Hacking Minigame

Introduction

This minigame replaces the traditional Electronics(Computers) check for hacking in Mongoose Traveller Second Edition. This replacement takes the form of a two person counter-game. The Traveller that initiates the hack will be referred to as the attacker. The Referee will serve as, and be referred to as, the defender. The attacker may end the hack at the start of any round.

Operation Points

Operation points serve as the competitors' currency which may be spent each round by performing operations. Each operation that is attempted will consume one operation point.

At the start of a hack, the attacker's operation points are equal to the total result of the attacker's Electronics(Computers) check; Include the *Dice Modifier* from any intrusion software in this check.

The defender's operation points are equal to the total result of the defender's Electronics(Computers) check. The use of security software on the defender's system will grant the following additional operation points:

Security/0 - 4 Operation Points
Security/1 - 6 Operation Points
Security/2 - 8 Operation Points
Security/3 - 10 Operation Points

A defending system may have one of two types of operator: An NPC, or an Agent Program. If a defending system has no operator, it will only have operation points equal to the bonus given by any security software. If the defending system is using an agent program as an operator, it will make its initial Electronics(Computers) check with the following *Dice Modifier*:

Agent/0 ~ DM+1
Agent/1 ~ DM+2
Agent/2 ~ DM+3
Agent/3 ~ DM+4

Only one operation may be performed per side each turn. If both sides run out of operation points, the hack will be terminated.

Advantage

Advantage is a representation of the ground gained, or the gains denied, by both the attacker and the defender. Advantage ranges from **-3** to **5** and may be changed through the operations performed each turn. An advantage of **-3** indicates that the attacker has been completely shut-out and the hack will end at the end of that round. An advantage of **5** represents a situation in which the defender's system has been completely compromised and is at the whim of the attacker. Advantage starts at **0**.

No operation may be resolved if it would cause the advantage to exceed 5 or drop below -3.

Operation Turns

The minigame is organized into a series of turns, each of which lasts for one minute. At the start of each turn, both the attacker and defender will choose an operation, and conceal it. After choosing an operation, either side may declare that they wish to reverse the order of resolution for the soon-to-be-revealed operations. Attempting to reverse this order will cost one operation point. At this point, both operations will be revealed and resolved in the following order, if they were not reversed: Attacker, Defender. If both side attempted to reverse the order of resolution, it remains unchanged.

Attacker Operations

Operation Name	Advantage Change	Description
Wait	-	You wait for this turn. This does not consume an operation point.
Probe	**+1**	Attempt to probe the defender's system for vulnerabilities. This may not be used if the Advantage is higher than two.
Exploit	**+2**	Attempt to exploit the defender's system. This may only be done if Probe was done within the last three turns.
Blind Exploit	**+2**	Attempt multiple common exploits all at once. This can be prevented by a defender's successful 10+ Electronics(Computers) check.
Phish	**+2**	Try to trick the defender into creating a vulnerability in their system. This may be resisted by a defender's successful 8+ Electronics(Computers) check. The defending system must have an operator in order to use this operation.
Intense Scan	**+2**	Perform an extensive scan of the defender's system. If the defender succeeds a 10+ Electronics(Computers) check, lose two advantage instead of gaining two.
Install Backdoor	**-1**	Installs a backdoor program on the defender's system. *Block Connection* now requires a 10+ Electronics(Computers) check to be performed.
Operate Mechanism	**-2**	Operates a computer controlled mechanism. Examples: Pistons, Lights, Doors, etc.
Steal Information	**-2**	Steal a moderate amount of information from the defender's system.
Steal Database	**-3**	Steal a large amount of information from the defender's system.
Modify Information	**-5**	Discretely modify information in the defender's system. This may be detected by a successful 12+ Electronics(Computers) check by the defender.
Modify Ownership	**-6**	Discretely modify the ownership information for the defender's system. This may be detected by a successful 12+ Electronics(Computers) check by the defender.
Disable Computer	**-8**	Disable the defender's system.

Defender Operations		
Operation Name	**Advantage Change**	**Description**
Wait	-	You wait for this turn. This does not consume an operation point.
Listen	-	*Probe* and *Intense Scan* now require a successful 10+ Electronics(Computers) check by the attacker.
Remove Vulnerabilities	-1	Attempt to remove vulnerabilities from the defender's system. Exploit only increases advantage by one if performed within the next two turns.
Remove Backdoor	-1	Attempt to remove a backdoor program. Requires a defender's successful 8+ Electronics(Computers) check. This will stop any currently running *Backdoor* programs.
Obscure Defenses	-1	Attempt to obscure the nature of the defender's security system. This may be stopped by an attacker's successful 10+ Electronics(Computers) check.
Change Passwords	-2	Change passwords for compromised accounts. This may not be done again for another two turns.
Set Trap *Is removed once triggered*	-	Set a trap for a specific attacker operation, with the exception of *Disable Computer*, conceal the chosen operation from the attacker. When the trapped operation is performed, decrease the advantage by two. The defender may only have one trap set at a time.
Full Audit	-2	Perform a two turn audit of your security to make adjustments. You may attempt no operation next turn.
Trace	-	Obtain a rough location of the attacker's computer. The advantage must be less than zero to perform this operation.
Block Connection	-2	Attempt to block the attackers primary connection. This can be prevented by a successful 10+ Electronics(Computers) check by the attacker.
Restart Firewall	+2	Restart the firewall configuration. In two turns, decrease advantage by three.
Reset	-	Initiate a system reset, you may attempt no further operations until this is complete. This will complete in two turns.