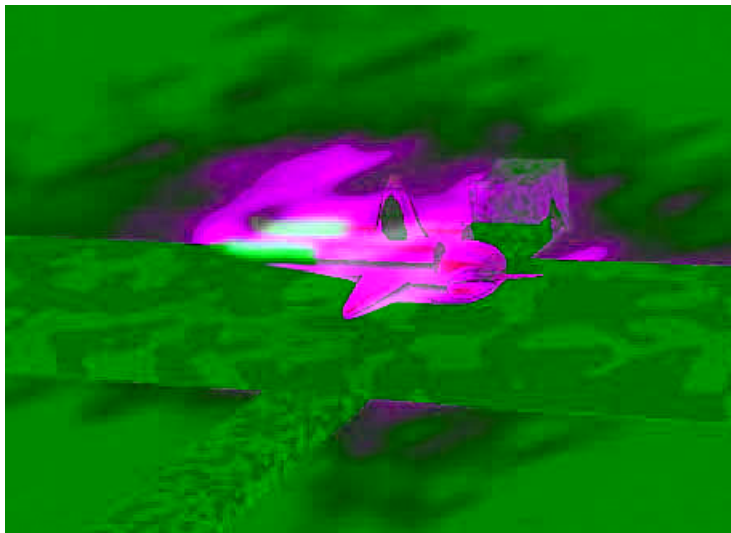


## Security Bombs

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When things get really, really, really, really ugly in a matrix node the system operator may have no choice but to send in this rare, expensive, and extremely destructive intrusion countermeasure. The security bomb is the next best thing to simply blowing away the actual physical node hardware with an automatic shotgun, only it does it from the INSIDE. The procedure for its use is as follows: The system operator notices things in the slave node controlling the company's fourteen roof mounted missile launchers are going very badly and the intruding decker is a few hacks away from launching a salvo at Renreku. With all IC crashed, the plug out of reach, and shutdown an option that would take way too long the sysop quickly injects the Security Bomb through a dedicated IO port into the system. It is given the location of the SPU to which the slave node is attached. Upon reaching that location it self destructs releasing a stream of data closely resembling a binary electro magnetic pulse and, kaboom, it blows out the SPU and whatever nodes are directly attached to it.

At this point it acts like a Blaster IC with a rating of at least 15, only it attacks everything. The target node, and all nodes attached to it which are not another SPU or CPU react to the attack by simply blowing up...literally...sparks in the real world and everything. The effect on the decker isn't that nice either. Even if he is in one of the attached nodes he still must resist the full effect of the attack. Not only does it get to make the traditional "dump the decker" tests but it also gets a chance to burn the MPCP and all the persona chips. All programs currently loaded into memory are erased and the memory roasted if the Bomb successfully destroys the above. Also the decker gets to take any damage the MPCP or persona chips did not take care of at a rate of one box per point of overspill to his or her mental track. Off line storage is still OK but will probably be blown across the room.

So, how do you stop it? Unless you happen to catch it on its way to the target node, you can't. If the IC is intercepted, however, it has an effective rating of one and all attacks against it are unresisted, although it retains its original rating for the purpose of initiative. The rating of one should also be used to determine its load rating. This rating is wimpy for a good reason. If it was able to attack it would only be able to at its normal rating of 15 plus, and would essentially be detonating early, which would be unfortunate if it was passing through the CPU at the time.

At the time of the Security Bomb's inception there were plans for providing it with defense by including it

in a construct, an experiment which had unfortunate results. On its own the Bomb can usually outrun a decker, but when it is included in a construct its speed is slowed drastically. This produced an unfortunate incident when a Bomb in a construct was on its way to destroy a node when a decker intercepted it, slowed the construct, and then DOWNLOADED the entire construct, Bomb and all. Later the decker release his new toy into the system's CPU. The company was not pleased.

Again remember that Security Bombs are extremely rare. But they're out there. Just another reason to keep a spare deck handy.