

# ECLIPSE PHASE HACKING CHEATSHEET

by voidstate

Feedback, corrections and suggestions welcome to rpg@voidstate.com

## Establish Connection

### Wireless

Target is wireless-capable & in range  
Hacker can locate Target

### Wired

Hacker can jack in or tap cable carrying data traffic

### Mesh

Target online  
Hacker knows mesh ID

### Note

At any time a hacker will have a connection type, status and privilege level. A system will be monitored or unmonitored, and have an alert level.

## Defeat Firewall

### Spoofing

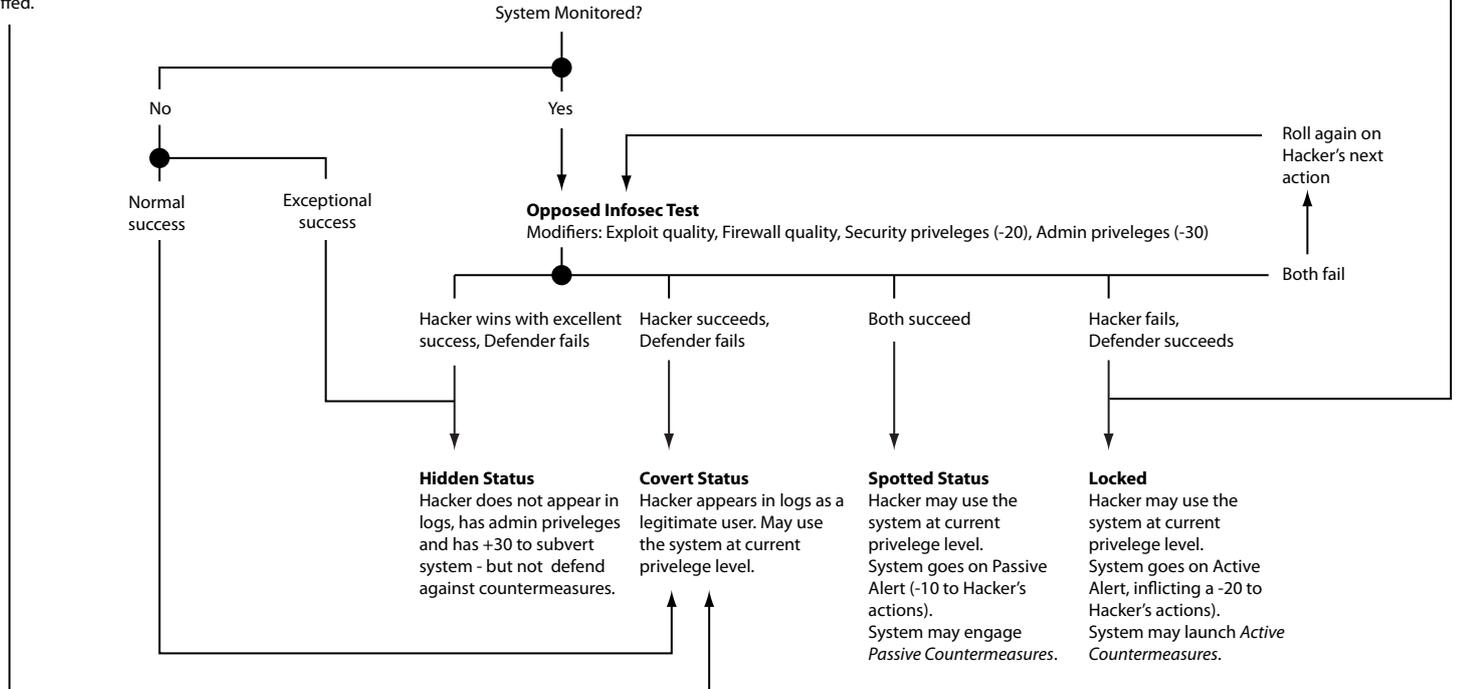
Infosec Test  
Timeframe: 10 minutes  
Modifiers: Spoof quality, Firewall quality, Security privileges (-20), Admin privileges (-30)  
Note: Privilege level depends on traffic being sniffed.

### Standard Hacking

Infosec Test  
Timeframe: 10 minutes  
Modifiers: Exploit quality, Firewall quality, Security privileges (-20), Admin privileges (-30)

### Brute-Force Hacking

Opposed Infosec Test  
Timeframe: 1 minute  
Modifiers: +30 brute-force modifier, Exploit quality, Firewall quality, Security privileges (-20), Admin privileges (-30)



## PRIVILEGES

### User Privileges

No penalty to defeat firewall

### Security Privileges

-20 to defeat firewall

### Admin Privileges

-30 to defeat firewall

## STATUS

### Upgrading Status

#### Covert status

Infosec test  
Excellent success improves status one step

#### Spotted status

Opposed Infosec test  
Win & Excellent success improves status one step

#### Locked Status

Not possible

### Downgrading Status

#### Hacker scores severe failure

Status downgrades one step

#### Hacker scores critical failure

Status downgrades to Locked status

## COUNTERMEASURES

### Passive Countermeasures

#### Locate Intruder

Opposed Infosec test  
Win downgrades Hacker to Locked Status.

#### Re-Authenticate

At start of next Action Turn, Hacker must succeed at an Infosec test (with -10) or downgrade to Locked status

#### Reduce Privileges

Protect logs from standard users' access

### Active Countermeasures

#### Counterintrusion

Attack Hacker's ecto/mesh inserts or PAN. Requires tracking. See p. 251-2

#### Lockout

Requires security or admin privileges. Opposed Infosec test (with Hacker suffering -20). Success ejects Hacker from the system.

#### Reboot/Shutdown

Complex action. Shutdown takes between 1 turn and 1 minute, after which Hacker is ejected. Reboot takes the same.

#### Trace

Track Hacker's physical location through mesh ID.

#### Wireless Termination

Complex action. Takes 1 turn, after which all wireless connections are severed, ejecting wireless or mesh connected Hackers.

## SUBVERSION

### Use the System

Once past the firewall, the Hacker may freely use any part of the system they have privileges for. Other parts require an unopposed Infosec test with between a 0 and -30 penalty. Spotted status imposes a further -10 to this roll. Locked imposes -20.

### AR Illusions

Must have hacked ecto /mesh inserts. Pre-made illusions pose -10 to -30 penalty to identify. Improvised illusions grant +10 to +30 to identify. Illusions grant -10 to -30 to target's Perception or other actions.

### Backdoor

Requires Infosec test (opposed if system monitored). Then requires Programming test (-20 for Security privileges or -30 for admin). Once in place, Hacker may bypass firewall without a test.

### Crash Software

Complex action. Requires Infosec test (opposed if crashing an AI, AGI or infomorph). 2 tests needed to crash AIs, 3 to crash AGIs and infomorphs.

### Eliminate Traces

Complex action. Requires Infosec test (opposed if system monitored).

### Scripting

Creating script requires Programming test. Max actions = (programming / 10) Loading script requires Infosec test (opposed if system monitored). Programmer's Infosec used for script's actions.

### Hacking VPNs

Hacker must first hack a device connected to the VPN, then hack the VPN.