealth prevents a secure system's ICE from locating your login point. As long as your Stealth exceeds the system's Trace, ICE cannot Identify an Intruder or Sever a Connection.

MATRIX
PC EDITION - HALF THE SOYLEX!

MATRIX SUB-SYSTEMS

LOGIN GATES

Login Gates govern entry into a Matrix system. By definition, all secure systems have a login gate. This is where authorised users provide their credentials and unauthorised users fake those credentials with login.

Security Measures:

- » Admit or deny a login
- » Trigger or cancel an alert
- » Activate or deactivate ICE

ROOT

Root controls the entire system. This is often the first place a system operator will go to defend the system against an intruder.

Security Measures:

- » Change user permissions (including removing "restricted" status from login)
- » Isolate or reintegrate a sub-system
- » Sever all external logins, sever all internal logins, or both
- » Shut down or reboot the virtual environment; this will often have major consequences for the operation of physical systems
- » Trigger or cancel an alert
- » Activate or deactivate ICE in any sub-system

DATABASES

Databases contain data. These will often be the target of intrusion attempts aiming at discovering or extracting specific data, as well as general paydata fishing attempts. Many hackers consider this a great way to make a bit of extra Cred on the side... but you have to be good at sifting out the hot, tagged or worthless data.

Routines:

- » Create, edit or delete records
- » Delete backups
- » Delete or edit access logs
- » Search for paydata (when you search for paydata in a Database, roll Mind: On a hit you find something hot that you can sell; on a 10+, when you **hit the street** to sell it choose one less option on a 7-9.)

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

BUILDING SECURITY NODES

BUILDING SECURITY NODES monitor physical security systems. Most secure systems monitor similarly secure physical sites with a full array of cameras, sensors, and cutting edge security devices. Sometimes the easiest way to get inside is to cut through matrix security and turn off all those physical defences.

Routines:

- » Activate, deactivate, monitor, record, subvert or loop a camera network
- » Activate or deactivate a physical alarm
- » Activate or deactivate an electronically locked door
- » Activate, deactivate, override or modify the targeting priorities of automated weapon systems
- » Activate or cancel a lockdown of the entire physical facility
- » Activate or deactivate an electronically controlled trap

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

BUILDING SERVICES NODES

BUILDING SERVICES NODES control the various mundane operations of the physical building or compound. Most facilities have some sort of automated systems controlling lights, air conditioning, power supplies, and the like.

Routines:

- » Activate, deactivate, monitor or reprogram a building system (such as air conditioning, lights, power; note that security or life support systems will often have independent backup power controlled from a separate Matrix system)

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

PRODUCTION CONTROL SYSTEMS

PRODUCTION CONTROL SYSTEMS control the things that the facility makes. Large corporate facilities (such as the virtual environment of a giant arcology) may have many different kinds of production control system each controlling different labs, warehouses and factories. The routines that these systems control differ widely depending on the goods being manufactured: the seed germination facility of an agricorp system will have quite different routines than the testing range of a weapons division.

Example routines:

- » Start or stop a production line
- » Initiate a production run or delivery
- » Activate or deactivate part of a production line
- » Reprogram part of a production line

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

R&D CONTROL SYSTEMS

R&D CONTROL SYSTEMS control laboratories and databases where cutting-edge **research** is performed and stored. As above, the routines that these systems control differ widely depending on the goods being **researched** and tested: gene-splicing, explosives development, and organ growth all require different controls and systems.

