

Pink Fohawk

2nd Edition Express Core Matrix Rules

I've just been re-reading the chapter over and over and asking other GMs how they do it, and basically I'm gonna use 2e Core Matrix largely as-is other than these (pretty major) exceptions:

- All Matrix legwork from “outside” (outside of a run/prior to being physically in a facility) will be resolved in single dice rolls, but heavily flavored so it doesn't suck. This may also be done for rudimentary hacking while on-site (ie: jacking into a door to hack it)
- *****All systems worth infiltrating are kept in closed-off systems, with zero access to and from the rest of the Matrix*****. This forces Deckers to be with the crew on a run in the flesh, needing to jack in from someplace on site. It also saves time of “getting into a system”. If they jack in from somewhere on-site, they're in the facility's Matrix system.

RULES WITHIN THE MATRIX:

- Deckers can communicate with their team at any time while in the Matrix, so it isn't a full party split. It'll also enable coordinating to get past certain obstacles while the decker is jacked in
- I'm losing range completely, once the decker decides to enter/interact with a node they will have to deal with any IC attached to it (unless under active alert, then IC will be actively trying to find them)
- I'm reducing Matrix systems to 4 nodes:
 - Slave
 - I/O
 - Data store
 - CPU
- Deckers appear in the system at the node they entered from:
 - jacking into a slaved device = start in Slave node
 - jacking into an I/O device = start in I/O node
 - in the rare instance that the decker is allowed to enter a system through another system in the Matrix = start in System Access Node (SAN)

- Once jacked into the system, Deckers can attempt to enter any other node in system (hindered only by IC attached to the node)
 - In order to affect specific devices / find specific files / or perform any specific function, the Decker must first be in the corresponding node, and conduct a search for that device, file, or function. On a successful search, the Decker can make the appropriate System Operation
 - Multiple successes are required for System Operations tests to pass Security Code, *NOT* Utility Execution tests. Those are opposed rolls against the node, and I think requiring the decker to beat that and still have enough net successes to beat the System code is bullshit.
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EXAMPLE:

Quick Jerk (the poor man's Fast Jack) successfully sneaks into the maintenance closet while his teammates distract the lobby security. He decides to jack into the portable vacuum (choomba) charging dock and attempt to enter the system from there.

Game Master mutters the obligatory: "oh cool, uhhhhhhhhhhh...."

GM decides this is a Green system since it's just the lobby and not the underground facility, and then rolls on the Random Security Rating Table to see the Rating of this system (Green = 1D6+1). He rolls a 4 which makes it a Green 5 system because $4 + 1 = 5$. Since it's a Green system, Quick Jerk will need to get 2 successes to pass any system operation test.

Since the decker jacked into a slaved device, he appears in the matrix within the Slave Node. He could instantly attempt to control the vacuums with a single system operation (Computer Skill test) against the TN 5 (system's rating). He could also roll to search for another specific slaved device controlled by the Slave Node, using his Browse Utility or his sensor rating vs TN 5, and if he finds one he could attempt to control it.

Buuuut he doesn't do any of that. Instead, he decides to create visitor passes for his crew - he instantly travels to the Datastore Node, which is rating 6. He doesn't run into any IC yet because the GM wants to make this shit quick, so Quick Jerk enters the node easily and he uses his Browse Utility (rating 5) to find the file with the visitor's list. To do this he rolls his 5 dice vs TN 6 (the Datastore node's rating). Quick Jerk has 12 Hacking

Pool dice and decides he's not fucking around so he also adds 5 Hacking Pool dice, so 10 dice vs TN 6 and gets 3 successes. The node resists with 6 dice vs TN 4 (Jerk's evasion rating) and gets 2 successes. Quick Jerk succeeds and finds the files in a Datastore Node containing visitor information.

He then runs a System Operation to edit the file. He runs a Computer Test, with a rating 5 vs TN 6 (node rating). He adds 5 more Hacking dice to make it 10 dice vs TN 6. He gets 2 successes, which is just enough to pass the Green system rating, and successfully places his team on the visitor's list.

He jacks out, and rejoins his team who then tell security they are expected inside for an important meeting.

I've built a random table generator and borrowed some from the book - to determine System and IC ratings.

(I also created a simple table for randomly determining nodes in case I ever want to make the Decker crawl through a system and not have access to all nodes, probably won't use it though):

<https://docs.google.com/spreadsheets/d/1kXDMowGqFwkyWBkYJ2PgMdMNe0gbOUDzNSXfnGFXh28/edit>