

## NORTH AMERICAN AND OVERSEAS RTG SYSTEM RATINGS

RTG	Security	Access	Control	Index	Files	Slave
<b>Aztlan</b>	Orange-3	8	8	6	7	7
<b>California Free State</b>	Green-4	6	8	6	6	7
<b>Caribbean League</b>						
<b>Bermuda</b>	Green-2	6	6	6	6	6
<b>Cuba</b>	Orange-3	8	8	7	8	7
<b>Grenada</b>	Orange-4	8	8	8	8	8
<b>Jamaica</b>	Green-3	6	7	6	6	6
<b>South Florida</b>	Green-2	6	7	6	6	6
<b>Virgin Islands</b>	Green-3	6	7	6	6	6
<b>CAS</b>	Green-3	6	8	7	8	8
<b>NAN</b>						
<b>Algonkian-Manitou</b>	Green-4	7	8	7	6	6
<b>Athabaskan</b>	Green-3	6	8	6	6	6
<b>Pueblo</b>	Orange-4	8	8	8	8	8
<b>Salish-Sidhe</b>	Green-3	6	8	7	6	6
<b>Sioux</b>	Orange-3	7	8	8	7	7
<b>Trans-Polar Aleut</b>	Green-2	6	6	6	6	6
<b>Ute</b>	Orange-3	7	8	7	7	7
<b>Québec</b>	Green-2	6	8	8	7	7
<b>Tir Tairngrie</b>	Orange-5	7	8	8	7	7
<b>Tsimshian</b>	Orange-5	8	8	8	8	8
<b>UCAS</b>	Green-4	6	8	6	6	6
<b>Germany</b>						
<b>Greater Frankfurt</b>	Green-4	6	8	6	6	6
AG Chemie*	Red-5	10	10	9	9	9
Frankfurt	Orange-3	6	8	6	7	7
Frankfurt Bank Assn.*	Red-5	10	10	8	9	9
Mainz/Wiesbaden	Green-4	6	8	6	7	7
Mannheim/Ludwigshafen	Green-4	6	8	6	7	7
<b>Northern Germany</b>	Green-3	6	8	6	7	7
Arkoblock 1-4*	Red-4	8	10	8	8	8
Berlin	Orange-3	6	8	7	6	6
Bremen	Green-5	6	8	6	7	7
Hamburg	Green-4	6	8	6	7	7
Rügen	Orange-5	8	10	9	9	9
<b>Rhine-Ruhr</b>	Green-4	6	8	6	6	6
Cologne	Green-3	6	8	6	6	6
Düsseldorf	Green-4	6	8	6	6	6
Essen	Green-4	6	8	6	6	6
Ruhrmetal*	Orange-5	8	9	8	9	10
Ruhr Uni.	Orange-4	6	8	6	7	7
Saeder-Krupp*	Red-5	8	10	9	10	10
<b>Southern Germany</b>	Green-4	6	8	6	6	6
Heidelberg	Green-3	6	8	6	6	6
Munich	Green-4	6	8	6	6	6
Nuremberg	Green-3	6	8	6	6	6
Stuttgart	Green-4	6	8	6	6	6
<b>SOX*</b>	Red-4	9	10	8	8	8
SOX-Öffnet	Green-3	6	8	6	6	6
<b>Great Britain</b>	Orange-5	7	8	6	7	7
<b>Tir na nÓg</b>	Red-5	9	9	7	8	8