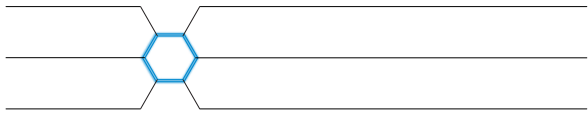
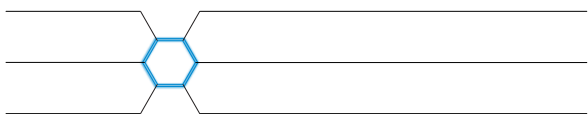
Example Routines:

- » Seal or unseal a hermetically controlled area
- » Change test parameters
- » Initiate or rescind a test process
- » Issue or rescind an evacuation order
- » Activate or deactivate emergency protocols

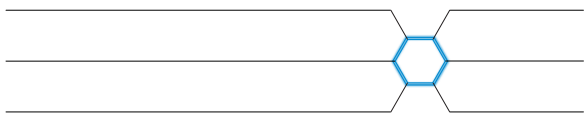
Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

SYSTEMS & TRACE:



NOTES



LOGIN (SYNTH)

When you attempt to gain access to a system, roll Synth.

10+: you're in clean

7-9: you're in, but choose one:

- ⚡ Passive trace (+1 trace)
- ⚡ ICE is activated
- ⚡ An alert is triggered (advance the active Mission Clock)
- ⚡ Your access is restricted – take -1 ongoing to matrix moves in this system while your access is restricted

6-: you're in, but the MC chooses two

MELT ICE (EDGE)

When you attempt to evade, destroy or disable an activated ICE construct, roll Edge.

7+: you evade, destroy, or temporarily disable the system, your choice

7-9: the system successfully executes a routine before you can disable it

ICE

BLUE ICE locates intruders, raises the alarm, traces their location allowing the system owner to alert physical response teams (either internal corporate teams or the appropriate local police authorities), then attempts to sever the intruder's connection.

When Blue ICE executes a routine, the MC chooses 1:

- ⚡ Trigger an alarm (advance relevant Mission Clock)
- ⚡ Trace an intruder's location (Trace +1)
- ⚡ Identify intruder (advance Corporate Clock)
- ⚡ Sever an intruder's connection
- ⚡ Call for counter-hacker backup

RED ICE locates intruders, raises the alarm, traces their location, then engages them to damage their cyberdeck with feedback algorithms.

When Red ICE executes a routine, the MC chooses 2:

- ⚡ Trigger an alarm (advance relevant Mission Clock)
- ⚡ Trace an intruder's location (Trace +2)
- ⚡ Identify an intruder (advance Corporate Clock)
- ⚡ Sever an intruder's connection
- ⚡ Corrupt an intruder's program (Destroy an active program)
- ⚡ Damage an intruder's cyberdeck (Lower one of the cyberdeck's ratings by 1)

BLACK ICE locates intruders, raises the alarm, traces their location, then engages them to harm the intruder herself with lethal feedback algorithms, trying to trap them in the matrix until the Black ICE kills them or physical response teams can reach their location.

When Black ICE executes a routine, the MC chooses 3:

- ⚡ Trigger an alarm (advance relevant Mission Clock)
- ⚡ Trace an intruder's location (Trace +3)
- ⚡ Identify an intruder (advance Corporate Clock)
- ⚡ Damage an intruder's cyberdeck (Lower one of the cyberdeck's ratings by 2)
- ⚡ Inflict physical harm to a jacked in intruder (1-harm +AP)
- ⚡ Prevent an intruder from jacking out and trap their mind

*If you're trying to mess with the digital system itself (other than ICE), use **compromise security**.*

*If you're trying to mess with the facility, use **manipulate systems**.*

COMPROMISE SECURITY (MIND)

When you attempt to compromise a sub-system's security, roll Mind.

10+: gain 3 hold over the sub-system you have compromised

7-9: gain 1 hold

6-: you trigger an alert, which may have additional consequences

You may spend 1 hold to activate a security measure on that sub-system.

MANIPULATE SYSTEMS (SYNTH)

When you attempt to manipulate a digitally-controlled aspect of a facility, roll Synth.

10+: gain 3 hold over the sub-system you are manipulating

7-9: gain 1 hold

You may spend 1 hold to activate routines on that sub-system.

JACK OUT (COOL)

When you, your programs, or your deck are about to be damaged by ICE, you can try to jack out. Roll Cool.

