

# SIMPLE HACKING

If these rules at first seem intimidating, keep in mind that the core hacking rules are fairly straightforward. The following guidelines should get you through most situations:

- Almost all hacking-involved tests pit the hacker's Infosec vs. the target system's Firewall.
- To hack into a system, you have a choice of fast (immediate, -30 modifier, triggers an alert) or slow (no modifier, takes an hour, no alert).
- By default, you get in with standard user privileges. Superior successes get you better privileges.
- Once in, you can take any action that your privileges allow without making a test.
- If your privileges don't allow it, make a Hacking Test (Infosec vs. Firewall) to pull it off.
- Use your imagination! If you want to do something—loop sensors, jam weapons, steal files, open a door, crash an opposing AI—your GM will tell if you need to make a test.
- Don't forget to use Insight pool for extra mesh actions or to modify rolls!