\*Denotes an entry point to a PLTG

## SYSTEM S OPERATIONS

<b>Operation</b>	<b>Test</b>	<b>Utility</b>	<b>Action</b>	<b>Function</b>
Analyze Host	Control	Analyze	Complex	Determine Ratings/Nature of Host
Analyze IC	Control	Analyze	Free	Identify located IC
Analyze Icon	Control	Analyze	Free	Identify Icon type
Analyze Security	Control	Analyze	Simple	Determine grid/host Security Rating, Security tally, alert status
Analyze Subsystem	Targeted Subsystem	Analyze	Simple	Identify extraordinary features of the host's subsystem.
Control Slave*	Slave	Spoof	Complex	Control remote devices
<i>Crash Application</i>	<i>Appropriate Subsystem</i>	<i>Crash</i>	<i>Complex</i>	<i>Crash application on host</i>
<i>Crash Host</i>	<i>Control</i>	<i>Crash</i>	<i>Complex</i>	<i>Shutdown host</i>
<i>Decoy</i>	<i>Control</i>	<i>Mirrors</i>	<i>Complex</i>	<i>Create decoy icon</i>
Decrypt Access	Access	Decrypt	Simple	Defeat scramble IC to access grid/host
Decrypt File	Files	Decrypt	Simple	Defeat scramble IC on file
Decrypt Slave	Slave	Decrypt	Simple	Defeat scramble IC on Slave subsystem
<i>Disinfect</i>	<i>Appropriate Subsystem</i>	<i>Disinfect</i>	<i>Complex</i>	<i>Destroy worm programs</i>
Download Data†	Files	Read/Write	Simple	Copy file to cyberdeck
<i>Dump Log°</i>	<i>Control</i>	<i>Validate</i>	<i>Complex</i>	<i>Read host access log</i>
Edit File	Files	Read/Write	Simple	Change Datafile
Edit Slave*	Slave	Spoof	Complex	Modify data sent to/from remote device
Graceful Logoff°	Access	Deception	Complex	Exit grid/host w/out dump shock; clear system memory
<i>Invalidate Passcode</i>	<i>Control</i>	<i>Validate</i>	<i>Complex</i>	<i>Erase passcode from host's security tables; trash passcode list</i>
Locate Access Node	Index	Browse	Complex	Find LTG code for host
Locate Decker	Index	Scanner	Complex	Find decker in grid/host
<i>Locate Frame</i>	<i>Index</i>	<i>Scanner</i>	<i>Complex</i>	<i>Locate smart frames/SKs</i>
Locate File°	Index	Browse	Complex	Find specific datafile
Locate IC	Index	Analyze	Complex	Find IC in system
<i>Locate Paydata°</i>	<i>Index</i>	<i>Evaluate</i>	<i>Complex</i>	<i>Find salabale date on host</i>
Locate Slave°	Index	Analyze	Complex	Find system addresses of remote devices controlled by Host
Logon to Host	Access	Deception	Complex	Access Host
Logon to LTG	Access	Deception	Complex	Access LTG
Logon to RTG	Access	Deception	Complex	Access RTG
Make Comcall*	Files	Commmlink	Complex	Call commcodes controlled by RTG/LTG
Monitor Slave*	Slave	Spoof	Simple	Read data transmitted by remote device to host
Null Operation	Control	Deception	Complex	Special
<i>Redirect Datatrail</i>	<i>Control</i>	<i>Camo</i>	<i>Complex</i>	<i>Confuse Trace IC</i>
<i>Retrain</i>	<i>Access</i>	<i>Commmlink</i>	<i>Free</i>	<i>Change decker's I/O bandwidth</i>
<i>Scan Icon</i>	<i>Special</i>	<i>Scanner</i>	<i>Simple</i>	<i>Determine specific features of icon</i>
Swap Memory†	None	None	Simple	Load new utility
Tap Comcall	Special	Commmlink	Complex	Trace/listen to commmlink calls
Upload Data†	Files	Read/Write	Simple	Transmit data from deck to Matrix
<i>Validate Passcode</i>	<i>Control</i>	<i>Validate</i>	<i>Complex</i>	<i>Validate false passcode on host</i>

\*Monitored Operation

†Ongoing Operation

°Interrogation Operation

## INTRUSION COUNTERMEASURES

<b>White IC</b>	<b>Proactive/ Reactive</b>	<b>Target</b>	<b>Effect</b>
<b>Crippers</b>			
Acid	Proactive	Icon Bod Rating	Varied damage to icon
Binder	Proactive	Icon Evasion Rating	Varied damage to icon
Jammer	Proactive	Icon Sensor Rating	Varied damage to icon
Marker	Proactive	Icon Masking Rating	Varied damage to icon
<i>Data bomb</i>	<i>Reactive</i>	<i>Icon Rating</i>	<i>Rating (M) damage to icon</i>
Killer	Proactive	Icon Rating	Varied damage to icon
Probe	Reactive	System Operations	Detects unauthorized operations
<b>Scramble</b>			
Exploding	Reactive	Icon Ratings	Varied damage to icon
Poison	Reactive	Protected Data	Destroys the protected data
Tar Baby	Reactive	Utility Programs	Crashes utility program
<b>Gray IC</b>			
Blaster	Proactive	MPCP Rating	Varied damage to MPCP
<i>Dataworm</i>	<i>Reactive</i>	<i>MPCP Rating</i>	<i>Varied damage to MPCP</i>
<i>Deathworm</i>	<i>Reactive</i>	<i>Deck target numbers</i>	<i>Increase by 2 per worm</i>
<b>Rippers</b>			
Acid	Proactive	Deck Bod Rating	Varied damage to deck ratings
Bind	Proactive	Deck Evasion Rating	Varied damage to deck ratings
Jam	Proactive	Deck Sensor Rating	Varied damage to deck ratings
Mark	Proactive	Deck Masking Rating	Varied damage to deck ratings
Sparky	Proactive	MPCP	Varied damage to MPCP; (IC Rating)M damage to the decker
<i>Tapeworm</i>	<i>Reactive</i>	<i>Downloaded Files</i>	<i>Erases data</i>
Tar Pit	Reactive	Utility Programs-All Copies	Corrupts utilities
<i>Trace</i>	<i>Proactive</i>	<i>Decker</i>	<i>Locates decker; reduces target number for proactive IC by 1</i>
<b>Black IC</b>			
Lethal	Proactive	Icon Ratings/Decker	Varied Physical Damage
Non-lethal	Proactive	Icon Ratings/Decker	Varied Mental Damage
<b>Psychotropic</b>			
<i>Cyberphobia</i>	<i>Proactive</i>	<i>Decker</i>	<i>Induces Matrix/decking phobia</i>
<i>Judas</i>	<i>Proactive</i>	<i>Decker</i>	<i>Induces compulsion to betray</i>
<i>Matrix Maniac</i>	<i>Proactive</i>	<i>Decker</i>	<i>Inspires maniacal rage</i>
<i>PCPIC</i>	<i>Proactive</i>	<i>Decker</i>	<i>Inspires loyalty to user of IC</i>