10+: you disconnect yourself from the system before any serious harm occurs

7-9: you jack out, but choose one:

- ⚡ You lose some data
- ⚡ You take some of the established consequences
- ⚡ The owners of the target system trace you to your current location

6-: you take the established consequences... and you're still connected

MATRIX
MC EDITION - YOU'VE EARNED IT!

MATRIX SUB-SYSTEMS

LOGIN GATES

Login Gates govern entry into a Matrix system. By definition, all secure systems have a login gate. This is where authorised users provide their credentials and unauthorised users fake those credentials with login.

Security Measures:

- » Admit or deny a login
- » Trigger or cancel an alert
- » Activate or deactivate ICE

ROOT

Root controls the entire system. This is often the first place a system operator will go to defend the system against an intruder.

Security Measures:

- » Change user permissions (including removing "restricted" status from login)
- » Isolate or reintegrate a sub-system
- » Sever all external logins, sever all internal logins, or both
- » Shut down or reboot the virtual environment; this will often have major consequences for the operation of physical systems
- » Trigger or cancel an alert
- » Activate or deactivate ICE in any sub-system

DATABASES

Databases contain data. These will often be the target of intrusion attempts aiming at discovering or extracting specific data, as well as general paydata fishing attempts. Many hackers consider this a great way to make a bit of extra Cred on the side... but you have to be good at sifting out the hot, tagged or worthless data.

Routines:

- » Create, edit or delete records
- » Delete backups
- » Delete or edit access logs
- » Search for paydata (when you search for paydata in a Database, roll Mind: On a hit you find something hot that you can sell; on a 10+, when you **hit the street** to sell it choose one less option on a 7-9.)

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

BUILDING SECURITY NODES

BUILDING SECURITY NODES monitor physical security systems. Most secure systems monitor similarly secure physical sites with a full array of cameras, sensors, and cutting edge security devices. Sometimes the easiest way to get inside is to cut through matrix security and turn off all those physical defences.

Routines:

- » Activate, deactivate, monitor, record, subvert or loop a camera network
- » Activate or deactivate a physical alarm
- » Activate or deactivate an electronically locked door
- » Activate, deactivate, override or modify the targeting priorities of automated weapon systems
- » Activate or cancel a lockdown of the entire physical facility
- » Activate or deactivate an electronically controlled trap

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

BUILDING SERVICES NODES

BUILDING SERVICES NODES control the various mundane operations of the physical building or compound. Most facilities have some sort of automated systems controlling lights, air conditioning, power supplies, and the like.

Routines:

- » Activate, deactivate, monitor or reprogram a building system (such as air conditioning, lights, power; note that security or life support systems will often have independent backup power controlled from a separate Matrix system)

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

PRODUCTION CONTROL SYSTEMS

PRODUCTION CONTROL SYSTEMS control the things that the facility makes. Large corporate facilities (such as the virtual environment of a giant arcology) may have many different kinds of production control system each controlling different labs, warehouses and factories. The routines that these systems control differ widely depending on the goods being manufactured: the seed germination facility of an agricorp system will have quite different routines than the testing range of a weapons division.

Example routines:

- » Start or stop a production line
- » Initiate a production run or delivery
- » Activate or deactivate part of a production line
- » Reprogram part of a production line

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

R&D CONTROL SYSTEMS

R&D CONTROL SYSTEMS control laboratories and databases where cutting-edge **research** is performed and stored. As above, the routines that these systems control differ widely depending on the goods being **researched** and tested: gene-splicing, explosives development, and organ growth all require different controls and systems.

Example Routines:

- » Seal or unseal a hermetically controlled area
- » Change test parameters
- » Initiate or rescind a test process
- » Issue or rescind an evacuation order
- » Activate or deactivate emergency protocols

Security Measures:

- » Trigger or cancel an alert
- » Activate or deactivate ICE

AGENDA

- » Make *The Sprawl* dirty, high-tech and excessive
- » Fill the character's lives with action, intrigue and complication
- » Entangle the characters in *The Sprawl*
- » Play to find out what happens

PRINCIPLES

- » Chrome everything, then make it dirty
- » Begin and end with the fiction
- » Address the characters, not the players
- » Ask questions and incorporate the answers
- » Name everyone
- » Make everything Corporate
- » Make everything personal; complicate everything
- » Treat your NPCs like disposable assets
- » Think offscreen
- » Be a fan of the characters

MC MOVES

- » Show them the barrel of the gun
- » Make their lives complicated now
- » Put someone in a spot
- » Inflict harm
- » Use up their resources
- » Offer an opportunity, with or without a cost
- » Tell them the requirements or consequences and ask
- » Use a Corporation, Mission, or Threat move
- » Follow every move with "what do you do?"