### CYBER COMBAT TARGET NUMBERS

<b>Host Security Code</b>	<b>Icon Status</b>	
	<b>Intruding</b>	<b>Legitimate</b>
Blue	6	3
Green	5	4
Orange	4	5
Red	3	6

### ICDAMAGE TABLE

<b>Host Security Code</b>	<b>IC Damage</b>
Blue	Moderate
Green	Moderate
Orange	Serious
Red	Serious

## MATRIX UTILITIES

Utility	Type	Multiplier	System Operations
Analyze	Operational	3	Analyze (Host, IC, Icon, Security, Subsystem) Locate IC
Browse	Operational	1	Locate Access Node, Locate File, Locate Slave
Commlink	Operational	1	Make Comcall, Tap Comcall, <i>Retrain</i>
<i>Crash</i>	<i>Operational</i>	3	<i>Crash (Application, Host)</i>
Deception	Operational	2	Gracefull Logoff, Logon to (LTG, RTG, or Host)
Decrypt	Operational	1	Decrypt Access, Decrypt File, Decrypt Slave
<i>Defuse</i>	<i>Operational</i>	2	<i>Defuse Data Bombs</i>
<i>Disinfect</i>	<i>Operational</i>	2	<i>Disinfect</i>
<i>Evaluate</i>	<i>Operational</i>	2	<i>Locate Paydata</i>
<i>Mirrors</i>	<i>Operational</i>	3	<i>Decoy</i>
Read/Write	Operational	3	Download Data, Edit File, Upload Data
Relocate	Operational	2	—
Scanner	Operational	3	Locate Decker
Spoof	Operational	3	Control Slave, Edit Slave, Monitor Slave
<i>Validate</i>	<i>Operational</i>	4	<i>Dumplog, Validate Passcode</i>

Utility	Type	Multiplier	Function
<i>Compressor</i>	<i>Special</i>	2	<i>Reduces Data Size by 50 Percent</i>
Sleaze	Special	3	Detection Factor = [(Masking + Sleaze) ÷ 2](Round Up)
Track	Special	8	Tracks Deckers to Location

Utility	Type	Multiplier	Description
Armor	Defensive	3	Reduces Power of Attack
<i>Camo</i>	<i>Defensive</i>	3	<i>Trace Factor = (Evasion + Camo) - Trace IC rating</i>
Cloak	Defensive	3	Reduces TN for Evasion Tests
Lock-On	Defensive	3	Reduces TN for Sensor Tests
Medic	Defensive	4	Reduces Damage in a Personae's Condition Monitor
Restore	Defensive	3	Repairs Damage to Personae
<i>Shield</i>	<i>Defensive</i>	4	<i>Reduces Attack Net Successes</i>

Utility	Type	Multiplier	Target
Attack-L	Offensive	2	Icon, IC, <i>Frames, SKs</i>
Attack-M	Offensive	3	Icon, IC, <i>Frames, SKs</i>
Attack-S	Offensive	4	Icon, IC, <i>Frames, SKs</i>
Attack-D	Offensive	5	Icon, IC, <i>Frames, SKs</i>
Black Hammer	Offensive	20	—
<i>Hog</i>	<i>Offensive</i>	3	Icon
Killjoy	Offensive	10	—
<i>Poison</i>	<i>Offensive</i>	2	Icon, <i>Frames, SKs</i>
<i>Restrict</i>	<i>Offensive</i>	3	Icon, <i>Frames, SKs</i>
<i>Reveal</i>	<i>Offensive</i>	3	Icon, <i>Frames, SKs</i>
Slow	Offensive	4	IC
<i>Steam Roller</i>	<i>Offensive</i>	3	<i>Tar Baby, Tar Pit</i>

**Program Size in MP** = Rating x Rating x Multiplier