ASSET: _____

Playbook: _____

Tags: _____

Skills and history:

ASSET: _____

Playbook: _____

Tags: _____

Skills and history:

ASSET: _____

Playbook: _____

Tags: _____

Skills and history:

ASSET: _____

Playbook: _____

Tags: _____

Skills and history:

CORPORATIONS

Corporations maximise profit and minimise expenses
Corporations deny responsibility and suppress dissent
Corporations exploit technology and humanity to the limits of both

CORPORATION MOVES

- » Send a subtle message
- » Send a violent message
- » Terminate a problem
- » Throw money at a problem
- » Hire disposable assets
- » Deploy permanent assets
- » Buy out smaller operators
- » Make life difficult for someone
- » Implant a cortex bomb
- » Deploy technology (drones, tracers, uploaders)

CORP: _____

15:00	18:00	21:00	22:00	23:00	00:00

Major Interests:

Moves:

CORP: _____

15:00	18:00	21:00	22:00	23:00	00:00

Major Interests:

Moves:

CORP: _____

15:00	18:00	21:00	22:00	23:00	00:00

Major Interests:

Moves:

CORP: _____

15:00	18:00	21:00	22:00	23:00	00:00

Major Interests:

Moves:

CORP: _____

15:00	18:00	21:00	22:00	23:00	00:00

Major Interests:

Moves:

THREATS

GROUP MOVES:

- » Attack suddenly, directly, & hard
- » Buy out allies or assets
- » Seize someone or something
- » Claim territory by force or intrigue
- » Destroy someone or something
- » Threaten to expose someone or something
- » Make demands
- » Bide their time and do legwork
- » Probe for weakness
- » Seek corporate patronage

Group Goals: to possess, to overthrow, to terrorise, to destroy, to dominate.

LONER MOVES:

- » Reflect the decay of society and its structures
- » Display the conflict between humanity and technology, meat and chrome
- » Display the excess in *The Sprawl*
- » Make an offer with strings attached
- » Attack from an unexpected angle
- » Attack from the front
- » Threaten someone or something with violence or exposure
- » Steal something or seize someone
- » Stage a loud diversion
- » Insult or offend a person or organisation
- » Seek corporate patronage
- » Loner Goals: to corrupt, to manipulate, to misdirect, to steal, to murder.

PLACE MOVES:

- » Keep someone out, keep someone in
- » Demonstrate separation from the surrounding environment
- » Show internal cohesion
- » Show criminal activity in the background
- » Entangle someone in intrigue, violence, or bureaucracy
- » Highlight desperation or kill someone's dream
- » Reveal corporate callousness
- » Spotlight the fracture, breakdown or absence of society
- » Surrender to corporate influence

Place Goals: to trap, to breed, to frustrate, to consume, to isolate.

HEADLINE MOVES:

- » Reveal a conflict in society
- » Reveal neglect in society
- » Reveal corporate callousness
- » Reveal excess in society
- » Force someone to seek help
- » Isolate someone or something
- » Conceal the truth
- » Provoke accusations
- » Force destructive or futile action
- » Prevent action

Headline Goals: to poison, to expose, to explode, to impoverish, to implicate.

THREAT:

Group // Loner // Place // Headline



Description:

Goal:

THREAT:

Group // Loner // Place // Headline



Description:

Goal:

THREAT:

Group // Loner // Place // Headline



Description:

Goal:

THREAT:

Group // Loner // Place // Headline



Description:

Goal: