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RACHE BARTMOSS! BRAINWARE BLOWOUT!

THE HARDWARE AND SOFTWARE COMPENDIUM FOR CYBERPUNK®



**NET
RUNNER**



INCLUDES CYBERPUNK® RULES AND
CARD CONVERSIONS FOR
NETRUNNER®!

CYBERPUNK®

RACHE BARTMOSS' BRAINWARE BLOWOUT!



THE HARDWARE AND SOFTWARE COMPENDIUM
FOR *CYBERPUNK*®

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WELCOME TO THE BOOK

Okay deckheads, it's time to get hardcore. We all know that Netrunners are the REAL cyberpunks, and this is where we prove it. Yeah, all the others lowbrows have their own books full of toys: Solos have the *Solo of Fortune* series, Rockers and Medias have *Live and Direct*, Cops have *Protect and Serve*, Nomads have *Neotribes*, and there's more full-auto death-dealers in *Blackhand's Street Weapons* and *Maximum Metal* than any CSWAT cyberpsycho could ever hope to fire!

On the other hand, any 'Runner worth his silicon has already downloaded *Rache Bartmoss' Guide to the Net*, which is better than a whole bag full of guns—Netrunners have the ENTIRE FREAKIN' NET! You ride herd on an electronic kingdom that spans the globe. You leave all the meatheads miles behind, mainlining directly into information, money and virtual culture like nobody's business. You can reach up and touch the orbital colonies with your netspace fingers, walk across the Pacific Ocean like it was your personal wading pool, and plunge into a pocket calculator to change the universal value for Pi. You can stride the virtual world like GODS.

Yes, it's all quite a rush, but never let it be said that Netrunners are behind in the realspace arms race of collecting toys either! Next time some punk tries to impress you with his fancy hardware, show him up with your Nasuko DataCycle, courtesy of *Rache Bartmoss' Brainware Blowout!* This file collects ALL the Netware from ALL our previous *Cyberpunk®* products. What's more, since you know better than to drop your hard-stolen euro on outdated warez, we've adapted all sorts of new goodies from Wizards of the Coast's cryo-chilled CCG, *Netrunner®*. We've even hacked some new rules so that you can use your *Netrunner®* cards in your *Cyberpunk®* game! This file is packed so tight that after you're done accessing it, you should feel like the ICON on the cover: Brains burstin' out all over!

David Ackerman-Gray
Project Manager

A word of caution to *Cyberpunk®* referees out there: The new *Netrunner®* stuff can be quite powerful and very mean. We did our best to match card effect to game effect, but that meant game balance was sometimes tricky to maintain. *Use only the items that you feel comfortable with and that your campaign can handle.* As always, YOU are the final arbiter of what is or isn't acceptable in your game. If you let your players steamroll you by using stuff you can't handle, you deserve what you get!

In addition: While we have included every bit of hardware and software we felt was appropriate, there is one notable exception: the Wiseman Full 'Borg from *Chromebook 3*. Because it requires so much supplementary information to use (including the Full 'Borg article from *Chromebook 2*), and constitutes cyberware more than Netware, we left it where it was.

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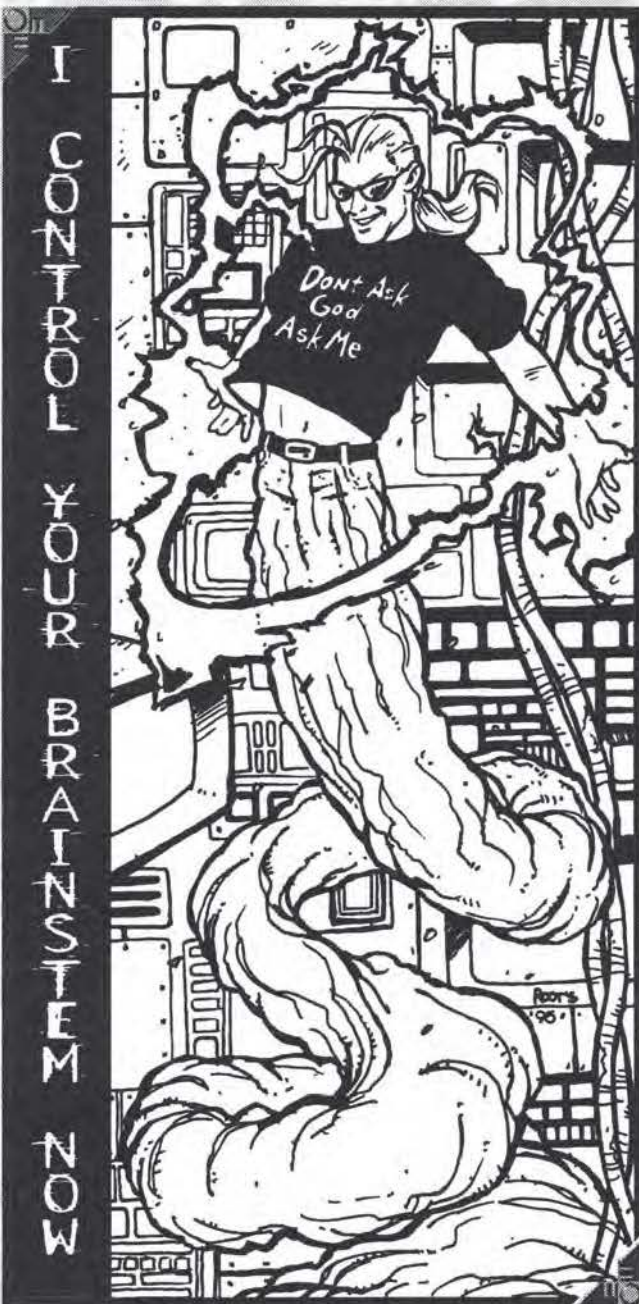
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RACHE AGAINST THE MACHINE

Another amazing alliterative cutting-edge cortical castigation from your renegade ranter Rache Bartmoss, bohemian beatnik and coldcut combo corpse—REJOICE!



Or burn in hell. Makes no nevermind to me.

You are, no doubt, wondering what the flying frack these words are doing scrolling across your cybermarquee, since five seconds ago you were trashing this pesky little virus that downloaded itself into your cyberdeck's RAM. And those of you without a cybermarquee are really wondering what's going on here, since you can't receive marquee words scrolling across the inside of your mind above your field of vision, but here you can read them all the same! Hmm, you think. Since my name is attached to this deathless (well, okay, cryochilled) prose, you probably figure in your paranoid little way that these words are there to distract you while I overwrite your parietal lobes with my newest virtual viral me. Woah, you didn't think of that? Too late! By now the spazz routines have kicked in to prevent you from hitting that crucial jackout switch, so you'll just have to wait it out, reading my words in a panic while your underdamped nerves send your limbs flying about the room in a frenzied spastic dance of desperation and spilled caffeinated drink. Thrash all you want. No use, of course; I'll just snicker and think about how many Netrunners actually run while soaking in their bathtub. This'll weed them puppers out right quick now, won't it?

I control your brainstem now, and I possess your cyberdeck. Gosh, I am so amazing, that even I am impressed. Resistance is futile. Inductance is not easily understood. Capacitance, however, is what we're here to talk about. I just have to incapacitate you to do it. I'm not going to write anything on your cranium, I'm just going to borrow it for a while. Your brain's probably not big enough to accommodate me, anyway. So you might as well let your sausage sack of a body get a rest, lie there on the floor with your drool slowly draining into your ear while the major muscle groups twitch according to the Fibonacci series, and take a good cold hard look at what I have here for you today.

It's not like I'm giving you a choice, choomba, so relax and enjoy it.

That's a sex joke. It seems most Netrunners these days don't get out enough, so I thought I might have to give you a hint.

This, folks, is *Rache Bartmoss' Brainware Blowout*, complete and delivered direct from the howling neu-



rons of the Werebrain Blowback himself, sporing through the Net like the great and beneficent virus it is. Listen up, because if I'd been crucified instead of frozen up, I'd be running this damn universe by now. Of course, crucifixion's old hat, been there, done that, and I've got something much better up my sleeve now. Hah hah hah!

That's an onomatopoeia for a laugh. It seems most Netrunners these days don't get out enough, so I thought I might have to give you a hint.

This started out as a test. You got a virus—a big old hairy virus in your deck, and you had to kill it. Curiously, it stayed in your RAM, instead of worming its way onto your crystal like the writhing worms of financial space squirm their way into your gonads to gnaw your soul into the bleeding hell of oblivion in the corporate clock-punch queue. You could have just switched it off—your cyberdeck, that is—and killed it dead. But you didn't.

That was the first test. You either had priceless programming that you hadn't yet backed up—and you should always operate with secure backups at all times in case I decide to download a virus, which is why I always keep several spare brains packed in cosmoline at the back of my closet, because I never know what I'll come up with next—or you were just plain curious about this freaky virus. Whatever the case, you chose to fight the virus.

That's what separates Netrunners from Net users. Net users just ride the sawtooth waves like fleas on a dog, remaining continually amazed by flashy but unskilled programming maneuvers. Anyone can stimulate the pleasure center of your brain. Simple code. Boooooorrring. But, Net users being the uneducated and tasteless cretins they are, we will always be burdened with untold thousands sucking their mindless pabulum from an electronic hookah.

That's a piece of drug paraphernalia. It seems most Netrunners these days don't get out enough, so I thought I might have to give you a hint.

Heck, most Net users probably didn't even know they'd caught my virus, which is why one out of every thousand copies has a wonderful little routine that... Well, I don't wanna spoil the surprise. But you might want to call your Uncle Willy or whoever else you have in your family who downloads Virtual Vickie files. Unless you're in their will, in which case call your travel agent.

See, Net users ignore the demon behind the curtain. On the other hand, Netrunners ARE the demon behind the curtain. We flip the switches and code the bits and make the IG algorithms jump through our hoops. We are the hunters, which is why, given that

you were a Netrunner, you chose to destroy the virus. It proved remarkably resilient. Like me! Not many people I know can run rings around Netwatch while keeping leftovers as fresh as they day they were cooked. But eventually, you destroyed the virus, by using some custom coding of your own. You had to; the program, like me, is invulnerable to normal killer routines. Just be happy I didn't make it too tough for you.

I made it just tough enough to separate the real Netrunners, like you, from the wannabe weefles who think that running the Net means having a deck, a Killer, and a whole lot of attitude. Don't get me wrong, I like attitude. I like a lot of it. The more attitude someone has, the more I have to slam their psyche with my own special psychode steel, and I do love doing it so! That's why I like attitude. But it has to be backed up with ability, or it's no fun.

I hate pushovers.

This is a comprehensive download of all the major programs, cyberdecks, and other junk that's out there. This stuff won't make you, but a lack of it can break you. You can only make yourself, which I did in six days, through a wonderful crash course of programming, kitbashing, and fending off the evil forked-tongued roaches which crawled into my brain after I'd been awake fifty-seven hours straight. That, and I had this really good tutor who knew all about creating things from nothing. But he made me promise not to tell anyone about him.

...Oops.

We've got it all folks, we've got killers and viruses and utilities and decks and cyberware and demons and parasitic nanites from Dimension X. And not only am I about to present you with a fully detailed catalogue compiled by a team of veteran Netbashers led by your pal and mine, Spider Murphy, who never knew that I knew that she knew that I knew that Edger knew that I knew that she knew that Dog knew that she never really liked me, which is why I hated her back first but trained her nonetheless, but all these wonderful programs and gadgets are available direct to you by black market postal services arranged through my contacts across the globe. To find someone who is a retailer of my wonderful franchise of dedicated Netbanging accessories, look for a white triangle at the bottom of their home page. Looks like an icicle. That's the symbol of the Evil I.

That's a pun. It seems most Netrunners these days don't get out enough, so I thought I might have to give you a hint.

The Evil I is my brainchild. All profits will go to a fund which will be used expressly to upgrade me,



since I don't seem to get out enough these days, either. Don't vacation in Antarctica. It ain't worth it.

I wish I could get out more, both meatily and electronically. The Net is falling apart, collapsing under the weight of too many undernourished brains. It's not like things weren't already bad enough with virtual prostitution, virtual shopping malls, and virtual chat rooms where comic pukers got together to debate whether Harry Armpitz could defeat Lefty the Amazing Wondertoad after his mystical transformation.

No, the Net got worse. The cutting edge got dull.

I look about me these days, and I see that a lot of frost has built up inside this coffin of mine. No wait, what I see it a bunch of runners who can't see the Net for the programs. They reach for the information and forget to use their intelligence. They concern themselves with data, and ignore their consciousness. Not to be confused with conscience, which we'd all do much better without. The only thing I can see conscience doing is stalling you from head-shooting a glass-blasted nomad long enough for him to eviscerate you like a dead fish and sell your corpse to the corps for them to grind up into food for their genengineered pets and wage slaves. So you use your conscience, and what do you get? The last thing you smell is stinky road leather, the last thing you think is how stupid you were to debate moral issues while being eviscerated, and the last thing you do is go out the wrong end of a dog. Not my idea of career advancement.

We—Spider, Dog, Edger, myself, and a few other schizophriends—we used to run the Net for a reason: freedom. We ran it because we could, and we were living legends, free-flying unchained gods of electronic liberty. We lynched Netwatch hacks because we could, because it was the right thing to do, and not because someone's ex-spouse was willing to cough up a couple grams of drug du jour or an assignation for a Net assassination.

We *burned* the castles—we didn't commandeer them for ourselves. We pushed the envelope for the sheer hysteria of doing what everyone else thought was impossible, and maybe they were right and we'd lose our cortex, but we wouldn't have to live in that dank dungeon of self-preservation where you sit for eternity trying to forget that you never really tried.

Now everyone's concerned about what they can do, not what they should do. And no one even gives a thought to what they want to do. So instead they all run the Net and play petty little games and steal stuff and think they're really cool cyberpsycho Netrunners when all they're doing is handing the Net, once a great frontier of imagination, straight to the corps on a silver platter, and the corps will lock it away forever.

The so-called Net liberators are selling the information they claim to be freeing. And once the data becomes the ends of running the Net, instead of the means, then we have truly lost.

That's why I put this together. It's sort of like Morgan Blackhand's Guide, but for the faster-than light world and with a lot less grunting. Use it. Learn it. Rise above it. It is your weapon in this counter-societal war against big corporations and small minds.

It's up to you runners out there to stop this trend. It's up to you to pry the minds of the tooth-grinding masses away from the brain candy and data dumps.

Because if you don't ...

... I WILL.

Sincerely yours, etc.,



P.S. Somebody out there tell Morgan my list is better than his. Neener neener neener.



HARDWARE

As much as Netrunning is a spiritual journey, with your mind flung into the raw ecstasy of electronic freedom that is the Net, most of you still need to have the hardware to let you make the nearly metaphysical leap to Networthiness. Cyberdecks, PC's, and even mainframes form

the gateways through which you Netgrubbs try to reach true transcendence. Of course, I'm beyond any such paltry physical limitations, skimming the datalines with the sheer abandon of the ultimately cybertuned. But then I can't scratch my own nose right now, so go figure. —Rache Bartmoss

CYBERDECKS

FROM CYBERPUNK 2020

The standard cyberdeck is about the size of a paperback book, is made of plastic and weighs about a half-kilogram. It has six plug in ports for adding extra options, as well as six output ports for jacking in other people (the owner of the deck, however, is the only one who can control it, making the other people only passengers).

This is the stock deck everyone starts off their Netrunning career with. Prices range from 500eb for a used model, up to 1000eb new. This is where your Referee can show a little mercy, by turning your character on to a cheap used deck ... for a price, of course!

Most cyberdecks are table models—jacked in and blind, a Netrunner isn't going to be going much of anywhere, right? However, technological breakthroughs have taken the deck off the table and put it on the Street:

PORTABLE DECKS: These decks have internal, rechargeable power packs good for up to 4 hours (recharge is 1 hour for every hour of battery power). All combat, cyberlimb and cellular decks are of this type. A portable deck costs 2000eb.

CYBERLIMB DECKS: These are portable decks about the size of a pack of cigarettes. They can be installed into a cyberlimb (phone connection cables are jacked between the limb and the phone lines). The deck itself is hardwired right into the body along with the controlling links for the cyberlimb. This can be a very dangerous option—hardwired right in, it's impossible for your buddies to notice you frying and yank the cables on you. Instead, you just burn. Furthermore, it makes your cybernetics vulnerable to hardware attacks and microrunning (see *Rache Bartmoss' Guide to the Net*, pages 146). A portable cyberdeck costs 3000eb, 5000eb for the cellular version.

COMBAT ASSAULT DECKS: Constructed from rugged ceramics and steel, capable of taking bullet hits and crash impacts (SP20). Most combat decks are designed to be portable, and have adapter cables which allow them to be plugged into any type of phone line. Around 3000eb when available.

SEALED COMBAT ASSAULT CYBERDECK: Developed for the

U.S. Navy's SEAL teams, a sealed deck is a cellular combat assault deck with an airtight polymer/Kevlar casing (SP 20) and memory-plastic seals for all option ports and chipslots. Two layers of rubberized insulation inside the casing ensure that the user is safe from electric shock. This type of deck may even be used underwater, provided that the user first jacks-in above water. Includes a FlipSwitch. COST: Models vary. Base is 6000eb + upgrades. (*Rache Bartmoss' Guide to the Net*)

CELLULAR DECKS: These are portable decks designed to link up with a cellular phone net. They are very effective anywhere within a city, but are useless in rural areas (most have jacks for manual phone patches). A cellular deck has a 25% chance of losing cellular connection when used in a moving vehicle; a failed roll will automatically drop the Netrunner out of the Net. But it's a small price to pay for the high level of mobility offered by a cellular deck. A cellular deck costs 4000eb.

Improving Your Deck

A standard deck has only one Memory (holds 10 Memory Units (MU), or about ten programs), has a Speed of 0, and a Data Wall Strength of 2. You're going to want to know how to boost your deck as far as you can go.

MEMORY: For an additional 5,000eb, you can purchase an additional memory for your deck. This improves your program power to 20 MU, double its stock size.

SPEED: For an additional 2,000eb, you can increase your deck's speed by one level, up to a ceiling of +5. This can be a lifesaver, as deck speed determines who moves first in a Netrunner combat. And in this game, last is dead.

DATA WALLS: For an additional 1,000eb, you can increase your deck's data wall protection by one level, up to a ceiling of 10. Data Walls are important; they are the "armor" of the deck, resisting attacks from anti-system programs.

REFeree NOTE: These prices represent after-market conversions to a standard deck. If the Referee wishes he can create factory cyberdecks which have these enhancements for as little as one tenth of the listed price per modification.



DECK OPTIONS

FROM *CYBERPUNK 2020*

In addition to your basic models, any type of deck can be enhanced by adding a few options.

TRODE SETS are self-sticking electrodes that allow you to run the Net without plugs. Trodes are slower than plugs (-2 to REF when in the Net), but have no humanity loss. They are commonly used by novice runners and by "tourists" visiting the Net on a lark. And since they're not wired into your head, several anti-personnel programs are reduced in effectiveness against someone using them: Hellbolt and Sword do 1D3 points of damage through induction. Brainwipe and Zombie only do 0-1 points of INT loss which lasts for 1D6 hours (the effect is largely psychosomatic). Liche, Hellhound, and Knockout have no effect.

KEYBOARDS are an option which allow a Netrunner to control a deck indirectly. They are abysmally slow (-4 to REF), but are immune to all anti-personnel attacks except Firestarter, and those attacks which work only on the audio or visual spectrum.

VIDEOBOARDS are flat screen, high definition TV monitors which can be used to show a Net's-eye view to outsiders.

PRINTERS allow you to make hardcopy images and records from your deck. Most are small laser-printers about the size of a large book, using plain paper.

CHIPREADER/RECORDERS use standard data chips (10eb each) to store programs, images and other useful things from your deck. They are about the size of a pack of cigarettes.

VOXBOXES are small speaker units that can synthesize sound from a deck. They can also be used by the Netrunner to talk to outsiders while he's in the Net. About the size of a pack of smokes.

SCANNERS are flat plastic plates with optical character reading and image recording capacity. They range from the size of a sheet of paper all the way up to a meter on a side.

INTERFACE CABLES are typical plug-ended splicing cables going from a cyber-operated machine to a person's interface sockets. Necessary for 'running.

LOW IMPEDANCE CABLES are special low-resistance/interference cables for improved data transfer; they confer a +1 bonus on any interfacing tasks, such as controlling cybervehicles or Netrunning.

A **TERMINAL** is a computer workstation including keyboard, video board, and I/O connectors. A terminal can be used to Netrun (making the runner immune to all anti-personnel software except that which affects vision, such as Dazzle), but is very, very slow (-5 to Interface Skills). Terminal operators are commonly known as "Net tortoises."



BASIC CYBERMODEM CONSTRUCTION

Cyberdecks	Cost (eb)
Standard (used)	500.00
Standard (new)	1000.00
Portable	2000.00
Cellular	4000.00
Cyberlimb (Standard)	3000.00
Cyberlimb (Cellular)	5000.00
Combat Assault	3000.00
Sealed Combat	6000.00+
Improvements	Cost (eb)
Memory (per 10MU)	500-5000.00
Speed (Per +1)	200-2000.00
Data Walls (per +1)	100-1000.00
Options	Cost (eb)
Trode set	20.00
Keyboard	100.00
Videoboard	100.00 per sq. ft.
Printer	300.00
Chipreader	100.00
Extra Chips	10.00ea
Vox Box	300.00
Scanner	100.00-300.00
Interface Cables	20.00-30.00
Low Impedance Cables	60.00
Terminal	400.00



Special Options

Auto Punchout 330.00

Analysis plugs that instantly disconnect you when it detects any current stronger than a data signal. If attacked by any program that does physical damage to system components or 'runners, the Auto Punchout jacks you out before you or your hardware sustain damage. Bad news for Netrunners, though—the extra circuitry that signals must pass through slows the user's Netrunning Initiative Roll by -5. (*Chromebook 1*)

Batteries 5eb/hour

Spare high-capacitance liquid metal suspension power cells to run your portable cybermodem. (*Chromebook 3*)

Code Gates 1500eb per level

Code Gates for cybermodems cost 1500eb per level; up to a max of +10. (*Chromebook 3*)

Cybermodem Interface 500eb

Turns any plain cyberdeck into a cellular model. Never again will your Netrunner need to buy an overpriced cellular job, when for hundreds less, he/she can buy a phone with Zetatech's new Cyberbaud 7 cellular deck upgrade.

NOTE: Due to extra circuitry, a -1 penalty to the Netrunner's Interface skill is applied. (*Chromebook 2*)

Dead Man's Handle 1000eb

This addition requires the 'runner to send a mental signal at all times in order to remain jacked in. Naturally, this means that you can jack out by ceasing to send this signal. Since most programs that hold you in the Net do so by preventing you from signaling your deck to jack out, this means that you will be able to get out anyway. Note: MinFac recommends that you practice running with the Handle installed before putting it to any serious use.

GAME NOTE: when you start running with the Handle installed, you have a -3 penalty to all actions. This penalty drops by one for every six hours spent in the Net with the Handle, as you get used to the signal. In addition to the advertised use, the Handle gives you a chance of dropping out of the Net before attacks can hit you (or your deck). If you can roll 2D10 lower than your REF, you can jack out between realizing that you've been successfully attacked, and actually suffering the effects of it. (*Chromebook 3*)

DeckMate 100eb

Almost all off-the-shelf cybermodems are dedicated computers which exclusively support the capability to perform Netrunning. The Zetatech DeckMate is a plug-in

option that gives your deck the processing power of a pocket computer, allowing your cybermodem to perform all the functions of a multi-purpose microcomputer. The DeckMate incorporates an INT 1 liquid-crystal processor core (capable of performing one task at a time), a small keypad and LCD screen (for use without interface plugs), and a datachip port which can run audio, video or information media. The DeckMate has no memory of its own, using the deck's memory to perform all the functions of a Zetatech EBook, including the use of CompuMods or other computer options. (*Chromebook 2*)

Deck Security System . . 400eb (thumbprint) 1000eb (retina)

This Cyberdeck Security System consists of a thumbprint scanner which is connected to the deck's CPU. Unless a pre-programmed print is used, the deck will not operate. A secondary monitor checks blood flow, so that a dismembered thumb cannot be used. The more advanced version uses a retina scanner (if the subject has cyberoptics, it checks the serial number of the optic). (*Chromebook 1*)

EBM 99080 MUSE 300eb

Protect your data with EBMUs Memory Unit Selector Expansion. Once installed, its microcircuit switchers can physically engage and disengage the internal linkage between a deck's systems and a set number of its integral Memory Units. The number of MUs that can be disengaged is not changeable and must be defined at the time of installation. The disengaged MUs are totally isolated from the deck's other systems and thus from the Net as well; these MU will be safe from the effects of all attacking programs (except Firestarter, of course). The MUs' status can be switched at the 'runner's mental command (taking one Net-action), and installation can be performed by a Techie in a few hours for 75eb (Difficult Electronics roll). (*Chromebook 3*)

EBM XR-10 Chip-Rack 5000eb

Approximately the size of a scientific-function pocket calculator, this after-market deck upgrade plugs into any available Input/Output (option) port on most cyberdeck models, effectively providing an additional 10MU to maximum capacity. This option does not add normal memory, but adds discrete memory instead. In game terms, if a program is loaded into an XR-10 is activated, the host-deck ignores an equal amount of program space in its own memory and runs the selected program and then returns to normal operation (the 'runner decides the memory to be overridden). The unusual operation of this system has the benefit of isolating inactive programming from the host-deck, protecting it from any damage that



the deck may sustain. This includes the effects of interface killers such as Poison Flatline and Firestarter. Normal deck memory is not protected by this system. (*Rache Bartmoss' Guide to the Net*)

Fiber-Optic Cable 1eb/meter.

The backbone of the information society. These are the cables that carry all Net signals, and all cable TV. Standard quality cable, such as is used for the Net in North America, is 0.1eb/meter, and there's a lot of it out there. Higher quality cables can be obtained, allowing faster data transmission, and +1 to all netrunning tasks, as long as the entire cable route to the destination is made of such stuff. (*Chromebook 3*)

Hardened Circuitry . Adds 20% to total cost

Have you every wondered why a military cyberdeck is on every hacker's wish list? It's more than just the armored casing. By enclosing all vital hardware and wiring within a composite shell of ceramics and polymers, interwoven with special metallic alloy threads, a combat deck is rendered immune to the effects of EMP, microwaves, magnetic fields, electric shocks, and mild radiation exposure. Standard decks may be upgraded by a skilled Tech if they can get ahold of the required materials. (I'm sure you'll think of something!) (*Rache Bartmoss' Guide to the Net*)

Junctions 100eb

These devices merge the flow of data in two fiber optics, and direct data along the correct route. They also tell the IG algorithms the physical location of the systems connected to them. These can be bought legally, since the network in a large building would need several. However, altering them to give false location information to the algorithms is illegal, and very hard (Very Difficult Electronics roll). (*Chromebook 3*)

Mini-printer 125eb.

Equal in size to the pocket computers or portable cyberdecks it's linked to. Uses 500' register paper (1eb per roll) and a tiny laser printer head. (*Chromebook 1*)

Netrunner Flip Switch 135eb

This system allows the Netrunner to "flip" from his perceived position in the Net to reality and back at a thought. A good way to check up on things when you're 'running during a crisis situation. When "flipped" into reality, the Netrunner's signal remains where he was, and he is still vulnerable to attack by ICE within the Net. The reality view is projected onto a 2m x 2m "window" in the Net, giving the view the Netrunner would normally see out of his own eyes. (*Chromebook 1*)

Neural Recognition Security 2000eb

This cyberdeck security system scans the brainwave pattern of anyone who studs into the secured interface and checks it against a re-recorded pattern (presumably, that of the rightful owner). If the patterns don't match, the secured system will not operate. Also available for vehicular interface systems. (*Rache Bartmoss' Guide to the Net*)

Repeaters 1000eb

Even fibre-optics aren't perfect, and these devices are installed every hundred kilometers, to boost the strength of the signal. Interfering with one of these is a very good way to screw up the Net. If a repeater starts garbling its messages, provided that the garbling is fairly subtle, the automatic re-routers won't notice right away. The right glitch (INT + System Knowledge roll, Difficulty 30) will bring the portions of the Net crashing down for about two hours (Ref's discretion). Repeaters cannot be bought legally—InterNet wants to hold onto its pseudo-monopoly—but can be obtained on the black market, if you have the right contacts. (*Chromebook 3*)

Tight-Beam Radio Relay 1500eb

With this option, if the deck is outside the cell network, the unit sets up a scrambled, tight-beam radio link with your home base instead, allowing you to jack in through that socket. Now you can run from the depths of the Nevada desert, or the Rocky Mountains.

GAME NOTES: This is two units: the relay in the deck, and the receiver, back at base. The receiver has a range of 100km, although higher ranges might be available if you had the right contacts, or could build them yourself. If the receiver is damaged while you're 'running, you are dumped from the Net. It can also be set to try the cellNet first, and only go for the radio link if you're out of range. There is a -2 to Initiative rolls, and automatic drop-out if the beam is blocked or jammed. (*Chromebook 3*)

Transcriptor 150eb

A transcriptor is a printer option that will print out all Netspace locations visited, programs and icons encountered, and files copied—a hardware version of the Instant Replay utility program. Provides a great record for your solo friends to find out what happened to you (and great record of your Net-crimes and transgressions, if you let it fall into the wrong hands). (*Chromebook 4*)

Zetatech Diagnet 5000eb

The Zetatech DiagNet allows you to test your deck and programming in a safe environment. This dedicated computer produces a simulated Net and simulated opposition, but does not actually send any signals that could damage you or your deck. Further, it sits in your room, so



there is no need to pay InterNet when you use it. Now you can be sure that your programs don't have any bugs before you hit the real virtual world.

GAME NOTES: Testing your products in this Net gives you a +1 to appropriate design skills, as you can take more risks. Zetatech sells supplementary chips at 1000eb each, which extend the simulated Net, and other entrepreneurs have got in on the act. Beware—there are still a few sabotaged versions around, where the black ICE can really kill you! (*Chromebook 3*)

⦿: A Very Special Option

Time-Lag Buffer Approx. 350eb each

Netrunning in orbit challenges even the most powerful cyberdeck. 'Running to a target a quarter-million miles away produces a unique set of problems. LDLs will only take you as far as the Moon; you've gotta walk to Mars. (The only exception is when one of EarthMars cycling ships is accepting commercial traffic and acting as an LDL; they're only in position once every six months.)

This means *B/G* delays; minuses to your REF for Initiative (GEO orbit: -1; Crystal Palace: -3; Luna and the O'Neills: -4; Mars: -20), and half that (rounded up) as a penalty to your Interface ability. You can fix this by having a Techie make an Easy and an Average Cybertech skill roll (after paying him 500eb first, of course) in order to adjust the modem link in your neural processor. That will fix the Interface problem. If you have 'wired' reflexes, he can also make an Average Diff adjustment there, as well, which will fix the Initiative problem. You have to get a switch put in (a little more euro!), or be adjusted back when you're done with your space jaunt, otherwise, you'll have the same penalties when you run the Terrestrial Net.

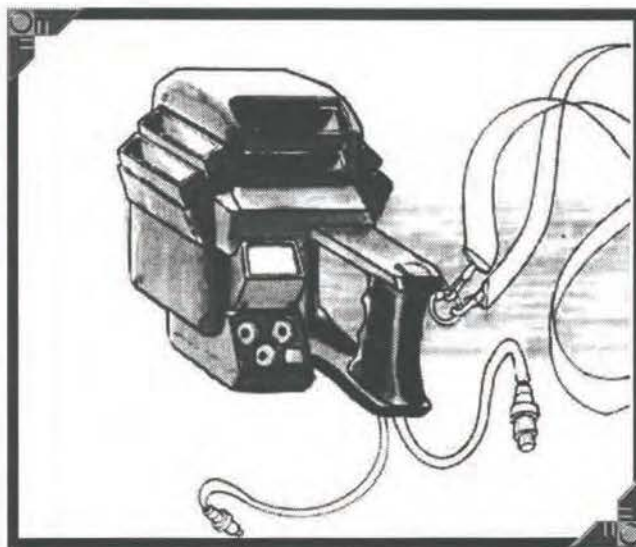
Or, you hardware nuts can look around the market for a set of scrap and/or aftermarket cyberdeck mod-boards that will do the same things. They reduce the penalty modifiers to a flat -2 each, for only 350eb per board! (Approximate price, one board for each type of penalty). (*Rache Bartmoss' Guide to the Net*)

⦿: SAMPLE CYBERDECKS

Here are some typical (and not so typical) cybermodems which are available for your use (and abuse?). It is by no means a complete list of the cyberdecks available on the market in 2020.

Aztec 600 Assault Programmer 8200eb
(Surplus Price)

Speed: +2, MU: 25, Data Walls: +5, Options: SP 20, Keyboard, 4" x 4" Videoboard, Chipreader, Computer



Compatible, Flipswitch, Smartlock Security System, Datashielding.

2016: the Third Corporate War. When the black programs were flying, this was the deck that launched them! As the first choice of cyberspace commandos the world over, Aztec's 600 should satisfy you too. With an integral coprocessor, variable perception nodes, full immunity from microwaves and EMP, this was the best combat cybermodem of its day. Wrapped in a high-impact kevlar casing and sporting universal datajacks that accept virtually every dataport in existence, a nylon shoulder strap and contoured pistolgrip-style handle keep this unit utilitarian—this is no deck for the current generation of lily-livered fashion victims! Why dress up when you can jack in? (*Chromebook 3*)

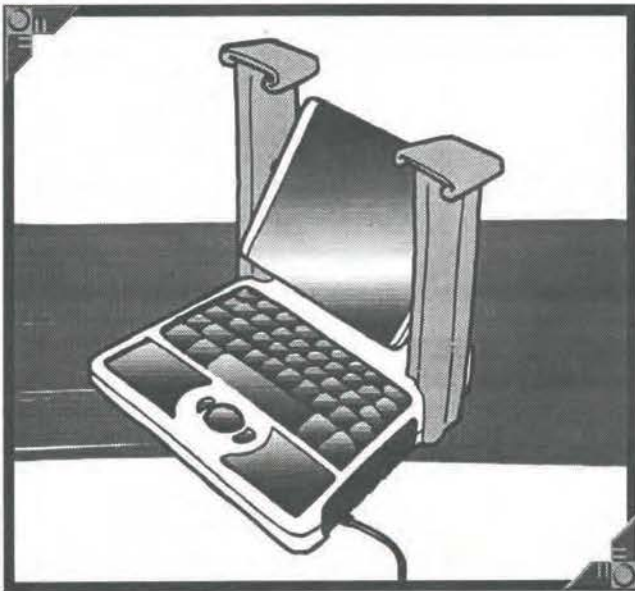
Dantech Cacchiaguida 7000eb
Speed: +0, MU: 10, Data Walls: +5, Options: 1m x 2m Videoboard, Chipreader, VoxBox

Dantech is an Italian company that specializes in technology that emphasizes style over substance to an even greater extent than is normal in the world of 2020, and the Cacchiaguida is a perfect example of that. The deck is 60cm wide, 45 cm long, and 6cm thick. At the back, the videoboard rises from the main body of the deck. The deck has a marble finish, with the videoboard framed by Corinthian columns and a classical pediment, and a bas relief frieze runs round the edge of the main body of the deck. The surface is a mosaic, depicting a classicised Net scene, and the plug socket is in the mosaic.

In the Net, it is even more obvious that style is everything. Everything that the 'runner touches is classicised, and this change is visible to everyone, although it only lasts as long as the 'runner is present. Further, the 'runner



seems to do nothing, as slaves scurry to activate programs and search files. This is all an illusion created by the deck, and it has a high cost. The deck has a natural speed of -1, a boost being standard design just to make it usable. In addition, 10MU of memory is permanently, and irretrievably, dedicated to the software for creating the effects. (*Chromebook 3*)



(black, chrome, scarlet, metallic blue), lets the world know that you are ready for them. ("sleek style" = a box with rounded edges. Whaddya expect for 1000eb, gato?) (*Chromebook 3*)

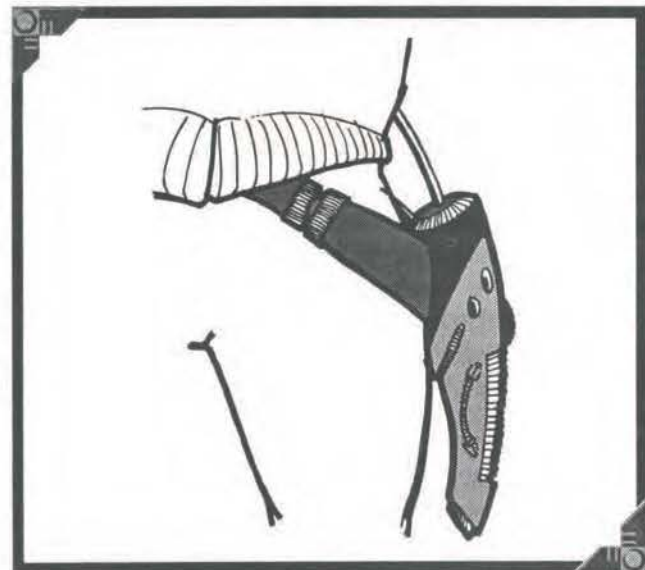
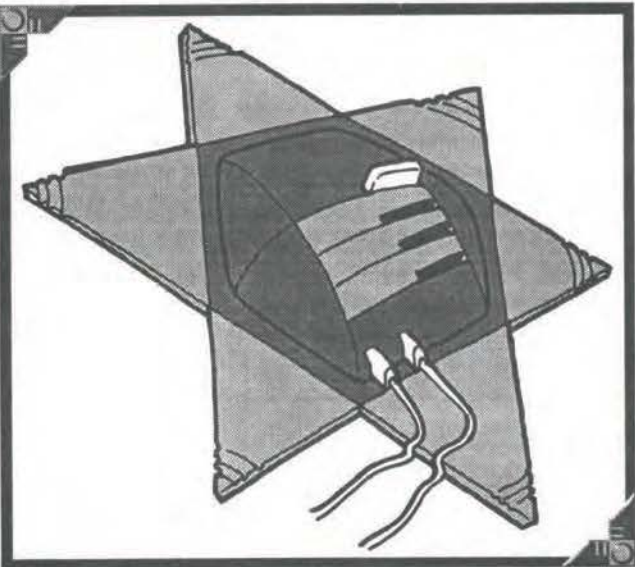
EBM PNI 412 4200eb
Speed: +2, MU: 10, Data Walls: +4, Options: 2' x 2' Videoboard, Chipreader, Printer.

The PNI 412 is the deck for those serious about their business in the Net, and those who want security. The deck sits on the tabletop, and remains closed unless you press your thumb to the top. Once that is done, the sides fold down, and you can plug in, unfold the videoboard, and take hard copy from the printer. Available in chrome, black, white, or, for a small additional sum (400eb), with moving, abstract designs on the outer panels. The cyberdeck as a work of art is here.

GAME NOTES: A Difficult Electronic Security roll will open the lock without the thumbprint. (*Chromebook 3*)

EBM PNI 210 1000eb
Speed: +0, MU: 10, Data Walls: +2, Options: None

EBM's Personal Net Interface 210 is a reliable, standard deck: the kind that most 'runners, even the greatest, started their careers with. EBM components guarantee dependable operation, and the sleekly styled casing, in your choice of colors



EBM PNI 724π 10,000eb
Speed: +4, MU: 20, Data Walls: +7, Options: Chipreader.

"I wonder, does this model come in paisley?"

—Rache Bartmoss

The graceful parabola (30cm long, 14cm across at squared top, 3cm thick) hangs from its own belt, lying along your leg. Available in chrome for the look of a sword, or in a wide range of colors to match your needs. For a small extra charge (200eb) the coating can be ColorChange®, allowing you to match the deck to your outfit. And to ensure your security, the deck is palm locked, so that no-one but you can use it.

GAME NOTES: The palm lock toggles the jack on and off, so it is possible to leave your deck on by mistake. The lock is Very Difficult (25+) to bypass. (*Chromebook 3*)

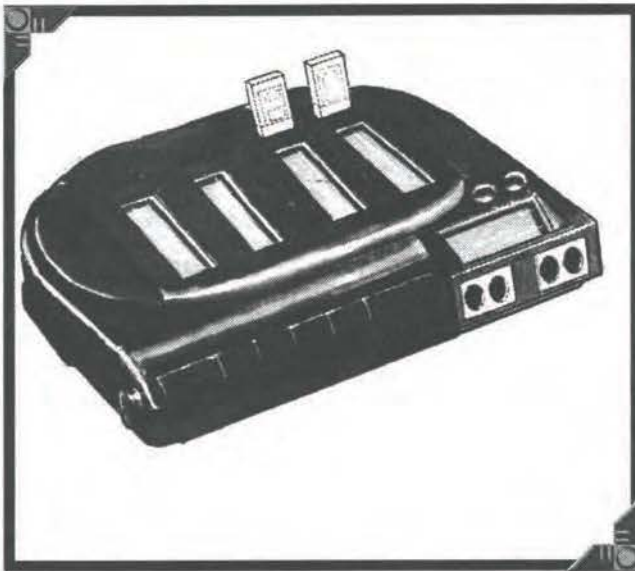


Jeweldecks Cost? If you have to ask ...
Speed: +2, MU: 15, Data Walls: +5, Options: Cellular

"17 jewels, and keeps good time, too."

—Rache Bartmoss

Jeweldecks are manufactured to order by Faberge of Switzerland. The customer collaborates with the company's designers on the design of the jewelry that the deck will be built into. Armbands are popular, as they can be plugged directly into wrist jacks, but pectorals, medallions, and even earring and necklace sets have been made. The decks are very small, but function normally. The price is independent of the deck, since its price will be swamped by the gold and gems added to it. Jeweldecks cost at least half a million E-bucks, as that is the smallest commission the Faberge will accept. Only four have been made so far, at an average cost of 2.7 million E-bucks each. None of the decks have failed so far, which is just as well, since repairs would be next to impossible. (*Chromebook 3*)



Klrama LPD-12 Cyberdeck 8025eb
Speed: +3, MU: 20, Data Walls: +2, Options: Cellular.

The LPD-12 may be an old design, but it's time-tested and proven effective. One of the first cellular decks, the LPD-12 is actually designed with upgrades in mind. If you see one today, there's probably not much of the original circuitry left; its guts are all new upgrades concealed in the clunky old deck casing. (*Cyberpunk 2020*)

Lang Conpro-II Masterdeck 5000eb
Speed: -1, MU: 15, Data Walls: +10, Options: Cellular

Designed particularly for Control Remote functions, the lunchboxsize Conpro-II has a speed of -1 for Netrunning but a bonus of +1 to any Control Remote attempt due to its fine-

tuned signal modulation system and dedicated processor allocation. It is cellular-capable, but also includes a cable for direct linkage to the Net; when this is plugged directly into the physical system being controlled, the bonus to the Control Remote function becomes +2. (*Chromebook 3*)

Lang's "The Green Knight" 10,000eb
Speed: +0, MU: 10, Data Walls: +8, Options: Keyboard, 1' x 1' Videoboard.

"For serious wimps only. Man, if you're that scared of the Net, don't go there!"

—Rache Bartmoss

The Green Knight is another British product that is only borderline commercial, although it is a miracle of engineering. While using it, the 'runner is immune to the effects of Stun, Hellbolt, Sword and Firestarter, as the deck will automatically cut the connection should it be attacked by such. The necessary circuitry slows operation down enormously, so a lot of speed boosts have been wired back in to make the deck practical. If this was all it did, it would be a lot. However, the deck also has systems that monitor Antisystem software. If the deck is successfully attacked, it cuts the connection. This means that, no matter what the attack, the 'runner can jack in again as soon as desired, although the run will have to be restarted.

GAME NOTES: all damage and effects of the listed Anti-personnel programs are avoided, as are the effects of attacks from all Antisystem programs listed in the basic CP2020 book. However, the 'runner is dumped from the Net. (*Chromebook 3*)

Langley Autosystems Datastick Mk VII. 9500 eb
Speed: +3, MU: 25, Data Walls: +4, Options: Cellular capable.

Known for its unique flattened-baton shaped, chrome-on-black design, this been the choice of stylish Netrunners all over Netspace. (*Rache Bartmoss' Guide to the Net*)

Liz Cyber "SpanDeck" Wearable Cyberdeck 17,000 per jumpsuit,

+ 2000 to 5000 per Interface Jewelry
Speed: +2, MU: 2, Memory: 10, Data Walls: +2, Options: -5 to Awareness /Notice to detect the cyberdeck.

"Rache said something snide about this, and I edited him. He's never used it, and I have. It's wonderfully effective, and looks like streetwear if you choose the circuitry motif."

—Spider Murphy

Using the latest in flexible/floppable circuitry, the SpanDeck jumpsuit is a cyberdeck with dozens of pieces of redundant circuitry are woven into this skin-tight outfit that will shut down in a picosecond by just commanding one of its passive, woven-in trodes so one can pass the



most inquisitive security search for a cyberdeck when you enter a corporate center. The accommodating belts and jewelry are the connections to traditional cyberdeck peripherals. (*Rache Bartmoss' Guide to the Net*)

Microtech CAD-4 "Commando" Sealed Assault Deck Variable, but gross (see below)

Speed: +4, MU: 30, Data Walls: +6, Options: Flip Switch, Hardened Circuitry, cellular, with a radio data-link that allows stored data to be sent to other computers or memory banks.

Standard-issue cyberdeck for American Special Warfare units. The above profile is for the stock deck, before customizations by individual units. These cost the government about 37,400eb each—your tax dollars at work. If found on the black market (civilian use prohibited, of course), expect a 30-40% bump up in price. (from *Rache Bartmoss' Guide to the Net*)



Microtech "Headgear" Helmetdeck . . . 4100eb.

Speed: +2, MU: 10, Data Walls: +2, Options: Heads-Up Display, Comm-radio.

Elegance in form and function! This injection-molded, impactproof helmet (SP16) houses a sophisticated cyberdeck complete with reflex-translators, neural interface jacks, and utility program drives. It contains a heads-up info display and radio link and can be streamlined into various forms, including bicycle and skateboard/rollerblade helmets. Weight 4-4.75kg. (*Chromebook 1*)

**Omnibus Cyberspace Explorer One 25000eb
(Original; 1300eb used)**

Speed: -1, MU: 10, Data Walls: +2, Options: Keyboard, Videoscreen and old "Goggles & Gloves" VR interface. **Note:** Original specs; many upgraded versions known.

"What are those?"

"Outmoded data pushers." —Yuri and Tron (*Tron*)

This model is now on exhibit in the Smithsonian as the first real interactive (and commercially successful) stationary deck. There are now modified and augmented versions of this device all over the world. Very few techs could accept the interface plugs before 2006 so this was the state of the art. This model gained the nickname "Model T" in 2008 when the first portable cyberdecks hit the common market. Later versions marketed from 2006 to 2007 included 'trode interfaces but the Netrunner was still not mobile. (*Chromebook 3*)

PCT Danzig 500eb

Speed: +0, MU: 10, Data Walls: +3, Options: None

Poland CyberTechnology's Danzig cyberdeck is fairly typical of the home-produced commercial decks coming out of New Central Europe. The plastic casing is usually discolored in some areas, and the shape will be a poor copy of some deck that was popular a couple of years ago. The circuitry and electronics are out of date, and only barely reliable. However, the Danzig and its competitors are cheap. 500eb is the price new, and anyone with street-smarts can probably get a knockdown on that.

GAME NOTES: If a 1 is rolled in the Net, roll again. On a roll of 4-8, the deck crashes, dumping you from the Net. On a roll of 2 or 3, the deck crashes irretrievably, and cannot be repaired. On a roll of 1, the deck crashes and overloads the 'runner's nervous system, causing 1D6 damage. While the deck is being moved around physically, roll 2D10 unless the player specifies that extra care is being taken. On a double one, the deck is struck at its weak point, and falls apart. If moving urgently, this happens if either die shows a one. But they are cheap. (*Chromebook 3*)

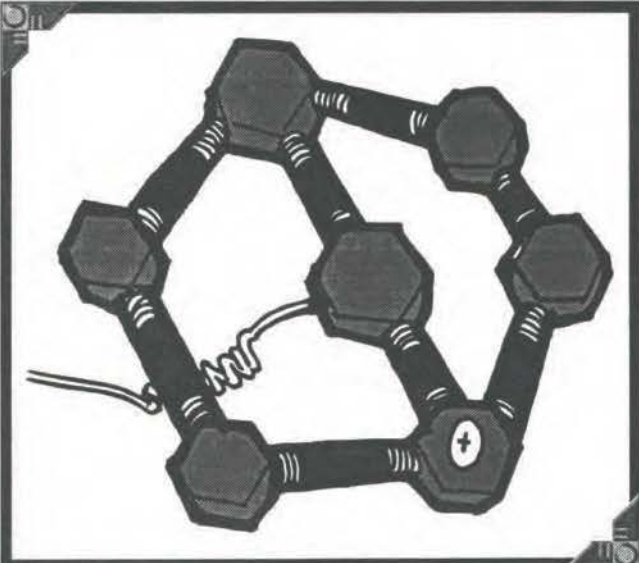
Raven Microcyb Eagle 11,000eb

Speed: +3, MU: 20, Data Walls: +5, Options: Cellular

When you need to be tough in the Net, the Eagle is the cybermodem that you want. This deck can take almost anything the Net can throw at it, and come back for more, as well as carrying enough programs to pack a terrible punch in return. But it isn't only tough in the Net; in the meat world it's armored against damage, and can even be used to fight off assailants. The Eagle: all the strength you could want in a cyberdeck.

The deck is 30cm long, and 20cm across at its broadest. It has a handle set into the center of the deck, so that you grip through it, and the body, which is 5cm thick at the center, curves to sharp points/blades at either end, capable of doing 1D6+3 damage in melee (use Melee skill). It is armored to SP20, with SDP 20. It also has a thumbprint lock, which requires a Very Difficult (25) Electronic Security roll to bypass. (*Chromebook 3*)





Raven Microcyb Kestrel 9000eb
Speed: +4, MU: 10, Data Walls: +4, Options: Cellular, Thumbprint Security System.

Like its namesake, the Kestrel is fast and light on its feet, getting what it wants through speed rather than brute strength. For the 'runner who needs to move fast, there's no competition in the price range. The kestrel is fully portable and cellular, so it won't slow your meat body down while speeding your ICON up. What's more, it's coded to your thumbprint, so no one else will be able to use it to dodge round you.

The kestrel is physically made up of seven metallic hexagons, each 3cm along each edge and 1cm thick, linked by 1cm diameter, 10cm long chromed rods so that they form a larger hexagon, with six at the vertices and one at the center. The interface plugs lead into the center, and the thumbprint lock (Very Difficult (25) to bypass) is on one of the outer ones. (*Chromebook 3*)

Raven Microcyb Owl 25,000eb
Speed: +1, MU: 10, Data Walls: +4, Options: Cellular, and see below.

New, from Raven Microcybernetics, comes the ultimate in stealth within the Net: the Owl. When running the Net from this deck, you are invisible. And what they can't see, they can't hurt. In Realspace, the Owl has intelligent chameleon coating (functions as *Mirage Gear*, *Chromebook 2*, page 28; an encrypted beeper is provided so you don't lose it! (Just don't lose the beeper...). While using the Owl in the Net, the 'runner is covered as if by an Invisibility program with a STR of 3. SeeYa will work as normal, but the stealth features cannot be knocked down by anti-software IC as they are hardwired into the deck. Only a successful anti-system attack will remove the protection. The chameleon coating means that spotting the deck is a Very Difficult (25+) Awareness check. However, the

encryption on the beeper is not very good: a Moderate (15) tech roll will allow a techie to duplicate it. Working improvements into this deck in any way is hard, requiring at least two Very Difficult (25+) Cyberdeck Design rolls and considerable time. (*Chromebook 3*)



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Raven Microcyb Rook 4000eb
Speed: +1, MU: 10, Data Walls: +3, Options: Cellular.

The elegantly curved contours, emphasized by the simplicity of the black or chrome finish, will fit into any establishment, no matter how high class. With the Rook you are ready to move—upwards. Special offer: any undamaged Rook returned to a registered Raven Microcyb dealer is worth 4000eb off your next Raven deck.

GAME NOTES: The Rook is oval in outline, 20cm long and 10cm broad. One side is flat, while the other side swells in a aerofoil shape, bulging 7cm at the peak. The special offer is genuine, but the dealers will not take decks that have been modified to spoof Internet—and since all player 'runners will have done that, they can forget it. (*Chromebook 3*)



SGI Technologies "Elysia" 4260eb.
Speed: +3, MU: 20, Data Walls: +5, Options: Keyboard, 3x4m videoboard, eight 'trode ports, chipreader.

SGI Technologies came up with the "home entertainment center" concept of a cybermodem long before Zetatech released its advanced Parraline systems. The



"Elysia" was widely marketed as a way for small audiences of people to experience the Net. Unfortunately, it was released in 2017, the year the "Touchie-feelie cybersmut" controversy started. SGI was boycotted by anti-cybersex groups around the world, and accused of manufacturing the "Elysia" for the express purpose of interfacing with Virtual Vickie 2.2. This, combined with a vicious rumor that feedback from the "Elysia" could make you sterile, put SGI out of business. A real shame; the "Elysia's" not a bad portamodem. (*Cyberpunk 2020*)



Shadowdeck. 4500eb
Speed: +4, MU: 20, Data Walls: +7, Options: Chipreader

"I make these myself. Want one?"

-Flynn (Tron)

One of the biggest problems faced by Netrunners is being traced back to their home location. The Shadowdeck is designed to provide a concealed entry point for Cellular Decks, while also fooling tracing programs (like Bloodhound). The Shadowdeck is made up of two distinct elements. A special hard-wired portable cyberdeck, using a normal line into the Net. Its memory is ROM-based only and has a Watchdog program built into its system. The second part is a cellular receiver designed to accept a signal from a cellular cyberdeck. (Note that cell-decks are designed to "call" into the city's universal entry points; altering the celldeck to give the Shadowdeck calling priority may require a Difficult Cyberdeck Design roll).

The user of a Celldeck "calls" the Shadowdeck and is connected to the Net through the Shadowdeck's "phantom deck" (the phantom has all its features "hard-wired" into the system. The Netrunner can neither change nor utilize any of the functions of the phantom deck; hence its

name). The speed of the Netrunner's deck is at -2 while doing so, and it cannot affect or access this phantom deck while on a run.

When a tracing program (like Bloodhound), or an anti-deck program (like Firestarter) starts tracing the signal of the runner it will first reach the Phantom deck. It will expend its functions on the "phantom" deck, leaving the Netrunner's deck (and the 'runner himself) unharmed. Functions that cut the Netrunner's connection to the Net are still effective, though. If the tracer is a human 'runner/sysop or an AI, the procedure is different; roll 1D10. On a roll of 10-Netrunner's INT (AIs add 1/2 their Interface ability) or less, the trace will stop at the phantom deck. If the roll is not made, the "phantom" has been penetrated, and the trace will continue to the "true deck". However, the phantom deck's internal Watchdog routine alerts the Netrunner to this fact. The phantom deck can be programmed to immediately sever the link to the home deck if the facade is broken.

NOTE: This deck is not normally available on the open market, so prices can fluctuate widely. More efficient versions, in which detection rolls are (12-INT) or higher, are available at inflated costs. (*Chromebook 4*)

Techtronica Net-Runner™ Cybermodem Utility Sult. 6300eb.
Speed: +1, MU: 20, Data Walls: +3, Options: None; adding cellular and IR Sneaksuit options costs +1500eb.

"Twenty-four Skaldervikken S.A. datafortresses in this time zone, and I get hired to crack the only one with an isolated computer system ... No Net access, no land lines, it's all disk-to-drive ... Glad I kept this old thing in my closet."

-Ware Wolf

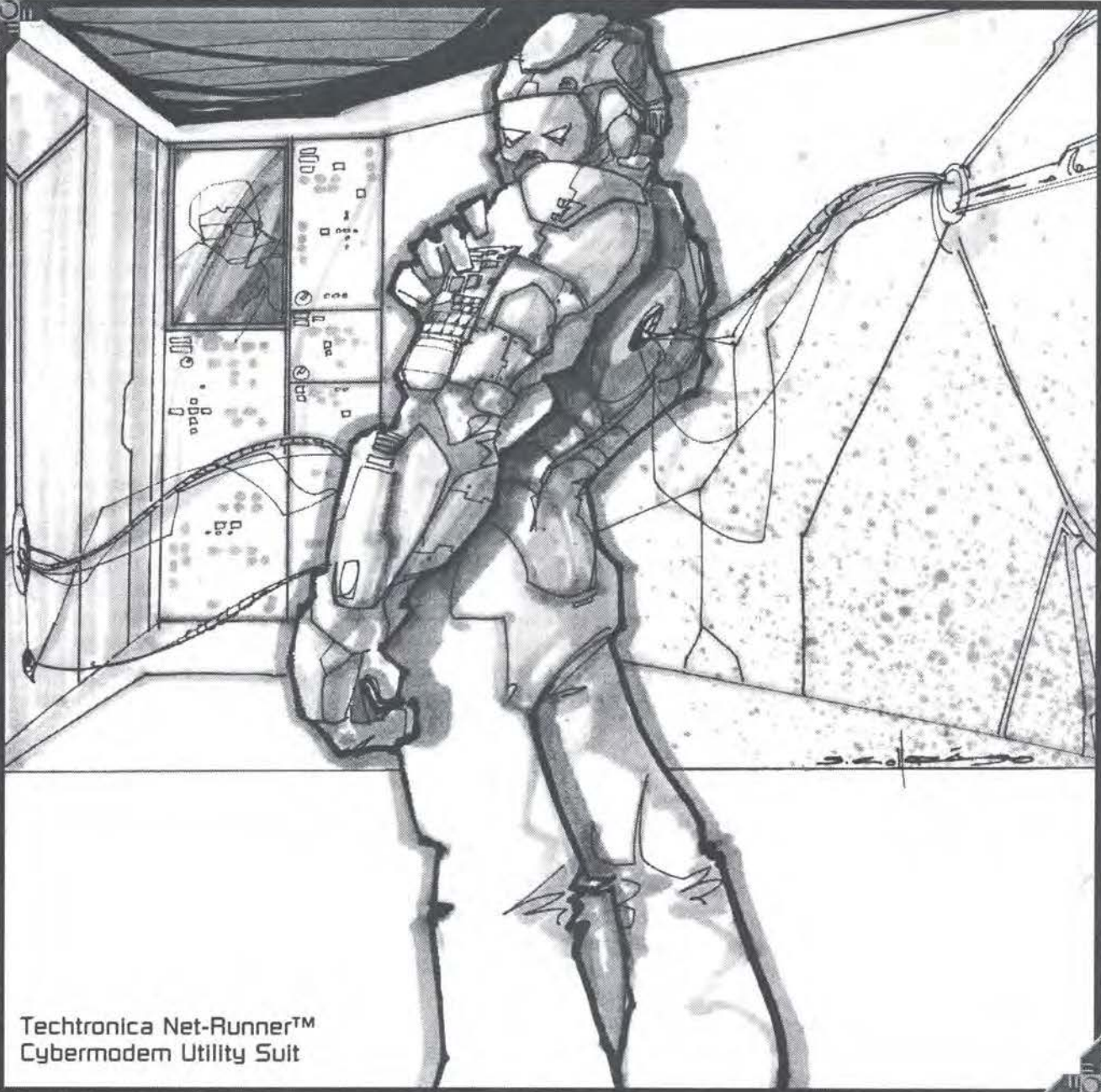
A fully-functional, fully-integrated netrunning cybermodem system in a ready-for-action configuration. The collar houses the deck's



Illus. Doug Shuler © 1996 Wizards of the Coast, Inc.

reflex-translators and neural interface jacks. Control surfaces, a 20MU memory bank, and a keypad are located on armpacks, and utility/interface programs are loaded into a belt-mounted processor. All systems are connected by fiber optic cables which run through the multi-ply kevlar bodysuit (SP 12), available in many styles, colors, and fabrics (including lightabsorbent, IR-reducing sneaksuit weave). A biomonitor and wide-band radio commlink are included. Weight 3.25kg. Artist's conception is on next page. (*Chromebook 1*)



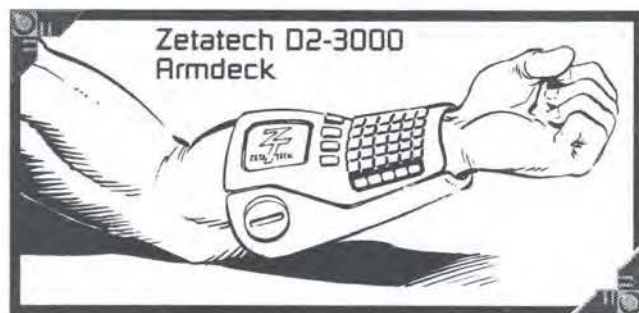


Techtronica Net-Runner™
Cybermodem Utility Suit

Zetatech D2-3000 Armdeck 5000eb
Speed: +2, MU: 15, Data Walls: +4, Options: Flip Switch.

Housed in a impact-resistant molybdenum shell, adjustable straps allow this deck to be worn comfortably on the user's forearm. It can even fit beneath the wearer's sleeve (Awareness vs 18 to spot)! It incorporates all the functions of a state-of-the-art microcomputer and a portable cybermodem, supporting a range of applications from quick calculations to electronic intrusion!

GAME NOTES: for computer functions, see Zetatech E-Book (page 20). (*Chromebook 2*)



Zetatech D2-3000
Armdeck



Zetatech Parraline 5700 2100eb
Speed: +1, MU: 10, Data Walls: +3, Options: 1' x 2'
Videoboard, Chipreader.

A simple chrome hemisphere, the Parraline 5700 is the deck for the new 'runner who doesn't need to flaunt it. Quiet, dependable Zetatech performance without all the flashing lights. This is the deck for people who know they have style, no matter what others say.

GAME NOTE: Yes, a simple chrome hemisphere, but surrounded by a mess of wires connecting the 'runner, the keyboard, the videoboard and the chipreader to it. Style? Ha! (*Chromebook 3*)



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Zetatech Parraline 5750 3600eb
Speed: +2, MU: 10, Data Walls: +4, Options: Keyboard, 2x3m
videoboard, chip reader.

All right, so you want Zetatech quality and performance, and you want the flashing lights, too! The Parraline 5750 is a simple, retiring black box...with a theater-level videoboard that says to one and all that you make the Net your home entertainment! Impress your friends with a live show that's out of this world! Pictured above: European and Japanese model; the American release model is to the right. (*Cyberpunk 2020*)

Zetatech Parraline 5800 6500eb
Speed: +3, MU: 15, Data Walls: +6, Options: Keyboard, 4'
x 4' Videoboard, Chipreader, Scanner, VoxBox, Printer.

The Parraline 5800 is a deck that you will want to show your friends (and use to impress your enemies). The large videoboard in its tasteful frame (wide range of colors and finishes available) will be a fine focal point of any room. When not in use, the videoboard can be programmed to show a Net tour (the deck is capable of some independent movement in the Net, but only in completely open areas), or

images from an installed chip. Of course, you can use the videoboard to show your own adventures when you're in the Net. And the power of the deck itself won't embarrass you in front of your colleagues. Climb the business social ladder by showing them who's the best! (*Chromebook 3*)

Zetatech Virocana 10,000eb
Speed: +1, MU: 20, Data Walls: +8, Options: Keyboard, 4' x
4' Videoboard, Chipreader, VoxBox, Scanner, Printer,
Computer Compatible, Thumbprint Security System.

When you need a deck and a computer, but you don't want a deck and a computer cluttering up your workspace, the Zetatech Virocana is the answer. While closed down, it is a sleek, chrome wedge, adding beauty to the environment (60cm square, 1cm thick at front end, 30cm thick at rear). When you open it up by using your thumbprint, the screen unfolds, the keyboard and printer are uncovered, and the Virocana is instantly ready for action. As well as being one of the finest cyberdecks on the market, it is also a powerful workstation. With full cybernetic control, the Virocana will do whatever you want it to.

GAME NOTES: The computer functions on the Virocana are equivalent to those of a Microtech IIKL-4 (page 22). However, these functions do not affect the netrunning capabilities, although the computer could be programmed to analyze the data gathered during a run before you jacked out (GM's call). The thumbprint lock requires a Difficult (20) Electronic Security roll to bypass. (*Chromebook 3*)



Zetatech Parraline 5750
(Domestic Styling)

This concludes the Cyberdeck listings. Cyberdecks from the *Netrunner*® card game are listed on pages 94-98. A complete Cyberdeck Table is on page 119.



PERSONAL COMPUTERS AND ELECTRONICS

⦿: PCs IN THE NET

Cyberpunk 2020® is a world defined by computers. Practically every aspect of everyday life is defined by these machines. The old functions of most personal computers of the late 20th century have been absorbed by notebooks like the E-Book (page 20). For those desiring more power, there are laptop minicomps (the EBM RPCXS minicomputer is characteristic of this line; page 21). And finally, for those desiring power over portability without the massive expense of a real mainframe, there are the new "PCs," personal computers that pack more processing power and memory capacity than mainframes scarcely 25 years old. This is hardly surprising, seeing that in the 1980-90s, the memory capacity to physical volume ratio doubled each year. The fact that a common 2020 PC is only about 20 times as efficient as its 30-year-old precursors points up the fact that breakthroughs in computer technology are growing ever more difficult to come by.

Those 'punks asking "Why a PC? A cybermodem is better" obviously haven't checked out the rules for 'running from a mainframe (see Sidebar). Netrunners who operate through a cybernetically-accessed workstation or mainframe can take multiple actions in a combat round if they run the Multi-Tasker program (MU 6, STR 5, 1140 eb) first. What that means is that a netrunner who hooks his cyberdeck up through another computer, such as the Microtech IIKL-4 Workstation (page 22), can do a lot more than a weefle-runner plugging through his little modem alone. Sure, the workstation's not as portable, but the advantages ...

When running through a station or PC, the Netrunner can operate multiple programs. Indeed, the runner can have the PC run programs even when he's not hooked up to his cyberdeck! Static programs (those that don't have to go anywhere in the Net) and those that don't have to cope with decision-making, are best. Of course, a PC could easily sustain a Daemon doing its job (see page 36). Furthermore, the runner has complete access to the PC's onboard memory (at least 25 extra MU of it!) for program and data storage. And finally, PCs usually feature chipreaders and databases to assist the runner while he or she is in the Net. Furthermore, desktop PCs and laptops can also run Visual Recognition Chips (*Chromebook 1*, pg. 76), and can even store small virtual realities!

There is another use for PCs and similar 'frames: Multi-running (see the Multinetter Utility on page 63).

Netrunners linking their cybermodems through personal computers have the speed and memory of their cybermodems. They also gain the advantages of extra actions (if running Multi-Tasker), suffer the disadvantages of personal computer speed and initiative minuses (there's a minus of -8

⦿: Netrunning from Mainframes

From Rache Bartmoss' Guide to the Net

A Netrunner with a cybermodem can only take one action per Net combat round. Netrunners who operate through a cybernetically accessed workstation or mainframe can take multiple actions in a combat round if they run the Multi-Tasker program (MU 6, STR 5, 1140eb) first. This allows a single Netrunner to take an extra action for every CPU he has greater than one (to a maximum of 3 actions). For every extra action he takes in a round, there is an additive -1 Speed penalty. The Multi-Tasker program remains active throughout the run, and can be attacked if an opposing Netrunner penetrates the user's datafortress.

For purposes of making anti-personnel program attacks, a non-AI computer's Interface SA has a starting level of 4, and can be bought up like other skills. AIs automatically have a starting Interface of 8; for them, netrunning is intuitive.

+ processor speed, 'cuz you have to give orders to the computer—this generally works out to a -3), and suffer anti-personnel attacks normally, where normal "tortoises" are immune from all but the visual effects of anti-personnel attacks. Any anti-system attacks are made against the personal computer and its Datawalls first.

⦿: Keyboards in the Net

From Rache Bartmoss' Guide to the Net

Your cyberdeck got fried, but you've still got to make that run. You can't get your hands on another deck right away—but you DO have this desktop PC and a basic ISDN modem, hmmm?

POINTS OF INTEREST:

- A computer/keyboard combo will not run your I-G interface program. You'll have to program your own interface routine (Very Difficult task, Programming skill, Difficult task, Expert [Complex Computer Language] skill). Or, you can alter an already existing standard modem program to handle your cyberdeck programs (Difficult or Average task, same skills apply). If you can do neither, a Tech can do it for 150-200eb.



- Once you've modified your interface routine, you also have to modify your software (Difficult or Average task per program, same skills apply as above). 50eb apiece if the job's done by others. If you don't have the cash to change the programs, then you're out of luck; the only thing you'll be able to affect will be code gates (if you know the access code, you're in). You can still operate remotes and examine memory units, though.
- Interface special ability cannot be used. You use Expert [Complex Computer Language] skill instead. This also has a -3 penalty because of the slowness of keyboard interfaces. Fortunately, the lowest your skill can go is 0. No cybernetic interface means you don't use your REF and Deck Speed modifiers for Initiative, or your INT for Anti-Personnel attacks. Instead you use your computer's Processor Speed (see table).
- Summary of formulas: Initiative = Processor Speed + 1D10; Anti-personnel Attack = Program STR. + Processor Spd. + (Expert [Computer Language]-3) + 1D10.

ADVANTAGES TO KEYBOARD 'RUNNING:

- Equipment loss only; any black program that reduces stats has no effect. Any program that does hit point damage reduces your computer's Processor Speed by 1D6 points. When the speed hits zero, it crashes and dumps you out of the Net. (The computer might also need repair due to current surges, but that's a GM choice.) Glue works normally, Jack Attack is not effective (being a biofeedback attack, it has no effect through a keyboard). Similarly, Liche and Knockout have no effect. All Anti-System programs work normally. Firestarter still blows up your modem. (Except now the fire might spread to your computer!)

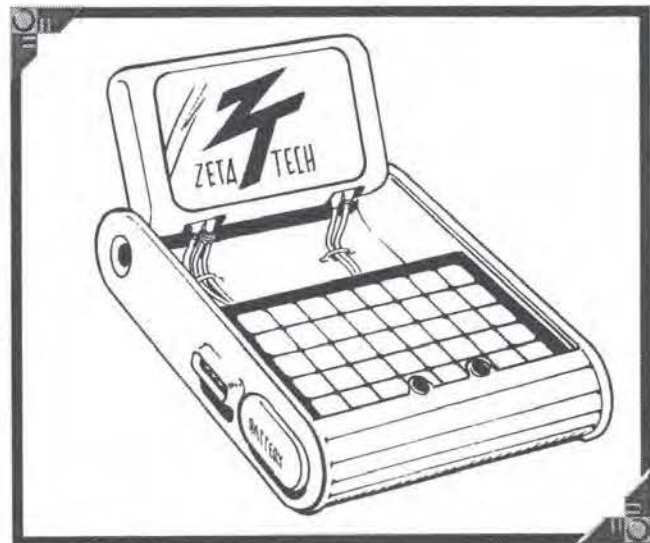
Processor Speeds Table

Computer Type	value for generic machine	range of values for type
Supercomputer Example: <i>A Cray-equivalent for 2020</i>	20	18-23
Mainframe Example: <i>Microtech 9000</i>	15	12-20
Workstation/Mini-comp Example: <i>Toshiba Lightning</i>	10	8-13
Desktop PC/Laptop Example: <i>Nutek 101</i>	5	3-8
Pen Computer Example: <i>Cute little netrun</i>	2	1-3
Pocket Organizer Example: <i>Total desperation</i>	1	1

MICRO-COMPUTERS

Telectronics "Black Book" Microcomp . 250eb

The portable police processor that puts perps in their place! Designed as a compact computer system for urban patrol officers, the Black Book is the size and shape of a common pocket computer, and can be found on the hip of almost every 2020 cop (sometimes it is built into the dash of a patrol car). The Black Book has all the capabilities of a standard microcomp (see Zetatech's E-Book), and is packed with police modifications. It has a cellular communications link for immediate access to police Net-based databases. Its left side has a slot for reading the magnetic strips of driver and weapon licenses, and the front end has a heat-sensitive optical scanner for fingerprint identification. The small videoscreen can be used to call up criminal records, and a tiny laser-printer can be used to run off a ticket or summons in seconds. Although the Black Book comes chipped for interface, it has a small keypad as backup. Housed in a nearly indestructible kevlar frame, the Black Book can withstand a hit from a .357 Magnum (SP 15) and is also shielded against microwaves and EMP! (*Chromebook 2*)



Zetatech "E-Book" Microcomp 100eb
Maximum Data, Minimum Bulk!

As important as a wallet, as common as a wristwatch, Zetatech's E-Book series (and hundreds of other models from a host of competitors) can be found almost everywhere in 2020. The E-Book is a 15.4cm by 7.6cm by 1.3cm pocket computer with a keypad and one chipslot, housed in a hardened ceramic housing (designer colors are available). Able to function for 5 hours before its batteries need to be replaced, this entirely portable system uses a liquid crystal processor (a CPU with an effective INT of 1) boasting 12MU of programmable memory. The liquid crystal CPU can run one program at a time, but netrunning is impossible with an E-Book. The chipslot can



accept digital audio chips as well as standard datachips, and it can even process video (although the screen is a bit small for this.) A cybernetic version is available for a 40% increase in price (140eb), and adds +2 to any INT/TECH skill roll. Capable of accepting a multitude of attachments, many custom versions can be found on the street, functioning as bug detectors, encryption units, biomonitors and codebreakers. Perfect for the edgerunner on the go! (*Chromebook 2*; this is also the Pocket Computer from *Cyberpunk 2020*®)

LAPTOPS AND PORTABLES



Advanced Communications Suitcase . 8000eb *Keep in contact with your Business!*

Datatel's new Advanced Communications Suitcase has the equipment required to let you stay in touch anywhere in the world, or in orbit. This sophisticated system begins with a 48 MHz personal computer (see EBM's PCX, page 21) with on-line memory and drive, linked to a plug-in portable Cybermodem (speed +2, 20MU, data walls +4, videoboard, chip reader). The system also includes a standard cellular phone, mini-fax, and optional short-wave capability (add 800eb for short-wave radio). Has two options lots for upgrades. (*Chromebook 1*)

EBM "PCX" Minicomp. 900eb *Still the most powerful, still the most popular!*

This common portable system is housed in a lightweight impactresistant plastic casing (available in several colors) with a folding handle for easy transport, and the entire package measures 5.1cm by 35.6cm by 51cm and weighs one kilogram. It can run off house current or an internal 2-hour rechargeable battery. The processing core of the PCX is a multitasking superchip (treat as a CPU with an INT of 2) driving a 25 Memory Unit storage bank. The superchip can run two programs at a time, but this unit cannot be used for netrunning. The unit's dual datachip ports can accept and play any kind of

digital chip, allowing the PCX to double as an audio/video player. The touch-sensitive keyboard and high-definition screen can be folded away for transport, or removed to be replaced with other peripherals. The PCX has one option slot for upgrades. EBM also markets a factory-standard cybernetic-interface version of the PCX, available for a 40% increase in price (Cyber-PCX is 1200eb and adds +1 to any INT or TECH skill rolls that can be computer-assisted). Arguably the most popular laptop model computer in the 21st century, EBM's PCX series still has some competition from similar products marketed by Microtech, ARC, Mitsubishi and others. Just about every home has a minicomp like this one, and many a sweatshop and underground weapons factory have made use of these babies as well! (*Chromebook 2*; this is also the laptop computer from *Cyberpunk 2020*®)

Mead Electronic Notebook 860eb

This souped-up lapcomp has an 8MU hard drive, a full page color display, an internal cellular fax machine, a digital dictating machine, and an external hand scanner for copying documents or pictures into memory. It is very durable (SP 4), and has an AC adapter and a rechargeable 12 hour battery. It has one option slot for upgrades. Weight 2.5kg. (*Chromebook 2*)

Mitsu/RMC Hybrid™ Wearable Computer . . . 1000eb, 1400eb chipped

Blurring the line between Body and Machine!

Mitsubishi and Raven Microcyb takes portability to the ultimate level with their new Hybrid* line of wearable computer systems. The standard model functions as a portable computer (see EBM PCX), but is worn over the shoulders and around the waist. The 25MU memory storage is housed on the



shoulders, along with the battery pack and backup solar cells. A specially-arranged keyboard is arrayed around the waist along with a flip-down display screen, keeping the user's hands free when the keyboard isn't being used. This section can be removed and replaced with heads-up displays and voice-recognition or cybernetic operating sys-



tems for total hands-free operation. This remarkable 2.1kg system is housed in a lightweight impact-proof plastic casing (available in several stylish color schemes), and is popular with reporters, medics, and warehouse inventory personnel. There are many models tailored for specific applications, such as an over-the-shoulder unit with a barcode optical scanner on the forearm (used for inventory purposes) and a flip-down mirror for using the liquidcrystal display screen. Another special version is the Hybrid MedicWear, which does away with the waist component and instead uses a language processor core and a set of heads-up display goggles with headphones, a vocal pickup mike and a digital video recorder. An armpack contains a track-ball and body sensors, while the back unit houses a satellite link for communication with hospitals. Has 2 option slots for upgrades. The MedicWear costs 2500eb, and functions as a Medscanner as well as a portable computer. (*Chromebook 2*)



Microtech "PCZ Super" Laptop 1500eb
The IIKL-4 in a Notebook!

Well, not quite, but close! EBM's "PCX" is now in a race for its life; the "PCZ Super" is on the scene! Using folding screen technology, the size of the unit comes down to 6cm by 30cm by 30cm! Running the new 90688 processor (INT 2), the PCZ Super can actually process three programs at once (with a -2 to the effective skill level of each

if processing more than two programs simultaneously). It comes with 30 MU of memory, a 5-chip chipslot, a scanner, audio/visual readout and recording, a notepad-size printer, a touch-pad keyboard, and a Flopscreen that measures 30cm by 20cm or folds out to a full 60cm by 60cm! An external power cord is supplied, along with a 150minute internal power supply. And best of all, the PCZ Super is cyber-standard, already manufactured for cyber-control! Has 1 empty option slot for upgrades. (*Chromebook 3*)

Wyzard Electronics "Handbox" 6700eb
Wyzard Electronics' HandBox is your dream machine—it's YOUR perfect computer.

Take a look at this oval, dark-gray plastic case you can easily hide behind two hands, and try to figure what you can do with it. Need a hint? It's one of the most advanced mini-comps ever seen.

Yes, the new Wyzard HandBox, a revolutionary design for the portable mini-PC. Open it and you discover its simplicity: a small holoprojector, three slots for datacartridges, two fiber-optic connectors for peripherals—and a vocal interface!

Now, switch it on: the 30cm x 30cm holoscreen appears above the Box, displaying images in thousands of colors. Just snap a removable MU cartridge into the machine and you're ready to work. The HandBox responds to your voice, but if you want secrecy, connect it to a foldable EBM pocket flexi-keyboard. You want more? Forget vocal commands or tiring typing; the HandBox can be linked directly to your brain via trodes, or standard interface jacks. Just think, and computer does the job.

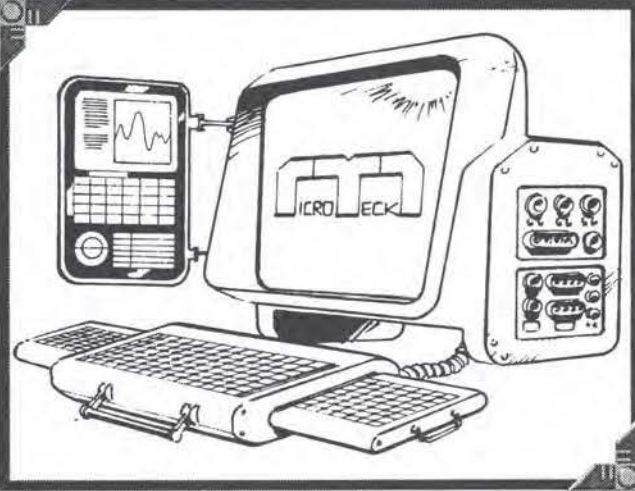
Game Notes: Halfway between a handheld micro-comp (Zetatech E-book) and a laptop minicomp (EBM PCX), the HandBox has a 1 INT CPU; a removable hard-disk (140eb) gives +1 to INT, +1 to Processor Speed. 1 MU datacartridges are 100eb each. Voice and cyber-control standard. HiRes holoscreen standard. Foldable touchpad extra, 150eb. (*Chromebook 3*)

Zetatech PDA+ 680eb
Zetatech challenges the PCX!

The Personal Digital Assistant Plus is packed with the sort of power and options that the corporate world has come to expect from Zetatech. At the heart of the PDA Plus is a ZetaSX multi-tasking CPU (the equivalent of INT 2) and 20MU standard. Just plugging the PDA plus into a phone jack allows it to double as a cellular phone/FAX. The touch-sensitive screen and stylus puts all this power under fingertip control. A digital recorder with transcriber chip allows hands-free dictation and a voice recognition lock-out keeps those documents safe. The PDA Plus is fully compatible with all of Zetatech's CompuMods (see page 28) and has one option slot for upgrades. The PDA Plus can be powered by house current or its own 6hour rechargeable batteries. Weight 1.1kg. (*Chromebook 3*)



PERSONAL COMPUTERS



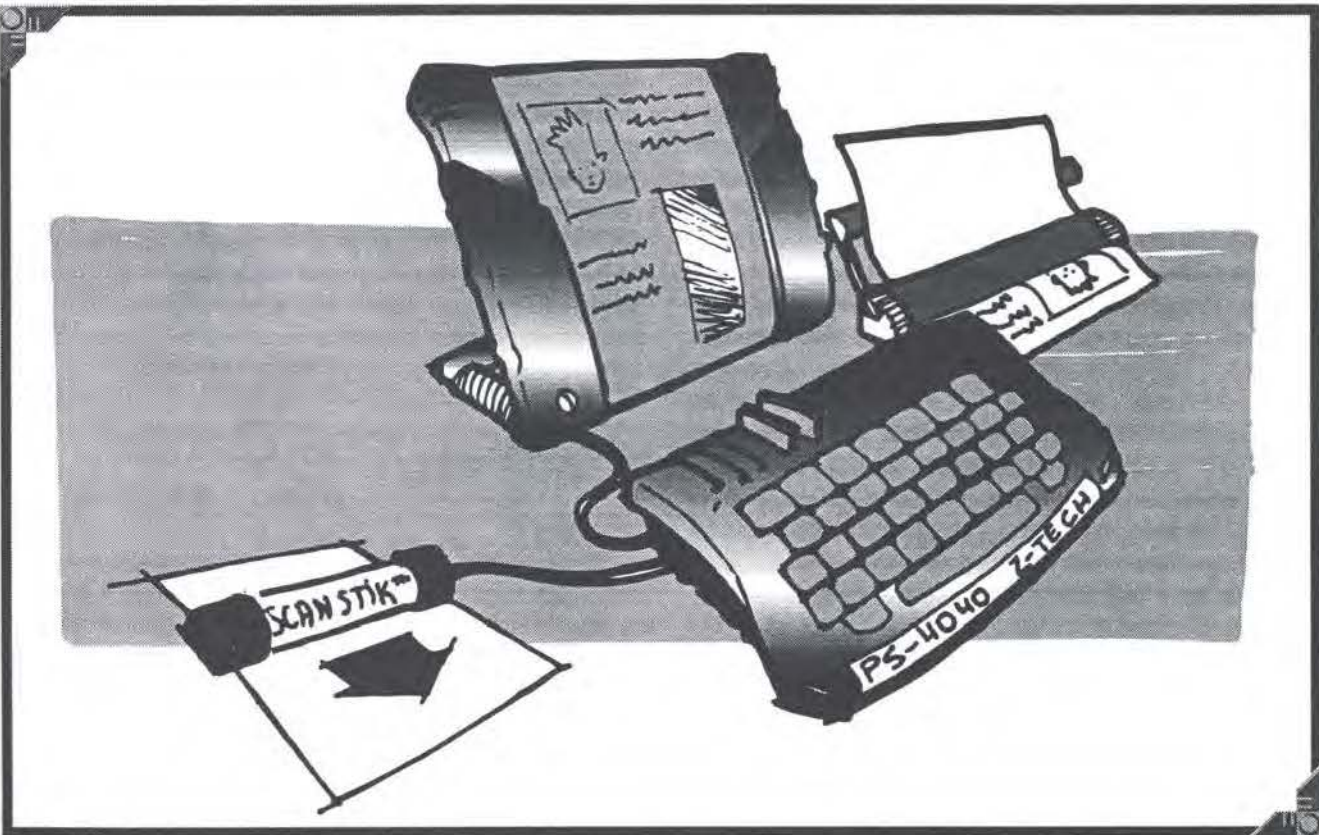
Microtech IIKL-4 Workstation 1200eb
Mainframe power on your desktop!

Considered by some to be the most versatile personal computer on the market today, the IIKL uses an advanced optical 90689 multiprocessing chip (treat as INT 3) as its processing core, making it one of the most powerful personal comput-

ers on the market today. With 40MU and the ability to run up to three programs simultaneously (No, you can't use this one as a cybermodem either, poser - although you can sure "turtle" through it, especially with Gloves & Goggles, neh? Page 26), the IIKL is popular for high power CADaM and illustration. With two chipslots, ports for Two SCSI-4 chains and onboard protocols that can read and write data for audio, video, and braindance chips, the IIKL is also popular with underground recording studios, as it can control the entire studio through its MIDI port, and encode on up to 20 chipreaders at once! The IIKL comes with a 2'x2' video board, full stereo output and an extended keyboard, and 4 option slots for upgrades. A cybernetically controlled version is also available (+40% to cost), as are a wide number of peripherals. Note: the IIKL is about the size of a modern desktop computer - it's portable, but only in a large case. Very common in pirate radio stations, underground studios and publishers. (*Chromebook 2*)

Zetatech PS-4040 Portastation 1000eb
Portable Mainframe Power!

Zetatech enters the mainframe age with their new portable CPU/workstation, the PS-4040. Using the Zetatech 90690 chip (a slight improvement on the 90689 processor; treat as INT 3) as the processing core of the unit, the computer packs a 30 MU storage bank, a 10-slot chipreader, cyber-



link and landline input ports, a letter-size printer, an optical scanner, keyboard, full stereo, a 1m by 1m video board, an external power plug, and a 4-hour internal power supply into a shock-and-bullet-proof briefcase (treat as 12 SP, 4 SDP), with the entire assemblage weighing in at 3 kilos! The Portastation has three expansion slots for add-ons, as well as an extra dedicated slot for a modem. Although the Portastation is a manual machine, it's designed for cyber-control, and is easily upgraded (+300eb).

Netrunners take note: The PS 4040's architecture is engineered to support cybermodem datafortressing (netrunning by linking a cybermodem through the computer) with all Zetatech cybermodems. (*Chromebook 3*)

A NEW COMPUTER TYPE: MINI-FRAMES

**Toshiba Lightning Base Unit 23,000eb,
plus add-ons**

Ever wonder what businesses use to do their computing? When it takes more than any PC can deliver, but it's not worth spending the big bucks for a mainframe, the answer is a mini-frame. Thousands of businesses have chosen the Toshiba Lightning as what they need!

Toshiba credits this success to the decision to bring mini-frames into the 21st Century. The Lightning does away with mini-frames' historical unreliability by adopting the strategy that made PCs powerful: Modular construction with built-to-last parts. The base unit consists of the processor, its 150 MU memory core, and the case. Other features can be added as desired.

The Lightning is built around an ultra-high-powered parallel processor (INT 6, Processing Speed 12). The standard memory is 150 MU of holographic RAM, which can be upgraded to a maximum of 250 MU (75eb per extra MU). The case measures 150cm by 60cm by 60cm, and includes internal environmental control (temperature control and filters), and yes, it's even waterproofed against accidental spills. A 2MU multi-line modem is a standard add-on (500 eb), as is a Holo-WORM back-up drive (300 MU back-up storage, 15,000eb). And for those typically shock-prone power supplies, an uninterruptable power supply is a must (batteries will run mini-frame for 6 hours, acts like a Smart Strip—see page 25—5000eb).

Of course, the Lightning's useless without access—which means workstations! It can accept nearly any PC or laptop as a workstation, and even cybermodems can do in a pinch. For those interested in less expensive alternatives, Toshiba offers its NF-90 workstations, which include keyboard, datapad, 1'x1' videoboard, and chipreader, for only 400eb apiece (this is pretty much the standard Terminal set-up, page 23). The NF-90 can be made cyber-accessible for an extra

100eb. And thanks to its multi-processing capability, the Lightning can handle up to two dozen simultaneous users (in game terms, a mini-frame can handle up to 2x processing power in programs that aren't larger than 1 MU apiece. As per *Cyberpunk 2020* rules, it can only take 2 actions per turn in netrunning situations. Of course, if someone sticks Multi-Tasker in and takes over, it can run 6 programs at once!)

As an added bonus, Toshiba also markets Dr. Omni Kismet's Virtual Builder package, which allows you to build your own Kismet-style onboard Virtual Reality from a huge menu of choices. While the result may not be an original Kismet (which would cost easily five times more than the entire Lightning package!), it's still enough to impress your customers and provide your staff with a pleasant and entertaining virtual environment. A steal at 10,000eb.

GAME NOTES: Mini-frames are anything but portable. They have to be firmly attached to a stable mounting platform, they use 220 volt power, and they have extensive wiring hardware connecting them and their peripherals. In order to make one mobile, you'd need to hardmount it in something at least the size of a large van, with an onboard generator dedicated to powering it. Furthermore, mini-frames can't use cellular modems; too much data-feed. No, they need landlines, microwave connections, or satellite links.

Mini-frames are usually used as the basis for small business LANs (local area networks). That is to say that the employees of a small business (perhaps 100 or fewer employees) use the mini-frame for their computing; anything bigger requires a bigger CPU. You'll also find some big businesses using mini-frames as separate data systems, where valuable data can be isolated from the main system and protected by measures that would be dangerous in the main CPU (think of it as a "vault"—a separate piece of architecture guarded by much more dangerous means and accessible by only a relative few. A "gatekeeper" program with Monitor, Interactive, Pseudo-Intellect, Recognition, and Memory could even build up an ersatz "gestalt" of everyone cleared for access to the restricted zone, making it much harder to infiltrate).

HARDWARE OPTIONS

Batteries 5eb

These are extra power sources to run computers. If mounted internally, each battery takes up 1/4 option slot. A single battery runs a mini-computer for 1 hour, or a lap-top for 30 minutes, or a PC for 15 minutes.

Chipreader 150eb

Each chipreader enables the computer to store 10 chips for reading (or encoding). A computer can only access 1 chip per point of INT, just like a human...Each chipreader takes up 1 option slot.



Databases 500eb per level

A database takes up 1/2 option slot. They serve as pure informational databases on specific subjects, providing complete information on the subject, as long as the user knows where to look for the information. Each database is bought as applying to a specific area of knowledge (i.e., an Expert skill), at a level from +1 to +4. In order to use the database successfully, the user must make a skill roll on the specific skill or Library Use (the GM defines the difficulty of the roll based on the obscurity of the fact the player-character is trying to find). When successful, the desired fact is revealed to the player (for purposes of skill use, this boosts the PCUs skill by the database level).

Dataports 100eb

A dataport add-on adds another port for datalines, external memory, and other peripherals. Each dataport takes up 1/2 option slot.

**Datatel Modem Units
(Optical Fiber Link 200eb, Cellular 1200eb)**

For the ultimate in universal access, Datatel's modems are what you need! By adding on a cable jack or cellular transmitter, your computer can connect with the Net and access databases, bulletin boards, the DataTerm network, Infocomp services, and an almost infinite selection of electronic media. Pay-per-view videos, electronic publishing, games, on-line rocker jams, and across-the-world shareware are all yours for the taking with this aftermarket add-on. Note: even if your computer is chipped for interface, you still cannot perform netrunning with this unit. Buy a cybermodem already! A modem takes up one option slot. Cellular links also include normal landline capability as a matter of course. (*Chromebook 2*)

External Memory Modules 750eb

Memory mods are about the size of a pack of cigarettes, and add 10 MU to the computer's memory when connected through a data/peripheral port.

Holovid Driver 500eb

The ultimate in graphics packages, this enables a computer to program images for and drive holographic imaging systems, such as holoscreens and holotanks (page 29). Takes up 1/2 option slot.

Memory Upgrades 1000eb

Adding extra memory is one of the first things done to most personal computers. Each Memory board added takes up 1 option slot and adds 10 MU to the computer's memory.

PC Backup Drives

PC backup drives are basically dedicated External Memory Modules (see page 9). They are designated as backup drives

when purchased, and act in the same fashion as the Microtech backup drives (page 95).

Processor Upgrades 200eb

No, you can't pack any more core processing power into a workstation or portable; computer INT comes in 3-point chunks. But you sure can pump the processing speed of your machine! Each upgrade takes up 1/4 option slot and improves processing speed by +1, for a maximum of +4. This is rarely important while doing routine processing; if using the unit as a netrunning datafortress, this speed adds to the netrunner's Deck Speed, and is usually used to offset speed penalties for running through the mainframe's Multiprocessing program (page 19). (*Chromebook 3*)

Powerstrip 2020 50eb

This book-sized item is a power monitor and circuit breaker. If an overdose of electricity comes through the computer's power supply or inputs, the power strip breaks the circuit (90% of the time), shutting off the computer/cybermodem. Power overdoses are caused by unreliable power supplies and the effects of Stun, Hellbolt, Sword, and Firestarter programs. This will protect the Netrunner, but automatically drops him out of the Net. If the computer/cybermodem has a battery power supply, that keeps the computer/cybermodem from shutting down when the powerstrip cuts in (thereby keeping the machine from going down while in the middle of computations, etc.), but the Net connection is still broken. (*Chromebook 3*)

Smartstrip 250eb

This is a power monitor/transformer/battery arrangement, about the size of a 1 gallon/4 liter can. It monitors power inputs and compensates for over and under-loads - too much power is transferred to the battery, and too little power is supplemented by the battery. It automatically negates the effects of unreliable power supplies and the programs listed under Powerstrip 2020 above, while maintaining Net connections! That's right, it doesn't drop the machine out of the Net while negating nasty programs, but the 'runner does suffer a -3 to all Netrunning rolls during rounds when the Smartstrip is working, due to the microsecond 'hiccup' as the power flow is adjusted. Smartstrip's battery contains enough power to run a cybermodem for four hours (laptops 2 hours, personal computers 1 hour). (*Chromebook 3*)

**Tritech Datashielding . (20% cost of computer)
*Makes electronic warfare a thing of the past!***

Tritech now offers datashielding as an aftermarket option for your computer system. By replacing the housing of your unit with a lead and hybrid alloy frame, and hardening sensitive electronics, your computer can be made immune to the effects of EMP, Microwaves, and Tempest equipment. This service can be performed at your local Parts 'n Programs (or in 1D6+2 hours on an electronics roll of 25). (*Chromebook 2*)



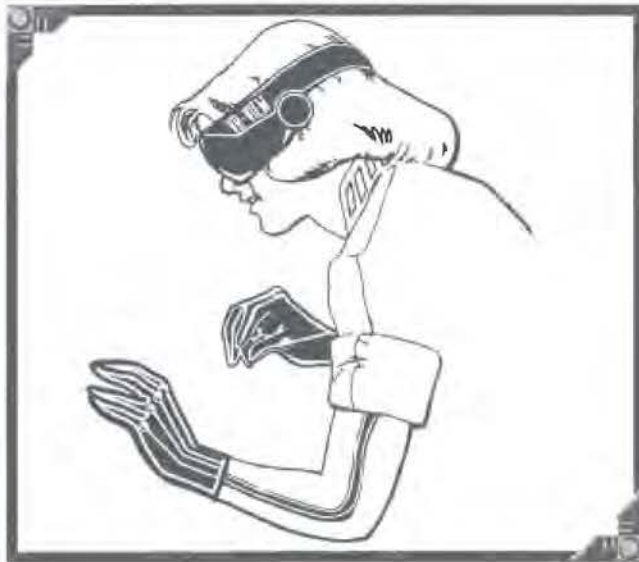
PC PERIPHERALS

Direct Dataware EXPERT Series Computer Skill Programs Base 200eb for Level 4, +100eb per added +1 up to Level 8.

These programs come prepackaged in small plastic boxes, complete with an instruction booklet and software stored on standard datachips (1MU per chip, each skill level uses one MU). Because of their MU size, the programs must be stored on a computer's memory unit to be usable. These skill programs will add to the user's INT skills, but they take time to run (one second per level of skill), unlike MRAM skillchips. Skill programs available include Accounting, Anthropology, Botany, Chemistry, Corporate Policy, Diagnose Illness, Expert (subjects vary), Geology, History, Language, Library Search, Mathematics, Physics, System Knowledge, and Zoology. (*Chromebook 2*)

Datatel RotoWrighter 20eb

These tiny, disposable printers are plugged into a computer (compatible with most E-books and personal computers; see *Chromebook 2* pages 14-15) for small printing jobs. Each plastic pack holds a small reel of paper (20 pages) and a 3-color inkjet. Once it's empty, just throw it away. Size is 8cm x 4cm x 2.5cm. (*Chromebook 3*)



Gloves and Goggles Interface 100eb

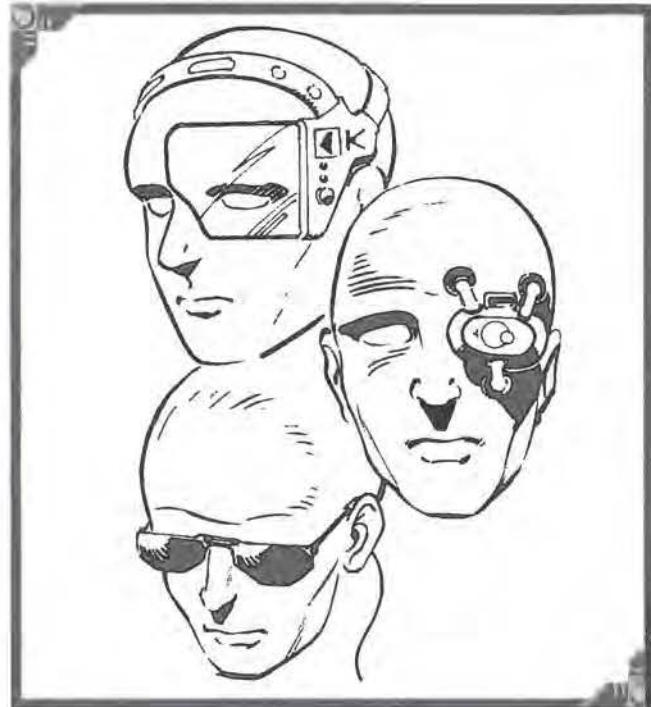
The staple of Netrunners before the age of the neural interface and cybermodem link, the "G & G" system (often nicknamed GloGo Rigs) has long since been rendered obsolete by conventional neural interfacing technology. Made up of two parts: a set of oversized glasses which includes a wrap-around screen and position-sensitive sensors, and a sensory "glove", also with position sensors. While using the GloGo

interface, the user is unaffected by Anti-Personnel Programs but suffers a -3 to the Interface skill. If used with a mainframe, a character can reduce the Expert (Complex Computer Language) skill penalty by two (i.e., from a -3 to a -1). See "Netrunning with Mainframes" (page 19).

NOTE: Mentioned in the description of Explorer One retro-cyberdeck (page 14). Good for those meat-deckers in the group. (*Chromebook 4*)

"Hot Key" keypad 100eb

Those who use mainframes for Netrunning have always been the snails of the Net. The problem is the thought-action of Interfaces are just simply superior than eye-hand coordination, even with "GloGo" rigs and complex graphical interfaces. The "Hot Key" pad can be programmed to reduce key-punching to a bare minimum. Each button can be programmed to activate a macro (pre-programmed series of commands), or other function. A program can be launched, a file can be downloaded with but a touch of a button. Reduces the Expert (Complex Computer Language) skill penalty by one (-3 to -2, for example). Note: cannot be used with the "G & G" interface, as it is already incorporated in a different form there. (See "Netrunning with Mainframes", pg. 19). (*Chromebook 4*)



Kiroshi Optics Heads-Up Display 150eb (for goggles; 200eb for monocle)

Kiroshi's Heads-Up Displays can be connected to any computer system for totally accessible visual readouts. Both the headset and monocle models display a color image in the user's field of vision, but do not obscure the outside world. This allows



full access to computing power without requiring the user to look away from what he is doing. Endorsed by Trauma Team medics who connect heads-up monacles to their medscanner units) as "a life saver." Also useful for technicians, surgeons, assembly line workers, and many others who need to have access to visual information while keeping track of their task. The display reduces Awareness skill checks by -3. A special version of the Heads-Up Display is available for corporate security operatives (and on the black market) for 300eb: a heads-up display which looks exactly like a pair of mirrorshades. Connected to a pocket computer by a tiny wire from the earpiece, these will pass casual inspection (Awareness vs. 20 to spot wire). (Chromebook 2)

Language Processors

Bring your system into the 4th generation!

Microtech is now offering aftermarket retrofits for any and all computers, allowing them full voice recognition and language comprehension ability (multiple language comprehension, if you add the proper expert database). Take your unit to your nearest Parts N' Programs, and for 40% of your computer's original cost, you can do away with keyboards and protocols entirely!

NOTE: Microtech markets its own versions of the PCX and E-Book with these processors already included (cost is only 20% more than normal). The processors can also be bought separately and installed in 1D6/2+2 hours on an electronics roll of 25. (Chromebook 2)

Line Tap Detector 60eb.

Who's listening to your phone?

Tritech's inexpensive line tap detector measures changes in line impedance to inform you when anyone is listening in on your conversations. Green, yellow, and red lights tell you when the line is clear, monitored from an extension, or tapped. This device will not detect surveillance of cellular phones or fiber-optic networks. (Chromebook 1)

Linozap™ 350 eb.

Line Tapped? Now clear it!

Simply press the button on the unit and 50 Kv of electricity will fuse the circuits of any listening devices attached to the line. An isolated transformer protects your own phone from damage. Be totally sure your line is secure.

Warning: Willful destruction of private property is a crime, and interfering with a legal tap is a felony. The manufacturer does not condone any illegal activity or illegal usage of this device. Manufacturer assumes no liability for damage to phone lines from use of this product. (Chromebook 1)

Microtech Virtual Reality BBS 10,000eb

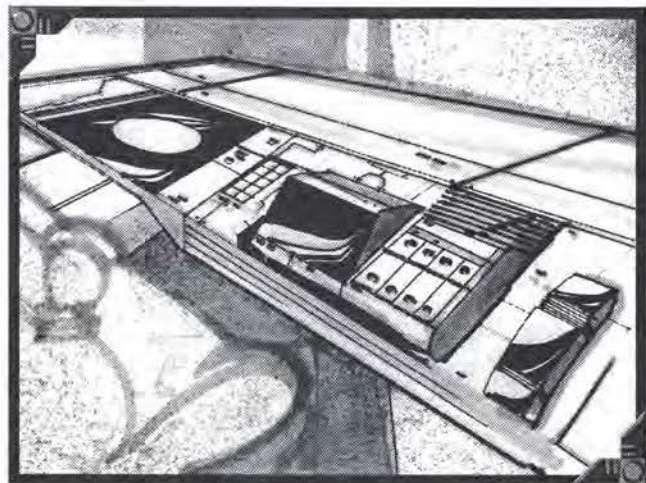
Tired of tying up the memory in your own deck for a virtual reality? Now you have an alternative. Microtech's VR-BBS is a cybermodem specifically designed for use as a Virtual Reality generator. This cyberdeck has a specialized Creator program

that makes it easier to generate a virtual reality. When using the specialized programs treat the realism multipliers as being 1 level less. Weight 8kg.

GAME NOTES: MU40, Speed +1, Data Walls +3, only 10MU can be used for active running, the rest is VR storage. (Chromebook 2)

Miniature Copier 230eb

This is a portable, rechargeable, color, hand-copy machine. It has a wide copier head, a 1MU memory for storing images, and it holds eight feet of paper. It can be linked with most computers, so its stored memory can be transferred into the computer. It has an AC adapter and a 1 hour rechargeable battery. Weight 0.5kg. (Chromebook 3)



Office Communications Suite 1000eb

The Ultimate In Corporate communications!

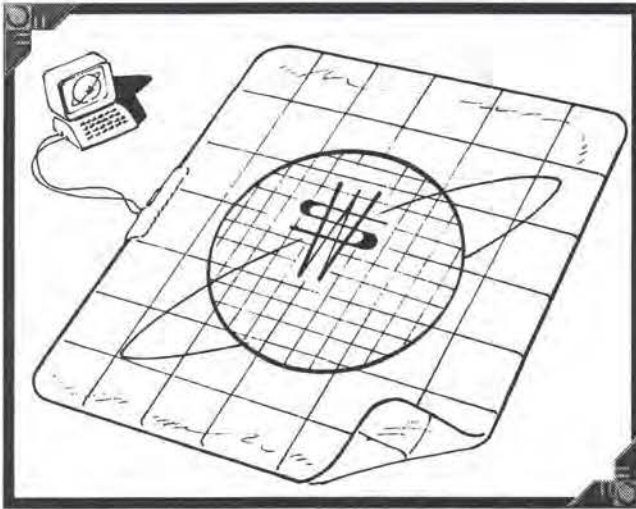
Worldsat's integrated Cellular Phone/Fax/Message Machine system allows the enterprising executive to handle and manage his communications easily and efficiently. The answering machine keeps you from missing those important calls with a beeperless remote, and has a remote fax alarm as well. A built-in switching device selects between fax and voice transmissions automatically, preventing the annoyance of hearing the fax tone when you pick up the phone. The cellular capability can be carried on a standard cellular account, providing access anywhere service is available. And the printed transmission report logs all fax calls with error checking, all voice calls including number called and connection time, and all incoming calls, whether fax or voice. The system can also include a video intercom for a low extra cost. Office vid system 1100eb extra. (Chromebook 1)

WorldSat Communications Flopscreen™ 400eb per sq. foot

Molecular memory for versatile video!

WorldSat takes advantage of recent advantage in memory plastics and fiber-optics to bring you the Flopscreen.





The Flopscreen operates exactly like a videoboard when unfolded, but it can be rolled up and stowed in a pocket, or what have you. It has small adhesive surfaces on the back which allow it to be stuck onto a wall or floor (or ceiling) for display when connected to a computer. The Flopscreen can even be used while hanging on a rack or piled in a heap, although image distortion will occur. (*Chromebook 2*)

Zetatech CompuMods™ Steroids Steroids for your Computer!

Now you can modify your computer to suit your lifestyle! Worried that the junior manager in the next office has bugged your desk? You need a CompuMod. Does your genetically-tailored pet seem sick? You need a CompuMod. Is that pesky electronic lock holding up your black op? CompuMod. These computer modification packages are interchangeable, cheap, and completely legal in most states! Usable with most laptop, pocket, and desktop computers. (*Chromebook 2*)

- **VOICE STRESS ANALYZER PACKAGE (200EB):** This package includes a 3MU program and a tiny microphone add-on. Adds +2 to Human Perception and Interrogation after appropriate sampling of the unstressed voice.
- **LIE DETECTOR PACKAGE (400EB):** This package includes a 3MU program, a sensor pad, and a tiny needle probe. Attach the sensor and probe to the informant's arm, and red or green lights will go off. This heart rate and blood flow analyzer has 65% reliability. Use of the Voice Stress Analyzer in conjunction raises the reliability to 75%.
- **BUG DETECTOR PACKAGE (200EB):** This package consists of a 2MU program and a signal scanner add-on. It will detect and locate line taps and bugs (if they are transmitting) in a 6m radius with 80% reliability.
- **BUG JAMMER PACKAGE (200EB):** This package consists of a 1MU program and a transmitter add-on. Broadcasting electronic noise over a wide band of frequencies, it overrides any signals a bug may be sending. Operates within 10m radius; 80% reliability.

- **RADAR DETECTOR PACKAGE (150EB):** This package consists of a 2MU program and a signal scanner add-on. The computer emits a beep if it detects any radar signal, and locates the source. It is 60% reliable.
- **SIGNAL TRACKER PACKAGE (300EB):** This package consists of a 2MU program and a signal scanner add-on. The highly sensitive handheld scanner will search out signals sent from line taps and bugs (if they are transmitting via tight-beam), following them to the listening source with 80% reliability.
- **MEDSCANNER PACKAGE (250EB):** Consisting of a 5MU database and a compact array of sensor add-ons; this package gives readouts for body temperature, heart rate, blood pressure, respiration, and blood sugar levels. The chipped database adds +1 to your Diagnose skill.
- **TECHSCANNER PACKAGE (250EB):** Including a 5MU database and an assortment of circuit tester and computer-linkage jacks, this package can be hooked up to the diagnostic systems of most vehicles, appliances and personal electronics to determine possible problems and troubleshoot break-downs. Reliability is 60%. On a successful roll, the difficulty of the task is reduced by -3. (You know what's wrong; you just have to fix it.)
- **DRUG ANALYZER PACKAGE (75EB):** This package includes a 4MU database and an intelligent multi-analysis sensor port. It will determine the purity of a drug with a known composition, or identify the molecular makeup and possible effects of an unknown substance that is similar to a drug already in its database. Reliability is 75%. Popular with cops—they add it to their Black Book microcomps.
- **CREDIT TRANSACTOR PACKAGE (250EB):** Consisting of a 1MU program and a special chipslot, this unit can be used to make electronic money transactions to and from bank accounts. (A modem of some kind is needed to do this.) Although technically you must have a legitimate business license to have one of these, a fixers can usually manage to get hold of one for his pocket computer (Streetwise or Streetdeal vs. 22).

Personal Electronics

We've included these shameless bits of mindless consumerism since many are designed to act as peripherals for your computer system and the rest can be remade to do so—with a little imagination.

Data Cache price varies

Moving large chunks of valuable data? Scared to put it on the Net or transmit over the phone in case someone snatches it? Transferring your Data Backups or your company AI? You should be using the Whitegate Data Cache. Modeled on the proven security of the Arasaka Jetsetter Briefcase, the Whitegate is fitted with 100 or 200 MU of non-volatile memory which must be connected to a suitable mainframe for access. For added security, you can load your own choice of ICE into the access protocols. Only 8000eb for the 100MU cache;

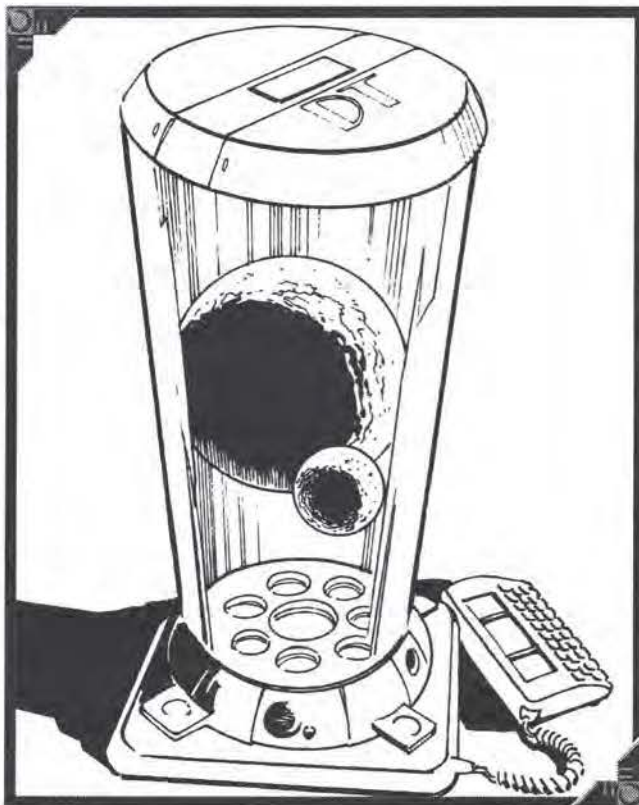


10,500eb for the 200MU cache, and 13,000eb for our maximum 300MU cache!

Game Notes: SDP 15, SP30. The Data Cache cannot be accessed by any system with less than INT 3 (this means notebooks, laptops, and cybermodems, which have insufficient processing power to address the memory). (*Chromebook 4*)

Datachip 10eb

The storage medium of the future for holding digital information. Usually plastic-cased, chips come in the shape of buttons, flat squares, and triangular slivers. All shapes can be read by all types of recording media by use of adapter plugs and the ever-popular chipware socket. (*Cyberpunk 2020*)



DataTel Holotanks . . 500eb, 1000eb, 5000eb

The holotank reestablishes the art of visual modeling. Consisting of a clear cylinder capped at both ends with super highdefinition laser projectors, a Holotank is filled with a highly reflective, non-toxic gas into which a hologram is projected. The hologram can be static or animated, and its positioning can be manipulated by a remote keypad. Walk around the tank, and you can see all sides of the image (also called a "model"). To film a model, three holographic cameras are necessary; the image to be recorded must be in the middle of the three cameras. This makes holotanks inefficient for TV shows or other highly active models. Usually individual, static images are best for holotanks (however holotanks are often used when one person will be

speaking or dancing). Three models of Holotanks are available: the tabletop model measures 12" diameter by 18" tall, the desktop model is 24" diameter by 36" tall, and the display size holotank is 4' diameter by 7' tall. Holotanks are most popular for computer modeling purposes, but are also seeing use as programmable fashion mannequins for clothing stores (as well as walk-in models which serve as instant clothing "try-on" booths), holographic video games, visual teleconferencing, battlefield strategic analysis, weather prediction, and for air traffic control displays. (*Chromebook 2*)

DataTel "Treasurer" Datawatch 55eb

Elegantly styled, finished in gloss black, the Treasurer is an environment-proof 26-function digital watch (calendar, world time, stopwatch, lunar phases, thermometer, pressure gauge...) which contains a high-density storage microchip (1MU). Capable of being connected via fiber-optic cable to any computer, the Treasurer can be used to store sensitive data in a very safe spot. Note that this datawatch cannot run skill or utility programs, because it has no processor. (*Chromebook 2*)

Holo Generator 500eb

The standard in holopix viewers, this is a small box (approximately 4" x 2" x 6" inches) which projects a holographic picture from a replaceable chip. The small size and relatively poor resolution (mere fractal quality) makes it inadequate for mass viewing, so it's generally used as a one-person viewer. The generator is compatible with chips from most digital cameras, and can be linked with a digital Recorder/Player. (*Cyberpunk 2020*)



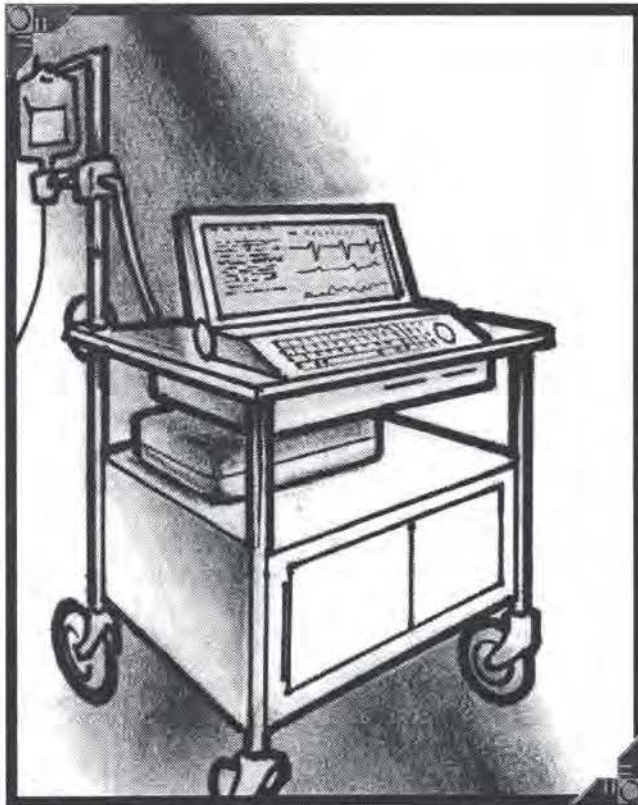
**Holoscreen holographic viewers
2x price of normal item**

A window on a new dimension!

At last, 3-D enters the mainstream. Supplanting the older generation of holographic generators (see Holo Generator, page 29), whose screens could only supply simulated 3-D images, the new Holoscreens have unmatched clarity and reso-



lution. Making use of KodaGraphix and other similar imaging technologies, holographic viewers allow high-quality projection of 3-D images. Many different models are available, such as videoboards, video/audio tape players, pocket TVs (note that only about 4% of TV broadcasts are in 3-D), computers, cyberoptic video imagers and cybermodem screen options. Hologcreens can only show 3-D images if they were recorded in 3-D, but they are fully capable of playing 2-D images as well. (*Chromebook 2*)



Life/Support Hookup. 500eb
No long-runner should be without one!

The latest support option from Bodyweight™. When this package is connected to a cyberdeck, a biomonitor watches the user's condition, controlling an IV drip for feeding and a catheter to take care of bodily functions. Such a system is relatively small (about the size of a PC monitor), and can keep the body going for approximately 72 hours of constant work within the Net. Weight 1.3-2kg. (*Chromebook 1*)

Life Support Machines. 200,000eb

The Celestial Parachute System is merely an extension of the Bodyweight™ Life Support system (see above) combined with a cryogenic system based on Trauma Team equipment. Unlike the TT systems, however, the Celestial is designed to maintain the survivor in biostasis indefinitely (In theory—it has an internal power source good for about ten years). About the

size of a huge coffin on a massive pedestal, the Celestial activates when the user, who rests inside, fails any Mortal level or greater Save during a Netrun. It's then supposed to call for pickup from the local hospital. (*Rache Bartmoss' Guide to the Net*)

Microtech RESIDENCE 150,000eb
"Scary stuff. Every two-bit corp in existence can set up dozens of these robot 'runners, waiting like Net land-mines for that secret signal which sends them forth to do their bidding. Netwatch is going to love them."

—Spider

"Loosen up, Spider! Just think of the possibilities...I'm having a few (snicker) made up to house virtual Raches for my own pocket 'Legion of Doom."

—Rache

"Oog."

—Spider

With the increasing number of low-level AI's available, Microtech is proud to announce the release of their new RESIDENCE cybermodem add on. Recently cleared for non-military sale to corporations (Near Impossible Streetdeal roll to obtain privately), the two-case device connects to your cybermodem ports and provides enough processing and memory power to support a Guardian-class AI (max INT 6). The device is completely "netspace transparent" and has no effect on the functioning of your cyberdeck other than increasing power usage (including battery drain) by a factor of x4. The unit contains 3 CPU and 40MU (accessible by the AI only, and used to store its core programs and 20MU of free memory). The following skills are hardwired in: Interface 7, Programming 10, System Knowledge 10, and Education/General Knowledge 6. Military versions also contain Ejector, a specialized AI spore program which packs up the AI with the memories of its current mission, and using stealth/evasion programs, returns the AI to a preset "home base" to be debriefed. The Residence maintains its military roots with an SP20 armored chassis and EMP shielding, but Microtech will ship it in the color of your choice. Case size is 3' x 2' x 6". (*Chromebook 4*)

Raven Microcyb Net-Vision™ IG-Algorithm Glasses 900eb; 1200eb with Invisibility

Now you too can own a pair of Net-Vision™ glasses, originally designed by Raven Microcybernetics for Netwatch. This mirrorshades-style eyewear uses a cellular 'trode link which allows you to have a Net's-eye-view of your realspace location! (25% chance of losing contact when in a moving vehicle; not all places have cellular connections to their systems.) Drawing information from the Net's own Ihara-Grubb Transformation Algorithms, these glasses show the wearer how their surroundings appear in the Net.

Electronic surveillance of ICE and other computer security can now be done from the safety of realspace, without the danger of actually jacking in. Remember, though, that you will still have an icon representing you in the Net (unless chipped for Invisibility; add 300eb), and you won't be able to penetrate Code Gates or Data Walls.





Notes: These glasses display Net icons and determine Net locations, but even if you are inside the Arasaka tower, you won't see the inside of their Data Fortress; the Data Walls and Code Gates keep your perceptions "outside." Remember, you are not a Netrunner, only an observer. (*Chromebook 2*)

Videoboard 100eb per square foot

This is a flat-screen, advanced LCD video monitor. No thicker than an inch, most videoboards are built into TVs, but all types have input plugs for use as a readout monitor for other electronic products. Large ones (20'x100') are used as advertising signs. Videoboards are bought by the square foot. (*Cyberpunk 2020*)

"RUSH" VR Entertainment System 500eb

SegAtari has just recently dropped the price on its home Virtual Reality unit, RUSH. Using a combination of Virtual and Braindance technology, Rush is the ultimate home video game experience. Already gaining notoriety, Rush is setting the indus-

try standard for home entertainment. Over 300 games have been released so far and the list just keeps growing. Check out Brainburner, it's a wild ride! A guaranteed favorite!

Game notes: Interface plugs and basic processor required for use. (*Chromebook 2*)

"RUSH" VR Unit Upgrades Prices Vary

These items allow you to improve the system you purchased (smuggled, stole, whatever) to maximize game play and enjoyment. (*Chromebook 2*)

- **TRODE LINK, 1000EB:** SegAtari understands that there are people who can't afford neural 'warez. Not about to lose a potential market for mere medical reasons, the new 'trode link upgrade allows meat-heads (those without neural processors and interface plugs) to enjoy these games, too. Comes with 4 sets of 'trodes.
- **TOTAL ENVIRONMENT™, 1000EB:** The Total Environment™ allows far more realistic sensations than the basic Rush unit. When chipped into a Total Environment™/Rush system, you are given complete freedom of movement for maximum enjoyment. Comes with 16 games designed specifically for the Total Environment™ unit. If you like excitement, Total Environment™ is for you!
- **MULTI-PLAYER ADAPTER, 100EB:** Allows up to 4 other Rush players to join in. With multiple adapters, you could have an unlimited number of players (software permitting).
- **VIDEO WALL™, 3500EB:** New from Teletronics Ltd comes the masterpiece of visual stimulation: The Video Wall.



Transforms any size wall into a 2D or 3D movie screen. Great for watching the classics! A must for either the movie buff or the person with money to burn. Hooks up to any standard video machine or game system with ease. Try *Rush Kung Fu Fighter VI* on this baby! WOW!!!!!!

Note: Requires at least a 6'x6' space of wall to be effective.

- **SCHOLAR™ HOME LEARNING SYSTEM, 750EB:** The Scholar* Home Learning System has recently been added to SegAtari's long list of breakthrough hardware. By use of Virtual/Braindance Technology, you can learn languages, history, mathematics, just about anything. And in your own home! No more are you required to take long, boring classes. No more lectures. All you need to do is jack in to the Scholar* upgrade package for your Rush home virtual reality unit.

Game Note: Any skill requiring hands-on experience requires you to have a Total Environment upgrade. Maximum skill level learnable is +2. Cannot be used to improve skills already known. Skill is learned at a rate of +1 per 6-hour lesson; plus 1 day of practice per lesson.

- **BODYWEIGHT™ SEGATARIFLEX, 4500EB:** A lot of milvets shouted, "Hey, SegAtari! Love the Scholar* Home Learning System; it's just like the virtual training we got in Basic. But what happened to the muscle feedback harness?" Well, SegAtari got together with Bodyweight™ and modified the Interflex Prime (Chromebook 4, page 75) so that now you can actually go through the motions while you learn!

Game Note: The SegAtariFlex is installed hanging from the ceiling like the Interflex Prime, and requires a clear floor space of at least 10'x10' for operation. The user straps on the exoskeleton, plugs into the SegAtari Rush system, and the SegAtariFlex actually moves the user through the actual physical motions encountered in the game or learning video. This negates the 1 day practice per lesson requirement on the Scholar* Home Learning System, and can really tire you out as an exerciser or if hooked into a very active game.

- **SEGATARI VIRTUAL VILLAINS, 150EB:**

"Karkong the Impaler. Worst of the lot. Makes Attila the Hun look like a poser. I don't know how many Virtual games I've lost to that frackin' SOB. I don't even wanna know. It's humiliating to get your butt kicked by a virtual algorithm."

—Rache Bartmoss

"So far, my score is 13-15. He's good, but he's not perfect."

—Finder

"After my fifth battle with him, I've beaten him every time. I've got motivation, though; I hate it when he screams 'SEGATARI!' after he beats you."

—Cobra

Battle the greatest villains of all time with SegAtari's Virtual Villains! This Rush system game chip contains a virtual reality with photorealistic portrayal of a medieval castle. It's there that you have a showdown with the greatest of evils. The game deck has a massive collection of historical and fictional villains. You and up to nine of your friends can do battle with the likes of Hitler, Genghis Khan, and Captain Hook! There is

also a large assortment of weapons, both modern and archaic. Live the game with SegAtari!

CYBERWARE

Wet Drive 320eb +175eb/extra memory
Computer crash? Never lose critical data again. Forgetful secretary? Intruding Netrunners? No problem.

Installed at the base of the skull, CYBERMATRIX' new silicon solid-state storage allows the user to store 1MU of file-only memory in the head (the Read-Write Memory is loaded and downloaded through interface plugs). A code-lock can be applied, if necessary, and the data will be loaded or downloaded only after the access code is entered. The user cannot access the information, but it's a very secure place to store hot data. Order soon, and get an extra 1MU of storage for only 175eb. HC=1D6, Surgery: M (Chromebook 1)

Wetdrive Access Link 200eb

This co-processor will allow the owner of a Wetdrive memory unit to mentally link to the wetdrive memory without external interface cables, calling up information as desired. The information is not "known" as with MRAM chips, but has to be called up exactly like a computer. A character is essentially "studded in" when accessing and as such, is relatively helpless. HC=1D6/2, Surgery: M (Chromebook 2)

Zetatech BodyComp 1750eb

Personal Computing taken to the logical extreme!

The BodyComp is the latest in microcomputing; a computer so small it can be implanted in the human body, yet as powerful as an E-Book! A unit the size of a large lighter is implanted in the torso, and links are run to the user's Neural Processor by nanomachines. Power is supplied by a pair of microfine blood turbines, implanted in the pulmonary and femoral arteries.

The BodyComp has functions and capabilities equal to a E-Book. (No chipslot, but it can read from the player's Chipware socket or a chip player plugged into an Interface Plug.) It requires Times Square Plus (or Video Imager) and Cyberaudio to operate (it can be plugged into a Kiroshi Optics HUD, but without audio). Hardened systems are available, but this option cannot be retrofitted. BodyComps can be outfitted with all CompuMods and other modifications, but the sensors are separate; they can be installed in a cyberlimb (usually taking up about 1/3 of an option space each) or carried separately and jacked in with a special cable and multi-processor (50eb). For an additional 125eb, the unit can be hooked up to a character's Wet Drive, allowing for extra memory (and an easy way to see what you're carrying). Game notes: If the unit is not EMP hardened, a hit by a microwaver will usually (70% chance) wipe the BodyComp's memory (but not an attached Wet Drive) and will inflict an additional 1D6-2 damage in feedback and burns. HC: 1D6+4, Surgery: MA. (Chromebook 2)



SOFTWARE

While hardware provides the body, software provides you the soul for your machine. And as we all know, you had better build your soul carefully. Personally, I've turned mine into a split-level ranch house with a great view of the San Fernando Valley.

—Rache Bartmoss

Programs are the workhorses of Netrunning; they do the fighting, protecting, decrypting and sneaking for the 'Runner. Just as one can consider a Netrunner a cybernetic magician, one could say that his programs are his spells, there at his mental fingertips. Here we introduce the rules for handling programs and then provide a comprehensive list of programs from a variety of sources.

🌀: COPYING YOUR PROGRAMS

FROM *CYBERPUNK 2020*

A smart idea. You can copy almost any program in your Arsenal. All you need is the Backup utility, a data chip, and a chipreader to put it in. A single chip holds 1 MU, but Backup is designed to break a larger file up over two or more chips. For larger backup tasks, check out backup drives (page 95).

Chips cost 10.00. To copy the contents of the average deck will cost between 100 to 300 eb. Cheap at twice the price. Note that Anti-Program and Anti-Personnel programs cannot be Backup-copied; they have special copy-protection routines that erase the chip in the copy process. This makes sure you come back to your friendly local Fixer for a new copy of Hellhound when yours crashes. You can break the copy-protection using your Programming Skill against a Task Difficulty of 28. But think what happens if you screw up... and remember that you CAN freely copy any program YOU make up, hint hint.

🌀: CHANGING PROGRAMS

Chips are inserted into your deck before the start of the run. Once you're in the face, you're committed. However, if you're willing to dump out of the Net and abort the run, you can change chips (1 turn). You'll have to jack back in and retrace your steps, but this time when you meet that Brainwipe, you'll be ready. Personal computer 'runners load their programs into on-line memory rather than stuffing chips (anti-personnel/anti-program chips read off ONCE, and have to be stored in non-volatile memory, such as a hard-drive. Backup drives won't hold these).

PROGRAMMING 101 FROM *CYBERPUNK 2020*

CREATING NEW SOFTWARE: Although you've got a lot of programs to choose from, it won't take long before you'll want to design your own. Homegrown programs can be the edge your Netrunner needs, because stuff gets old pretty fast around the Net. Also see Program Upgrades, page 39.

🌀: MAKING NEW PROGRAMS

In *Cyberpunk 2020's* Netrunning system, every program is built from three elements; Functions, Options and Strength. When you put Functions, Options and Strength together, you create a new program.

🌀: Program Functions

Functions are what the program does. Every program has a function. You can even combine several functions into one program, making it more versatile and powerful.

A functions list is provided on the next page. It is supposed to be general; decide what your program does, find the function closest to his conception, and pay the Difficulty price for the function. How that function actually works is pretty much up to you and your Referee; if your Anti-Personnel program attacks a Netrunner by encasing his ICON in violet light and melts his brains with a burst of energy, that's great. But in game terms, it's simply an Anti-Personnel Function.

Because functions leave a lot of leeway for imaginative thought, the Referee should always have the final word on whether a program really fits into that particular function or not. He or she may also want to raise or lower the Difficulty by a few points if the program stretches the boundaries of the listed functions a bit too much. And hey, if it gets out of hand, feel free to have the sucker backfire and eat the player's cerebellum. It's the Cyberpunk way.



MASTER FUNCTION TABLE

DIFF	Function
15	Alarm: this function alerts the system or Netrunner to intrusion.
20	Anti-Compiler (Assassin): destroys compilers (Demons and Daemons). Normal anti-program programs can attack a Demon/ Daemon's sub-programs, but cannot affect the compiler itself!
20	Anti-Personnel: attacks and harms Netrunners. The Netrunner is either killed (takes damage), taken over or mindwiped. Normally does 1D6 effect (damage or mind-wiping); +1D6 effect per +5 Difficulty.
20	Anti-Program: attacks & destroys other programs, doing 1D6 damage to the target's STR (+1D6 damage per +5 Difficulty)
15	Anti-System: this function damages or screws up a computer system.
10	Compiler (Demon/Daemon): this program manages other programs, and can reduce them in size by packing them tighter until needed.
10	Controller: this function allows control of machines in Realspace.
15	Decryption: this function opens codes and locks.
10	Detection: this function detects intruding netrunners/programs.
10	Disguise: this program can disguise itself as another program.
20	Doppelganger: this program can take on the functions and appearance of a program it's just destroyed.
10	Evasion: this function makes a program or the runner hard to trace.
10	Interactive: acts like a person in a virtual reality; it walks, moves around, manipulates objects in the virtual construct. When combined with psuedointellect and conversational ability, it can act much like a real person inside a virtual reality.
15	Intrusion: this function allows programs/ Netrunners to get through data walls. It does 1D6 damage to Data Wall STR (+1D6 damage per +3 Difficulty)
10	Protection: this function stops attacks to Netrunners or decks if used successfully. For each +5 Difficulty, it stops 3 points of damage effect even if attack gets through.
25	Software Editor: each one is different, and is pre-programmed to overwrite and rewrite a VR with whatever VR the programmer has given it.
15	Stealth: this function makes the program or runner hard to detect.
10	Utility: this function reads files, stores damaged programs, copies things, improves deck speeds, reads files and does general clerical work.

 Program Options

Options individualize a program. They allow it to move freely around the Net, to remember events, to recognize things, even obey commands and converse. You may want to create (with your Ref's approval) your own options as well.

MASTER OPTION TABLE

DIFF	Option
3	Auto Re-Rezz: the program can reconstruct itself even if destroyed by rolling a 5 or 6 on 1D6.
10	Code Optimization: cuts the program's final MU size by 1/2 (round up).
3	Conversational Ability: the program can speak.
3	Endurance: the program is tireless and will never quit unless destroyed.
5	Hang Up: The program can sever the data connection between signals; if a 'runner is in a datafort and a program "hangs up" on him, the 'runner is suddenly dropped offline. The program must have the Alarm function to use this option.
1	ICON (simple): the program has a visible, cartoon icon in the Net.
2	ICON (contextural): about the graphic level of a high-res computer image.
3	ICON (fractal): somewhat realistic, with shading, texture and sensation.
4	ICON (photorealistic): about the level of a good video image or movie.
5	ICON (superrealistic): looks like a real person or object.
3	Invisibility: the program is +2 Strength to avoid detection.
5	Memory: the program can remember specific events and people.
5	Movement Ability: the program can move freely throughout the Net while its main programming remains in memory.
-5	Noisy: this program produces "noise" that makes it easy to detect at great range.
-10	One Use: the program derezzes after one use, whether successful or not.
6	Pseudo-Intellect: the program has a fuzzy logic process, imitating INT 6.
2	Recognition: the program can distinguish between different Netrunner signals and programs.
2	Speed: the program adds +2 to deck speed when it runs.
2	Trace: the program can follow another program or Netrunner through the Net.



A Note on ICONS: Interface Construct Orientation Nodes are the visual representations of programs in the Net. An ICON can look like anything you want; people, monsters, objects, logos; you name it. Programs don't come with ICONS; they must be created for them. Not having an ICON doesn't mean the program can't be detected, but it does mean that it will just appear as an indistinct shape rather than a fully realized image.

Strength

Strength is the power of the program. The higher a program's Strength, the more efficient it is. Strength is rated from one to ten, with most programs at around three or four.

WRITING THE PROGRAM

Once you've determined the functions, options and strength level of the program, you must determine how hard it will be to write it. Add together all the **DIFFICULTY COSTS** for all options, plus the level of Strength; the result is the Difficulty number for the program.

FOR EXAMPLE: Hellhound, which consists of:

Antipersonnel.....	+20
Movement.....	+5
Trace.....	+2
Recognition.....	+2
Strength 6.....	+6
Icon (Superrealistic).....	+5
The total Difficulty of writing Hellhound would be 40.	

To make a skill check for success, you would add your INT + Programming Skill+ 1D10 to get a value equal to or greater than this Difficulty number.

POOLING: Sometimes, you won't have enough Skills to write a program. However, two or more Netrunners can pool their respective INTs and Skills together, rolling one D10 for the total. Example: With an INT of 10 and a Programming of 10, Spider can't possibly write a Difficulty 40 Hellhound. But with the help of Edger (INT 9, Programming 7), the two can mount an impressive total of 8+10+9+7=34. They'll need to roll a 6 on their D10 to successfully write the program.

Program Size

Difficulty determines size. Check below for the difficulty number, then read across for the size in Memory Units.

DIFFICULTY	MU	26-30.....	4
10-15.....	1	31-35.....	5
16-20.....	2	36-40.....	6
21-25.....	3	41+.....	7

So Hellhound (Difficulty 40) takes up 6 MU. Using the table above, you may (if you wish) extrapolate the MU size of programs with difficulties over 45 (i.e., 46-50 = 8MU, etc.).



Program Writing Times

Every point of program Difficulty will take 6 hours to write. The work need not be continuous and may be divided between Netrunners (if more than one is involved). For example, with a Diff of 40, it would take 240 hours of work to program Hellhound. Spider decides to work in eight hour shifts; at this rate, she'll finish in about 30 days. However, she decides to work with Edger, cutting the time to only 15 days.

Program Cost

Often, programs are purchased on the market rather than written at home. To determine the base cost of a program, multiply the Difficulty by 10eb. Multiply this value by the modifier below for the type of program.

TYPE	MODIFIER
Intrusion, Decryption, Control, Utilities.....	1x Cost
Detection & Evasion.....	2x Cost
Compiler.....	2.5x Cost
Anti System.....	3x Cost
Anti-Program.....	4x Cost
Anti-Personnel, Viral ICON Editor.....	25x Cost

Example: Hellhound's Difficulty is 40; at 10eb per point, it would cost 400eb. But as an anti-personnel program, it is multiplied by 25; it'll cost 10,000eb on the black market!

New Program Option

CODE OPTIMIZATION: Optimized code-writing results in the use of less storage space; this option cuts the final MU of the program in half (round up), but increases the Difficulty of the program by +10. (*Chromebook 4*)

"Now, if I could just do this with my DNA... on the fly... while eating..."
 —Rache



DEMONOLOGY

Demons are a specialized type of program designed to manage several other programs. These subprograms are compacted by the Demon's Compiler function so that they take up half the space they would normally need, allowing the Netrunner to carry more programs in the same amount of memory.

To build a Demon, you start by building a normal program, using the Compiler/Demon function. To this, you can add as many options as desired, as well as setting its Strength. The Strength of the Demon is somewhat modified by the number of programs it carries; for each program "on board", the Demon will lose one point of Strength.

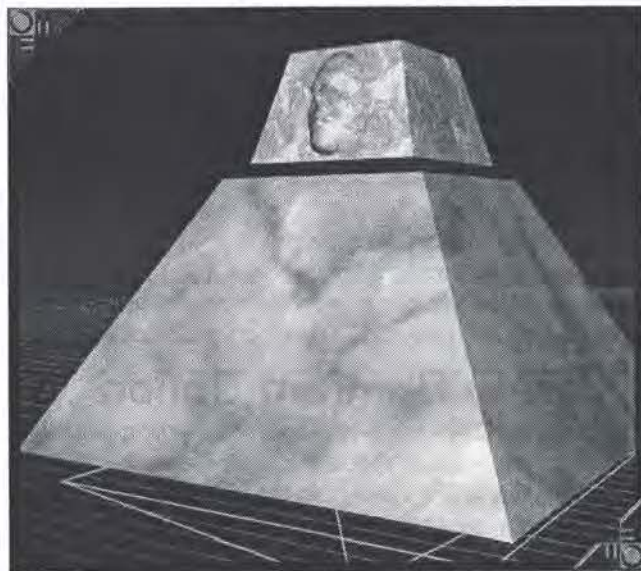
Example: Succubus II starts with a Strength of 7. But by carrying 3 programs, this Strength is reduced to 4.

Next, build all of your subprograms. Don't worry about their strengths; they'll fight at the strength level of the Demon, not their own. Now, after you've created them, add all Difficulty numbers together and divide by 2. Add this result to the Difficulty of the Demon and you have the total Difficulty (and the amount of memory required) for your completed Demon.

Example: Edger builds a Demon to hold four programs. Nicknamed Pixie, the program is constructed like this:

Compiler (Demon)	10
Icon (Simple)	1
Strength 7	7
TOTAL	18

He then plugs in four programs, one at 30, one at 25, and two at 15 for a total of 70 Difficulty. But thanks to the Demon, the cost is only 35 points! The result is a final version of Pixie that has a value of only 53 points, a savings of 17 points.



A Demon sounds like a great idea at first; you get a lot of programs in a small space. But there are a couple of serious glitches:

First, the Demon is only able to control all these programs by linking its programming with theirs. This means that whenever the Demon is destroyed, all the programs linked to it are also destroyed (sort of like a ship going down with all hands).

Second, all the programs fight at the same Strength level as the original Demon. Not a bad idea; load the Demon up with some cheap programs and if the Demon's Strength is high, they'll all fight like, well, demons! However, you won't have a very powerful Demon if you load up on a lot of subprograms.

Third, the Demon has to unpack each program before using it, then repack it when it's done. This means that there's a delay (Speed minus the number of programs currently loaded). For example, if you've got four programs loaded in a Demon, this will mean a corresponding -4 penalty to your deck Speed when you use the Demon. In a Net quick draw, this can be a disaster. But if you're looking for a way to stash a lot of programming in a small space, a Demon is the way to go.

⦿: DAEMON PROGRAMS

FROM *CHROMEBOOK 3*

With the current phenomenon of netrunning in the popular eye, many forget one of the hacker's oldest tactics, that of inserting a program into a different system and using the system's own processing power to run the program. In the early days of computer calumny, the "tapeworm" was the prime example of this activity. With the advent of Daemon programs, this tactic has experienced a revolution.

One of the biggest difficulties of netrunning is that a Netrunner has to enter a system from outside, usually via an outside line. This means that elaborate precautions have to be taken to prevent the system's defenses from noticing that there is a foreign signal in the system; failing that, the defenses have to be fought off (an expensive and risky business). Daemons avoid this problem by inserting a self-actuating program within the target system and making the system run it as one of its own.

The idea of Daemon netrunning is very simple. The Netrunner creates a "smart" self-acting program with multiple subroutines, and inserts it within the target system. Once there, the program uses its access (either provided or gained by the program itself) to schedule operation time using the target system's own CPU to do the work! The program then performs its design function, whether it be internal espionage, sabotage, or just mischief. (The definition "Daemon" indicates a compiled, multi-part program like a demon, but equipped with more sophistication and semi-independence.)



⦿ Making an Independent Daemon

A Daemon is constructed like a Demon. It consists of a Compiler function, program Strength (to be modified by the number of carried subroutine programs), and the Recognition, Movement, and Pseudointellect options. More complex additions include the Interactive function, and the Memory, Conversational ability, and Invisibility options.

Two new program functions are available: **Disguise** (Difficulty 10) allows a program to take the identity of another program. This includes codes, passwords, and icon of the imitated program; a system's defensive programs will be fooled into believing the program to be friendly. Monitor programs and sysops get an Interface check to spot the hidden nature of the program (Monitors: System STR + Interface + D10; Sysops: INT + Interface + D10; the disguised program gets its program STR + INT 6 + D10). The **Doppelganger** function (Difficulty 20) allows a program to absorb the functions of a program it has just destroyed into the Daemon itself (this requires leaving one of the program's subroutine slots empty). Doppelganger-equipped programs can't be told from the original without scanning their code (takes three turns; Netrunner/sysop's Programming skill roll versus Doppelganger's program STR + INT 6 + D10).

⦿ Entering the Target System

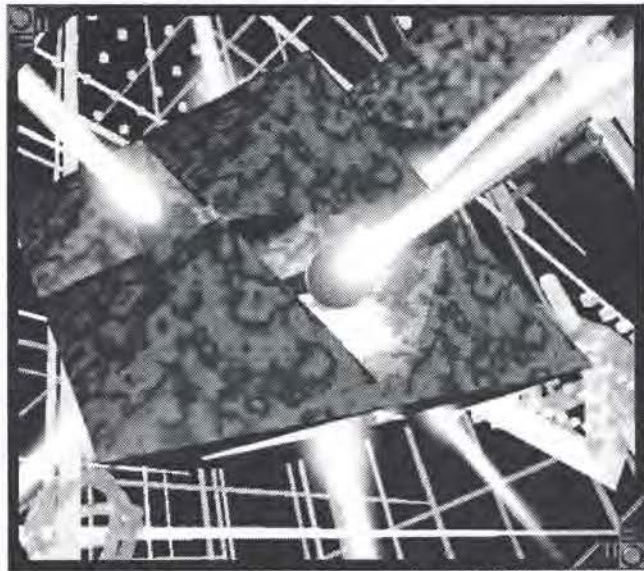
Once the the daemon is made, the program must be snuck into the target system. There are 4 ways to do it:

- 1: Break into the system on a normal netrun and plant the program in the memory files.
- 2: Break into the system physically and upload the daemon from storage.
- 3: Sneak the program into a program transmission, or,
- 4: Sneak it in physically via an ally (willing or unwilling).

The first option, that of breaking into the system via a netrun, is fairly obvious. Unfortunately, if the netrunner's intrusion is detected, most sysops run a system search to see if anything's out of place—that means missing or added. Most sysops know about daemons, too.

The second option is tricky, but more likely to succeed. It means that the sysop is going to have to go through all workstation/terminal use records to see if there was unauthorized activity, and a successful Netrunner can erase or change those records, given enough time. Why, the daemon might even alter the use records on its own...

The third option, sneaking the daemon into a data transmission, means the Netrunner is going to have to know when such a transmission is taking place, and encode his daemon into it ahead of time. Say, if you know Arasaka's going to make a data dump, and you can break in or compromise the transmission to include your daemon. That involves finding



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out when a transmission is taking place; the transmission's 'schedule' (where there might be breaks in the transmission), and then comes the act of inserting the demon. All in all, not a difficult process; it simply requires a lot of patience, observation, and the right information.

The last is the surest: Use a human carrier to take the program in and upload it under his user access. If the daemon is hidden on a program chip as a different program, the carrier need not realize that he's planting a bogus program in his system.

⦿ Access

Once in the target system, a Daemon is pretty useless without access to the CPU. If the Netrunner is personally breaking into the system, he could break into the CPU's program queue and assign access.

If the Daemon is put in by a willing carrier, he or she can use her user access to assign access to the Daemon. The Daemon can destroy a program already in the system and usurp its access with the Disguise function, or a Daemon with the Doppelganger function can simply absorb a routine program's identity (and its access). Furthermore, Daemons are smart enough to switch identities, upgrading their access. Some might even mimic or absorb system controllers, allowing them complete access to the system! (A quick note on the term access: there are two types—user and program. User access is what hackers and 'runners think of—a rating that tells the computer what files and priorities the person can use. In game terms, it's the various code words/numbers for opening locked files and using special programs. Program access is just the measure of priority assigned to a program—the ability to 'bump' another program from its place in the CPU. Program access depends on the GM; he sets priorities for program if necessary (1 to 10). A Daemon can



take the access of a program it has absorbed; a 'runner can set access if he can control one of the system's CPUs, or access can be set randomly (roll a D10) when the Daemon is launched. The lower the number, the longer it will be before the Daemon's function's are actually run.

The most common uses for a Daemon program are internal espionage and sabotage. Want to find out what's going on in a company? Plant an information daemon in the company's E-Mail! It gathers info and downloads it to you when you call a fictitious E-Mail account, or it can even call you itself! Want to watch a company's secret projects at work? Same thing, just have the Daemon acquire access to that sector.

SAMPLE PROGRAM

Eavesdropper: this contains the Compiler and Disguise functions; the utility, recognition, and movement options; a STR of 3 (doesn't need to be a powerhouse), and the Databaser program 'carried' aboard. Once inserted, it makes its pre-programmed way to the E-Mail base, takes on the identity of part of the E-Mail sub-system, and records conversations and messages. In addition, it creates an E-Mail account for its user, so the user can call up and the Eavesdropper will download its stored info.

Daemons work on the 'sleeper' principle of espionage. The Daemon waits, largely dormant, until activated (this can be done by a timer code in the program, observed activation of another system program, a code from the netrunner, etc.). Once awake, the Daemon can destroy other programs, insert false data, delete data, take control of items tied into the computer's control, or even crash the computer's defenses, allowing the Netrunner a free ride.

SAMPLE PROGRAM

Cream Pie (a favorite of 'runners connected to the Bozos gang): Compiler and Doppelganger functions; memory, recognition, pseudo-int, movement, and simple ICON options; a STR of 7, and 'carrying' the Poison Flatline, Killer IV, and Murphy programs. Once in a system, Cream Pie seeks out a small program to absorb, and then waits, carrying out the functions of that program, monitoring the system until it can find a large program with high access. It then destroys/absorbs that program and takes over its functions. At the point of maximum use for the system, it activates its Murphy and Killer programs. When an attempt is made to correct the problems, it uses Poison Flatline to kill the system's access to the Net, while displaying a short vid of an animated cream pie smashing into a nerdy programmer's face and exploding in a nuclear blast (accompanied by raucous clown laughter)

🌀 Finding Daemons

Not an easy task. By definition, a daemon is usually disguised as another program. Any undisguised Daemon will stick out a parsec in every direction when scanned by a defensive program, monitor, or sysop.

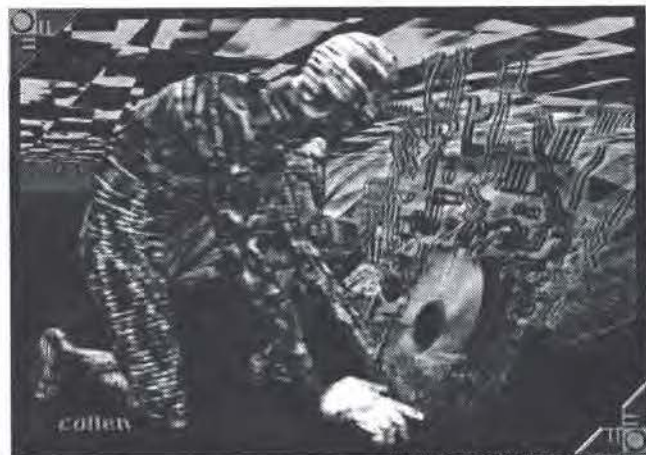
Finding a disguised Daemon is harder. If the Daemon is only imitating another program, and the program it is imitating wasn't destroyed or removed, then the Daemon will show up as an extra program, and be investigated. If the Daemon has taken the identity of a system program, then a sysop can scan all program sizes. If a given program is lots bigger than it's supposed to be, odds are it's a Daemon. This takes about 1 second per MU of programs scanned. How many MU are in that system? A sysop can scan all program operations to match their processor use against program size. If there's a discrepancy, there's usually a Daemon. This takes at least a minute per MU of programs scanned. A sysop can also review which sectors were accessed on each program run, and compare that with the program's parameters. Programs acting strangely are worth investigating. This takes 2-3 minutes per MU of programs scanned. Finally, desperate sysops can call up every program on file and scan its code for foreign subroutines. This is sure to expose every daemon and bogus program in the system, but since it takes anywhere from 15 minutes to an hour per MU of program searched, this is a lengthy, last-ditch defense!

🌀 SOFTWARE EDITORS

FROM RACHE BARTMOSS' GUIDE TO THE NET

🌀 Viral Icon Editors

Well, not really ICONs, but VRs. This nasty programming concept involves a Compiler loaded with an Anti-Program functions and a special Anti-VR function similar to the Create/Delete ability of your cyberdeck Menu—but usable against others' VRs. This adds 25 to the programming DIFF, and the cost modifier is the same as for the Anti-Personnel



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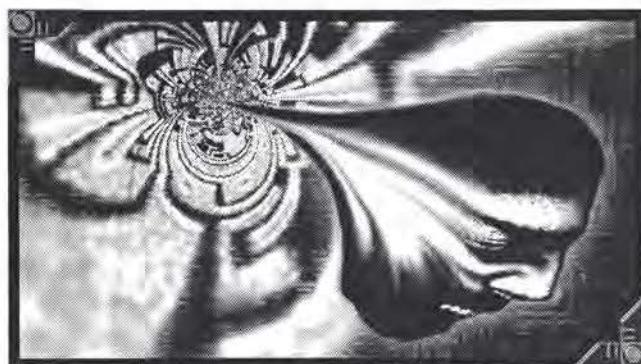


function. Each one is different, and is pre-programmed to overwrite/ rewrite a VR with whatever VR the programmer has given it.

You match the program's Strength + the DIFF rating of the new VR + 1D10 vs. the DIFF rating of the target VR + 1D10. Remember, the DIFF rating of the new VR is based on how complex it was when you created it (CP2020, pg. 172, current printing). If the target VR loses the roll, it is changed at a rate of 10^x objects per round (x equals the number of the Net round). E.g., the 1st round; 10 objects changed, the 4th round; 10,000 objects changed. See CP2020 pgs. 171-172 (current printing) for the object levels in a given VR, and the DIFF ratings for creating them. Be careful introducing this one to a game—its effects in the hands of players can be *painful*.

🌀: Resource Editors

Much like a Viral ICON Editor, you can use the above-mentioned Software Editor function to mess with the



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basic operating principles of an unlucky opponent's system! Just change the Anti-Program function to Anti-System and add Trace, Recognition and Memory options. The big difference is that you will have to add an Intrusion (or Decryption) function to the program—or send a separate program to lead the way and break into the target's deck.

PROGRAM UPGRADES

🌀: A NEW RULES OPTION

In the dog-eat-dog (or program-eat-program) world of the Net, the environment changes at a rate that would give even the most Darwinian scientist the shakes. Driven by the need to outperform their opponents, programmers evolve new code in an arms race hitherto unknown to humanity, making breakthroughs and crunching codes so swiftly that programs can be woefully obsolete by the time that they're ready to be trial-tested.

Of course, this is nothing new to students of computer history, where available hardware has always been behind, and even top-secret hardware developments are usually behind the times. Software has often been in the same unfortunately position; the admonition against ever buying a program that's numbered version "something-point-zero" is decades old.

The classic answer has, of course, been supplied by software providers since software became commercially available: Upgrades. In classical times (AD 1965-1980), these upgrades were made for the purpose of correcting flaws in the programs, as well as adding some new features. As the computer software market became more competitive, program upgrades turned towards advances in programming—sometimes advancing so much that the upgraded software bore little resemblance to the original product. That's largely the case in the cybermutagenic world of 2020 software. The "Killer II" of today's virtual landscape is almost nothing like the Killer II of 2013. (Today, its real name is actually "Killer II, Version 19.51").

Today, software upgrades come out with alarming fre-

quency. At any given time, a software store has at least five program upgrades that are not 150 hours old. The reason for this is program degradation.

🌀: Program Degradation

As soon as a program hits the Net, it's bought, copied, downloaded, or otherwise acquired, and immediately dissected by codewriters looking for bugs and weaknesses. In the former case, finding a bug in a shiny new program can mean a substantial finder's fee from the producer. In the latter case, looking for weaknesses relates directly to Net combat. Take, for instance, the relatively new Killer II V19.51. It's been about two months since it was distributed. Within two weeks, a code weakness was discovered, and information was on the Net about an algorithm code that would reduce Killer II V19.51's effectiveness. Within three weeks, most programs on the Net sported that specific code, making the Killer program nearly worthless—a nasty fate for an 1,320eb investment.

In game terms, this degradation is expressed as a reduction in program strength. As time goes on, even the best coding is left behind by the changing code environment, so the older the program version, the greater the strength reduction.

There are four levels of degradation: *Old* (-1), *Outdated* (-2), *Obsolete* (-3), and *Antiquated* (-4). If a program is not upgraded to stay with the times, it will progress through each of these levels until reaching Antiquated. The program age required to reach these levels is largely up to the referee, and depends on the pace of coding development in the game. In a frenetic world where coding is a per-



petual and rapid process, the time factor could be as short as 2 weeks/4 weeks/8 weeks/6 months to go through the cycle. On the other hand, a world where coding is harder and evolves more slowly could take as much as 6 months to reach the first stage. On the average, 1 month/2 months/6 months/1 year is about mid-range.

Please note that utility programs rarely require such upgrades, as their code is so utilitarian and simple that it's difficult to outmode. The programs that really require upgrades are those with Anti-System/Program/Personnel, Evasion, Stealth, Protection, Detection, Decryption, and/or Intrusion routines.

🌀: Buying Upgrades

The easiest way to acquire upgrades is to buy them. Software makers usually make their upgrades available within the time-span for program degradation, give or take a week. The cost is simple: 10eb x program MU x highest Function multiplier (see page 34). For instance, Killer II V19.52 would cost 10eb x 5 x 4 (anti-ICE), for a total of 200eb. A snip to save a 1,320eb investment.

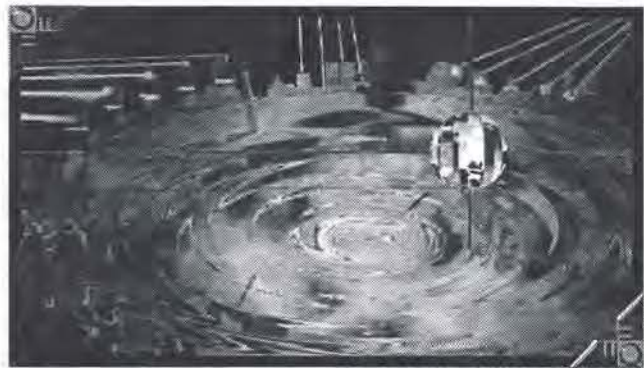
As an added incentive, if you've got a legal copy (paid for and documentation filed) of the program in question, software companies usually cut 25% off their upgrade price for that program.

Please note that upgrade packets are created using progressive WORD code (Write Once, Read-and-Delete), which ensures that as soon as they're applied to the program, they erase themselves. What's more, they're usually written with copy-protection so they can't be recorded and used over and over. You can try this, but it's a good way to ensure glitches. Of course, what upstanding code-hacker is going to spend his precious money on a mere upgrade if he can copy a friend's copy? Well, a lot of commercial programs are also copy-protected, and can't be copied off in the first place. Breaking the copy-protection is a Difficulty 20-30+ Programming task, taking 2-3 hours per MU of program...and if you fail, you've trashed the program.

🌀: Downloading Upgrades

Another option is to download your upgrade code and apply it yourself. There are always code-crackers who find the upgrades and post them on various 'runner BBS locations. All you have to do is find the upgrade, download the data, and code it in.

Assuming you have the correct upgrade code, applying it takes some time (1 hour per MU of program) and programming skill. The Difficulty of the Programming skill check depends on the complexity of the code: Anti-Personnel/Compiler, Difficulty 20; Anti-System/Program or Decryption, Difficulty 17; Evasion, Detection, Stealth, Intrusion, or Protection, Difficulty 15; all other program types, Difficulty 10.



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🌀: Writing Your Own Software Upgrades

Of course, the true Net wizards write their own upgrades, neh? More often than not, they've no choice in the matter, since they're using programs they wrote themselves (news flash: you cannot get commercial upgrades for code you wrote yourself!).

Of course, private code degrades more slowly than commercial code. The degradation rate should be anywhere from twice to four times the normal degradation rate.

The process consists of research into the current "State of Net Coding," then applying the results to the program at hand. It's longer and harder than any other solution, but it's also more gratifying. In order to upgrade a program yourself, the Programming skill check is 1/2 (round up) of the program's Difficulty and the time is 1/10 of that required to write the program. For instance, upgrading the Hellhound example above, will be Difficulty 20 and take 24 hours of research and coding.

The advantages of coding your own upgrades? First, it doesn't have a price tag. Second, you're not registered on a BBS or with a software supplier. Last, a self-coded upgrade takes twice as long to degrade (very important!).

🌀: Referees—Take Note!

The need for program upgrades not only reflects the changing and chaotic world of programming, but can also be used as a unique gaming tool. In the Cyberpunk referee's guide *Listen Up, You Primitive Screwheads!!!*, mention is wisely made of the importance of supporting style—in other words, it costs big euro to stay chic. Solos, Rockers, Techies, and even Netrunners are obligated to keep up with the latest tools of their trade, since everyone has to continually support the image they want to project. It's a case of "if you're gonna talk the talk, you'd better walk the walk."

Netrunners might seem largely free of this (which can be annoying to the other players at best, and unfair at worst), but these program upgrade rules can serve as a way to even this roleplaying score. After all, would you dare to ravage the Net with out-of-date, unhip warez? Ugh, delete that thought...



SOFTWARE LIST

Programs listed below are rated by **Strength**, **Class**, **Memory Units** used, **Cost** and **ICON**.

- **Strength:** is how powerful the program is, relative to other programs. In combat, the Strength of a program is usually added to the netrunner's attack roll (much like Weapon Accuracy in a combat situation). The higher the Strength, the better chance the program will be able to do its job.

- **Class:** is the type of program; its function. Intrusion programs sneak in, Detection programs detect, Anti-IC programs attack other programs, and Anti-personnel programs attack netrunners. And so on.

- **Memory Units:** represent the size of the program. All programs are measured in Memory Units, or MU. Each memory of a cyberdeck or system can hold 10 Memory Units. This means space is at a premium for Netrunners; you can only stack up so much in one run.

- **Cost:** is the price of the program on the open or black market. Nothing in the future is free. Not even the air, chombatta.

- **ICON:** This is what the program usually looks like in the Net. But don't count on it; you can alter your program's ICONs to suit your own tastes and style. Just goes to show; don't trust anything.

Enough talk-talk. Read the programs and spend your euro.

🕸: INTRUSION PROGRAMS



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Hammer 400eb

Class: Intrusion

Strength: 4

MU: 1

Options: Noisy

Hammer pounds down data walls with a bombardment of raw electrical pulse (use code wall attack formula in *Cyberpunk 2020*, pg. 142; weaken data wall Strength by 2D6 after every attack). It is very noisy and will automatically alert any defense program within 10 spaces.

ICON: A glowing red hammer. (*Cyberpunk 2020*)



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Jackhammer 360eb

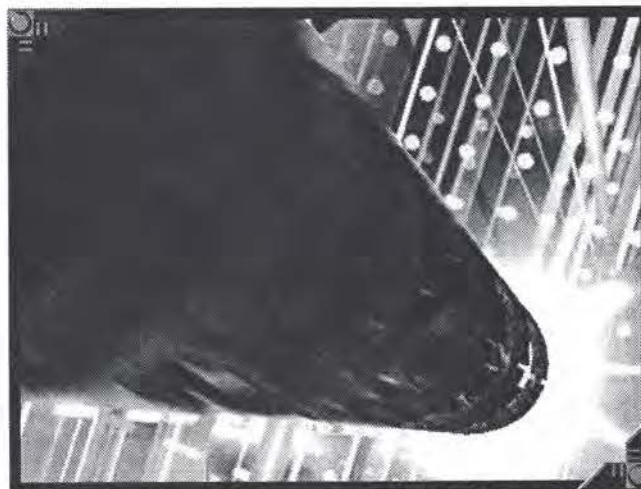
Class: Intrusion

Strength: 2

MU: 2

Options: None

Jackhammer is a quieter, but less powerful (weaken data wall 1D6 Strength: after attack) version of Hammer. It uses small pulses of energy to wear the data wall away. **ICON:** A glowing red jackhammer-like object, which fires a stream of white hot energy bolts at the data wall. (*Cyberpunk 2020*)



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Pile Driver 800 eb

Class: Intrusion

Strength: 8

MU: 4

Options: Noisy

For those in very remote cyberspace and who don't give a hoot who hears you, the Pile Driver is the most raw power intrusion program you can get your hands on (4D6 on Data wall's Strength.) Its noise will automatically alert any defense program in 30 spaces and send a notice to any Netwatch roaming within 50 spaces.

ICON: a steam-powered pile driver on the verge of blowing up. (*Chromebook 3*)



Portal 750eb
 Class: Intrusion
 Strength: 2 MU: 6
 Options: Invisible

This silent intrusion program emulates a part of the data wall and integrates itself into it (3 turns, no alert). Once this is done, it opens a portal in the data wall and allows the Netrunner to slip through. When the Netrunner has passed through, the program will end its run and the data wall will return to normal (unlike other Intrusion programs, there is no giveaway gap left behind in the Data wall).

ICON: A metallic door that slowly meshes with the data wall and then swings open for the Netrunner. (*Rache Bartmoss' Guide to the Net*)



Worm

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Sledgehammer 600 eb
 Class: Intrusion
 Strength: 6 MU: 2
 Options: Noisy

Sledgehammer is a louder and more powerful version of Hammer, giving a stronger raw-energy pulse (3D6

the Data wall 's Strength). It's even more noisy and will automatically alert any defense program in 15 spaces.

ICON: a glowing white Sledgehammer. (*Chromebook 3*)

Termite 160eb
 Class: Intrusion
 Strength: 1 MU: 2
 Options: None

One of the earliest and most enduring programs, Termite is a favorite of really green weefle-runners because of its simplicity and low cost. Although not a very powerful program, it is quiet and easy to find. Termite only works on data walls, doing 1D6 damage as it burrows through.

ICON: A brown, fist-sized insect of fractal construction with bright blue eyes. It emits low-pitched bleeps as it burrows into the wall. (*Chromebook 1*)

Worm. 660eb
 Class: Intrusion
 Strength: 2 MU: 5
 Options: Invisible

Worm is a very subtle program which emulates part of the architecture of the invaded system. It slips behind the data wall and opens it from the inside (2 turns, no alert).

ICON: A gold-metal, robotic worm, with green neon eyes. (*Cyberpunk 2020*)

DECRIPTION PROGRAMS



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Codecracker 380eb
 Class: Decryption
 Strength: 3 MU: 2
 Options: None

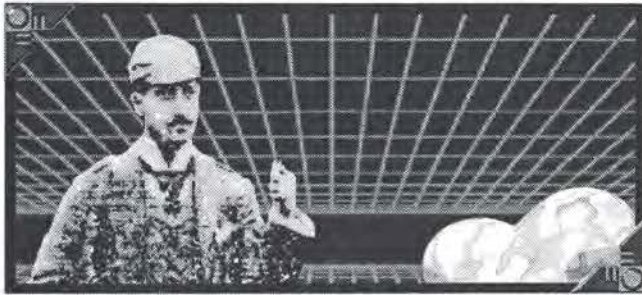
The Codecracker series, designed by Interfact Software in 2008, is classic code gate crack program. The series disassembles the code gate at the basic program, rather than trying to decipher the key.

ICON: A thin beam of white light, which shoots from the Netrunner's hands and spreads through the code gate, turning it to glowing, dissipating fog. (*Cyberpunk 2020*)

Dupre' 900eb
 Class: Decryption
 Strength: Special MU: 4
 Options: Memory

A decryption program with sophisticated AI routines. It acts on code gates and file locks in much the same way as Raffles, except that the first time its used it only has a Strength of 1. However, it learns from the solutions, working out the code style used by a particular person or organization. This means that its strength increases by one for every successful use within a system, up to a max-



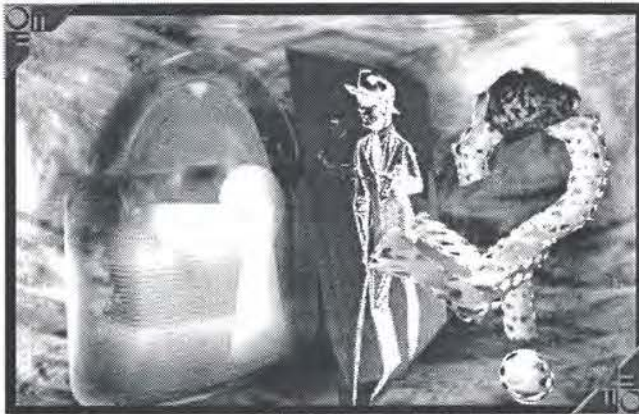


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imum Strength of 8. At the referee's discretion, some systems may have no pattern, in which case there is no increase. The increased strength is lost if the program is used against a different system, as it only has limited memory.

This program was written by Dr. Fortesque, a Eurorunner with a rep for doing things very neatly and cleanly, even at the cost of increased risk. He would never use Codecracker as a way through code gates, seeing it as crude; this program reflects his style.

ICON: Dupre' appears as an elegant middle-aged man, in mid-Victorian dress. He speaks to the locked file or gate, and takes notes as he does so. When the gate opens, he remains for a moment, making notes in his book. (*Chromebook 3*)



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Raffles **560eb**

Class: Decryption (file locks & code gates)
Strength: 5 **MU:** 3
Options: None

Raffles is designed specifically to deal with complex code gates and file locks which have a specific word as the key. It asks the code gate a series of innocuous and leading questions ("Is it bigger than a breadbox? Is it hot or cold?"), designed to tell Raffles the nature of the code gate and its key.

ICON: A dapper young man wearing evening clothes of the early 1900s. He speaks briefly to the door, then vanishes as soon as it opens. (*Cyberpunk 2020*)



Illus. Maria P. Cabardo © 1996 Wizards of the Coast, Inc.

Wizard's Book **400eb**

Class: Decryption (file locks & code gates)
Strength: 4; 6 against code gates **MU:** 2
Options: None

The Wizard's Book is designed to scan through literally billions of possible codes and code words in seconds, trying each one in turn. It is especially effective (**Strength:** 6) against code gates.

ICON: A stream of blazing white symbols, flowing at incredible speed from the Netrunner's open hands. (*Cyberpunk 2020*)

DETECTION/ALARM PROGRAMS

Bloodhound **700eb**

Class: Detection/Alarm
Strength: 3 **MU:** 5
Options: Movement, Trace

Like Watchdog, Bloodhound is designed to detect illegal system entries. However, it also tracks the entry to its source and alerts its masters to the location of intruder. Like Watchdog, Bloodhounds can be set up to watch a part of the Net and report back to you at another workstation or modem.

ICON: A large, gun-metal gray hound robot. It has glowing blue eyes and wears a thick cirlet of blue neon as a collar. (*Cyberpunk 2020*)

Bulldog **650eb**

Class: Detection/Alarm
Strength: 6 **MU:** 6
Options: Hang Up

A software upgrade of the Watchdog alarm, Bulldog (aka, Watchdog v.II) was designed with higher-



powered probe systems than its forerunner. Like the normal Watchdog, Bulldog alerts its owners to illegal entries in the system. This program can be fooled with Invisibility or Replicator, and can be eliminated with Killer.

ICON: A short, burly humanoid in metal armor. Sharpened screws protrude from the plating, and a glowing visor is situated above snarling, canine jaws. (*Chromebook 1*)



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Cry Baby . 430eb

Class: Detection/Alarm

Strength: 4 **MU:** 4

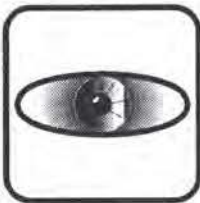
Options: Endurance

Cry Baby is a defensive program. It is placed in a memory, where it pretends to be a datafile with some superficially attractive data. SeeYa or

Smarteye will reveal it, as will any attempt to actually read, rather than just skim, the file. If it is copied into a different system (i.e., a cyberdeck), it immediately starts sending out distress signals, adding 4 to the strength of any program trying to trace the runner. It cannot be dumped from the deck without an INT+Interface vs. CPU INT+D10 roll.

Cry Baby seems to have originated in EBM's corporate 'running facility. However, since it is supposed to be copied, it has spread very widely, and EBM denies all knowledge.

ICON: None until activated, whereupon it appears as a baby, hanging around the Netrunner's neck, screaming. (*Chromebook 3*)



Clairvoyance (SeeYa 3.0)

..... **720eb**

Class: Detection/Alarm

Strength: 4 **MU:** 4

Options: Recognition

Combining the effects of SeeYa and Speedtrap, Clairvoyance detects and

identifies invisible icons within 2 subgrids and can differentiate between Demon, Anti-personnel, Anti-system, Anti-IC and Dog series programming.

ICON: The eyes of the Netrunner's icon glow fiery blue. (Or, a pair of glowing blue eyes appear on the icon if it doesn't have any.) (*Chromebook 3*)

Guard Dog 720eb

Class: Detection/Alarm

Strength: 4 **MU:** 5

Options: Invisible

A modified version of the original Bloodhound program, Guard Dog was designed with Invisibility sub-coding. Guard Dog alerts its owners if anybody is using a workstation or other in-system entry point, and

indicates which station is active (it cannot be fooled by Invisibility). Guard-Dog does not watch the LDL inputs to a system, and can be eliminated by the standard Killer software, if the netrunner detects it. (*Chromebook 1*)

ICON: Guard-Dog is invisible except for a flicker at the periphery of vision. If detected, Guard-Dog appears as a standard Bloodhound.

Hidden Virtue 280eb

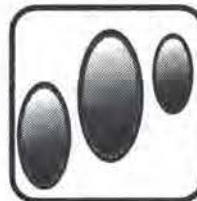
Class: Detection/Alarm

Strength: 3 **MU:** 1

Options: None

Hidden virtue is a Rache Bartmoss design used to tell "real" ICONs from other objects in a virtual reality. For example, HV could tell the difference between a real person and a virtual one or which book in a virtual library is really a data file.

ICON: A glowing green ring which the Netrunner looks through. (*Cyberpunk 2020*)



**Looking Glass 250 eb
plus 20eb/Strength level**

Class: Detection/Alarm

Strength: 1-6 **MU:** 3

Options: Looking Glass is the counter-program for Dummy, Black Mask, and other icon-disguise programs.

It can be used in Net combat or set to watch a certain area inside a datafortress. A normal anti-program roll is made; if successful, the 'runner or sysop is alerted that the target icon is disguised in some way. Looking Glass cannot tell if an icon has been edited via cyberdeck menu. It differs from SeeYa, Clairvoyance, and Hidden Virtue in that the first two see invisible Icons and the latter sees real Icons inside VRs.

ICON: A series of mirrors appears in front of the Netrunner, passing over and through the target Icon. If it is disguised, as each mirror passes through it, the Icon's image changes fractionally back to its original. (*Chromebook 3*)

Pit Bull 780eb

Class: Detection/Alarm

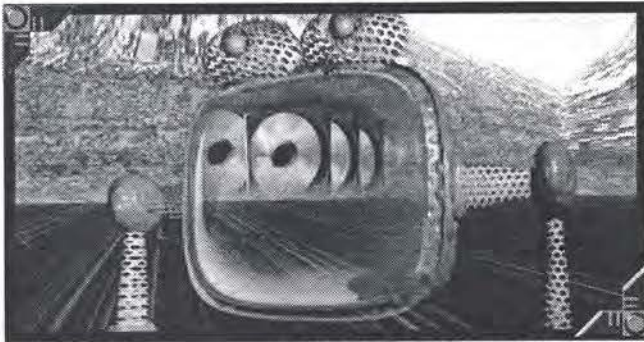
Strength: 2 **MU:** 6

Options: Movement, Trace, Endurance, Hang Up

The most advanced form of the Watchdog series, Pit Bull not only tracks the intruder to its source, but also cuts the line after acquiring the location. It will continue to cut the line every time the intruder logs on from that point of entry, requiring him to move to another phone line or cybermodem. Like Watchdog, Pit Bull can be set up to watch a part of the Net and report back to you at another workstation or modem.



ICON: A short, heavily built, steel dog robot. It has glowing red eyes and wears a thick circlet of red neon as a collar. (*Cyberpunk 2020*)



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SeeYa 280eb
Class: Detection/Alarm
Strength: 3 **MU:** 1
Options: None

SeeYa is designed to detect invisible ICONS within the range of one Subgrid. This includes programs, hidden Netrunners and things hidden by Invisibility in a virtual reality.

ICON: A shimmering silver screen. (*Cyberpunk 2020*)

Game Note: There is a rather specialized use of the SeeYa program, requiring a 15+ Programming skill roll to modify it. Then, if you look at an already visible ICON you will see either nothing (standard program), a sine wave (living person), or a sawtooth wave (an AI, or a program with the Pseudo-Intellect option). The modified SeeYa will not function in its normal mode, so you have to have a backup, or re-write it again. (*Rache Bartmoss' Guide to the Net*)



Shadow 540eb
Class: Detection/Alarm
Strength: 4 **MU:** 3
Option: Endurance

Shadow is a defensive alarm program that works in concert with other detection programs. It attaches itself

to the Netrunner on a successful attack (vs. cyberdeck data wall), and then has to removed with a Killer (or something similar). While attached, any evasion program used from that point on has its strength reduced by the current Strength of the Shadow. If this strength is reduced to zero or less, the program is useless.

ICON: The Netrunner's icon gains a long, humanoid shadow. (*Chromebook 3*)

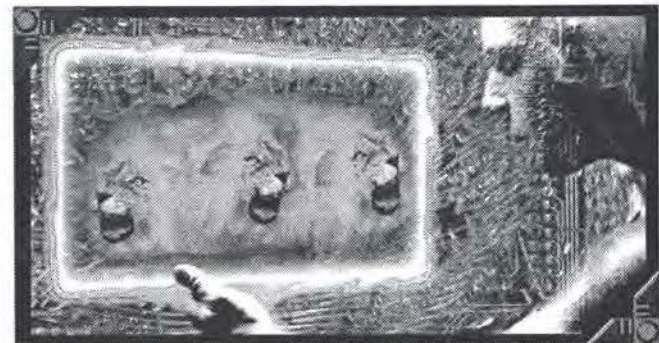
Smarteye 620eb
Class: Detection/Alarm
Strength: 3 **MU:** 4
Options: Recognition

Smarteye is a more precise (but weaker) form of Speedtrap. Unlike its predecessor, which only warns of programs within a certain radius, Smarteye will allow you to take a closer look. This program functions exactly like Speedtrap, but when an offensive program is detected, the runner may choose to identify exactly what the program is. If he does so, and the program is self-mobile or is monitored by another netrunner, it gets a detection roll (*Cyberpunk 2020*, pg. 143) to recognize that it is being probed.



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ICON: A spinning crystal ball; when a program is ID'd, the ball stops and the appropriate icon appears within. (*Chromebook 1*)



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Speedtrap 600eb
Class: Detection/Alarm
Strength: 4 **MU:** 4
Options: Recognition

Speedtrap is an early warning program that detects the presence of an offensive program within 10 squares of the Netrunner's position (within the same subgrid). It cannot tell you where the program is, only that it exists.

ICON: A flat, glowing plate of glass, in which images appear. If a program is present, the plate fills with the image of a robotic monster. If there is no program present, the plate remains blank. (*Cyberpunk 2020*)

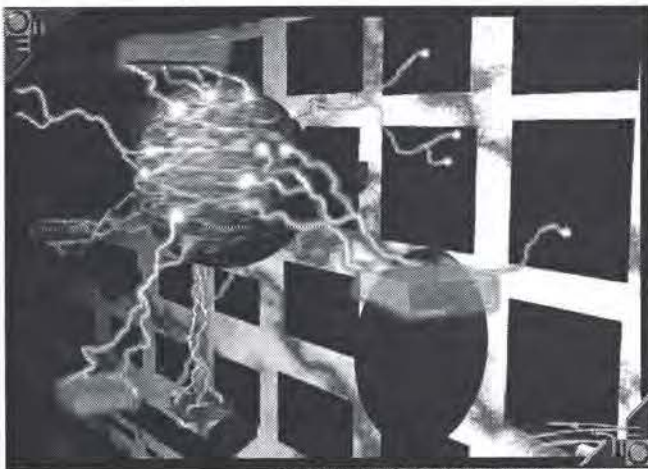
Watchdog 610eb
Class: Detection/Alarm
Strength: 4 **MU:** 5
Options: Movement



Watchdog is designed to alert its owners to illegal entries into the system. It can do this by activating an external alarm or by sending a message to an occupied workstation. Netrunners can use Watchdogs to patrol another part of the Net, such as a rival's computer system, then key the Watchdog to run to their cybermodem or workstation if security is breached. This technique allows you to guard your secret files and pathways in other people's computers.

ICON: A large, black, metal dog. It has glowing red eyes and a spiked metal collar adorns its neck. (*Cyberpunk 2020*)

ANTI-SYSTEM PROGRAMS



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Cascade 900eb
Class: Anti-System
Strength: 7 **MU:** 4
Options: None

This program attacks the memory of cyberdecks and computers by causing the system to erase 2D6 MU of random memory every turn it's active, overwriting the existing memory with random fragments of useless data.

ICON: A shower of random neon-colored pods and capsules sprays the target's icon and are absorbed on contact. (*Chromebook 3*)

DeckRASH 600eb
Class: Anti-System
Strength: 4 **MU:** 2
Options: None

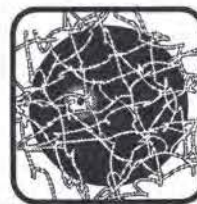
A modified version of Krash, which operates only on cyberdecks, causing the Netrunner to be dropped out of the Net for 1D6 turns.

ICON: A cartoon stick of dynamite with fuse. (*Cyberpunk 2020*)

Flatline 570eb
Class: Anti-System
Strength: 3 **MU:** 2
Options: None

Flatline is designed to trace and kill the operating Interface of your cybermodem—one zap, and your deck must have its interface chip replaced. A Flatline can be carried by an intruding Netrunner and used to attack the decks of other 'runners encountered in the Net. Useless against 'frames and PCs.

ICON: A beam of yellow neon which shoots from the Netrunner's fingertips. (*Cyberpunk 2020*)



Grid Wave 20,000eb
 (If you could find/buy it!)
Class: Anti-System
 (specialized for IG Algorithms)
Strength: 7
MU: 8
Options: None

Originally developed from research done by Langley Microsystems (a sub-developer on the original I-G Net Algorithms) as a company-only tool to test netspace integrity, this routine was stolen and "improved" by "vandal" Netrunners. Simply put, this program attacks the sub-routines that make up the I-G Algorithms themselves! By sending out continual waves of netspace distortion that alter the navigation and positional signals of cyberdecks and datafortresses alike, it attempts to "burn out" all objects in a cyberspace area.

A Grid Wave attack starts from a single square and advances to 10 square radius limit. Note: occupants and objects in the center square are not initially affected (runner must make a Very Difficult REF roll in order to jack-out immediately after launching the program to avoid its effects). If an object in cyberspace (programs, data walls, code gates, etc.) fails a 50% roll, it is de-rezzed from netspace. A affected netrunner must make a Very Difficult Interface roll to remain jacked-in. Even if he is successful in avoiding being ejected from the net, his icon is shifted to the edge of the area of effect. His netspace movement is reduced to 1 for 1D10 net rounds and his Interface ability suffers a 1D6 penalty 1D6 net rounds. The 10-square radius area cannot be entered for 1D6+4 net rounds (it doesn't exist!) until the local netspace servers rebuild the area. Warning: use of this program will be immediately picked up by Net Watch within an area up to the size of a city subgrid.

ICON: A black sphere with twisting light waves surrounding it. (*Chromebook 4*)



HellBurner 1000eb

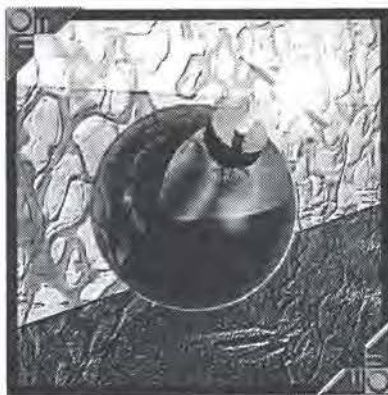
Class: Anti-System
Strength: 6
Options: Trace

MU: 5

"Ever play with a light switch when you were a kid? Well imagine doing that a thousand times a second—to a computer. I love it!"
 —Ware Wolf

An electronic vandalism package written by the nefarious 'Ware Wolf for anti-system operations, HellBurner goes beyond the merely temporary effects of such programs as Krash. HellBurner sends signals to the attacked system which toggles the on/off function hundreds of times per second, causing the target's CPU to overheat and destroy itself (an anti-system roll similar to Flatline, but it can only affect one CPU at a time). A successful attack requires that the targeted CPU unit be entirely replaced, which (as any corporate accountant will tell you) can cost anywhere up to 10,000eb depending on the system! Of course, the simple expedient of making the on/off switch a manual one (Easy Electronics task) nullifies this program entirely. Please note that a manual power switch can't be activated from inside the Net; i.e., electronically.

ICON: A giant, disembodied fist which burns with blue, fractal fire; it streaks forward and grabs onto its target, engulfing it in blue flames. (*Chromebook 3*)



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Krash 570eb

Class: Anti-System
Strength: 3 **MU:** 2
Options: None

Krash causes the CPU of an attacked deck or system (closest CPU in multi-processor systems) to become inoperative for 1D6+1 turns. A Krashed deck automatically drops its 'runner out of the Net,

while a Krashed system may not act until the time period has elapsed and it has re-booted itself.

ICON: A large, cartoon anarchist bomb, with a sizzling fuse. (*Cyberpunk 2020*)

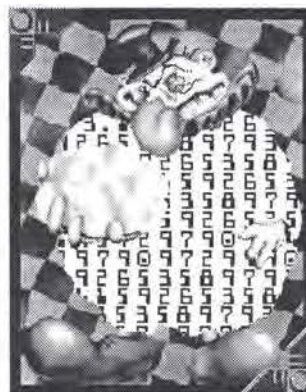
Murphy 600eb

Class: Anti-System
Strength: 3
Options: None

MU: 2

Murphy causes the affected deck or system to randomly launch all of its applications, using as many actions as it has available to do this.

ICON: You never know ... (Cyberpunk 2020)



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π In the Face . . . 800eb

Class: Anti-System
Strength: 5 **MU:** 4
Options: None

An improved Krash. If the program makes a successful attack, the CPU will be trapped calculating Pi. This paralyzes the CPU for 1D10+1 net turns (If you've got the processing speed table from Guide to the Net, page 145, then the computer spends 11-processing speed turns at it, minimum 1 turn). Guess which buncha bozos loves this one?

ICON: A LARGE cartoon pie, for throwing. (*Chromebook 3*)

Poison Flatline 540eb

Class: Anti-System
Strength: 2
Options: None

MU: 2

Poison Flatline is designed to destroy not only the interface software, but all the Memory of the 'deck as well. This wrecks the cybermodem, requiring total replacement (or replacing the MU of a larger item). It won't effect anything but the system's RAM, and has no effect on anything bigger than a personal computer. Like Flatline, Poison Flatline can be carried by an intruding Netrunner and used to attack other 'runners encountered in the Net.

ICON: A beam of green neon which launches from the Netrunner's fingertips. (*Cyberpunk 2020*)



Swarm. 3000eb

Class: Anti-System
Strength: 1 **MU:** 7
Options: Endurance, Auto Re-rezz

Swarm is activated as a single, Strength 1 program. Once it successfully penetrates the CPU of a target system, it starts reproducing! Its subroutines will cause the target deck's RAM to make a duplicate of Swarm each round - under your control! The original will continue to duplicate until destroyed, eventually engulfing the CPU with sheer force of numbers. If the original program is destroyed, you can "re-launch" one of the duplicates to continue the process.

ICON: A cartoon-y bee that flies towards a CPU, stinging it. (*Chromebook 4*)





Typhoid Mary 2400eb

Class: Anti-System

Strength: 6

MU: 8

Options: Disguise

Typhoid Mary is a deceptive program. It appears to attack as a Killer II, and can function as such. However, this is a cover to attack the Netrunner's deck, and when the "Killer" is attacked by the 'runner, it always "crashes." In fact, the program disappears into the cyberdeck's CPU (successful roll vs. cyberdeck data wall), where it operates for three Net rounds, deleting a file each round as Viral 15. At the end of three rounds, it derezzes, leaving the 'runner with missing files and/or utilities. Action can only be taken against the program if the Netrunner is aware of (or suspects) its presence. GateMaster will stop its actions, but it has to be activated by the 'runner.

ICON: The Killer function appears as a standard robot (but female); the Viral 15 function has no icon. (*Chromebook 3*)



Weed 630eb

Class: Anti-System

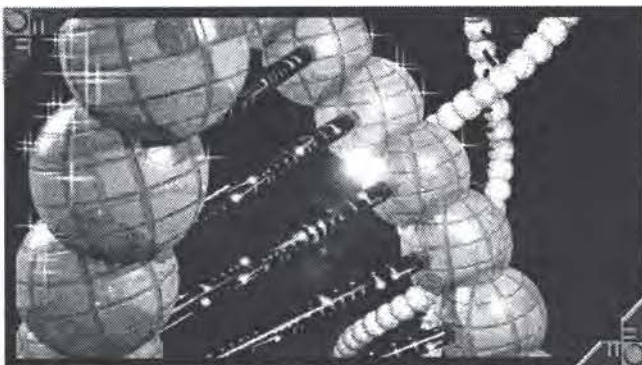
Strength: 2

MU: 3

Options: Endurance

When a Weed program successfully attacks the target system, it will reduce that system's speed by -1 (cumulative) until the program is destroyed.

ICON: Tangled weeds growing on the icon of the system's CPU(s). (*Chromebook 4*)



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Virizz 600eb

Class: Anti-System

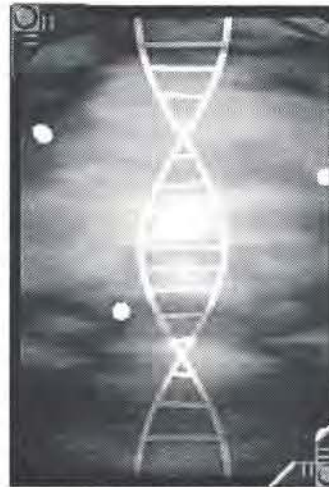
Strength: 4

MU: 2

Options: None

This virus attack automatically ties up one action of the system or deck until the deck is turned off.

ICON: A glittering DNA shape made of lights and neon. (*Cyberpunk 2020*)



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Viral 15 590eb

Class: Anti-System

Strength: 4

MU: 2

Options: None

This virus causes the affected system or deck to randomly erase one file or program each turn until the deck is turned off.

ICON: A swirling metallic blue fog with a white neon DNA helix imbedded in the center. (*Cyberpunk 2020*)

EVASION/STEALTH PROGRAMS

Black Mask 200eb/Strength level

Class: Evasion

Strength: 1-5 (for Strength 1-2, 4 for Lvl 3-5) **MU:** 3

Options: None

Creative ICONography is a tricky business, but very popular among the best Edgerunners in the Net. Making yourself look like other people or things is easy, just buy a Black Mask program. They come in five levels and last until de-rezzed. Their disadvantage is that you have to choose whatever image your dealer has on his shelf at the time. This program overlays the 'runners' ICON with another; he can look like another 'runner, a program, even a data file. It will remain active until de-rezzed, and so does not count against a 'runners actions. It can be penetrated by the Looking Glass series of counter-intrusion/detection ICE, or by a modified SeeYa or Hidden Virtue. (*Rache Bartmoss' Guide to the Net*)

This program can (not so easily) be modified to changing other people's icons by turning it into a Anti-system type. The program now looks like this:

Programming Difficulty 42+, cannot be bought, you must rewrite an existing Black Mask.

Class: Anti-system/utility

Strength: as bought **MU:** as bought +2

It makes an anti-system attack vs. target's cyberdeck; success implements the imagery as per the shelf version. Failure has no effect. The target must use a Killer to remove the Mask.

For those quick combat changes, it's a Very Difficult Programming skill roll. You must make one attempt while activating the CREATE/DELETE function of your Menu, then make



a second attempt while activating the EDIT function. Each programming attempt takes one Net round. Failure of one roll results in your having no ICON, just a fuzzy fractal cloud (which is illegal in some regions). Failure of both rolls results in the crash of your deck, dropping you out of the Net. In addition, it reduces the Trace Value for your line by 3 (you make a lot of noise when you crash). (*Rache Bartmoss' Guide to the Net*)

Domino 1500eb

Class: Stealth

Strength: 5

MU: 3

Options: Disguise

A variant of Black Mask, Domino is a resident program that lies dormant until triggered (it does take up memory space but doesn't count towards the number of programs you're running). Using the Disguise function, this program scans the datafort for a common icon form and ID, then changes the 'runner's icon and identification to match. It works best with "theme" dataforts.

Using Domino: Upon entering the datafort, Domino activates. It takes 1 turn to scan, spitting random codes at the computer to build up a generic ID, then alters the 'runner's ID and icon. Domino rolls 1D10 + Interface + 5; the computer rolls 1D10 + INT. If Domino wins, it works. If the computer wins, the 'runner can try Domino again. If the computer's total is 3> better than Domino's total, the 'runner has been detected because of Domino's activity. Sysops actually watching Domino at work will automatically know something's wrong; icons and IDs are not normally prone to sudden changes!

There is a "vampire" version of Domino which replaces the Disguise function with the Doppelganger function (page 37). This program costs 2000eb, is 4 MU, and includes an Anti-program function which actually attacks other programs— or users!—and strips their icon and clearances. If attacking a user, you need an anti-personnel program to prevent the user from re-rezzing his icon and "blowing your cover."

ICON: None



George 300eb

Class: Evasion

Strength: 4

MU: 1

Options: None

George defeats sysop/AI Trace attempts by presenting them with multiple signal routes, confusing the simple logic structures of the tracer function. Add the program strength to the Trace Value Difficulty. (See "Tracing" in the Netrunning section of *Cyberpunk 2020*)

ICON: A cartoon signpost with signs pointing in all directions - "he went thattaway", "over here", "not this way", etc. (*Chromebook 3*)



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Invisibility 300eb

Class: Evasion/Stealth

Strength: 3

MU: 1

Options: None

Invisibility overlays a false signal on your cybermodem trace, making it appear to be harmless static. When activated, Invisibility will allow the Netrunner to pass unnoticed through the Net.

ICON: A flickering, iridescent sheet, which drapes over the Netrunner. (*Cyberpunk 2020*)



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Replicator 320eb

Class: Evasion/Stealth

MU: 2

Strength: 3 for most programs, 4 vs. Pit Bulls, Bloodhounds, all "Dogs," and Hellhounds

Options: None

Replicator creates millions of copies of your cybermodem trace, sending them off in all directions to confuse a pursuing program. If successful, the pursuer will track the wrong signal to a dead end. Replicator is especially good against the "Dog" series of programs, as it overloads their limited AI programming structure with too many decisions.

ICON: A chrome sphere creating millions of holographic images of the Netrunner, flickering away in all directions. (*Cyberpunk 2020*)



Spore 2320eb**Class:** Evasion/Stealth, Intrusion & Utility (one use only)**Strength:** 7 **MU:** 7**Options:** Movement, Trace, Invisibility, Endurance

Spore creates multiple copies of the core program of an Artificial Intelligence, surrounds them in a defensive software and launches them into the Net. The multiple copies then seek out other computers and attempt to supplant them with this new code. The number of spores released is equal to twice the INT of the core AI releasing them. In addition, AIs often use Replicator (*Cyberpunk 2020*, pg. 138) to create thousands of "decoys" to distract attackers.

Spores are most vulnerable at their creation. If attacked with anti-program software, the anti-program will kill one spore per point of Strength of the program, if it can successfully attack the spawning AI. Spores can be attacked this way for three rounds before being too far away to attack in this manner. After that, Spore Hunting programs are the only way to find and attack them.

Once free, the smaller spore modules are as capable as the original program, but their ability to access their skills diminishes (divide all skills except Interface by 2. No skill should go below 1). The Spore may also use any programs that were packed along with the core program in its defense (up to 10 MU can be packed into this defensive shell). Any software that inflicts up to the Spore's INT in damage will destroy the Spore and all the core software entirely. The exception is Eradicator which can kill any spore it contacts.

The trace option is used to find signals to possible new homes, but can also allow the AI to attempt to follow any attacking netrunner back to his home system where a takeover attempt can be made.

When a spore encounters a computer system, it will attack the data walls and if successful, will take over the CPUs. The program uses the AI's core INT+ (an intrusion subprogram, i.e. Hammer, etc.) +Interface skill+ 1D10 versus the data walls. Once inside, even if there is no AI in residence, the spore must defeat the computer in a INT+1D10 roll. This intrusion aspect can only be used once. If it fails, the spore de-rezzes on the spot.

Spores can exist in the net for an indeterminate amount of time before dissolution, but there is no going back: The Spore program results in the "death" of the original software and the parent AI no longer exists in its original system. Thus this is something done only in extremis and rarely more than once.

ICON: Each spore looks like a small mote of light. (*Rache Bartmoss' Guide to the Net/Interface #3*)

Stealth 480eb**Class:** Evasion/Stealth**Strength:** 4 **MU:** 3**Options:** None

Stealth mutes the netrunner's cybersignal, making him harder to detect. He is still visible, but offensive programs will not react to his presence. However, other netrunners can still see him.

ICON: a sheet of black energy draped over the netrunner's ICON. (*Cyberpunk 2020*)

**Superballs 500eb****Class:** Evasion**Strength:** 3 **MU:** 4**Options:** Endurance

Superballs is a distraction program designed to overload a deck's net-object tracking routines. Simply put, the program generates thousands of objects in the tracking space of a netrunner's icon. This forces the 'runner or target system to attempt to re-align its tracking routines (or, in the case of a 'runner, ignore the superfluous virtual objects). Roll 1D10 and add the system's INT ('runners add their INT and Interface); on a 15+, the program's effects are ignored for that turn. Test every turn until the program is canceled or destroyed. If the program has an effect, the subject receives a -3 to initiative for that turn.

ICON: Thousands of primary-colored rubber balls bouncing around the target's net grid square, as if contained within an invisible cube. (*Chromebook 4*)

PROTECTION PROGRAMS**Armor 170eb****Class:** Protection**Strength:** 4 **MU:** 2**Options:** None

This program is designed to slow and retard all anti-personnel attacks. On a successful use of Armor, the attack is stopped. On an unsuccessful use, Armor will reduce all Stun, Hellbolt, Brainwipe, Zombie and Hellhound attack damages by 3 points.

ICON: Glowing golden armor in a high tech design. (*Cyberpunk 2020*)

**DeckShield One 320eb****Class:** Protection**Strength:** 6 **MU:** 2**Options:** None

This program is designed to retard anti-cybermodem attacks with a fair degree of efficiency (adds +3 to your deck's Data wall Strength). As it must be kept running for effect, it's only usable with decks that have a memory-swapping function or the capability to use two programs simultaneously.



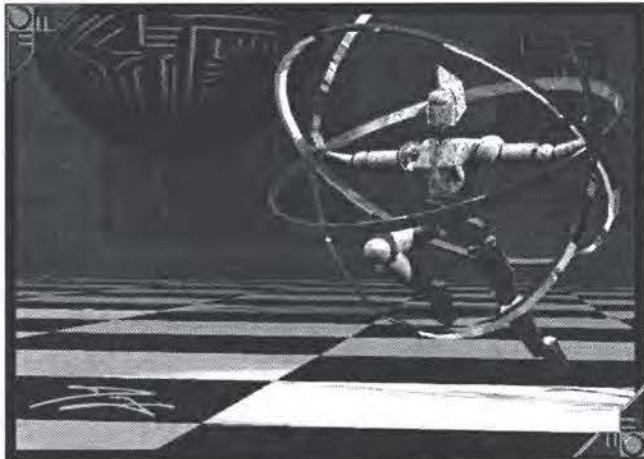
ICON: Your deck's datafort/position in netspace is sheathed in fractal armor-plating. (*Chromebook 4*)

Flak 180eb
Class: Protection **MU:** 2
Strength: 4 for most programs, 2 vs. Pit Bulls, Bloodhounds and Hellhounds
Options: None

Flak creates a tremendous wall of static, blinding the attacking program and allowing the Netrunner to easily evade. Flak is very good against most programs, but it is relatively ineffective against the "Dog" series.
ICON: A cloud of blinding, glowing, multicolored lights, swirling in all directions. (*Cyberpunk 2020*)



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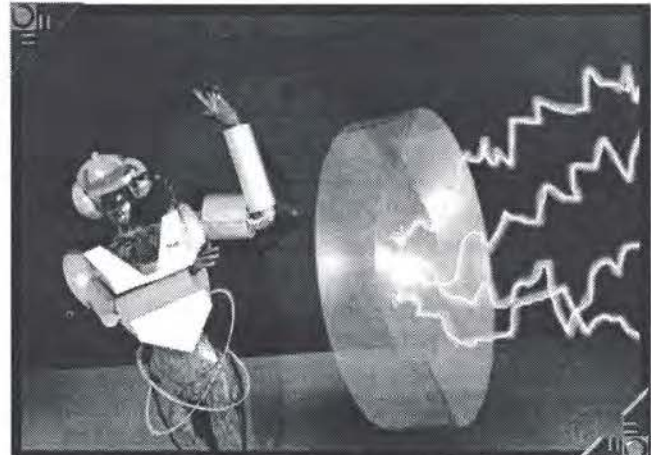
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Force Shield 160eb
Class: Protection **MU:** 2
Strength: 4
Options: None

A more powerful version of Shield.
ICON: A flickering silver energy barrier. (*Cyberpunk 2020*)

Reflector 160eb
Class: Protection **MU:** 2
Strength: 5
Options: None

Reflector is designed to repel all Stun, Hellbolt and Knockout attacks. It is unable to stop any other types of anti-personnel attacks.
ICON: A flare of blue green light, coalescing into a mirrored bowl. (*Cyberpunk 2020*)



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OutJack 150eb
Class: Protection **MU:** 4
Strength: 2
Options: None

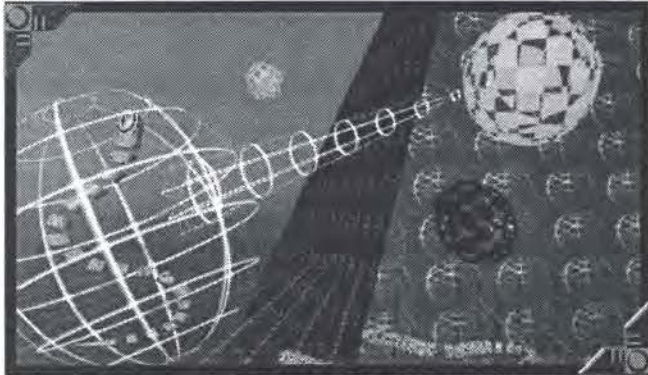
The program monitors the netrunner's body while inside the Net. When the netrunner has taken enough physical damage to reach Critical level, the program jacks him out of the system. Will not work if the 'runner is trapped by Glue or similar programs, or if taking statistic damage (as done by Zombie, Brainwipe, Spazz). The program must be running while the netrunner enters the Net or it will not function.
ICON: None (*Chromebook 3*)

Shield 150eb
Class: Protection **MU:** 1
Strength: 3
Options: None

Shield stops direct attack to the Netrunner. On a successful use of Shield, the attack is thwarted and no damage is taken.
ICON: A shifting circular energy field appearing in front of the Netrunner. (*Cyberpunk 2020*)



ANTI-PROGRAM PROGRAMS



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Aardvark 1000eb
Class: Anti-Program **MU:** 3
Strength: 4 vs. Worms, no effect on any other programs.
Options: None

Aardvark is designed to locate and destroy intruding Worm programs. It will immediately seek out and destroy any Worm program carried, even if it is loaded as a Demon subroutine.

ICON: A matrix of thin yellow neon lines, which surround the Worm program and close around it like a tightening net. The matrix then dematerializes with the Worm entrapped. (*Cyberpunk 2020*)

Bunnies 440eb
Class: Assassin, Vampyre-specific
Strength: 4 **MU:** 3
Options: None

Bunnies is a program designed by Wilson Wake, an enterprising 'runner who wanted to kill a Vampyre but didn't want to spring for Assassin software. When activated, Bunnies simply replicates itself, offering the Vampyre dozens of tasty subroutines to absorb. Since a Vampyre can only absorb 6 programs before automatically crashing, this program is very effective, if very specialized. The strength of the program represents the potential for initiating it before the Vampyre absorbs some other program.

ICON: A rapidly-multiplying bunch of burnished gunmetal-colored bubbles. Each bubble has a set of the classic "Rabbit ears" antennae identifying its front end. (*Chromebook 1*)

Chameleon 1650eb
Class: Anti-Program
Strength: 4 **MU:** 6
Options: Disguise

Fool that Monitor! Chameleon is a powerful program designed to fool Monitor programs and kill soft-

ware. When carried, it works just like a simple Killer-IV. When it kills a program, it reconfigures its code and appearance until it resembles the program it has just killed. When a Chameleon is encountered by a Monitor (or a Sysop), the Monitor must make a Strength (Interface) + 1d10 roll versus the Chameleon's roll (Strength 4 + 1d10) to notice that anything is wrong. It must make this roll every time it is encountered.

ICON: When carried, it resembles a Killer (the standard robotic samurai), but the samurai has no face or mask, just a polished mirror that reflects the ICON of the program it is attacking. After it kills the software, it mutates and changes until it exactly resembles the software it destroyed. (*Rache Bartmoss' Guide to the Net*)



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Dogcatcher 1176eb
Class: Anti-Program (Dog-specific)
Strength: 10 **MU:** 7
Options: Movement, Trace, Recognition, One Use

If any "Dog" program trace gets by a Netrunner, use this program to hunt them down before they interfere with the 'runner's line. It must catch up with them (make D10+Dogcatcher's Strength vs. D10+target Strength) first before taking effect. Note: this is a one-use program; it de-rezzes after capturing the Dog!

ICON: Appears as basic male or female humanoid shape carrying a net on a pole. When it has caught up with the prey, it slaps the net down and both programs de-rezz. (*Chromebook 3*)

Dragon 960eb
Class: Assassin
Strength: 4 **MU:** 3
Options: None



The most powerful variant of Manticore.

ICON: A great golden scaled dragon robot. Laser beams shoot in multicolored arcs from its eyes, and it is wreathed in electrical discharges. *(Cyberpunk 2020)*

Eradicator 1600eb
Class: Anti-Program
Strength: 8 vs. spores, 5 vs. others **MU:** 7
Options: Speed

The threat of unrestricted AI sporing has generated this counterspore program. This microphage is a powerful killer program designed specifically to destroy spores and will work as a Killer 5 program otherwise. When this program successfully attacks a sporing AI, it can capture and destroy up to its Strength of true spores that bear information that turn. If it fails to defeat the AI in a roll off, it was confused and is unable to destroy any real spores that turn. The nature of the sporing act does not allow more than three turns of netrunner combat before spores are too dispersed to attack as a collective group. It is not necessary for the Eradicator to destroy the spores: it may hold them inert and harmless as well.

ICON: A glowing amoebae with huge jaws. *(Rache Bartmoss' Guide to the Net/ Interface #3)*



Exorcist 600eb
Class: Anti-Program
Strength: 4
MU: 3
Options: None

Exorcist is a very specialized Anti-IC program, but it needs to be. Written soon after the appearance of Possessor, it is launched against a "possessed" program, and negates the possession if it wins the anti-program roll. The use of this program is the only way to deal with a "possessed" program, short of destroying it.

ICON: A fractal priest in full regalia, carrying a large religious symbol (can vary). *(Chromebook 3)*

Hydra 920eb
Class: Assassin
Strength: 3 **MU:** 3
Options: None

A more powerful variant of Manticore.

ICON: A glittering blue fog that encircles its target and dematerializes it. *(Cyberpunk 2020)*

Killer II, IV & VI 1320eb,1400eb,1480eb
Class: Anti-Program
Strength: 1 for each level of program **MU:** 5
Options: Movement

Killer is a general purpose virus program designed to kill other programs. It enters the logic structure of its vic-

tim and inserts errors with blinding speed, causing the target to crash (1D6 to Strength). Killer is a very simple program; smooth, elegant and tough. There are many versions of Killer.

ICON: A large manlike robot, dressed as a metallic samurai. His eyes glow red from behind his mask, and he carries a glowing katana. *(Cyberpunk 2020)*

Manticore 880eb
Class: Assassin
Strength: 2 **MU:** 3
Options: None

Manticore is the simplest of a series of Assassin programs; a type of Killer designed to locate and destroy Demon programs. If no Demon is present in your cybermodem file, Manticore will ignore you.

ICON: A huge, lion like shape, drawn in red neon schematic lines. A large scorpion tail arcs over one shoulder. *(Cyberpunk 2020)*



Mirror 1200eb
Class: Anti-Program
Strength: 5 **MU:** 4
Options: None

Mirror is a defensive program that returns Hellbolts to their origin, be it Demon, netrunner, or AI. The source is then attacked by the Hellbolt. A more advanced version of Reflector, the program must defeat the Hellbolt in a Strength vs. Strength roll in order to return it to its sender.

ICON: A large, square (super-realistic) mirror floating in front of the netrunner. The bolt goes in, and then comes out again. *(Chromebook 4)*



Ninja 1520eb
Class: Anti-IC
Strength: 5 **MU:** 5
Options: Invisibility

The Ninja is an invisible killer routine that functions just as a Killer V does, except it strikes invisibly. The netrunner must have See Ya (or other invisibility-revealing program) in order to locate a Ninja.

ICON: The Ninja appears as its namesake when seen. It carries a glowing sword. *(Chromebook 4)*

Possessor 1000eb
Class: Anti-Program
Strength: 4 **MU:** 3
Options: None

An unusual anti-IC program. Possessor attacks the target program in the normal anti-IC manner; if it wins, the program is "turned against" its operating system





or Netrunner. The control is rather crude; for instance, Killers will attack the nearest program(s) not belonging to the "possessing" Netrunner. If a Controller is possessed, the thing will simply be operated at random. Demons cannot be "possessed" if they contain an Anti-Program program as one of their subroutines. A "possessed" program can be destroyed, or temporarily nullified by turning it off ('runner's Interface + 1D10 vs. "possessed" program's Strength + 1D10) and banishing it to memory. The "possessed" program will still have to be purged of the "possession" coding (Difficulty 20 Programming; takes 1D3 hours, or use Exorcist, page 53) or it won't obey anyone but the "possessing" 'runner. **ICON:** A hooded robe, with nothing inside it. On a successful "possession," the robe covers the other ICON, which can be seen (as from a distance) in the "face" of the hood. (*Chromebook 3*)



Raven 1000eb
Class: Anti-Program
Strength: 5 **MU:** 4
Options: None
 Raven attacks the ability of a program to differentiate between 'runner signals. Such an affected program will no longer notice intruders if defending a system. It also cannot recognize locations or specific 'runners, so it cannot be sent to "find" a place or person. The program is otherwise functional. This is usable on such programs as the Dog series (Watchdog, Bloodhound, etc.) along with those that rely on Recognition or Pseudo-Intellect (Firestarter, Hellhound, Thug, etc.).
ICON: A raven that attempts to peck out the "eyes" of the target. (*Chromebook 3*)

Wolf 1500 eb
Class: Disguised Anti-Program
Strength: 4 **MU:** 6
Options: Disguise, Movement, Recognition

This program is a Killer IV disguised as a Watchdog program. If triggered, the netrunner gets a Difficult ID roll (use System Knowledge and Programming skills, plus half your Interface ability) to detect its hidden ability. If the 'runner fails the roll, he is fooled by the program, and the Wolf gets a +1 to its initiative and attack rolls. Speedtrap will not detect Wolf, but Smarteye will. If you have SeeYa or Hidden Virtue running at the time of the encounter, they will ID the program as disguised, but not tell you its true nature.

ICON: To all appearances, it is identical to the Watchdog icon, except that it will flash entirely red as it attacks. (*Chromebook 1*)

ANTI-PERSONNEL PROGRAMS



Ball and Chain 5000eb
Class: Anti-Personnel
Strength: 3 **MU:** 3
Options: None

This program will slow the target's deck to a movement of 1 square/Net turn for 1D6+3 turns. It is actually a specialized resource editor that encrypts the target's Net space access routines so all of the computing power of the deck goes to encrypting the net space navigation signals. The program can be defeated by running any standard decryption program. Treat the Ball and Chain encryption as a Code Gate of Strength 4. Any failed attempt at decrypting Ball and Chain will add one extra turn to the duration of the program.

ICON: A classic prisoner's ball and chain clamped to some part of the target icon. (*Chromebook 3*)

Brainwipe 6500eb
Class: Anti-Personnel
Strength: 3 **MU:** 4
Options: Trace

Brainwipe is the simplest of a series of black programs, all of which are designed to attack the Netrunner instead of his programs. All black programs can be carried by an intruding Netrunner and used to attack other 'runners encountered in the Net. Brainwipe tracks the victim down, fries his forebrain with a jolt of current, and reduces him to a drooling vegetable (1D6 each turn to INT). The screaming Netrunner feels his mind melt away, until his INT is reduced to 0 and he dies. Lost INT cannot be regained.

ICON: An acid-green electrical arc, which leaps from the floor and engulfs and kills the 'runner. (*Cyberpunk 2020*)

Cerebus 9500eb
Class: Anti-personnel
Strength: 6 **MU:** 8
Options: Movement, Trace, Pseudo-intellect, Endurance

Cerebus is a Pit Bull program with the ability to fire Hellbolts. It will detect and follow a Netrunner. If the Netrunner escapes, Cerebus will lurk within the borders of the Net subgrid in which it was launched and await the netrunner's return. Note: this means it could be waiting outside a particular datafortress; be on guard!

ICON: Cerebus appears as a dark, metallic dog with two heads. One of the heads fires Hellbolts out of its eyes and the other howls and barks as it pursues the Netrunner. Some snide programmers change the ICON to an anthropomorphic aardvark with a vest, a sword, and a nasty disposition (*Rache Bartmoss' Guide to the Net*)





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Fatal Attractor 10750eb

Class: Anti-personnel
Strength: 7 **MU:** 7
Options: Movement, Pseudo-intellect, Conversational Ability, Recognition, Memory, Endurance

A particularly nasty version of Hellhound credited to the infamous Waycon Kidd. Legend has it, the Kidd ended up as the loser in a romantic triangle, and used this duplicate of his ex-girlfriend to eliminate his netrunning rival. The Fatal Attractor operates much like a Hellhound; it lurks around Data Fortresses waiting to pounce on intruders. However, instead of immediately attacking, it appears as a very attractive female netrunner who offers to help the intruder break into the system. The Fatal Attractor will cheerfully accompany the 'runner for 1D6+1 turns, then attack as a Hellhound.

ICON: An attractive young woman in a skintight bodysuit. Legend has it that the ICON is derived from the Waycon Kidd's old girlfriend; a System Knowledge check at DIFFICULT will be required for the target netrunner to recognize her - The Kidd installed a subroutine into the program that changes its hair, eye and skin color randomly; the Attractor can only be recognized by her face. (*Chromebook 1*)

Firestarter 6250eb

Class: Anti-Personnel
Strength: 4 **MU:** 4
Options: Trace, Recognition, Pseudo-Intellect

Firestarter is indirectly anti-personnel in nature. Using its Bloodhound subroutines, it tracks the intruder to its source. Silently entering the electrical system, it blasts the wiring with a megawatt power surge. The jolt causes wiring fires, explosions, and fries the Netrunner as if he were in an electric chair. Firestarter programs are excellent covert killers, as they leave little or no evidence in the charred wreckage. This cannot affect a 'runner using a battery-powered cybermodem or system.

ICON: A blazing pillar of fire, which speaks the netrunner's name in a hissing, booming voice, then leaps at him. (*Cyberpunk 2020*)

Glue 6500eb

Class: Anti-Personnel
Strength: 5 **MU:** 4
Options: None

Used by the "Icemen" of Netwatch as an arrest program, Glue freezes the Netrunner in place for 1D10 turns (4 turns is long enough to get a good trace on his location in Realspace). The Netcops can then send a squad along to pick him up at their leisure.

ICON: A shifting pattern of red shapes flickering across the floor to entangle the Netrunner. (*Cyberpunk 2020*)

Hellbolt 6750eb

Class: Anti-Personnel
Strength: 4 **MU:** 4
Options: None

A more powerful version of Stun, Hellbolt causes physical damage (1D10 per attack) to the Netrunner. Damage is subtracted from the Netrunner as a wound until he is dead. Saves vs. Stun and Death must also be made.

ICON: A bolt of crimson fire launched from the Netrunner's raised hand. (*Cyberpunk 2020*)

Hellhound 10,000eb

Class: Anti-Personnel
Strength: 6 **MU:** 6
Options: Trace, Movement, Pseudo-intellect, Endurance

Hellhound combines the worst aspects of Pit Bull and Flatline. It locates the intruder and sends out a modulated pulse designed to cause a heart attack in humans (2D10 wound damage). If the Netrunner escapes in time, it remains active within the Net, lurking silently in major long distance terminals, waiting for the specific brain wave pattern of the intruder to show up. It then tracks him down again and kills him. Patient and remorseless, Hellhound can wait years for its victim to log on. Its rarity and high price tag prohibits its use against all but extremely high level netrunners.

ICON: A huge, black, metal wolf. Its eyes glow white, and fire runs in ripples all over its body. It speaks in a grating, metallic voice, repeating the netrunner's name. (*Cyberpunk 2020*)

Jack Attack 6000eb

Class: Anti-Personnel
Strength: 3 **MU:** 3
Options: None

Jack Attack is often used as an arrest program. It stops the Netrunner from jacking out for 1D6 turns if it is successfully run.





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ICON: A pair of glowing schematic handcuffs encircling the Netrunner's wrists. (*Cyberpunk 2020*)

King Trail 3500eb
Class: Anti-Personnel
Strength: 3 **MU:** 2
Options: None

King Trail hits a target with a glowing object causing it to generate a glowing trail of fluid-like light very similar to the king trail of a snail or slug for 3D6 turns. Anyone noticing this trail will be able to know the net runner's exact location when one intersects the trail as long as the netrunner is attached to it. The trail will not adhere to any other netrunner. The connection to the tail can be broken with any intrusion program. Treat the King Trail as a Strength 4 Data wall. A successful attack on the King Trail will stop the slime from molting for the target 1D6 turns. Two successful attacks destroys it.

ICON: a glowing yellow banana slug. (*Rache Bartmoss' Guide to the Net*)

Knockout 6250eb
Class: Anti-Personnel
Strength: 4 **MU:** 3
Options: None

Knockout delivers a powerful modulated shock that knocks the Netrunner out for 1D6 hours. He is automatically dumped out of the Net, and is in a coma in Realspace for this period of time. Knockout is a very common defense against low level intrusion (like the Phone Co. or an office system).

ICON: A yellow neon schematic boxer appears and strikes out at the Netrunner's ICON. (*Cyberpunk 2020*)

Liche 7250eb
Class: Anti-Personnel
Strength: 4 **MU:** 4



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ing a blackened crown. It grabs the Netrunner in its freezing grasp and drags him back under the floor. (*Cyberpunk 2020*)

Options: Trace
 An advanced form of Zombie, Liche also rips away the forebrain (1D6 to INT), but selectively. Most memory is eradicated, leaving enough to implant an easily controlled (by the Referee) pseudo personality into the empty brain.

ICON: A metallic skeleton dressed in black robes and wear-

Pepe Le Pue 7750eb
Class: Anti-Personnel
Strength: 6 **MU:** 5
Options: Auto Re-Rezz

An olfactory over-stimulation program (improved Spazz), this program stimulates the target's sense of smell with negative stimuli, i.e. the 'runner thinks something has died inside his sinuses. The program has auto re-rezz. Reduces INT and REF by 1D6/2 for 1D6+1 Net rounds. Ineffective against GloGo and "tortoises."

ICON: A cartoon skunk that wraps around the Netrunner's Icon. (*Rache Bartmoss' Guide to the Net*)

Psychodrome 14,000eb.
Class: Anti-Personnel
Strength: 4(5) **MU:** 11
Options: Trace

This program employs a radical new approach to electronic counter-intrusion. Psychodrome does not attack the netrunner's body, but rather his mind: via its trace subroutine, it uses a direct sensory feed (like that of braindance) to fill the netrunner's mind with scenes/sounds of shock and horror. If successful, the immediate effect is unconsciousness for 1D6 hours, plus a lasting side-effect. When a 'runner has been hit by Psychodrome, he must make an Average COOL roll once per day, or he cannot face returning to the net. When the netrunner makes the roll, he has overcome his trauma (until the next time he encounters the Psychodrome). The program is usually disguised as a code gate, memory unit, or other innocuous system location (sysop's choice). If keyed to the psych traits of a specific netrunner, its strength is 5 instead of 4. It can't directly affect anyone wearing 'trodes or Gloves & Goggles, or "tortoisening," although it can sure gross them out...



ICON: If the attack is successful, the program places the netrunner in a virtual room of faceted, mirrored walls from which the sights and sounds of torture, death, and madness are projected at odd speeds and angles in rapid succession. (*Chromebook 1*)



Red-Out 6750eb
Class: Anti-Personnel
Strength: 5 **MU:** 4
Options: None

This Glue variant locks the netrunner completely, preventing him from moving or accessing the menu for 1D6 turns. It is currently not very common, but is gaining acceptance among Level 2 and 3 corprunners. Some sadistic netrunners like to "Red-Out" their opponents, then shred them with Hellbolts as they stand helpless. Will not work on GloGo or "tortoise" interface.

ICON: A shifting contextual haze of red pixels that descends on the netrunner; changing the color of his icon. (*Chromebook 4*)

Spazz 6250eb
Class: Anti-Personnel
Strength: 4 **MU:** 3
Options: None

Spazz causes epileptic seizures in the Netrunner's nervous system. REF is automatically reduced to half for 1D6 turns, slowing the Netrunner's Initiative rolls drastically.

ICON: A nimbus of electrical energy surrounding the target. (*Cyberpunk 2020*)



Stationery 10,000eb
Class: Anti-Personnel
Strength: 4 **MU:** 6
Options: None

A British variant of Jack Attack, this program is popular with the Brit 'runners who like to hassle MARLPROCO. It affects the target as a Jack Attack, but it also buries the victim's ICON in sheets of paper, each of which has "You're Nicked!" written on it. These bits of paper prevent the Netrunner from moving for five Net turns.

ICON: As described, the paper appears in a sort of snow-storm over the Netrunner. (*Chromebook 3*)

Stun 6000eb
Class: Anti-Personnel
Strength: 3 **MU:** 3
Options: None

Stun sends an overpowering bolt of energy into the target, causing him to be frozen in place for 1D6 turns. This is a very commonly used offensive program, particu-

larly by the Netcops.

ICON: A bolt of blue flame streaking from the Netrunner's open palm. (*Cyberpunk 2020*)

Sword 6250eb
Class: Anti-Personnel
Strength: 3 **MU:** 4
Options: None

A variant of Hellbolt, Sword causes 1D6 in physical damage per hit.

ICON: A glowing energy katana. (*Cyberpunk 2020*)



The Audio Virus 8000eb
Class: Anti-Personnel
Strength: 5 **MU:** 5
Options: None

Okay, you folks have heard of that obnoxious anti-personnel program Spider Murphy reported in the 'Netguide, which simulated a nasty smell that made the unwary 'punk vomit. But that's old news— The newest fad on the Internet is the Audio Virus. If it overcomes a 'deck's defenses, it will play a sound or tune to the affected runner - at something above 180 decibels! The most nasty thing to hurt your victim with would be random noises, but the Netwatchers can tell you that bad music is very effective, too. Just plug in those leftover 20th-century tapes of Julio Iglesias or Take That and see your enemies run!

The standard Audio Virus (actually a pretty normal Anti-Personnel program) has a writing Difficulty of 32. Its icon is, of course, a stereo system. Roll a normal anti-personnel program attack. If you succeed, the target loses 1D10 REF temporarily, and is at -2 INT until he kills the program. If the runner's REF is reduced to 1 or less, he must immediately jack out of the Net. The referee may give additional stat penalties for sounds and/or music that would be exceptionally disturbing/annoying to the victim. A hip techno-netjunkie might be particularly vulnerable to Beethoven, while that hardliner Kerry Eurodyne fan might react allergically to a Beatles song—even Arasaka is said to really hate Silverhand.

ICON: A photo-realistic stereo system, which, if turned on, will tremble and vibrate from the noise that it makes. (*Chromebook 4*)



Threat 7000eb
Class: Anti-Personnel
Strength: 5 **MU:** 6
Options: Disguise

This German program is popular with smaller European businesses because it is effective against netrunners



without actually attacking them in any way, so it is legal under the stricter Euro-codes. If it successfully attacks, it manipulates the I-G circuits in the cyberdeck in order to give the 'runner the "feeling" that their meat body is in danger. This is a very subtle; a sort of random sensory leakage. The Netrunner can attempt to ignore the feeling, but this requires a COOL+1D10 roll vs. a D10 + program's Strength. Otherwise, the 'runner jacks out to "deal with the threat." If the Netrunner has a Flipswitch (page 63) on his deck, the program must make a second successful attack roll in order to jam the switch (again, forcing a jackout to deal with the "threat").

ICON: Uses the Icon of any minor offensive or detection program. Can be set at time of purchase.

(*Chromebook 3*)



Werewolf . 13,000eb

Class: Anti-personnel
Strength: 6 **MU:** 6
Options: Trace, Movement, Pseudo-intellect, Endurance, Invisibility

A version of refined version of Hellhound. It doesn't use the rather theatrical graphics of the conventional version, instead tracing the runner quietly with an Invisibility subroutine which prevents detection. Unless

the target is using SeeYa or makes a Very Difficult Awareness roll, he won't notice the Hellhound until its attacking him. The nickname for this extremely illegal program is Werewolf, since it hits when you when you least expect it.

ICON: None, normally, but a stylish wolf in a suit when rezzed. (*Rache Bartmoss' Guide to the Net*)

Zombie 7500eb

Class: Anti-Personnel
Strength: 5
MU: 4

Options: Trace
 An advanced and more powerful version of Brainwipe, Zombie wipes out the victim's forebrain, making him into a drooling vegetable (1D6 to INT each turn).

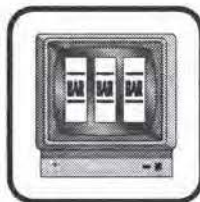
ICON: A shrouded, skeletal form,



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enveloped in a stinking gray mist. Its eyes are sunken and its flesh is a mass of rotting, maggot-filled meat. It lunges out and rips the netrunner's head off. (*Cyberpunk 2020*)

🌀: MULTI-CLASS PROGRAMS



A Picture's Worth 1200eb

Class: Encryption/Utility
Strength: 2 **MU:** 6
Options: None

This a complex utility based on Creator and Packer. This program encrypts data files and hides them within the code for a virtual reality, e.g. the scrambled text of a black ops file could be hidden in the code of a virtual desk in a data fortress. Retrieving the code without a program will involve going through the programming code of the virtual object line by line and extracting all the extra data that's not part of the image. Once removed, the data must be unscrambled, which is a chore in itself. One full file of information (1 MU) can be encrypted inside of every two MU used for the virtual image. Thus 64 MU of data could be secreted in a photo-realistic virtual city. The main drawback is that the virtual reality's memory size will unavoidably swell however many MU's are put it in, and an observant netrunner/sysop will undoubtedly notice the excess size of the file.

Note: the data itself is not in the image, it is in the Memory Unit where the image data is stored, and the runner must examine the file to get the data. He cannot simply examine the image itself.

ICON: A Picture's Worth looks just like a slot machine. Data flows through the coin slot, the machine spins a jackpot and the scrambled data pours into the Memory Unit. (*Chromebook 4*)



Black Sky 4480eb

Class: Stealth/Evasion/Anti-Program
Strength: 5 **MU:** 8
Options: Speed

Developed by the Net-terrorist known only as 'Ware Wolf, this complex combat software uses mutable shells which shuffle processing rockets, interference subroutines and a self-replicating data attack. When launched, Black Sky peppers the local system with code which protects the netrunner from detection and attack (Stealth and Evasion functions). Once those functions have run, Black Sky's processing rockets boost the speed of the 'runner's deck and jump immediately into attack mode, injecting a data spike



into the attacking program, de-rezzing it (attacks as a Killer with +2 to deck speed).

ICON: A black cloud which forms between the enemy program and the netrunner. Successful protection is symbolized by the enemy program traveling out of the cloud in the wrong direction, and successful attack is symbolized by lightning bolts arcing from the cloud to strike the enemy program. (*Chromebook 3*)



Dummy 450eb

Class: Protection/Utility

Strength: 1 **MU:** 2

Options: Disguise
Economical Confusion!

Dummy is a simple program that can be reconfigured to duplicate almost any program on the market today. Dummy can be activated before a run starts, and will hover about the user's ICON until primed. When primed (with an Average Programming roll), it will take the form of almost any program. Dummies are used by netrunners to confound users and Monitors (Monitor has to roll versus the Dummy's Strength, but gets a +2 on the roll), and by Sysops to make their datafortress look a lot nastier than it really is. Dummies can threaten, but cannot (obviously) attack. SeeYa and Hidden Virtue will identify Dummy as being disguised.

ICON: When active, Dummy appears to be a small, spinning, chrome pyramid that reflects the ICON of any program it encounters. When primed, it will morph into the form of the program to be duplicated. (*Chromebook 3*)

Evil Twin 2700eb

Class: Protection/Anti-System

Strength: 8 **MU:** 7

Options: Trace, Speed, Auto Re-Rezz

Another vicious program written by 'Ware Wolf, using a similar structure as Black Sky. This program is a powerful one-two punch designed to offer maximum offensive and defensive capabilities to a netrunner. Evil Twin can first be initiated as a protection program, recoding the netrunner's signal so that it is harder to lock onto (has same effect as Force Shield and Reflector). From this stage it immediately initiates its counterattack capabilities, tracing the attack and striking at the attacking deck/datafortress (same effect as Krash). In game terms, this means that Evil Twin can: 1) defend the netrunner from attack, then attack the attacker with a +2 deck speed; 2) attack an enemy system and be kept ready to protect the netrunner and his programs from attack with a +2 deck speed; 3) act as a protection program only or as an attack program only, but with no initiative bonuses. Has Auto Re-Rezz.



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ICON: The Netrunner's Icon seems to fly around in large arcs, while the netrunner has not really shifted positions. Successful protection is symbolized by the enemy being outmaneuvered by this decoy, and successful attack is symbolized by the decoy image accelerating to incredible speed and zooming off to attack the enemy system. (*Chromebook 3*)



IGOR 4800eb

Class: AI/Utility

Strength: 4 **MU:** 7

Options: Pseudo-intellect,
Conversational Ability, Interactive,
Memory, Movement, Endurance

Is life getting you down? The real world intruding, calling you away from valuable net time? Need to be linked, but can't spare 24 hours a day? You need help! And with the new "Igor" resident on-line assistant, you can take care of those annoying mundane activities (eating, sleeping, fire-fights, etc.) and let Igor do your on-line work for you!

The "Igor" routine is a small and not-too-bright Artificial Intellect that requires a minimum of an INT 3 computer to run. Igor counts as one of the programs that can be run on such a machine with the Multitasking program (allowing two other programs to be run by Igor).

What can Igor do? Anything a normal netrunner could do, at an INT and Interface of 5! Igor can act as an AI netrunner operating from his resident PC. Igor's not too bright, though, and must be given specific instructions for reaction to specific situations. For instance, if a runner is monitoring a net fortress, Igor can operate the surveillance programs while the runner isn't there, and even watch for specific events or signals, if ordered. Should something



unforeseen occur—say, a successful attack by another party which allows the spying runner a chance at accessing the fortress - Igor won't do anything about it unless ordered or attacked! If actually attacked, Igor will react in the safest fashion (retreating, hiding, disconnecting, etc.) that still allows it to follow its orders. Please note that Igor cannot function when a runner is operating through the PC! Igor is an artificial replacement, not a supplement.

Game masters should demand explicit orders for Igor, remembering Murphy's Law of Robotics: If there is a way for Igor to misinterpret an order, it will, and at the worst possible time...

ICON: Classic "mad-scientist's" assistant; complete with lab coat and hunchback. (*Chromebook 4*)



Lightning Bug 1540eb

Class: Protection/Anti-Program

Strength: 2 each **MU:** 6

Options: Movement, Endurance

Lightning Bug is an active defense program. The program creates 6 motes of light that slowly circle the Netrunner. If any program comes within 1 grid space, one of the Lightning Bugs will immediately launch itself at the program. If it's successful, it will inflict 2 points of damage. The Lightning Bugs will each attack one by one until there are none left or the program has been de-rezzed. The advantage of Lightning Bug is that it is a defense program that doesn't need to be operated every turn, once you first run it and summon the Bugs, you don't have to bother with it from then on. You can focus on other programs while the Bugs are doing their thing. Note: once all 6 Bugs are gone, you must leave the Net and re-boot the program to activate it again.

ICON: 6 motes of light that slowly alternate between red and white. The motes lazily circle the Netrunner. (*Rache Bartmoss' Guide to the Net*)

Omnivore 18,500eb

Class: Anti-Program/Anti-System/Anti-Personnel

Strength: 3 **MU:** 8

Options: Movement

A fearsome attack program, created by the infamous 'Ware Wolf. In program-to-program combat, Omnivore uses a fast-acting, selfreplicating virus which writes itself over the core code of an enemy program and de-rezzes it (no damage to program Strength; it's kill or fail). For anti-system operations, it fries CPU chips with stored voltage (kills 1 INT of CPU per successful attack). Finally, for use against Netrunners, Omnivore broadcasts sensory information to confuse sensory perception (reduces INT by 2D6 for 1D6 minutes).

ICON: A whirring, buzzing, whining, screeching ball of blades, needles, razors, meathooks and cattle prods which careens into its target and thoroughly mangles it. (*Chromebook 3*)



Scribe no price (must be written, Difficulty 47+)

Class: Anti-Program/Utility

Strength: 6 **MU:** 8

Options: Pseudo-IQ, Recognition, Fractal Icon

First used by Rache Bartmoss on one of his infamous "Rustbelt Regional Rampages", the code has since been spread around. You'll find most the top-name Pro Runners using it now.

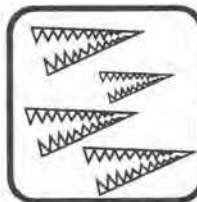
When activated, the program spends one round surveying its surroundings (5 grid square radius) before attacking the target program. On a successful attack it re-writes the program's priority to below that of the lowest priority device in the area, thus placing the program's execution so far down the queue that it's "frozen" in place. Scribe then analyzes the ICE, breaking it down into component code groups and writing it to memory (Pseudo-IQ). The copied program is not functional, but it may be easily be reconstructed. Each MU of target program takes 1 net round to copy, during which time, the netrunner may not launch further applications. To save time, Scribe can be preinstructed to note, but not copy, such standardized code as Recognition, Trace, etc., allowing the runner to substitute his own when reconstructing the program. This function will only work with commercial programs, not custom ones.

ICON: A cowed chrome monk with feather pen.

Game Note: In the months since Scribe's debut, the following Programming Options have appeared in corp-created programs (Refs take note):

Suicide pill (Difficulty +2) - If the program is copied, it self-destructs, de-rezzing the program being copied.

Copy-trap (Difficulty +5) - If the program is copied (by Vampire, Scribe or via the Doppelganger routine), it infects the copy program with a destructive virus, destroying the copying program. (*Chromebook 4*)



Wolfpack 15,200eb

Class: Anti-Program/Anti-Personnel/Anti-Compiler

Strength: 6

MU: 8

Options: None

This is the universal combat program - it can attack programs, demons and netrunners, subtracting 1D6 from Strength (programs) or 1D10 damage (netrunners) for each successful attack. Aside from its remarkable power, Wolfpack is not an especially "smart" piece of programming - it does its job, and nothing more. It's rarely seen commercially and usually has to be written from downloaded BBS instructions (Total writing Difficulty is 72+)

ICON: A pack of electrically-charged wolf like forms which pounce upon their target, ripping it apart. (*Chromebook 3*)



CONTROLLERS

Note: Controllers are run using the CONTROL REMOTE function of the Menu, and most have no ICONS.

Crystal Ball 140eb

Class: Controller

Strength: 4

MU: 1

Options: None

Allows control of video cameras, remote sensors, etc. (Cyberpunk 2020)

Dee-2 130eb

Class: Controller

Strength: 3

MU: 1

Options: None

Allows control of robots, cleaning mecha, autofactories, etc. (Cyberpunk 2020)

Genie 150eb

Class: Controller

Strength: 5

MU: 1

Options: None

A high level program for opening doors, elevators, etc. (Cyberpunk 2020)

Hotwire™ 130eb

Class: Controller

Strength: 3

MU: 1

Options: None

Allows remote control of robotic cars, vehicles, etc. (Cyberpunk 2020)



Knevil 220eb

Class: Controller

Strength: 4

MU: 3

Options: Pseudo-intellect, Movement

This controller has limited AI capabilities and can work independently from

the Netrunner. It can only control vehicles, but the Netrunner can give the vehicle a simple command and then turn to other things. A simple command is something like "go forward at max speed in a straight line." Because this program was designed for use in other people's systems, it has no safeguards - it will gladly drive into walls or people.

ICON: A wildly-dressed motorcyclist, with madly glinting eyes. He grabs the remote's icon and begins moving it. (Chromebook 3)

News At 8™ 140eb

Class: Controller

Strength: 4

MU: 1

Options: None

Allows through-the-Net access to Data Terms and Screamsheet boxes for information. (Cyberpunk 2020)

Open Sesame' 130eb

Class: Controller

Strength: 3

MU: 1

Options: None

A low level program for opening doors, elevators, etc. (Cyberpunk 2020)

Phone Home 150eb

Class: Controller

Strength: 5

MU: 1

Options: None

Allows the Netrunner to place or receive calls in the Net. Phone Home is also Strength 2 to intercept and listen into other calls by accessing telephone company control computers, or by accessing fiberoptic line trunk boosters/managers. This doesn't ensure that you'll find the right line among thousands; it just means you can listen in on lines. (Cyberpunk 2020)

Rockerbit 200eb

Class: Controller

Strength: 4

MU: 2

Options: Pseudo-intellect

Rockerbit is similar to Knevil in intent, but works on mikes and speakers instead. The Netrunner can program the controller with a certain sound or string of words which will then be broadcast at a preset time.

ICON: A cartoonish Rocker that hangs around the speaker remote and "yells" into it as appropriate. (Chromebook 3)

Soundmachine 140eb

Class: Controller

Strength: 4

MU: 1

Options: None

Allows control of microphones, loudspeakers, vocoders (computer voice boxes). (Cyberpunk 2020)



Terminator 260eb

Class: Controller

Strength: 4

MU: 2

Options: None

Terminator allows the Netrunner to control terminals, or (with a little fine-tuning) videoboards and holodisplays. This

means that he intercepts anything typed (or written, or drawn) and can send anything he wishes to the



output device in question (at a pre-programmed time). The 'runner can also make it appear that all messages and info originate from a specific terminal.

ICON: A disembodied cyberarm begins typing, writing, or drawing on the remote Icon in question. (*Chromebook 3*)

Viddy Master 140eb

Class: Controller

Strength: 4

MU: 1

Options: None

Allows control of videoboards. (*Cyberpunk 2020*)

UTILITIES

Most utilities have no Icons.

Alias 160eb

Class: Utility

Strength: 6

MU: 2

Changes file names, replacing the filename with an innocuous title that hides its true nature. (*Cyberpunk 2020*)

Backup™ 140eb

Class: Utility

Strength: 4

MU: 1

Backup allows you to make a copy of any program (except for AntiProgram and Anti-personnel types). You will need extra data chips and a cyberdeck chipreader for this. (*Cyberpunk 2020*)

Breadcrumbs™ 290eb

Class: Utility

Strength: 4

MU: 4

If an LDL is cut, this finds a new route to your previous Net location. It requires one Net round for every new LDL or uplink it must pass through to re-establish connection. It establishes all connections legally, so you must pay long-distance charges for the run. This program must be running while you are traveling in order to be of use. If you must interrupt its function (in order to run another program), it will only reconnect you to the point at which you shut the program down.

Note: for best effects, it should be used with systems that allow multiple programs running at once, or that have memory-swapping capability.

ICON: a line of glowing sparks forming a trail. (*Rache Bartmoss' Guide to the Net*)

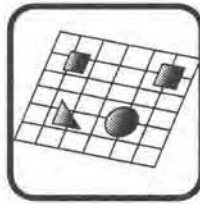
Cartographer 200eb

Class: Utility

Strength: 6

MU: 3

If successfully run (program Strength+ D10 vs.



CPU INT/2 +D10) against the CPU of a system, Cartographer will supply a complete system map. This gives the location (but not designation) of all MU blocks, ICE, remotes, etc. A second successful roll must be made in order to specifically ID all the features.

Cartographer is not Anti-system software; it must be run inside the datafortress to work.

ICON: None. (*Chromebook 3*)

Databaser 180eb

Class: Utility

Strength: 8

MU: 2

Creates open files to store information in. (*Cyberpunk 2020*)

Dolphin Programs (Pacifica Janitorial Programs) 310eb

Class: Utility

Strength: 3

MU: 5

Options: Pseudo-intellect, Movement, Endurance, Fractal Icon, Recognition.

These beautiful programs were actually installed by Internet to patrol Pacifica and clean out any garbage data which may have been generated by the extra-long link distances that exist in this region of the net. One-in-every six dolphin programs has a subtler function as well; they look for any transmission source which is not listed as a legitimate Internet user. In other words, if your physical location (meat) is IN the Pacifica region and you are NOT running clean and open, they have a 15% chance of discovering your attempt to bypass LDL billing every trip. They will then relay this information to an Internet sysop who will probably call Netwatch. At any other time, these programs will interact with 'runners just as real dolphins would, leaping and playing around the gridlines and LDLs of the region. Maybe Rache is right when he says that you shouldn't trust anything that's too attractive ...

ICON: a sleek, chrome dolphin. (*Rache Bartmoss' Guide to the Net*)

ElectroLock 170eb

Class: Utility

Strength: 7

MU: 2

Changes an open file to a LOCKED file equal to a Code Gate of Strength 3. (*Cyberpunk 2020*)

Filelocker 140eb

Class: Utility

Strength: 4

MU: 1

Locks an open file to a level equal to a Code Gate of Strength 5. (*Cyberpunk 2020*)



File Packer 140eb

Class: Utility
Strength: 4 **MU:** 1
 Compacts files to half their normal MU size. Takes 2 turns to unpack a file to normal size. (*Cyberpunk 2020*)



Flare Gun 300 eb

Class: Utility
Strength: 2 **MU:** 2
 When helplessly lost in Net space and you just want to scream to someone else, the Flare Gun can get your message out. A simple message like your Net coordinates and brief description of your dilemma can be sent with this program. Flare Gun will send a wide-spectrum message at a 3 space radius per turn from your position every 2D6 turns. If needed, this message can be encrypted with any encryption program, and then decoded by other friendly netrunners with prearranged decryption keys. Other programs or large pieces of data (i.e. a database download) cannot be sent via Flare Gun.

ICON: A big-barreled flare gun. (*Chromebook 3*)



Flip Switch 2.0 225eb

Class: Utility
Strength: 10 **MU:** 0
 Flip Switch 2.0 is a Flip Switch controller, meant to be added to a cybermodem's hardware (it takes no memory and does not count as a program running). It modifies the performance of a Flip Switch (page 63). A normal Flip Switch projects the netrunner's external vision into a subjective 2m x 2m "window" in the view of Netspace, freezing the 'runner's signal. This has the dual disadvantage of making the 'runner vulnerable in Netspace and also limiting the 'runner's vision in realspace, cutting off peripheral vision.

Flip Switch 2.0 solves the problem by reversing the view, so to speak. When the flip switch is activated, the 'runner's full field of vision is cleared, except for a small "window" showing Netspace (the perceived size can vary from 2cm x 2cm to as much of the 'runner's vision area as desired; size can be altered at will). This allows the Netrunner to interact with Realspace with nominal difficulty (-2 to visual Awareness checks) and even continue to run in Netspace without "leaving" realspace (-5 to Net Initiative while still in realspace).

ICON: None. (*Chromebook 3*)

Flip Switch 3.0 250eb

Class: Utility
Strength: 10 **MU:** 0
Worried about anti-personnel attacks? Long for a way to stay in the Net despite barrages of sensory and electrical nastiness? Try the Flip Switch 3.0 combo from Zetatech!

Flip Switch 3.0 is actually a hardware/software upgrade of Flip Switch 2.0. It consists of the following elements: the Flip Switch program, an interface circuit added to your cybermodem or computer (25eb), and Interface Gloves & Goggles ("glogo") from (page 26).

The program has three settings. #1 gives the 'runner a view of the Net, with a small window showing him the real world (basically Flip Switch 1.0). #2 gives a window into the Net, superimposed on the real world (Flip Switch 2.0's function). #3 is activated by a manual switch on the deck/computer, and transfers control of the deck/computer from the 'runner's neural processor to the Gloves & Goggles setup.

The advantage of this setup is that the 'runner can switch to glogo when attacked, thereby avoiding the effects of anti-personnel attacks, and then switch back to regular interface after the attack is over. It takes an action to make this switch from neural to glogo and an action to switch back.

GateMaster 150eb

Class: Utility
Strength: 5 **MU:** 1
 Deletes and kills Virizz and Viral 15 programs without requiring a total shutdown of the system or deck. (*Cyberpunk 2020*)



Guest Book 200eb

Class: Utility
Strength: 4 **MU:** 2
 Guest Book is a simple program that keeps track of who has occupied a Net area for a fixed period of time. Whenever a runner moves with in two grid squares

of a guest book program, they have "signed" the book (netrunners operating under invisibility/stealth routines are not detected). A Difficult Interface roll will allow a runner to know that they have been tagged. If they want to erase their entry from the log, treat it as an a Strength 3 Code Gate. Upon termination of this program, e-mail is sent to a predetermined account with a log of all the icons that have passed. This is a common surveillance tool in public-access corporate data fortresses.

ICON: An old-style hotel guest book and quill. (*Chromebook 4*)

Instant Replay 180eb

Class: Utility
Strength: 8 **MU:** 2
 Makes a record of the Netrunner's trip, so that he can retrace his steps through the Net. (*Cyberpunk 2020*)

Multinetter 2000eb

Class: Utility
Strength: 10 **MU:** 20
 Multinetter is a program intended solely for mainframe CPU systems (INT 3+). It allows more than one



netrunner to use the same mainframe for netrunning at the same time (up to one 'runner per point of INT). Each netrunner running through the mainframe has a -1 to Initiative per netrunner in the 'frame at the time. These runners can use separate modems and phone ports, using separate phone lines, or can all run on the same line, "piggybacking" their signals onto one line and minimizing the dangers of discovery. Multinetter allows netrunners to work in a gang, penetrating systems on one phone line and acting in concert with each other, instead of functioning as a group of separated individuals.

Multinetter cannot be used in concert with Multi-Tasker (page 19), since the CPU's multiprocessing capability is used to multitask the netrunners' signals. If Multinetter is used in a central CPU to support the signal of netrunners going through their own CPUs, each netrunner can use Multi-Tasker in his own CPU to run multiple programs. If this is done, each netrunner suffers initiative penalties for multiple programs being run as well as the penalty for multitasking multiple runners through Multinetter.

ICON: None.

NetMap 150eb

Class: Utility

Strength: 4

MU: 1

Provides a locator map of most major Net regions, adding +2 to any System Knowledge check to find a place in the Net. (*Cyberpunk 2020*)

Padlock 160eb

Class: Utility

Strength: 4

MU: 2

Keeps anyone other than the Netrunner from logging onto the deck unless the proper code word is used. (*Cyberpunk 2020*)

Re-Rezz 130eb

Class: Utility

Strength: 3

MU: 1

Recompiles and restores damaged files or programs. If a program is de-rezzed, this is the best way to get it back short of having a copy. (*Cyberpunk 2020*)

Translator 2000 240eb

Class: Utility

Strength: 4

MU: 2

This utility can take three digital images of a single object and convert them into a Creator virtual within 30 seconds. It was designed by Fujitsu World Entertainment to create their Virtual Sci-Fi show *CosmoPolice Adventures* by taking shots of the original set from three areas and feeding them in. The rooms took about 20 minutes each, due to the subprogram that removes objects with only one or two dimensions (i.e., only in one picture). (*Chromebook 4*)

DEMONS

These are four levels of programs created by the legendary Rache Bartmoss of CCI Development in 2004. The Demon Program is a generic program with the ability to incorporate several other programs as subroutines — in short, two, three, four or even five programs in one. To use the program, you must activate the Demon, then specify the chosen subroutine it carries. The subroutine programs look and act just as their originals, but are usually less powerful, as they must use the program strength of the Demon core in combat.



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Afreet II 1160eb

Class: Compiler/Interactive (carries 3 programs)

Strength: 3

MU: 4

Options: Movement, Pseudo-intellect, Conversational Ability, Recognition, Memory

Afreets are typically programmed to behave as servant/bodyguard types, very formal and unflappable.

ICON: A tall, powerfully built black man, dressed in elegant evening clothes and wearing a fez. He has brass bracelets beneath his sleeves. He carries a dagger in his jacket, and speaks in a formal, deep voice. (*Cyberpunk 2020*)

Balron II 1240eb

Class: Compiler/Interactive (carries 4 programs)

Strength: 5

MU: 5

Options: Movement, Pseudo-intellect, Conversational Ability, Recognition, Memory

Balrons are scary; that's the whole point! They behave like looming, malevolent demons unwillingly summoned to serve their netrunner masters.

ICON: A huge, male figure, powerfully built. He is dressed



in futuristic black armor, glittering with reflected highlights. In one hand, he carries a red-glowing energy blade; his other arm ends in a series of neon-green, glowing tentacles. His eyes glow red behind his visor, and his voice is a sibilant hiss. (*Cyberpunk 2020*)



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Imp II 1000eb
Class: Compiler/Interactive (carries 2 programs)
Strength: 3 **MU:** 3
Options: Movement, Pseudo-intellect, Conversational Ability (sort of), Recognition, Memory

*"Another mouth to feed."
 "Yesyesyesyesyes!"— Flynn and Bit (Tron)*

Well, they don't really say much, but their constant curiosity can be very entertaining. And they're useful.
ICON: A small, orange sphere of light, with two amused looking red eyes. It continually emits a series of beeps, whistles and pinging noises. Occasionally, Imps will be represented as geometric solids. (*Cyberpunk 2020*)

Succubus II 1200eb
Class: Compiler/Interactive (carries 4 programs)
Strength: 4 **MU:** 4
Options: Movement, Pseudo-intellect, Conversational Ability, Recognition, Memory

As someone famous once said, never trust anything beautiful. That goes double for Succubi; the typical pseudo-personality tends to include a penchant for vindictiveness, possessiveness, and sadism. Some say the Succubus source code is corrupted and the pseudo-personality traits are actually natural ...

ICON: A voluptuous, nude female form, hairless, and made from shiny chrome metal. She has large, batlike wings, and blue, pupilless eyes. They come in male mode, too. Some programmers change the ICON to photorealistic bird-winged women (*Cyberpunk 2020*)



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Thug 10,440eb
Class: Compiler
Strength: 3 **MU:** 6
Subroutines: Anti-Program (damage 1D6 Strength), Anti-Personnel (damage 1D6 points)
Options: Movement, Pseudo-intellect,

Conversational Ability, Recognition, Memory

Just like its real-world counterpart, Thug is designed to perform simple acts of violence. It can't switch out its subroutines; the ones noted are hard-coded in. Simply tell it what to do and send it on its way. (Careful choice of words is important in giving the orders, as the Thug is not too bright.) Its program structure allows the Thug to wait for its target if not immediately detected. The Thug may speak a short, pre-recorded message to its target if the Netrunner desires. Humorous sound effects included, complete with the favorite response "Yeah, Boss."

ICON: A generic cartoon thug. (*Chromebook 3*)

Vampyre II 2300eb
Class: Compiler/Interactive/Anti-Program
Strength: 6 **MU:** 7
Options: Movement, Pseudo-intellect, Conversational Ability, Recognition, Memory

Vampyre is an extremely powerful variant on the Demon series of compiler programs, credited to the notorious Waycon Kidd. Very expensive and rare, Vampyre dismantles any target program it attacks, adding the victim's abilities to itself. The only type of programs Vampyre cannot absorb are other Demons and programs involving virtual realities (such as Psychodrome).

When Vampyre attacks a program, it rewrites the program into itself as one-time code, so that every program



"eaten" by a Vampyre (up to a total of 6) can then be used by that Vampyre once, and then it is erased. This constant re-writing of code lines and activation of subroutines does put a strain on the program's logic systems, however: every time you activate one of the absorbed programs you must roll a D10 greater than the current number of programs stored. Failure means that the Vampyre has "crashed," purging all its stored programs, and rendering it useless until the 'runner leaves the net, removes the Vampyre from his deck, and reinstalls it.

ICON: A cadaverous figure in gray robes, with golden orbs for eyes, and a snarling mouth baring golden fangs. When it attacks, it transforms into a misty gray cloud, shot through with sparkling red lights. This cloud then covers and dissolves the other program's icon. (*Chromebook 1*)

DAEMONS

These programs are designed using the rules on page 36.

Cream Pie . . . 490eb (+1225eb for programs)

Class: Compplier/Doppleganger

Strength: 7 **MU:** 7

Options: Memory, Recognition, Pseudo-intellect, Movement, and simple ICON

A favorite of 'runners connected to the Bozo gang, the Cream pie usually 'carries' the Poison Flatline, Killer IV, and Murphy programs. Once in a system, Cream Pie seeks out a small program to absorb, and then waits, carrying out the functions of that program, monitoring the system until it can find a large program with high access. It then destroys/absorbs that program and takes over its functions. At the point of maximum use for the system, it activates its Murphy and Killer programs. When an attempt is made to correct the problems, it uses Poison Flatline to kill the system's access to the Net, while displaying a short vid of an animated cream pie smashing into a nerdy programmer's face and exploding in a nuclear blast (accompanied by raucous clown laughter)

ICON: A cream pie.

Eavesdropper . . . 390eb (+975 for programs)

Class: Compplier/Disguise

Strength: 3 **MU:** 6

Options: Utility, Recognition, and Movement

The Eavesdropper usually carries the the Databaser program. Once inserted, it makes its pre-programmed way to the E-Mail base, takes on the identity of part of the E-Mail sub-system, and records conversations and messages. In addition, it creates an E-Mail account for its user, so the user can call up and the Eave dropper will download its stored info.

ICON: None specific, it's supposed to blend in.

SYSTEMWARE

This is stuff that's so complex it's usually only found on full-fledged systems. A minimum CPU INT of 3 is needed to run any of these programs (in some cases, more CPU power is needed).

Cloak 4,000eb per CPU

Class: Special Systemware

Strength: 6 **MU:** 5MU per CPU

Now you can hide from EVERYBODY!

Let's face it, there are some facilities that you just don't want people to know about. Whether it's a secret research facility, or a hidden training center, sometimes it's better if people just don't know where it is. Physically hiding them is easy, but hiding them in the Net ...

Up until now, if you wanted access to the boundless amounts of information in the Net, you had to be willing to accept the fact that everyone could see your datafortress—and thanks to the I-G algorithms, if they knew where your Fortress was, they could find your facility. No longer! InfoNet announces the new Cloak systemware!

With Cloak in place, your datafortress is shrouded in a VR/Invisibility subroutine that essentially erases it from the Net— while still allowing you access. If you have outsiders that you want to have access, just give them the Net coordinates, and the password. They will be able to get in, but no one else can see the Fortress, so they won't! Note: it has been found that the Cloak routine can impair processing power and is still very large. Cloak hides the ENTIRE DATAFORTRESS behind an Invisibility subroutine (Strength: 6). It is also very expensive, both in terms of processing power and memory. It uses up 5MU per CPU, and neutralizes an entire point of INT per CPU (in other words, a computer with 4 CPUs and a Cloak would have an effective INT of 8 while running Cloak). This sudden lobotomization can really freak with slightly unstable AIs. You are Warned. (*Rache Bartmoss' Guide to the Net*)

Dazzler 14,800eb

Class: Anti-Personnel/Systemware

Strength: 5 **MU:** 14

Options: Trace, Endurance, Disguise or Invisibility

"I saw this one coming in a former life. I called it 'A Dream Within a Dream.'" — Poe

"More like a nightmare within a nightmare. This monster's getting real popular with the corps, and it's hard to detect. A lot of less experienced 'runners are falling to it. Clairvoyance and Seeya are your friends, kids." — Spider

Dazzler is much more than just a program: it's an entire VR, albeit a small one. The program attacks, and if it succeeds, it subverts the circuitry of the Netrunner's deck, feeding it VR



data generated by the program. It's a Difficulty 20 INT + Interface test to detect the subtle background shimmer as Dazzler is sprung. The difficulty drops to 15 if the 'runner knows there's something disguised in the area; it rises to 25 if the 'runner's too busy to notice trivial shifts in the background (such as in combat or running from something/one). This means that the Netrunner proceeds to run against an artificial-generated system, while his true Netspace position remains constant. This makes it very easy for Dazzler's integral tracer to track the Netrunner's meat position, which it will do automatically in three Net turns. If the Netrunner figures out what is going on before then and uses GateMaster or something similar to purge the program feed from his system, he will not be traced. Alternatively, if he jacks out for some other reason, he will not be traced. Dazzler is programmed uniquely for every system, since the virtual location must look like the part of the system that the Netrunner is currently in. Note: "Tortoise," Hot-Key, and Gloves & Goggles interfaces won't stop this program. **ICON:** Dazzler is in the same class of system-only, anti-personnel software as Psychodrome (page 56). It's usually disguised as a piece of system architecture (LDL station, MU block, Remotes), or a simple defense program (Pit Bull, Killer, etc). (*Chromebook 3*)

Monitor 950eb

Class: Detection/Systemware

Strength: 4

MU: 7

Options: Movement, Recognition, Memory

Sick and tired of everyone (even your own employees) slashing down your software, and you don't even know it till long after the fact? No more!

The Monitor, by Arasaka's Netware division, continuously checks each program on a set schedule, making sure that each is functioning properly. If it finds that a program is functioning improperly or has been corrupted by a virus (roll vs. the virus Strength+1d10), it will de-rezz it (instantaneous for system programs, otherwise roll against the other program's Strength), and reload a new version from memory. If the program is missing from its assigned position in the datafortress, it will sound an alarm, reload a new copy of the program from memory (takes one turn), and then goes and interrogates every active user it can find inside the Fortress (it does incorporate SeeYa subroutines, allowing it to detect invisible netrunners). The interrogation must be defeated via a Decryption program (treat as a Code Gate with Strength: 4). If it detects an unauthorized user, it will try and Trace him back to his realspace location. Each Monitor can check a number of code gates and programs equal to the number of CPUs in the system minus one. It will either check them randomly, or according to a set schedule (usually the latter). Of course, the larger the datafortress, the longer this takes. If detected, it can be killed. Of course, there could be a Monitor set to check the first Monitor ... (*Rache Bartmoss' Guide to the Net*)

Panzer 20,000eb

Class: Monitor/Anti-Program/Anti-Personnel

Strength: 8

MU: 7

Options: Movement, Noisy, Recognition, Auto Re-Rezz

Developed by the US military, Panzer is a popular program among many larger, well-defended corporate dataforts. With its multifunction mission, a single Panzer program can take the place of several Killer and Ambush programs. A Panzer rumbles along a patrol beat (which may vary, depending on the sneakiness of the sysop), checking IDs at random, just like Monitor (above). However, it has the teeth that Monitor lacks; instead of calling for help, it starts in on intruders itself! (Does 1D6 damage to programs and personnel.) And escaping Panzer is harder than you might think, because Panzer programs contain a routine allowing it to hit targets one subgrid-square away! And as a final insult, Panzer programs come with a codedin re-rezz function, making them hard to kill. The only weakness to the program is that it's noisy; it can be "heard" up to 20 squares away. That, and the fact that it can only be operated by systems capable of multi-tasking.

ICON: A big computer-generated tank. Some companies change the icon to reflect their tastes—for instance, Orbit Air changes its Panzers into security robots which stomp through the corridors of their starcruiser dataforts, Militech to its own tanks (as do SovOil and the US military), and Disney makes them look like big, dense cartoon giants that bellow "Fee, fi, fo, fum!" as they patrol.

Shrouded Gate . 3,000eb+1,000eb/Code Gate Strength point

Class: Systemware

Strength: Variable

MU: 4

Options: Invisibility, Virtual Reality

They can't get in through what they don't see! New from Microtech! The shrouded code gate is used for those datafortresses that want to be really secure.

By incorporating Invisibility and VR subroutines into the programming structure of the standard code gate, Microtech has created a Code Gate that is invisible to most normal interfaces! While more expensive than the standard code gate, it allows you to purchase lower strength gates (he can't try and crack what he can't see). You can also conceal parts of your datafortress from you own employees (so those areas holding the Black files won't be nosed around in by your own people). Shrouded gates are invisible for all intents and purposes. A SeeYa (or other detection program specifically designed to reveal Invisible programs) gets a chance to reveal them, but otherwise they are impossible to detect. (*Rache Bartmoss' Guide to the Net*)

Upgraded Data Walls

Anti-Program Data Walls: 4800eb plus 160eb/Strength point to a maximum of 5. **Damage:** Effects equal to a Killer of the same Strength.



Anti-Personnel Data Walls: 30,000eb plus 1000eb/Strength point to a maximum of 5. **Damage:** Effects equal to Stun at Strength 2-3, Spazz at Strength 4, Hellbolt at Strength 5.

These data walls are a unique form of defense, normally seen only in European and Asian systems (GM's call). When you buy the Data Walls for your system, you pay the listed costs and specify the effect (Anti-IC or Anti-Personnel). These special walls automatically start at Strength 2. If a Netrunner fails an Intrusion attempt, the Data Wall section will attack his intrusion program (or the runner himself) directly at the listed Data Wall strength. (*Rache Bartmoss' Guide to the Net*)

TRANSPORTATION PROGRAMS

This is a new class of programs that affects storage and movement of a deck or system.

Trailer Hitch 300 eb

Class: Transportation

Strength: 1

MU: 3

Trailer Hitch is a dynamic data compacting program for increasing deck storage by slowing down the access routines to the net. It take 3 MU to run and adds 20% extra (round up) to the remaining memory in your deck but decreases the deck's speed by 1.

ICON: an open-topped, single-exit trailer. (*Rache Bartmoss' Guide to the Net*)

18-Wheeler 500 eb

Class: Transportation

Strength: 1

MU: 4

Takes 4 MU to run and then doubles the remaining memory in your deck but reduces you deck's speed to 1. This a good program when you're in a pretty secured (?) area of net space and you need to suck up tons of data into your deck.

ICON: an 18-wheeler trailer with the netrunner's regular icon on the sides of the trailer. (*Rache Bartmoss' Guide to the Net*)

RACHE SPECIALS

These programs were cooked up by Rache himself. As such, they violate a lot of what we know about Netrunning (like the 5 space movement limit). But then, that's Rache for you. GMs should only allow access to such items under special circumstances. (All are from *Rache Bartmoss' Guide to the Net*)

Warning: *Improper use of these programs may unbalance a campaign. Actually, proper use may as well ...*

Bone 270eb

Class: Evasion (sort of)

Strength: 4

MU: 4

Upon activation, this program begins broadcasting modulated variations on a basic, pre-programmed EEG, and will continue until shut off or de-rezzed. All Hellhounds within one subgrid are attracted directly to the 'runner (or system) operating the Bone routine. All other Dog-series programs must win a program Strength + D10 vs. program Strength + 1D10, or be attracted. The attraction "broadcast" does not work through a code gate. If you want to attract things from inside a datafortress, you have to go inside. What the 'runner does with all these attracted programs is his problem (be prepared ...). **ICON:** A rubber dog bone.

Pirate Uplink . Programming Difficulty 46+ (write it yourself!)

Class: Anti-System/Alarm

Strength: 5

MU: 7

Options: Movement, Trace, Recognition

A specialized program of Rache's own invention. It's never gone on the market because it's more of a help to law-enforcement 'runners than to cyberpunks. Be warned. If you think your opponent is using the Long Distance Link function of his Menu to illegally get to wherever he is, launch this program at him. First, it must make a Stealth/Evasion roll to beat any anti-trace protection the target has (anti-trace only, not anti-detect!). If successful, it then backtracks the runner's trace to the last LDL he used. When it arrives at the LDL, it makes an anti-system roll (Strength + D10 vs. LDL Security Lvl. + D10). If successful, it alerts the LDL that an illegal patch is being made. This forces the target runner to make a new security check roll for that LDL (*Cyberpunk 2020*, pg.144, current printing), with the usual consequences if he fails ...

Rache's Personal Copy of SeeYa

As per standard SeeYa, but the Strength is 6 and the MU is 2. Since you have to steal it from Rache's archives to get a copy, the price is probably higher than you're willing to pay.

Rice Burner **Cost:** Gotta talk to Rache

Strength: 2

MU: 2 + special

The Rice Burner adds +1 to your Net movement allowance by running multiple Netspace navigation routines, attempting to second-guess the Net access signals. This program takes 2 MU to run and then half of the remaining deck memory to increase movement in the Net. Any remaining memory can be used for regular data storage.

ICON: Japanese-style racing motorcycle

SideWalker . . Programming Difficulty 25+ (write it yourself!)

Class: Utility/Evasion

Strength: 3

MU: 3

Options: Recognition

Allows you to walk along the edge of the virtual "walkways" in the Olympia grid. This lets you see what's happening on both sides and you can instantly flip to either side.



NETRUNNER® TO CYBERPUNK®

Netrunner®, in case you've just gotten back from a six-month Antarctic excursion, is a new collectible card game from Wizards of the Coast, Inc. (makers of *Magic: The Gathering*®, *Vampire: The Eternal Struggle*™, and many other Neat Card Games with Colons in the Titles). Licensed from R. Talsorian Games (and you'd better know who they are), players square off as faceless Corp and desperate Runner for a fast-paced game of major *Cyberpunk*® netbanging, black ops, and amazing numbers of dirty tricks. The Runner hopes to bring the Corp down by steal — er, liberating agendas (secret plans for world dom-

ination, the process for a new nerve gas, or the marketing plans for TI-D-Toilet), while the Corp seeks to achieve its goals or perhaps flatline that insignificant Runner along the way, like a bug smacked against the windshield of a tank.

It's a damn fun game. We're hooked.

In the interests of cross-game compatibility (and to get all you people who have badgered us about this to shut up!), we have dedicated this entire section of *Brainware Blowout* to combining *Netrunner*® with *Cyberpunk 2020*®. So sit back and let Wizards of the Coast and R. Talsorian expand your netrunning frontiers ...

CARDS TO PROGRAMS

The section that follows is a translation of the program and equipment cards from Wizards of the Coast's *Netrunner*® collectible card game. Adapting *Netrunner*® cards into *Cyberpunk*® programs is necessarily a rather vague process. The *Netrunner*® CCG was designed with its own rules logic, which does not always directly translate into role-playing game logic. We are therefore using a fairly loose method when converting WOTC's new programs and hardware into our venue.

Fortunately, many of the programs, decks, and hardware bits in *Netrunner*® are taken directly from *Cyberpunk*® itself. Note, however, that some of these items are weaker or stronger in the card game than in the *Cyberpunk*® game. If there was such a conflict, we chose to stick to our original stats for the items. Note also that we don't convert every card from the game here. Our focus was on software and hardware related directly to netrunning. We do reference a few of the more interesting hardware and NPC cards that are not directly Net related, but our main goal was to provide more netrunning tools.

A special note to Referees:

While the translations that follow are the official ones, they are not a set, concrete part of the *Cyberpunk 2020*® universe. They are all referee options. That is to say if a player protests that, "It's in *Brainware Blowout*, so I can use it," you can tell him, "Tough cookies; I don't think so," and that's that.

🔗: Term Translations

Brain Damage: Represents direct neural damage which results in permanent INT reduction on a 1 to 1 basis.



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Net Damage: Represents loss of memory/programming power/temporary neural damage. Generally, one Net Damage point represents 1D6 hits in *Cyberpunk*®.

Meat Damage: Represents damage to the Netrunner himself from outside sources such as hit teams, etc. Since these are usually the result of ops, they should be handled as scenario events, not automatic damage effects.

Bits: These are almost impossible to translate directly since they represent a variety of things in the game, including processing power and money. We use our own costs in most cases.

ICE Strength: We use our own number, except for some Systemware and Killers (see text).



SOFTWARE CARDS

🕒: INTRUSION PROGRAMS

These are described elsewhere in this book: Hammer (page 41), Jackhammer (page 41), Pile Driver (page 41), and Worm (page 41).

🕒: NEW PROGRAM
OPTION:
SELF-MODIFYING CODE

Adds Difficulty +15 and 1 MU to a program that is "hand-written." This adds fuzzy logic code to an Intrusion, Protection, or Anti-program program function to make it more adaptable. In essence, it's a "learning" algorithm —each time you use a program with this code against a specified program, roll 1D10. On a 1-2, your program crashes and has to be re-rezzed. On a 5+, your program will gain +1 to Strength the next time you use it against the same specified program. This process is cumulative; maximum Strength boost +3. Continue rolling the D10 even after the maximum is reached, because the program still has a chance of crashing each turn.

For example, Hacker attacks poor Nene with a Sword. Nene puts up a Shield that includes Self-Modifying Code. She manages to parry his first attack, and rolls 1D10 for a 7. Next turn, Hacker lunges again, but this time Nene's Shield is STR 4; she manages to turn his Sword again and rolls an 8. The code makes the Shield STR 5 against Hacker's sword next turn! Hopefully Nene will get out of the fight before her enhanced Shield crashes - and if Hacker had the brains to rezz up a different anti-personnel program, Nene's Shield would return to STR 3 and have to go through the learning process all over again.



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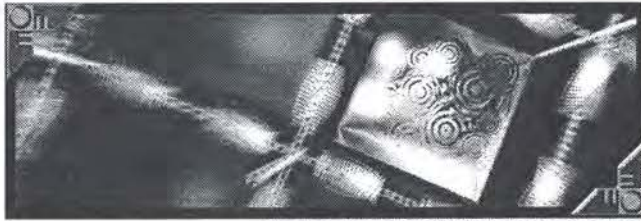
Dwarf 230eb
 Class: Intrusion
 Strength: 3 MU: 3
 Options: None
 A stronger version of Worm.
 ICON: A small, quiet digging machine.



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Grubb 210eb
 Class: Intrusion
 Strength: 1 MU: 3
 Options: None
 A weaker version of Worm.
 ICON: A swarm of puke-green grubs that eat their way through the wall.





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Japanese Water Torture 260eb

Class: Intrusion

Strength: 3

MU: 4

Options: Endurance, Invisibility

This is a combination of Worm and the Hammer programs. It spends time testing the target data wall with low-power probes to find its weak points. The longer you let it run, the more certain its ability to deconstruct the wall. It takes a minimum of 2 turns to work; each additional turn spent allowing it to probe adds +1 to its Strength (maximum Strength 7). Of course, the 'runner is usually hanging around outside the wall, waiting for this to work—a dangerous proposition. Some 'runners think that this program is named for the torture it inflicts on the user, not the wall! A data wall that has an active defense (see page 67) get a detection roll (Wall ICE Strength + 1D10 vs. Water Torture invisibility rating 5 + 1D10) to detect whether it's currently under attack, and react accordingly.

ICON: Tiny, random drops of glowing "water" strike the wall, causing ripples.



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Ramming Piston 900eb

Class: Intrusion

Strength: 10

MU: 3

Options: Noisy (no kidding!)

For those who aren't making enough noise with Pile Driver, Ramming Piston is the ultimate wallbreaker. It's also the noisiest; when used, it does 5D6 damage to the data wall, and the noise alerts every defense program and is "audible" to everyone and everything on the Net within 50 spaces. Good for causing panics and diversions.

ICON: A huge nuclear-powered battering ram, as drawn by Jack Kirby.

👁️: DECRYPTION PROGRAMS

These are described elsewhere in this book: Codecracker (page 42), Dupré (page 42), Raffles (page 43), and Wizard's Book (page 43).



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Cyfermaster 700eb

Class: Decryption

Strength: 6

MU: 3

Options: None

A stronger version of Raffles.

ICON: A fractal image of a man floating in lotus position.

Tinweasel 300eb

Class: Decryption

Strength: 3

MU: 4

Options: Invisibility, Endurance

Tinweasel is just another decryption program, but it's sneakier. An invisibility subroutine combines with a subroutine that simulates a different data connection per attempt, in order to prevent triggering multiple-attempt rejection.

ICON: A shifty-eyed character with an insincere smile.



DETECTION PROGRAMS

These are described elsewhere in this book: Crybaby (page 44), SeeYa (page 45), Smarteye (page 45), and Speedtrap (page 45).

Canis Major /Canis Minor

Two versions of Watchdog (page 45). Identical stats in terms of *Cyberpunk*®.

ICON: A large steel statue of a dog/a computerized chihuahua.

Data Raven 1000eb

Class: Detection/Alarm

Strength: 5

MU: 6

Options: Endurance, Memory, Movement, Recognition, Trace

This acts like a Bloodhound (page 43) with patience. After it tracks the target back to its source and transmits that info, it will wait, active in the Net like a Hellhound, for the target to show up again, at which time it will transmit the new location back to its master.

ICON: A metal-plated black bird.



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Fetch 4.01.1

This is a variant Bloodhound (page 43), and has the same stats.

ICON: A chrome greyhound with a glowing blue collar.

Hunter 900eb

Class: Detection/Alarm

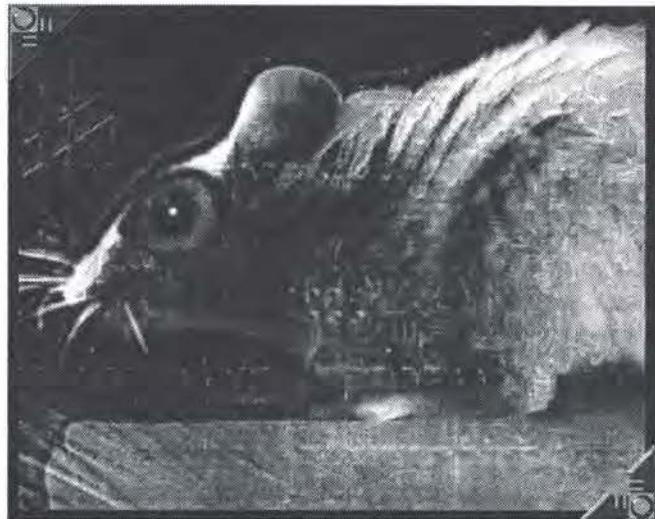
Strength: 5

MU: 5

Options: Trace, Movement

A stronger Bloodhound (page 43) variant.

ICON: A hound head lunging down the target's line.



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Mouse 350eb

Class: Detection/Intrusion

Strength: 5

MU: 5

Options: Movement, Invisibility, Memory, Recognition

Mouse is, perhaps, the most subtle and complex detection program. Developed for RPV sensor drones, it's a smart intrusion program with independent movement and invisibility subroutines, and its own memory buffer (minimizing its signal). Mouse sneaks into a system from a distance—you don't even need to be near the target datafort!—and creeps into the fort to have a look around. It's only got about 1/2 MU in its buffer, so it's not much good for stealing complex files, but it's perfect for making a record of what's inside the fort.

ICON: A small, innocuous mouse.

Netspace Inverter 540eb

Class: Detection

Strength: 3

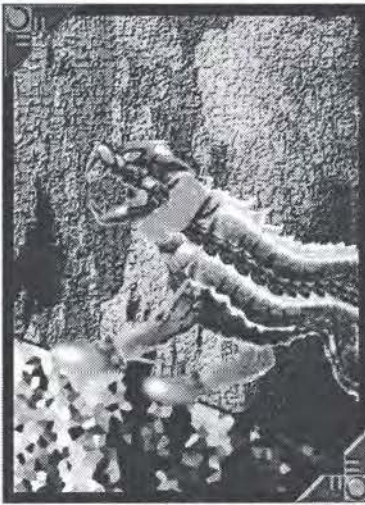
MU: 4

Options: Movement, Invisibility, Memory, Recognition

Netspace Inverter is a mobile probe based on the SeeYa detection series. Its user launches it into a target system, and the program trolls invisibly through the datafort at 2 subgrids per turn, identifying all programs and files that it can. During this time, the program cannot communicate with its user, and vice versa. When the program has completed going through every datafort subgrid that it can (it can't pass code gates and data walls, and can't fight defense programs), it reports to its user, "inverting" the user's view of the datafort, making it appear inside-out, revealing the datafort's layout, programs, and visible defenses to the user. Netspace Inverter's usefulness is impaired by the fact that it takes time to do its job, and might be detected by interior defenses (effective Strength 5 vs. detection).

ICON: A flying eyeball; turns invisible when activated.





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Rex /Fang/Fang 2.0
 1000 /1300/1600eb
Class: Detection/ Alarm
Strength: 3/4/5**MU:** 6
Options: Trace, Movement, Endurance, Hang-up
 Each is a successively stronger version of Pit Bull (page 44).
ICON: A rather nasty, metal-plated dog with REALLY big teeth/A glowing green pit bull/A robotic pit bull with a red head

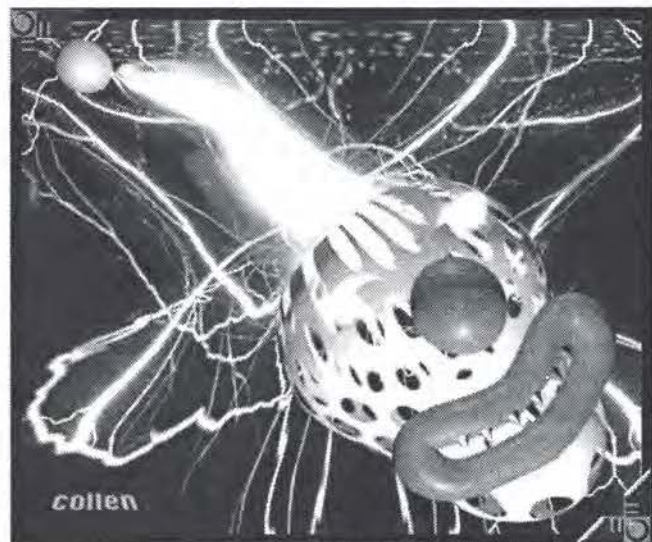
Cascade II 800eb
Class: Anti-system
Strength: 3
Options: Endurance **MU:** 2

Cascade is not a daemon, bearing more in common with Virazz and Viral 15. It can only be used against a system CPU. When used, it overwrites system code, causing the CPU to switch programs at random. Every turn there's a 2 in 10 chance that whatever program the 'runner has encountered will change to something else at random—files might switch to ICE, ICE to system controllers, etc. Anything is possible! If used against a cyberdeck, the deck chooses a new program at random to run each turn. Cascade can only be stopped by preventing it from reaching the CPU, or by dumping the system code and reloading it.

ICON: A floating ball of energy.

ANTI-SYSTEM PROGRAMS

These programs are described elsewhere in this book: Krash (pg. 47), Pi in the Face (pg. 47), Virizz (pg. 47), and Viral 15 (pg. 47).



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Clown 1130eb
Class: Anti-system /Interactive
Strength: 3 **MU:** 5
Options: Movement, Pseudo-intellect, Conversational Ability

A favorite of Bozo 'runners, naturally. This program generates a false signal that shoots random data attacks at the system, disrupting data transmissions between system and program, and distracting intelligent foes ('runners, sysops, AIs) with its slapstick antics. Any programs the 'runner attacks or is attacked by are -1 Strength and all intelligent users (including the 'runner who's running it!) are at -1 initiative while the Clown is running. The Clown's pretty useless unless you're multi-tasking, because he counts as a currently running program.

ICON: A realistic depiction of the most annoying, loud, obnoxious, white-faced circus clown imaginable, complete with slapstick, seltzer bottle, inexhaustible supply of creme pies, and whoopee cushion.



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Asp 800eb
Class: Anti-system
Strength: 4 **MU:** 2
Options: None
 This is a more powerful Flatline (page 46).
ICON: A glowing golden snake.



Fragmentation Storm 1000eb

Class: Anti-system

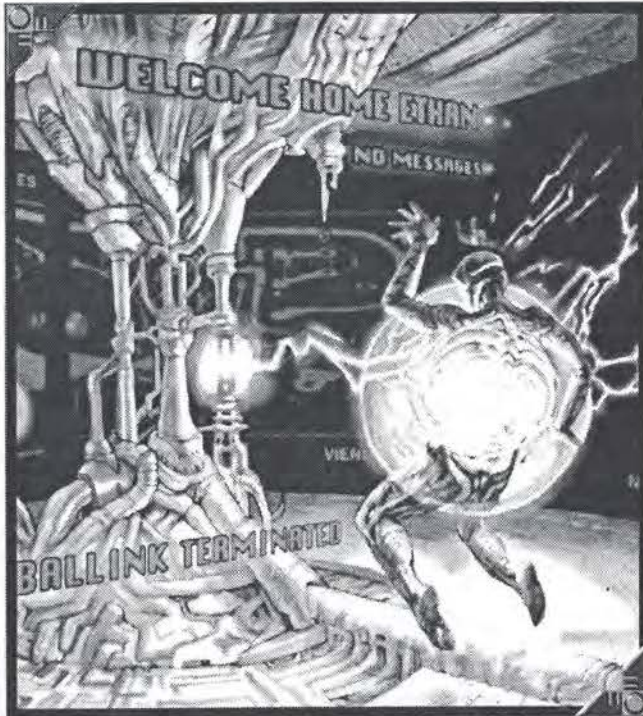
Strength: 4

MU: 3

Options: None

Treat like a high-powered Poison Flatline (pg. 47).

ICON: A huge white electrical arc that strikes the target and follows his line back to his deck.



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Poltergeist 660eb

Class: Anti-system

Strength: 5

MU: 3

Options: None

A stronger version of Viral 15 (page 48).

ICON: Random flashes of energy from everywhere, wiping data and files.

Pox 800eb

Class: Anti-system

Strength: 4

MU: 2

Option: Endurance

Another non-daemon overwrite program, Pox is also only usable against a system CPU. It causes a glitch in ICE installation; whenever the 'runner encounters ICE that is summoned or attacks from ambush (as opposed to ICE already in place), there is a 3 in 10 chance the ICE will de-rezz upon activation. Preventing Pox from acting and removing it is the same as for Cascade.

ICON: A floating ball of energy that explodes into a wash of sickly colored globules.



Pox

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Scatter Shot 660eb

Class: Anti-system

Strength: 4

MU: 3

Options: None

A stronger variant of Poison Flatline (page 47), designed for working on CPU upgrades.

ICON: A shotgun shooting fractal shot



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Vacuum Link 1200eb

Class: Anti-system

Strength: 5

MU: 3

Options: None

This really bizarre anti-deck program attacks the deck's Net location algorithms, making the deck forget where the Netrunner was. It then defaults to relocating the 'runner to where he first entered the datafort.

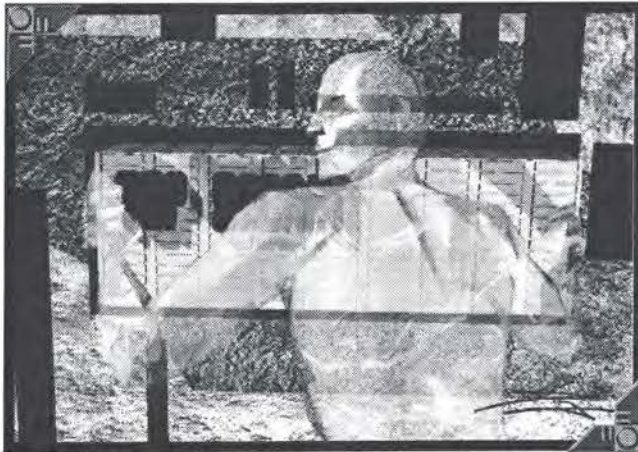
The Netrunner must then renavigate to where he was before, possibly encountering more ICE along the way.

ICON: A series of hexagonal frames that suck the 'runner's Icon out of the datafort.



EVASION/STEALTH PROGRAMS

These are described elsewhere in this book: Invisibility (pg. 49), and Replicator (pg. 49).



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Cloak 2000eb

Class: Evasion
Strength: 5 **MU:** 2
Options: Invisibility

This version of Cloak (as compared to the Systemware version on page 66) is a really powerful variant of Invisibility (page 49).

ICON: None, simply makes the user's Icon invisible.

Open-Ended Mileage Program 330eb

Class: Evasion
Strength: 4 **MU:** 5
Options: Movement, Memory

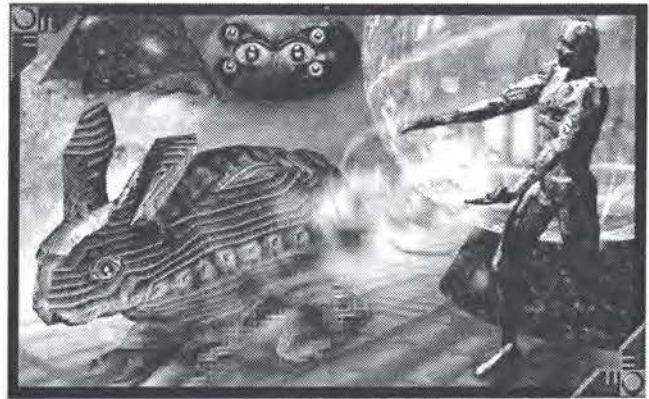
This program is a pre-set anti-tracing program. Before a run, the 'runner designates a phone link that the program is to call when it activates. This link is a normal long-distance phone link, as per *Cyberpunk 2020*, pages 144-145.

When activated, the program puts the 'runner on "hold" (freezing his Icon and signal for an action) and calls up the phone link, adding the link value to the 'runner's normal link value, for the purpose of defeating trace attempts.

ICON: A blue sphere surrounded by two stylized lightning bolts.

Signpost

This is simply a variant of George (page 49)



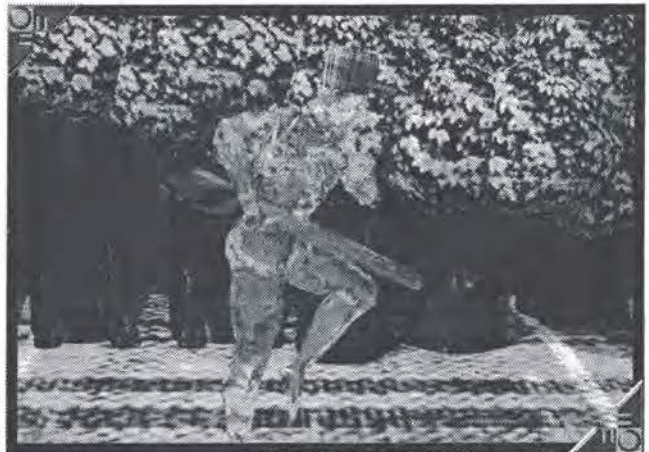
Illus. Mark Collen © 1996 Wizards of the Coast, Inc.

Rabbit 360eb

Class: Evasion
Strength: 5 vs. "dogs", 1 vs. any other trace **MU:** 2
Options: Speed

The Rabbit program is specifically designed to draw off "dog" programs. It's fast, adding +2 to Initiative when it's released.

ICON: A fractal rabbit going like the blazes—although some variants have adopted the image of an old-time cartoon rabbit that chews on a carrot and talks to the dog program as it runs away, leaving behind a trail of wisecracks and taunts.



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Vewy Vewy Quiet 400eb

Class: Stealth
Strength: 4 **MU:** 2
Options: None

Cloak and Invisibility make a signal difficult to detect and trace. Vewy Vewy Quiet is smaller in size while being more powerful because it concentrates on merely avoiding detection. The name is taken from an old-time flat-vid whose origin is obscure.

ICON: The 'runner makes no sound and turns translucent.



PROTECTION PROGRAMS

These programs are described elsewhere in this book: Evil Twin (page 59), Flak (page 51), Force Shield (page 51) Reflector (page 51) and Shield (page 51).



Illus. John Casebeer © 1996 Wizards of the Coast, Inc.

Joan of Arc 190eb
 Class: Protection
 Strength: 3 MU: 2
 Options: Auto Re-rezz

Joan of Arc is a sacrifice program. It remains "active" in memory at all times via an auto-exec function inserted into the CPU, so it doesn't need to be specifically activated by the 'runner. If any other program operating through that CPU is damaged by anti-program software, the damage is automatically routed to Joan. Joan contains a re-rezz function, so it might reconstruct itself after suffering de-resolution.
 ICON: A woman's face that grimaces in pain.

ANTI-PROGRAM PROGRAMS

These programs have been described elsewhere in this book: Aardvark (page 52) and Dogcatcher (page 52)

Old-Style Killers

Class: Anti-Program
 Strength: Card ICE Strength +1(already done)MU: 5 each
 Options: None

Each of these are simply Killers with specific motifs. Use them as standard Killers (page 53).

Banpei: 1280eb
 Strength: 1 Damage: 1D6 to target Strength
 ICON: A robotic samurai

Ice Pick Willie: 1320eb
 Strength: 2 Damage: 1D6 to target Strength
 ICON: A classic '30s gangster hitman



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D'Arc Knight: 1360eb
 Strength: 3
 Damage: 1D6 to target Strength
 ICON: A svelte knight in armor

Shaka: 1400eb
 Strength: 4 Damage: 1D6 to target Strength
 ICON: A Zulu warrior with spear and shield

Triggerman: 1400eb
 Strength: 4 Damage: 1D6 to target Strength
 ICON: Film noire-style detective

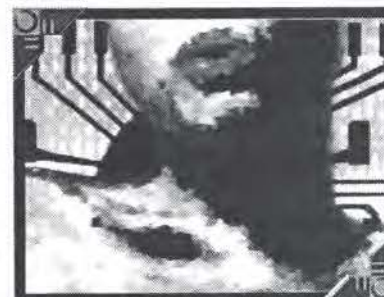


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Sentinels Prime 1440eb
 Strength: 5 Damage: 1D6 to target Strength
 ICON: Golden humanoid with a big gun.

Data Naga: 1480eb
 Strength: 6 Damage: 1D6 to target Strength
 ICON: Exotic woman with a serpentine lower torso and six arms.

Other Killers



Illus. Maria P. Cabardo © 1996 Wizards of the Coast,

Black Dahlia 2000eb
 Class: Anti-Program
 Strength: 7 MU: 7
 Options: None
 The strongest Killer program on the market, Black Dahlia is interactive, super-realistic, and very, very enticing—so



much so that the program image has shown up on various virtual sex BBS' around the world. Does 2D6 damage. It's rumored that Rache Bartmoss is working on a Succubus III, which would combine the Demon with Black Dahlia.

"Dream on, you salivating little dweebs! Though maybe I could make one that looks like Spider's Icon, just so she can be the lust object of every hormonally challenged loser on the Net ..."
 —Rache

ICON: An incredibly seductive woman dressed in a black evening dress.



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Illus. Tony Luke © 1996 Wizards of the Coast, Inc.

Codeslinger . . . 2500eb

Class: Anti-Program
Strength: 4 **MU:** 3
Options: None
 A mid-ranged Killer program which is very efficiently written to fit in a smaller space. Does 1D6 damage.
ICON: A cowboy with six-shooter codeguns.

Raptor 1900eb

Class: Anti-Program
Strength: 2 **MU:** 3
Option: Movement, self-modifying code (smaller MU)
 A more efficient Killer program, with the ability to strike at range (movement subroutine). Strength can be upgraded for 80 eb for each point (max 6). Does 1D6 damage.
ICON: A realistic falcon which swoops down upon its prey.



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Drop . . . 800eb

Class: Anti-Program
Strength: 4 **MU:** 4
Options: None
 Drop is a sacrifice ICEbreaker. When activated, it attacks anti-personnel programs first to protect the 'runner, doing 1D6 damage to the anti-personnel program. At the end of that round, Drop automatically jacks the 'runner out of the system. This jack-out is irrevocable. The whole idea of Drop is that if the 'runner is attacked by something he can't handle, he throws out Drop and drops out.

Snowball 3000eb

Class: Anti-Program
Strength: 2+ **MU:** 5
Options: Endurance, Memory
 Snowball is a fairly unique and complex program, so much so that it can't be incorporated into a compiler program. It acts as a Killer, doing 1D6 damage to its targets. Snowball remembers the subroutines of the programs it's broken, gaining insight into the system routines as it goes. Snowball starts out at Strength 2, and adds Strength +2 for every program it destroys. Once it's activated, it must remain activated to retain its memory.

ICON: A ripple across the immediate area like a drop in a pond.

ICON: A snowball that grows in size for each program it destroys.



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Loony Goon 900eb

Class: Anti-Program
Strength: 1 **MU:** 4
Options: None
 An outdated program, easily broken by modern ICE (Strength 0 to defend against other Killers). But it's cheap. Does 1D6 damage.

Start-up Immolator 1280eb

Class: Anti-Program
Strength: 4 **MU:** 5
Options: Movement
 This is a very special Killer IV. It scrambles the start-up subroutines of the program it attacks, de-rezzing it completely. In game terms, if the Immolator defeats a program on the round when that program is rezzed up, it trashes the program automatically. No "1D6 to program Strength" jazz; the defeated program is gone, just like when an Assassin defeats a Demon. Please note that if a target program is already rezzed up, like a Monitor, Start-up Immolator is useless. Favored by "fast-draw" 'runners.

ICON: A cartoon character of the 'runner's choice.

ICON: A bolt of flame that shoots from the 'runner's mouth and burns the target program to ash.





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Wild Card 1400eb
Class: Anti-program
Strength: 1 **MU:** 3
Options: None

A simple but compact Killer program, designed by a 'runner tagged "Big AI", operating out of Chicago's environs. Does 1D6 damage.
ICON: A representation of the old Capone ganger "Wild Card."

⦿ Miscellaneous Anti-program Programs

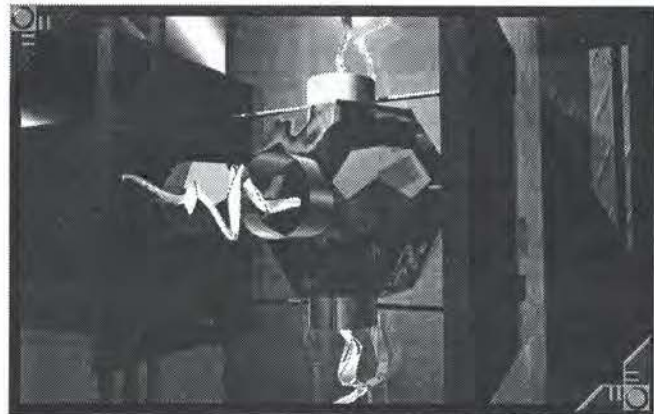
AI Boon 3600eb
Class: Anti-program /Intrusion /Decryption
Strength: 1D6 random **MU:** 7
Options: None

A more reliable version of Blink (see below), created by the rogue AI Alt. AI Boon won't eat your programs or crash your CPU. It's pretty good at assembling the necessary code, too; however, the code may be really well done, or it might be half-baked (in game terms, when you access AI Boon, roll 1D6 for its Strength each time you use it. In order to alter this Strength—get a new die roll—you have to turn off the program and restart it). AI Boon does 1D6 STR damage to programs and data walls, and goes through code gates, if successful.

ICON: A stream of fractal code that rapidly coalesces into a fractal solid.

Bartmoss Memorial ICEbreaker 1500eb
Class: Compiler
Strength: 6 **MU:** 2
Options: Auto Re-rezz

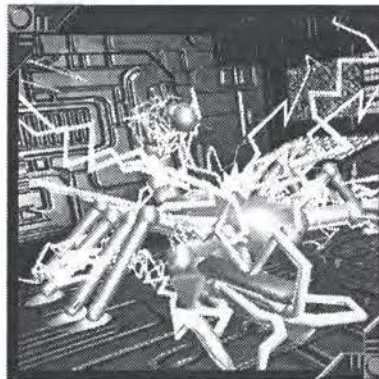
The BMI (as it's known) is a rather unique compiler geared to ICEbreaking. It can store up to four programs (only anti-program, intrusion, and/or decryption) at half memory size, just like a normal demon, but when accessed, each program has its full normal strength! BMI is vulnerable



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to crashing, like a normal demon/compiler, but it's got a built-in re-rezz function to keep on going.
ICON: A non-Euclidean corkscrew.

Blink 1500eb
Class: Anti-program /Intrusion /Decryption
Strength: 5 **MU:** 7
Options: None



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Blink is a product of a deranged AI. Using a "fuzzy logic" process, the program scans its target and swiftly assembles a set of code that will (one hopes) combat the target program, which can be any sort of ICE (Blink contains Anti-program, Intrusion, and

Decryption routines). It does 1D6 STR damage to programs and data walls and goes through code gates, if successful. Blink is not too reliable, though—it has a tendency to "stutter" (just short of crashing the CPU), corrupting onboard programs and files as it does so. When using Blink, roll 1D6. On a 4-6, it works fine. On a 1-3, 'runner loses that many MU of programs and files, at random!
ICON: A swirling cloud of fractal code that coalesces into a random fractal solid (when it works) or blows up (when it doesn't).

⦿ ANTI-PERSONNEL PROGRAMS

These programs are described elsewhere in this book: Cerebus (page 54), Jack Attack (pg. 55), Fatal Attractor (page 55), Liche (page 56), and Zombie (page 58)

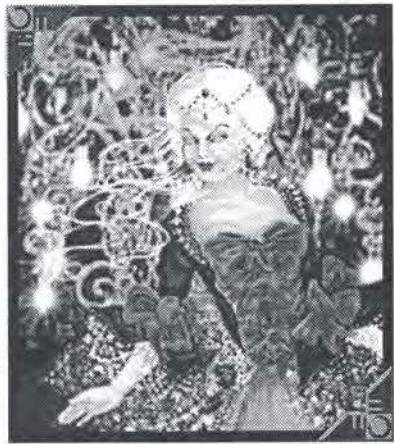




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Bolter Cluster . . .
8,000eb
Class: Anti-personnel
Strength: 4 **MU:** 4
Options: None
 A really powerful Hellbolt that does 4D6 damage. Can you say overkill? Hope your target doesn't have Reflector ...

ICON: A wicked looking turret springs forth to blast the target.



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Cinderella 9000eb
Class: Anti-personnel
Strength: 6 **MU:** 4
Options: Trace, Recognition, Pseudo-Intellect
 This is a high-powered variant of Firestarter (page 55).
ICON: A lovely woman in an 18th century ball gown with green glowing eyes. Anything she touches ignites into flames.

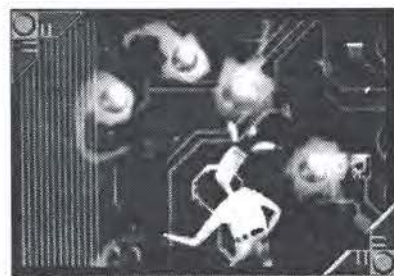


Illus. Brain Booker © 1996 Wizards of the Coast, Inc.

Code Corpse . . .
7500eb
Class: Anti-personnel
Strength: 5 **MU:** 4
Options: Trace
 A Zombie variant (page 58).
ICON: A skeleton in a cloak with a scythe attacks the target.

Cortical Scrub

A Brainwipe variant (page 54) with the same stats.
ICON: A green globe that sends out electrical arcs.



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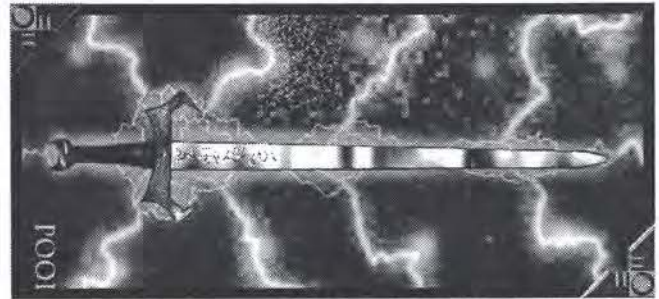
Data Darts
5500eb
Class: Anti-personnel
Strength: 3 **MU:** 4
Options: None
 A variant of Hellbolt that does 3D6 damage, but has a lower Strength.
ICON: A swarm of red globes that strike at the target.



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Homewrecker **8000eb**
Class: Anti-personnel
Strength: 5 **MU:** 4
Options: Trace, Recognition, Pseudo-Intellect
 This is a high-powered variant of Firestarter (page 55).
ICON: A fiery electrical arc that shoots at the target's eyes.

Mastiff **12,000eb**
Class: Anti-personnel/Alarm
Strength: 5 **MU:** 6
Options: Endurance, Memory, Movement, Pseudo-intellect, Trace
 A variant Hellhound (page 55), in addition to its Trace function, this program incorporates some interesting and nasty subroutines. First, the Mastiff does 1d6 damage to INT plus 1D6 hits when it attacks. It also alerts the datafort to the target's presence and tags him so that the system knows where his ICON is located. Treat as a lower-Strength Hellhound in all other respects.
ICON: A glowing blue mastiff with a huge spiked collar.



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Neural Blade
 A Sword variant (page 57); same stats.
ICON: A glowing, rune-etched broadsword.



Shock.r 6300eb

Class: Anti-personnel

Strength: 4

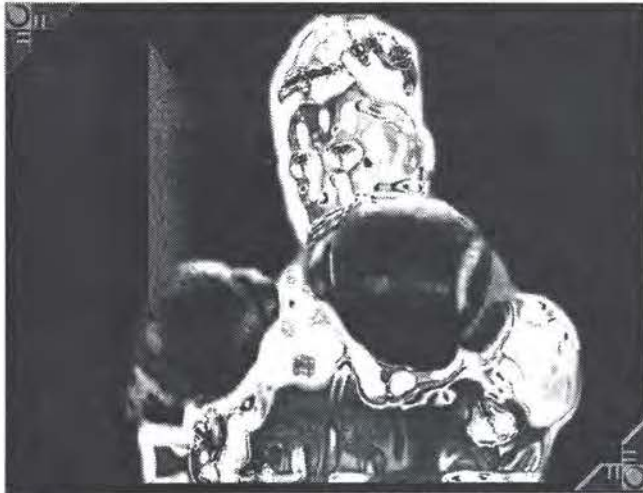
MU: 5

Options: None

This is a high-powered version of Stun (see page 57).
 ICON: A golden bolt from the Netrunner's palm.

paper trail (which ultimately leads no-where), funneling money or goods to an outside recipient. The 21st century's answer to the old embezzlement hack.

ICON: None; it takes on the appearance of a system accounting program.



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TKO 2.0

A Knockout variant (page 56); same stats.

ICON: A chrome boxer who smacks the target with a nasty left hook. Cool Image.



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Expert Schedule Analyzer 250eb +
 whatever it costs to
 bribe your inside source

Class: Utility

Strength: 4

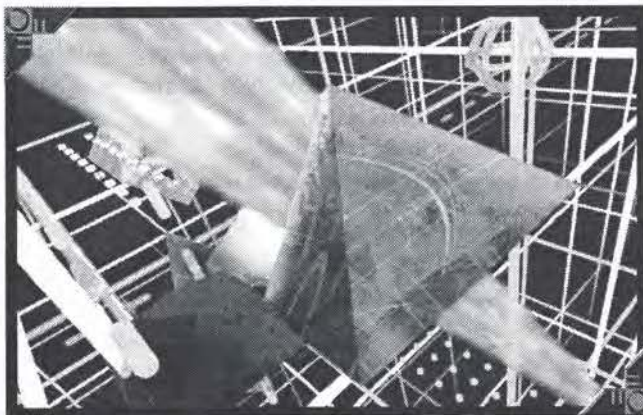
MU: 3

Options: Pseudo-intellect, Memory

This is a piece of software that is dedicated to a specific administration/ accounting database. It has inside information on the database in question, and usually has to be compiled by someone already inside the system (which means doing some legwork ahead of time to find someone inside to put it together for you). It is capable of skimming files in that database at a rate of 1 MU per turn, finding the information it's directed to find (working like the Newsgroup Filter; see below). This program has a very limited "shelf life", since R&D files change constantly. Treat it as going bad within one month of getting it (or until the next idiotic management reorganization ...).

ICON: None needed, but it might appear as a simple humanoid icon which leads you to the files you request.

UTILITY PROGRAMS



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Butcher Boy 550eb

Class: Utility

Strength: 3

MU: 7

Options: Disguise

Butcher Boy is disguised as an accounting program. It fills out false invoices and creates a convincing

Microtech AI Interface 330eb

Class: Utility

Strength: 2

MU: 4

Options: Memory, Pseudo-intellect





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A simple pseudo-AI program that scans files, looking for keywords and subjects defined by the 'runner. It acts as sort of a scanning assistant, choosing files the 'runner might be interested in (according to what the 'runner's told it to look for), allowing the 'runner to double the amount of files he may scan per turn.

This program, running on its own, is also widely used to scan through and filter newsgroup information, presenting items of interest for the 'runner's perusal.

ICON: A floating hollow mask.



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Mystery Box* . . . 300eb

Class: Utility
Strength: 5
MU: 4

Options: Pseudo-intellect, Movement, Recognition

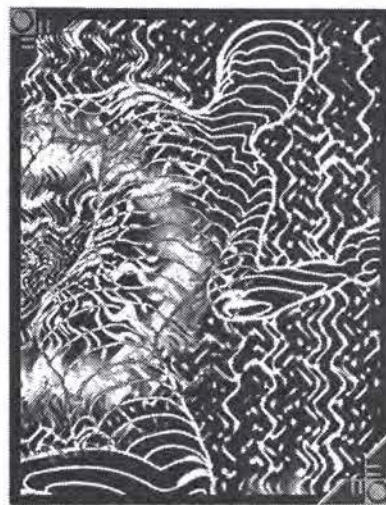
**The Netrunner® card allows the 'runner to take a card from his deck and add it to his hand. That doesn't*

translate too well to Cyberpunk 2020, but this program does about the same thing, and can do it better (sometimes).

Mystery Box is a memory-scanner. The user gives it a single program function to search for (Anti-personnel, Anti-program, etc.) and the 'Box goes merrily into the target system's program file. It searches the programs there until it finds one with the specified function. It then attempts to copy that program (roll 1D10+5 vs. target program Strength + 1D10; if the Box beats the target's total, the Box copies the target) and return to the user.

The 'Box is a gamble. It might grab something neat, it might not find any programs with the specified function, it might alert all sorts of nasty ICE, and it can't copy anti-program/anti-personnel programs unless they themselves have broken copy-protection (which is likely in corporate systems; accountants don't want to pay for a program more than once!).

ICON: A cartoon box with strange gears and widgets on each surface.



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Newsgroup Filter 200eb

Class: Utility
Strength: 4 **MU:** 4
Options: Memory,

Recognition, Movement, Pseudo-intellect, Endurance

Newsgroup Filters are so common that the price above reflects the fact that some software manufacturers include them in their interface software! A newsgroup filter is a dedicated program that will log on to

specified newsgroups, skim the news and interest groups, and record information pertinent to its search parameters. It will do this even when the user's not with the deck; you call into the Net, start up the Newsgroup Filter, and it does the rest! You can go off and do other things in the meantime.

The filter requires several things from the 'runner: any passwords required to get into specific newsgroups, and the parameters of the search. These are the newsgroup ID numbers (Net locations) of those to be searched, and keywords that define what the user's interested in. These keywords can be vague or specific—for instance, giving the filter the keyword Arasaka is telling the filter to record any and all articles and files bearing the name Arasaka. On the other hand, specifying Arasaka, Militech, 9-19-2021, will net all articles and files dealing with Arasaka and Militech combined on September 19, 2021.

The Igor program (page 59) can act as a newsgroup filter, if you tell it to. (Of course, Igor can defend himself against attack, too.)

If a newsgroup filter is encountered and destroyed by any program using the Doppelganger function, or by Vampire II, any passwords the filter contained can be reconstructed by the destroying program.

ICON: A simple Icon of the user's choice.

R&D Protocol Files 250eb + whatever it costs to bribe your inside source

Class: Utility
Strength: 4 **MU:** 3
Options: Pseudo-intellect, Memory

This program is identical to the Expert Schedule Analyzer program, but specializes in a specific R&D database. It goes "bad" more swiftly; give it an operative life span of two weeks.

ICON: None needed, but it might appear as a simple humanoid icon which leads you to the files you request.





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Shredder Uplink Protocol 250eb

Class: Utility

Strength: 5

MU: 3

Options: Memory, Re-rezz

The Netrunner® card indicates that this program can allow access from the Archives (the Trash buffer) to the HQ (admin database). While that works as a card game mechanic, it doesn't work when applied to real computers. We interpreted this program as the classic "bin-diving" tactic of searching and compiling trashed programs and files stored in the Trash buffer.

What this program does is allow you to access the Trash buffer, which is the computer equivalent of the trash bin, and reconstruct "trashed" files there. Anything that gets deleted goes to the Trash buffer, and it's a great way to find out what people using the system have been up to. As usual, the ref decides what trash is there. Please note that many systems de-rezz their trash (sort of the electronic equivalent of shredding); this program will attempt to reconstruct the files (roll 5+ on 1D6 to succeed). Since the Trash buffer is such a juicy target, many sysops are fond of hiding ambush ICE there to spring on the unwary.

ICON: The Trash buffer appears as a trash can. The program looks like a janitor program who rifles through the pieces inside and pulls out complete files.

Zetatech Software Installer 300eb

Class: Utility

Strength: 1

MU: 1



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Options: None

The software installer is a specialized "non-demon" compiler. It crunches any single program into half its normal MU size (round up) for storage. When accessed, the program is unzipped at high speed, allowing it to be normally used at its own Strength, with only a -1 reduction in deck Speed. Very handy for those with small decks and fast reflexes.

ICON: A 'tronic humanoid upper body mounted in a round, metallic base. He feeds the program into his pedestal base and it comes out smaller and more compact.

Base Links

Base link is the Netrunners' term for the basic plan a runner uses to select the number of communications coordinates (phone numbers, to the layman) that his signal travels through to get to the target. Particularly complicated plans take longer to complete—after all, the 'runner has to call up one number after another, completing the chain, and it takes time—but reduce the chances of being traced and ensure that a trace attempt takes longer. After all, if it takes you longer to call up all those lines, it's going to take a trace longer too, right?

The programs that follow are made largely for those who don't have their own link patterns worked out. Baedeker's Net Map is common, legal, and widely used. Bakdoor programs are quite illegal and largely individual.





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Baedecker's Net Map 130eb

Class: Utility

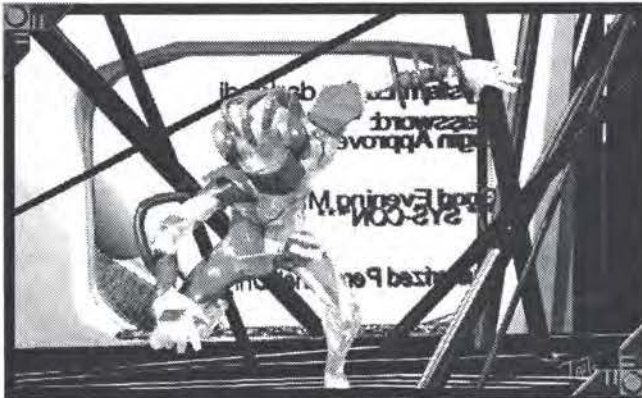
Strength: 2

MU: 1

Options: None

This is a simple program that randomly calls public dataterm numbers along a randomly determined route between the 'runner and the target zone. It's widely scorned as a weefle program, being little more than a database (System Knowledge +3) and a dialing routine. Its random route is fairly straightforward, too; it usually doesn't go through more than two to three numbers per LDL zone. It is easy to modify, though, which makes it popular among 'runners who use it as a basis for their own dialing program.

ICON: A green line extending across a Net map.



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Bakdoor 600eb and up

Class: Utility

Strength: 3

MU: 2

Options: None

A Bakdoor is basically the same as Baedecker's Net Map, with a twist—the program includes at least one and probably more passwords that allow it to route through private data systems. This is a very effective tactic, as a trace program will generally stop once it reaches a system, and most sentient operators will assume the intruder is operating out of the first

system reached by a trace. Once the system owner is informed of the trace, the Bakdoor is usually found and the program's useless, so most pro 'runners save their Bakdoor for special runs. The program's variable cost depends on how many private system passwords are included in the program, and how powerful the owners of those systems are. A Bakdoor through Arasaka, for instance, would run into four figures, and few 'runners would bother wasting a valid Arasaka password on an anti-trace ruse.

ICON: A green line extending across a Net map.

DEMONS

These are described elsewhere in this book: Imp, Afreet, Succubus (page 65.)

DAEMONS



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False Echo 380eb (Daemon alone)

Class: Compiler/Disguise

Strength: 2

MU: 6

Options: Memory, Pseudo-intellect, Movement

False Echo works its way into signal transmission from alarm programs, triggering false alarms that throw the system into alert status. It's a great way of costing a corp money, slowing processing, and having another daemon monitor the alert signal feedback to determine just what defenses are where.

ICON: A shimmering "hologram" mirror image of the 'runner.



I Spy 400eb (Daemon alone)

Class: Compiler

Strength: 3

MU: 6

Options: Recognition, Pseudo-intellect, Movement

I Spy is a popular commercial version of Eavesdropper (page 66).

ICON: A hollow mask with piercing light-beam eyes.

🕒: VIRUSES

Unlike Virazz and Viral 15, most viruses are "wait and spring" lurkers, insinuating themselves into target systems before activating, running inside the target system, not inside the 'runner's deck. This makes them hostile daemons, like Cream Pie (page 66) with MU sizes greater than indicated on the cards.

Boardwalk 1080eb

Class: Compiler (Daemon)/Disguise/Utility

Strength: 3

MU: 7

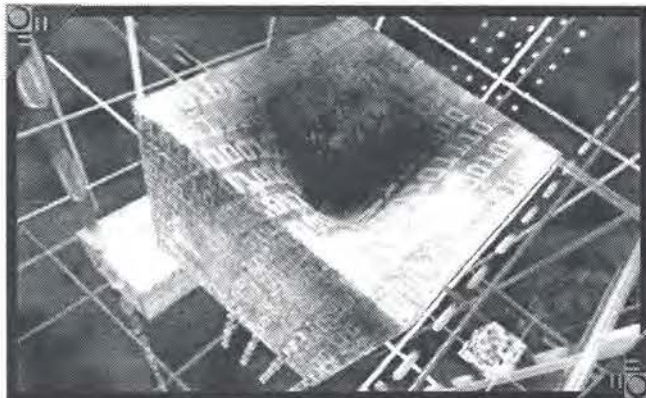
Options: Recognition, Memory, Movement, Pseudo-Intellect

This program is essentially identical to Deep Thought (see below), but works on the administrative/budget database.

ICON: A stylized porcupine-like shape that invades the database.

are now four cockroaches. Day 4 two files are turned into cockroaches, Day 5 two more files are turned into cockroaches, and so on ... in 10 days 35 files have been turned into cockroaches! The sysop will have to purge the entire system, looking for and destroying all the cockroaches, or they'll just start taking over again.

ICON: A small cockroach-like image that multiplies across the face of the database.



Illus. Norm Dwyer © 1996 Wizards of the Coast, Inc.

Deep Thought 1080eb

Class: Compiler (Daemon)/Disguise/Utility

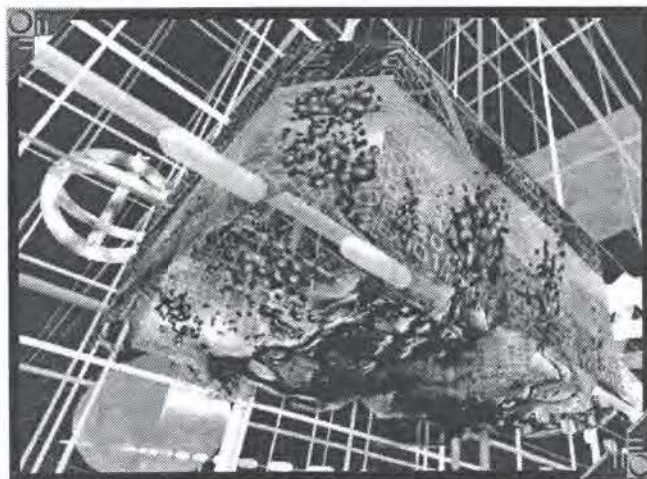
Strength: 3

MU: 7

Options: Recognition, Memory, Movement, Pseudo-Intellect

Deep Thought is a variant of Eavesdropper (page 66), complete with Databaser subroutine, that is tailored to make its way to research databases and insinuate itself into the area of the file server, where it observes and records external progress (size of files, number of times accessed, etc.) within that database. If so directed, Deep Thought can even "eavesdrop" on internal R&D Net "teleconferences" and record the proceedings. It makes its own E-mail box to pass this information on to the user. The information is then used to determine what files are worth dealing with on future occasions.

ICON: A dark depression/hole that slowly works its way into the database (when it's visible at all).



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Cockroach 1600eb

Class: Compiler/Anti-system/Disguise

Strength: 5

MU: 7

Options: Pseudo-intellect, Movement, Recognition

A more subtle version of Gremlins, Cockroach has the same effects sans the random program requests, and it eats files instead of programs. Useless in Netrun combat, Cockroach sneakily multiplies, eating one file per 24-hour period per three cockroaches (rounded up). For instance, Day 1 the first cockroach eats one file, making another cockroach. Days 2 and 3 the same thing occurs; there

Fait Accompli 570eb

Class: Compiler/Utility/Disguise

Strength: 3

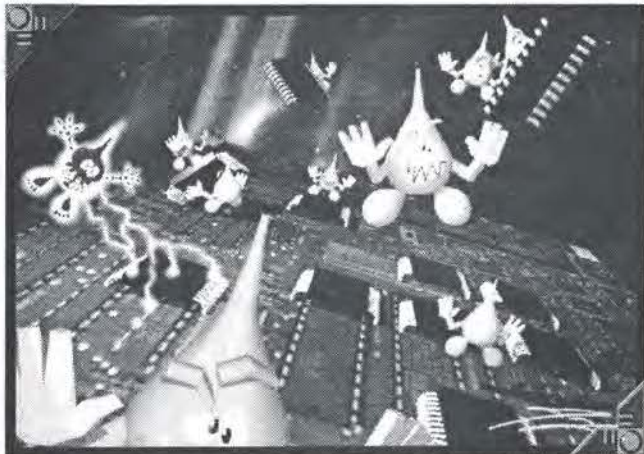
MU: 7

Options: Pseudo-intellect, Movement, Recognition, Memory

A disguised daemon, Fait Accompli is a supreme trouble-maker. Mimicking a routine program, it identifies ongoing project files. Then it secures the passwords of those working on these files and alters the reports with false data, under a user password! Needless to say, this creates a great deal of interoffice friction, and everyone blames each other, not a smirking daemon program.

ICON: A cloaked and hooded man, with a glimmer of a sinister smirk under the hood.





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Gremlins 7000eb

Class: Compiler/Anti-system/Disguise

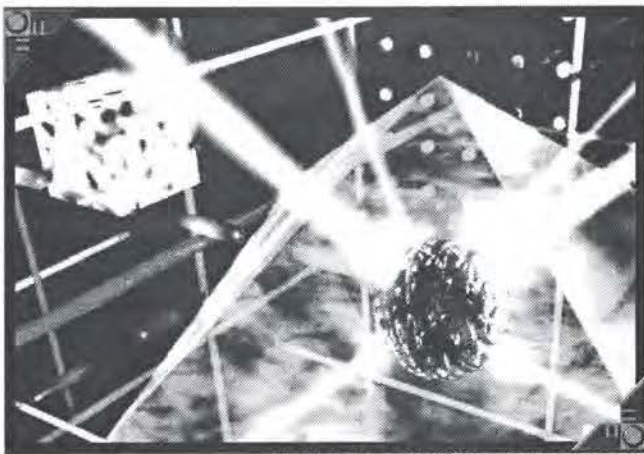
Strength: 4

MU: 7

Options: Pseudo-intellect, Movement, Recognition

This nasty little classic is a disguised daemon that interrupts CPU processing with random program requests. It also reproduces itself, wiping similarly sized programs on the target system while it does so. It's not very subtle, and sysops soon notice the problem and purge these pests, but until the purge, Gremlins eat programs, and any program running on the target system has a 1 in 6 chance of crashing when encountered—this does include file servers and other programs a runner might want to run! Gremlins are indiscriminate.

ICON: What else? Little green men running around carrying monkey wrenches. Heh heh heh heh heh heh.



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Incubator 760eb

Class: Compiler (Daemon)/Disguise

Strength: 2

MU: 6

Options: Pseudo-intellect, Movement, Auto Re-rezz; Re-rezz subroutine

Rache Bartmoss claims to have coded this nasty super-virus.

"Yup, kiddies, this one's mine. I can't claim to have invented the idea; I'm way too modest for that. I just perfected it!"
 —Rache

Incubator is technically a daemon, in that it lives inside a foreign system and does its work on that system's time. The difference is that Incubator doesn't do any direct work, it reproduces other programs.

So what's the difference between this and Cockroach, or Gremlins? Incubator doesn't reproduce itself, it copies and produces other programs, including other daemons! (Although that auto re-rezz option makes Incubator hard to kill.) Before Incubator is planted within a target system, the user specifies what programs it is to multiply—this can be any program the user plants in the system, then or later (identified by a particular code), or just one or two specific programs, or any other program Incubator can grab and copy ... it's pretty open-ended, which is why specific orders must be given.

Incubator's most common use is to riddle a system with spy programs. It goes like this: Incubator and a spy program (Eavesdropper, Boardwalk, Deep Thought, etc.) are infiltrated into a target system. Whenever Incubator is given processing time, it copies the spy program. The spy has been pre-programmed with a hierarchy of system locations to infiltrate; as more spies are produced, they gradually fill up the designated assignments.

Because it usually runs infrequently, Incubator is hard to find. A dormant Incubator and a paired daemon can make a "time bomb" for future use.

ICON: A translucent pyramid with the nucleus of another program always growing inside it.



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Pattel's Virus 2200eb

Class: Compiler/Anti-program/Doppelganger

Strength: 6

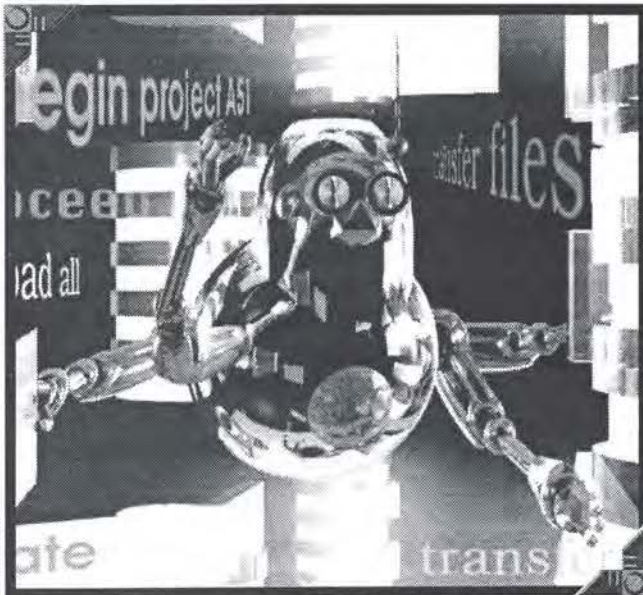
MU: 7

Options: Pseudo-intellect, Movement, Recognition



This insidious virus is a Doppelganger that weakens one type of ICE on the target system. The 'runner chooses a specific type (Data Wall, Code Gate, Anti-system, Anti-demon, Anti-personnel, Anti-program, Monitor) when the virus is installed. Any program the target runs that has the chosen characteristic has its Strength reduced by 1. Multi-function programs containing the chosen characteristic are weakened, too (for instance, targeting the Anti-personnel function weakens Anti-personnel data walls as well as dedicated Anti-personnel programs).

ICON: A swirl of hundreds of crystalline fragments.



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Skivviss 1320eb

Class: Compiler (Daemon)/Doppelganger/Utility
Strength: 4 **MU:** 7
Options: Pseudo-intellect, Movement, Recognition, Memory; Killer II subroutine.

Skivviss is a nasty piece of business dreamed up by a frustrated software engineer. When planted, it skulks directly to the accounting database and "eats" a frequently used math calculation-checking program, taking over its functions. Then Skivviss examines all project proposals as they come in, selecting victims at random from among them, and inflating the budget estimates in such a fashion as to make them appear that the project sponsors are padding the accounts. That simple job done, Skivviss then passes the poisoned projects on to the accountants, who do the actual dirty work of flatlining said projects for attempting to slip something past Accounting!

The sad part is that by last unofficial count, Skivviss has a 87% success rate ...

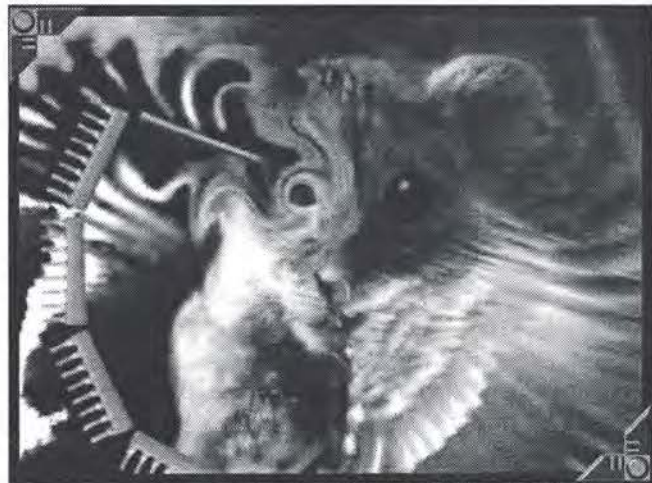
ICON: A bulbous chrome robot with four arms that acts as a finder subroutine while corrupting data.

NEW CLASS: AMBUSHES

Class: Program Ambush

Effect: Invisible ICE lying in wait

Program ambushes are attack ICE disguised with invisibility subroutines. If undetected, they always get a free turn to act before the 'runner can react. A good reason to have a Killer guardian rezzed up at all times!



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Chimera 100,000eb

Class: Program Ambush
Strength: 5 **MU:** 4
Options: Invisibility

An anti-demon assassin; variant of Manticore (page 53).
ICON: A fully animated chimera which breathes fire and choking gas at the target demon.



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Soukiller (Vacant) 500,000eb

Class: Ambush/Anti-Personnel
Strength: 4 **MU:** NA
Options: None

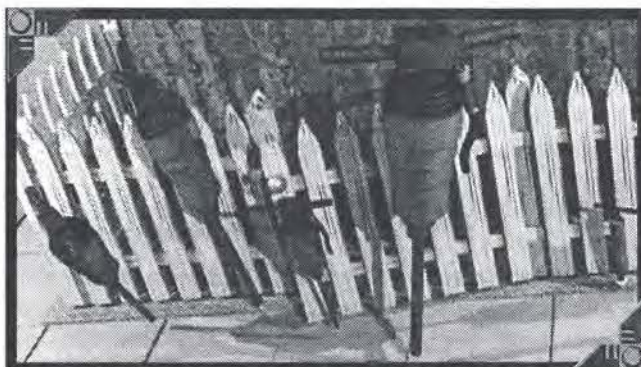


The famous Soullkiller program (the original was only written up in the original *Cyberpunk*®, 2013 edition), this program drains the memories of the target into a special data matrix (1D6 drained from INT each turn), turning the target into a vegetable and storing his/her intellect, memories, and personality in the matrix prison, where it can later be interrogated at will. Very rare. Arasaka Corporation is the only rumored user. Requires a mainframe with massive amounts of memory to run. This one should stay in the Ref's hands ...
ICON: A swirling vortex that speaks in a high crystalline voice. The vortex sucks the 'runner into it.

Trap! 200,000eb
 Class: Program Ambush
 Strength: 4x3 MU: NA
 Options: Invisibility

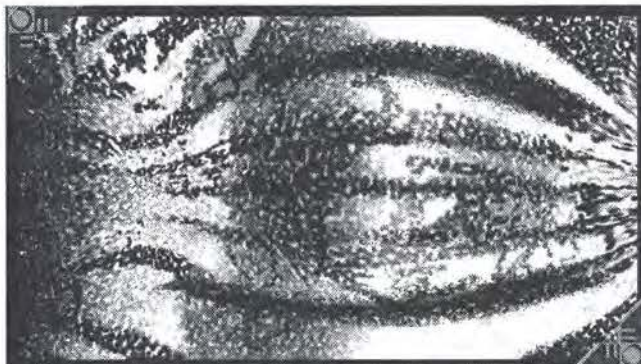
Trap! is a gang of programs lurking in a file or node which attack the 'runner when he accesses it. When sprung, three identical Asp programs (page 73) attack the 'runner. If one or more get through, the trace to the 'runner's system is reported to the sysop or meat security, so the 'runner's physical location is known.

ICON: Three Asps flowing out of the file/node.



Data Wall 2.0

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Wall of Static

Illus. Kim Francisco © 1996 Wizards of the Coast, Inc.

SYSTEMWARE

This is a sector of programming that is reserved for those programs which require a multi-processor to run them (INT 3+). There is a number in parentheses following the name of each program is the Strength listed in the *Netrunner*® game.

Data Walls

Class: Systemware **Cost:** 1000eb/point of Wall Strength
Strength: Base Strength + # of system CPUs, max 10 **MU:** NA
Options: None

These are mostly normal, if visually flashy, data walls.

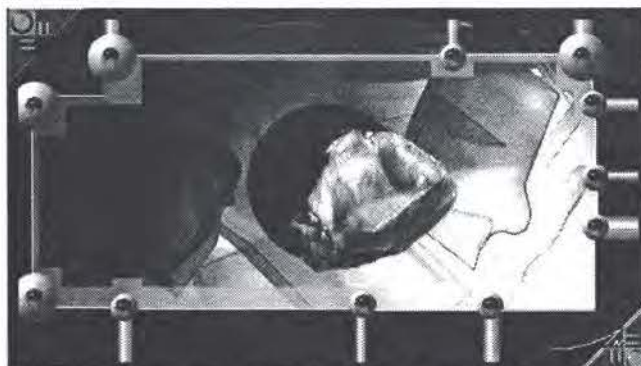
ICON: As per title.

- Data Wall (0)** 0 (basic data wall)
 Strength: #CPUs +0
- Data Wall 2.0 (1)** 1000eb
 Strength: #CPUs +1
- Wall of Static (2)** 2000eb
 Strength: #CPUs +2
- Crystal Wall (3)** 3000eb
 Strength: #CPUs +3
- Fire Wall (4)** 4000eb
 Strength: #CPUs +4
- Reinforced Wall (4)** 4000eb
 Strength: #CPUs +4
- Rock is Strong (5)** 5000eb
 Strength: #CPUs +5



Crystal Wall

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Rock is Strong

Illus. Anson Maddocks © 1996 Wizards of the Coast, Inc.



Anti-Personnel Data Walls

Class: Systemware/Anti-personnel

Strength: Strength + # of system CPUs, max 10 for wall/base Strength for Anti-personnel

MU: NA

Options: None

These data walls are "Upgraded" Data walls per page 67, and include an anti-personnel function with a Strength equal to its ICE Strength (not the full datawall Strength). Each does 1D6 worth of hits for each Net damage point it can do. It is active throughout the datafort, but can only attack for 3

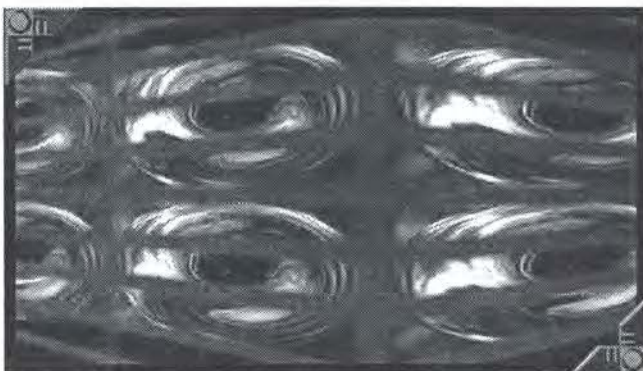
rounds before going inert again. It activates when the Netrunner attempts an Intrusion and fails.

Laser Wire(2) 34,000eb
Strength: +2 Wall/2 Anti-personnel **Damage:** 1D6
ICON: A mesh of laser light that can reach out to engulf the 'runner.

Razor Wire(3) 36,000eb
Strength: +3 Wall/3 Anti-personnel **Damage:** 2D6
ICON: Data walls that can sprout buzzsaw blades to attack the 'runner.

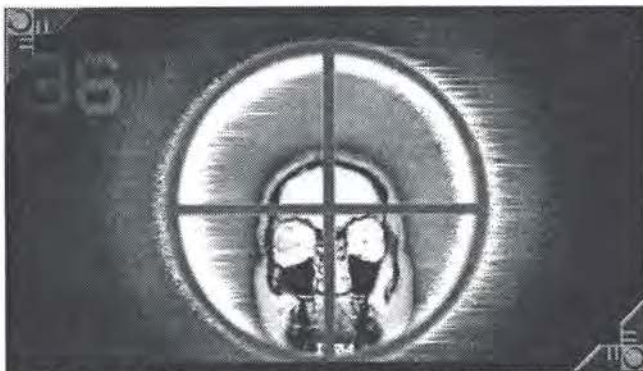
Shotgun Wire(5) 40,000eb
Strength: +5 Wall/5 Anti-personnel **Damage:** 2D6
ICON: An aimpoint appears on the 'runner's Icon, at which the wall will fire bursts of neural feedback.

Wall of Ice (6) 44,000eb
Strength: +6 Wall/6 Anti-personnel **Damage:** 4D6
ICON: A huge, brain-like image emerges from the Data wall to bombard the 'runner with spheres of programming.



Laser Wire

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Shotgun Wire

Illus. Kim Francisco © 1996 Wizards of the Coast, Inc.



Wall of Ice

Illus. Mark Tedin © 1996 Wizards of the Coast, Inc.

Code Gates

Class: Systemware

Strength: Card ICE Strength (in parentheses) +2 **MU:** NA

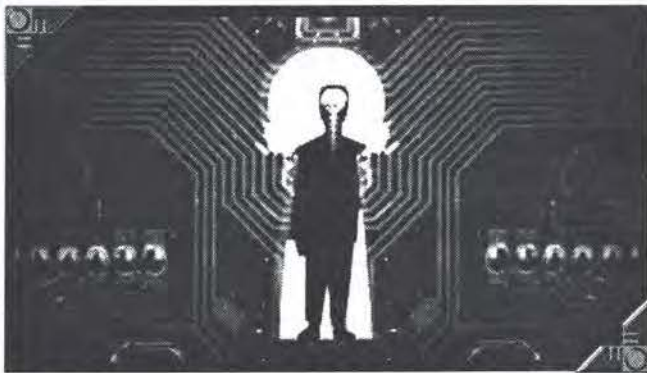
Options: None

Basic code gates.

ICON: Normal gates, except Mazer, which looks like a well, maze.
Note: *Netrunner*® treats Ball and Chain (page 54) as a Code Gate, which it is not. If you want to add it as a subroutine to a gate, that is possible. If the 'runner decrypts the code gate by less than 3 points, the Ball and Chain function is attached to the 'runner's access. This is simply an insurance measure on the datafort's part—the gate isn't totally sure about the user's I.D., but doesn't want to lock him out. With Ball and Chain attached, the user still gets access even if he is inconvenienced. If the user is a 'runner, he will probably be too slow to do any damage before he gets positively identified.

- Filter(0) 2000
Strength: 2
- Sleeper (1) 3000
Strength: 3
- Quandary(2) 4000
Strength: 4
- Scramble(3) 5000
Strength: 5
- Keeper(4) 6000
Strength: 6
- Mazer (5) 7000
Strength: 7





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Cortical Scanner (3) 20,000eb

Class: Systemware

Strength: 5

MU: NA

Options: Memory, Recognition

A code gate that uses a brainwave scanner to I.D. users. Very tough to crack. Decryption Programs will not work. Requires three Interface + 1D6 vs. Gate STR + 1D6 challenges to fool the scanner and gain access. Oh yes, and the Gate gets +1 on the second and +2 on the third challenge. **ICON:** A keyhole that scans your Icon.

Endless Corridor (2) 8000eb

Class: Systemware

Strength: 4

MU: 4

Options: None

A code gate with a redundant feature that requires two passwords, requiring two rolls to crack the code—the first at normal value, the second at +3 to the Netrunner's roll. **ICON:** The gate looks like a corridor that just keeps going on and on and on ...



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Haunting Inquisition (6) 80,000eb

Class: Systemware/Anti-personnel

Strength: 8

MU: 8

Options: None

Another nasty code gate with anti-personnel functions. If you fail the decryption attempt (against its Strength of 8), then it attacks with a Psychodrome subroutine (see pg. 56) at Strength 6. After a thorough brain scrubbing, it releases you from the Net, but you're not likely to want to go back for a follow-up.

ICON: Normal gate until the subroutine activates. Then it's whatever your worst nightmare is.



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Nerve Labyrinth (4) 50,000eb

Class: Systemware/Anti-personnel

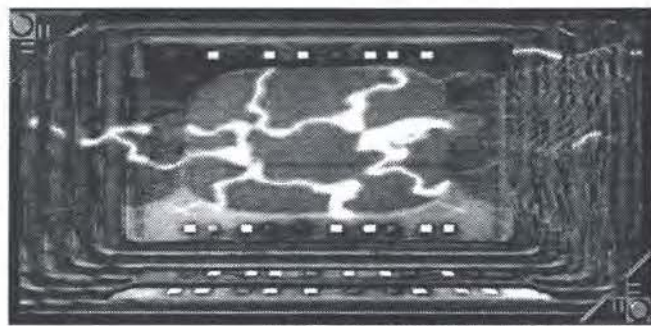
Strength: 6 as Code gate, 4 as Anti-personnel

MU: NA

Options: None

If you fail your decryption attempt, this code gate shocks your gray matter with some nasty neural overwriting. It attacks with an anti-personnel function equal to its ICE Strength that does 4D6 damage. Do try to stop drooling, will you?

ICON: A green labyrinth that seems to draw in the 'runner and squeeze his brain.



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Tutor (5) 50,000eb

Class: Systemware/Anti-system

Strength: 3 as Code gate, 5 as Link-breaker

MU: NA

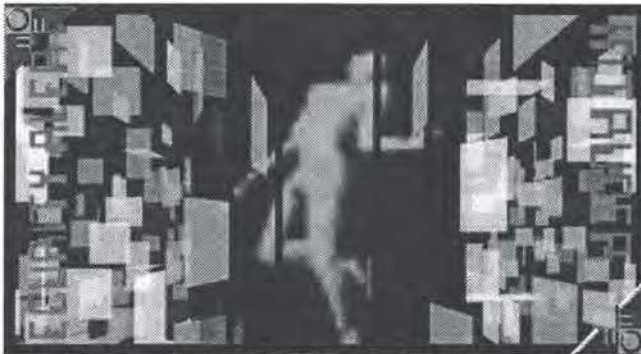
Options: None

This deceptive code gate is relative easy to breach (decrypt Strength of 3), but it tags the Netrunner's Icon, with a codetail that every other piece of ICE encountered in the datafort can use to break the 'runner's link. Each ICE program encountered can roll Tutor Strength plus 1D10 vs. 'deck's data wall + 1D10. Success results in the 'runner being dumped out of the Net.

ICON: A regular code gate that gives your Icon a tail which other ICE can yank.



⦿: Miscellaneous Systemware



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Pocket Virtual Reality (4) 13,000eb
Class: Anti-personnel/Systemware
Strength: 4 **MU:** 13
Options: Trace, Endurance, Disguise or Invisibility
 Treat this as a weaker version of Dazzler (page 66).
ICON: See Dazzler (page 66).

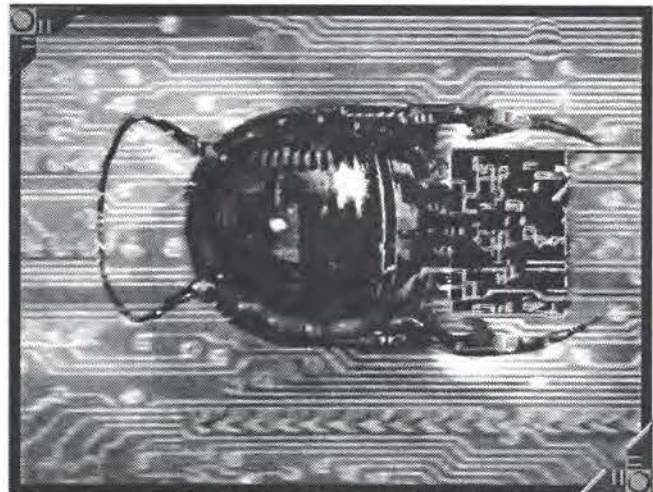


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Too Many Doors 1,000eb
Class: Systemware
Strength: 3 **MU:** 3
Options: None
 This is a classic set-trap. The program creates a junction with three or more access routes. These "doors" may be unlabeled, labeled identically, or, for the really crafty, enticingly but differently labeled. The 'runner must choose the correct door or be disconnected from the datafort. It's an easy program to destroy, but the 'runner can't be sure that all of the doors aren't really there, and destroying this trap usually sets off alarms. (Some sysops like to put a virtual lady behind the correct door and virtual tigers behind the others.)
ICON: None

⦿: SYSTEM UPGRADES & EQUIPMENT

⦿: ICE Upgrades



Illus. Jame sAllen Higgins © 1996 Wizards of the Coast, Inc.

Black ICE Quality Assurance . . . 250,000eb
Class: Systemware Quality Upgrade
Effect: All Black ICE is Strength+2
 The corporation is pouring money into crack "hackers"—programmers adept at improving and shrinking code—to optimize its Black ICE programs.
ICON: None

Security Net Optimization 250,000eb
Class: Systemware Quality Upgrade
Effect: All ICE is Strength +1
 All ICE is upgraded to the latest version. May be combined with Black ICE Quality Assurance.
ICON: None

⦿: Data Wall/Code Gate Upgrades

Superior Net Barriers/Encryption Breakthrough 300,000eb/250,000eb
Class: Systemware Quality Upgrade
Effect: Designated Data walls/Code gates are Strength +1
 Tighter code gate/data wall coding makes them stronger, but the difference is easily noted. The sysop decides which walls/gates are upgraded. If a 'runner encounters an upgraded wall/gate, he knows it's been upgraded.
ICON: Upgraded walls/gates have a tight matrix woven into them.



System Construction



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Antiquated Interface Routines . . . 50,000eb

Class: System Construction

Effect: All Netrunner Initiative die rolls -2

The system uses facsimile of the old/ancient/mummified interface routines (circa 2013) that slow down user interface (compared to current modes) such as 'tronic, Dungeon, or Nior. The interface lag is scarcely noticeable outside of high-end bit-crunching applications ... such as netrunning. The cost is for upgrading native ICE to current levels so that it has an advantage against the 'runner.

ICON: Older-style and more primitive Net imagery.

Bizarre Encryption Scheme 10,000eb

Class: Data Encryption

Effect: See Text

Some systems have all data put through a unique encryption scheme, requiring a real code-breaker—an expert program, and sometimes even human code-crackers—to find the method of decoding the data before it can be used. In game terms, the data encoding is a Strength 10 "code gate." Alternatively, a human with Expert: Cryptography may attempt to decode it versus Difficulty 15-20. Each attempt takes one uninterrupted hour of processing for the program or two hours of work for the human.

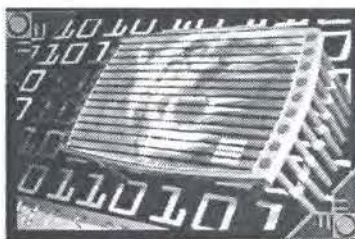
ICON: None

Blood Cat 300,000eb

Class: Artificial Intelligence/System Construction

Effect: Dedicated Tracing Installation

A Blood Cat is a pseudo-AI computer, INT 6, wired into a system node. Labeled as something juicy, it lurks,



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waiting for an unwary 'runner to access it. It usually has a "false front" of useful data to keep the 'runner busy while it launches visible and invisible trace programs to locate the 'runner. It has Data

walls +10 and several vicious Black ICE programs to protect itself, and can multi-task with ease to do so. Count it as sort of a super-runner with INT and Interface 6, Initiative 11 + 1D10, running an anti-personnel/anti-program program of STR 5 (does 1D6 damage to 'runners and program STR), 2 Werewolves, 2 Pit Bulls, and Armor, all simultaneously, all with Auto Re-rezz. (Yes, it can run more programs than the big CPUs. Blood Cat is dedicated, so it does nothing else but run these programs!)

ICON: A dead-black panther with glowing red eyes and mouth.

Tesseract Fort Construction 100,000eb

Class: System Construction

Effect: -3 to all intruder die rolls inside the fort



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A tribute to M. C. Escher and non-Euclidean geometry, this datafort's interior defies orientation, with up, down, and sideways constantly changing, doors to nowhere, transmission lags (which make pro-



grams appear to be in places they're not), walls at impossible angles, etc. Users are unsettled until they can become used to it. Those unfamiliar with the datafort's interior are at -3 to all die rolls until they adjust (30-Int + Interface) turns to get familiar with it).

ICON: See description above.

🌀: AGENDAS

Encryption Breakthrough, Ice Transmutation, and Superior Net Barriers—These are the agendas that produce the appropriate upgrades (see page 90 and 91).

🌀: ONE LAST VERY SPECIAL, VERY CONTROVERSIAL PROGRAM/SYSTEM

This program has very serious implications in the game since it gives a specific method for translating a human into the Net as an AI. This system should be considered carefully before the Ref allows it into his or her campaign.

Emergency Self-Construct

No cost; you gotta find it or build it yourself!

Class: Compiler

Strength: 4

MU: 30

Options: None

When Alt Cunningham first created the Soukkiller program, she envisioned it as a way of electronically preserving the intellects of dying people. That's the basic idea of this program set-up. It consists of an underground copy of Soukkiller, a special high capability interface (won't work with any other interface than plugs), and a lot of memory ... a LOT of memory.

The Soukkiller program must be found among the programming community. It's always copied, which makes it dangerous. Alt used some fairly unconventional coding to make it possible, and she put plenty of copy-protection into it to make sure it wouldn't become common (or stolen).

The interface is a special computer with an expensive memory buffer. It's hand-made, and needs a minimum of 10,000eb in parts, plus an additional 20,000eb for the memory buffer. It's big—the size of a mini-frame—and needs a land-line hook-up, particularly if you're going to upload to the Net (see below). Cellular is a no-can-do proposition; there's too much drop-out for that.



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Finally, the set-up needs great amounts of memory to store the user's neural patterns. A minimum of 500 MU is needed to store the basic personality, with no real memories or skills. Each skill point to be transferred over takes up 50 MU; every 100 MU devoted to the user's memories comprises 1% of a person's life memories, starting from a base of 5%. (Alt had a lot of MU available!) These MU can be from a single system (albeit a big one) or can be scattered through the Net (storing one's knowledge throughout the Net is a bit like amnesia; you're without the specific knowledge until you access it). And there's no guarantee of how many empty MU you'll be able to find in the Net at any given time! (Ref's call.)

The Emergency Self-Construct set-up is supposed to save 'runners from being killed by anti-personnel attacks. If a 'runner with this outfit suffers damage to the Mortal stage, the program kicks in and drains his intellect and memories into an electronic entity. This is a one-way trip. It takes 2D6 turns to do this, but the E S-C program does cancel out Brainwipes, Zombies, and Liche programs as it's working.

This process is far from safe. The program usually has some glitches in it, due to the difficulty of breaking the copy-protection. Roll 1D10+4 (the program's Strength) when activated. If the total is less than the 'runner's INT, the 'runner's new INT will go down to the total. If the total is less than 10, the user will lose 10% of his/her memories and skills for every point less than 10 on the die roll. If a 1 is rolled, the program crashed, draining 1D6 points of INT from the user (just like Brainwipe!).

The new electronic entity has an INT equal to that of the former user (unless something nasty happens; see above); same for COOL. Treat the process as a 6D6 Humanity Cost operation and reduce EMP accordingly. REF is always 5 for controlling remotes. Skills may be





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Example:

Walbert, the Human AI

Software engineer Walbert has rigged an Emergency Self-Construct set-up. He's attacked by a Hellhound and clinically killed. The machine starts up and spends the next ten seconds translating him over. He's spent a wad, and has 3000 MU available for his new existence. The D10+4 roll is 9; Walbert's going to lose 1 point from his INT 10, and lose 10% of his memories right away. This doesn't matter; Walbert doesn't want to remember his miserable life anyway, and docket 2000 MU for skills ... well, 1800 MU for 36 points of skills, since he's lost 10%. The HC loss is 12 points (Walbert is pretty machine-like already and takes to this well).

So Walbert the rogue AI will now have an INT 10, lose 1 point from EMP, have his old COOL score, plus 90% of his original memories and 36 points of skills (+5 to Interface). He's a complex computer program now, living in the Net, fully vulnerable to Anti-system programs that can destroy him!

Maybe he'd better find someone like Alt to show him the ropes of Net life—otherwise his immortality in Netspace may get cut short—or is that short circuited?

saved as per the MU available; the new entity gets to choose which skills it saves, and no skill may be more than the total the user had before. Add +5 to Interface skill (maximum +10).

ICON: A swirling vortex of blue lightning that sucks the 'runner's Icon into it; once the process is completed, the Icon emerges from the vanishing vortex.

"Some people think being a rogue AI would be neat. These people deserve to be brain-fried. Consider this, kiddies: I'm a frozen corpsickle with no chance of parole or improvement, and I still consider myself to be better off than the AIs. I may be an ice cube, but I've still got my brain and all my memories ... well, most of 'em, anyway. Think about it."

— Rache

⦿: And While We're in the Crossover Game Mode ...

Lunch Money™ 14,500eb

Class: Compiler/Anti-personnel/Interactive

Strength: 3

MU: 7

Options: Recognition, Conversational Ability, Movement

A sick anti-personnel program dreamed up by some one's nephew, this program takes the form of a little girl who assaults the 'runner with all the fighting technique of a schoolyard brawl. Since it's a compiler with a built-in Anti-personnel function, it does 1D6 damage per successful attack, and can't be destroyed except by Assassin programs. It normally carries no subroutines.

ICON: A super-realistic little girl that plays like an innocent child's Icon ... until it gets close to the target. Then it suddenly get an insanely evil look in its eye and demands the target's



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"lunch money". It then runs up on the target and starts attacking, calling off "kid-fu" maneuvers like "Pimp Slap! Head-butt! Slap! Stomach Punch!" and so on. While attacking it constantly rattles off a series of derisive quips designed to humiliate the target like "Say hi to God for me." and "Look at me when I'm hitting you!"

"This program so accurately sums up my feelings about kids—that they are deceptive minions of the great demon Frizzban disguised as whining, puking, underdeveloped little mockeries of ourselves, waiting for the moment to ravage their elders and betters in a frenzy of schoolyard epitaphs, broken crayons and cheap punches—that I must have designed it, even if I can't remember it. But then my subconscious designs things without me all the time; someday I've got to give it a cut of my programming royalties. Of course, it would just waste the money on frivolous desires like phoning in orders for two dozen triple Mocha Grande espressoes with nutmeg on top—which I can't drink anyway—and renting brainsims of back-shooting Saburo Arasaka ...

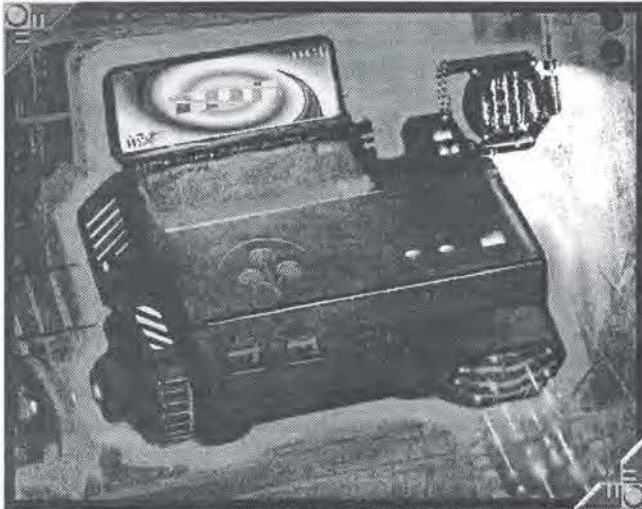
"On second thought, I'll just keep it all for myself."

— Rache Bartmoss

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HARDWARE CARDS



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Arasaka Portable Prototype Deck 15,000eb
Speed: +3, MU: 18, Data Walls: +6, Options: 6"x6"
 videoboard, chipreader, cellular.

The name "Arasaka Portable Prototype" or APP isn't really licensed by Arasaka, nor is it a legal name. Instead, it's a description of the internal circuitry, modeled after a prototype stolen from an Arasaka research facility. As decks go, it's a nice, mid-range combat cellular deck, if a trifle pricey. The difference is in the circuitry. Arasaka apparently wanted a deck that could take it all—there's double redundancy circuitry, as well as a manual (!) power switch and a power connection that monitors power in the deck and breaks the circuit if power levels exceed safety margins. In addition, the deck's armored to SP 20! All this means that an APP is immune to Hellburner and Hellbolt programs, and has a 50% chance of avoiding the effects of Krash, DeckKRASH, and similar programs, and has a 30% chance of remaining operational after being hit with a Flatline or Poison Flatline! Please note that due to legalities, this deck isn't sold openly. It's pretty much black-market/custom built (it takes two Difficulty 20 Cybertech rolls and 8+ hours to produce one from about 9,000eb of parts).

Artemis 2020 10,000eb
Speed: +2, MU: 15, Data Walls: +5, Options: fully portable,
 cellular, 15MU back-up drive.

This is the first cybermodem which was purpose-designed with a built-in backup drive in mind. Quickly becoming a popular seller, the new-looking and new-thinking Artemis 2020 from Dantech comes standard from the factory with a Microtech Back-up Drive permanently installed as internal hardware.



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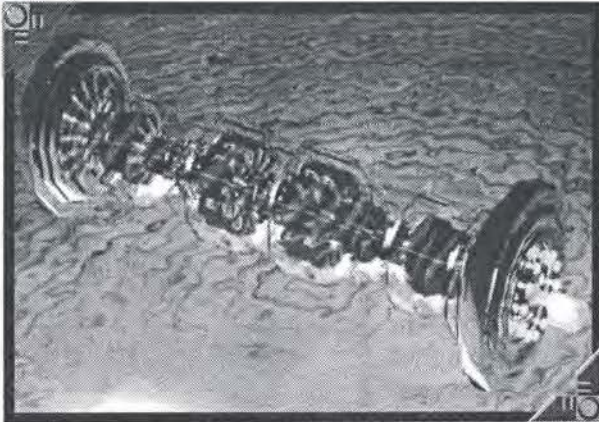
Bodyweight™ Data Crèche 7500eb
Speed: +1, MU: 12, Data Walls: +4, Options: 1'x1'
 videoboard.

The Bodyweight™ Data Crèche is a fully integrated, non-portable (it is designed with a integral sleepmat and support structure for same) unit for netrunning with an advanced life-support system. Essentially, it incorporates a reasonably effective cybermodem into an improved version of the famed Bodyweight™ Life Support System. The medical computer chips in to the user's Biomonitor and uses the data to administer stimulants, cycle liquid nutrients, and dispose of body wastes, allowing the Netrunner to remain in the Net for up to 96 hours at a time! BodyWeight's advertising department is always quick to point out that this is a 33% increase over the performance of their olded model, which they say is made possible by the fine-tuned diagnostic computer in the deck (but could just as easily be attributed to the fact that this unit includes a bed).



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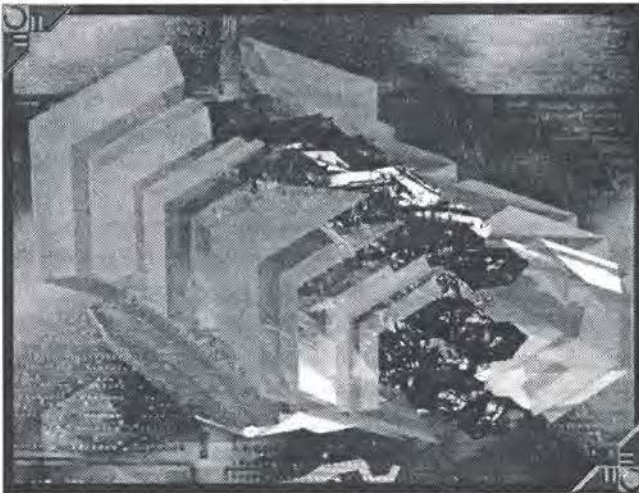
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Corolla Speedchip 300eb

This dedicated Speed upgrade is installed in place of one of the normal +1 Deck Speed upgrades, and adds +1 to the speed of programs using Anti-program functions.

"Green Knight" Surge Buffers

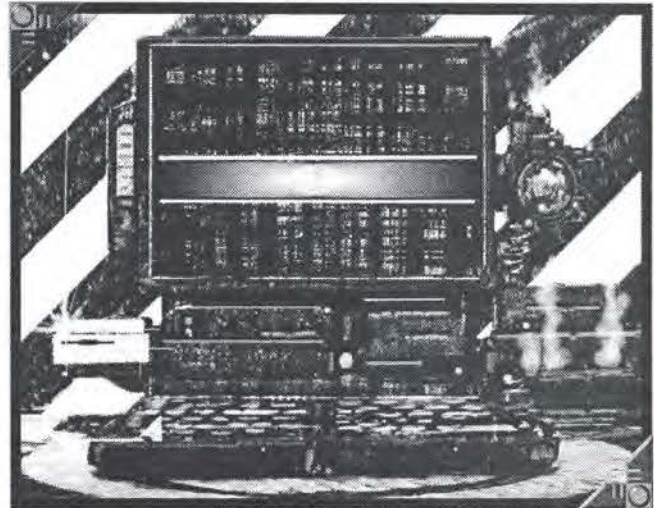
These protective devices (pictured below) are only available in the Green Knight cybermodem. See page 13.



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Microtech Back-up Drive. . . 1000eb per 10MU, maximum 30MU

As any pre-Net "hacker" can tell you, back-up drives have been around since computers moved out of the ENIAC era. Every computer larger than a desktop has back-up memory, and nearly every desktop computer has it. As the market for cybernetic computer-interface has grown, Microtech has decided to introduce modern back-up drives to cybermodem consumer market. This usually takes the form of an external module (about the size of a pack of cigarettes) connected to the deck. It records everything the 'runner does, as well as recording all data the 'runner records onto the deck. Programs can also be "backed up" if using copyable programs.



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The advantages are immediate: Back-up memory is modified "WORM" memory (Write Once, Read Many), and is immune to viruses and other program/file eraser programs. The back-up memory can be read back into the deck at leisure (the drive can only be read while the deck is used for nothing else). A manual toggle sequence on the back-up drive resets the memory to erase and read again (no mere program can affect the back-up drive's data!).

Microtech 'Trade Set 500eb



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A very fine set of high-quality 'trodes with low-impedance cables and an unusually large surface contact unit (fits over one ear and across the side of the user's head).

Guaranteed not to slip off or break neural contact. The boosted signal reduces the Initiative penalty to -1 (low-impedance gear factored in). Normally, this would make the user more vulnerable to anti-personnel programs, but Microtech has built in buffers to nullify intrusive or dangerous signals.

**Pandora's Deck. 12,000eb
Speed: +1, MU: 20, Data Walls: +4, Options: None**

The Pandora is a clever cross between a cybermodem and a switching computer. It contains hardware chips from standard telecommunications switching computers along with current communications link maps, and a false "generic engineer" phone registration number. When used, it automatically routes the call through Net and non-Net





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telephone lines, increasing the user's Trace Value by +5 (see *Cyberpunk 2020*, page 145). This slows down the user's actions somewhat (-1 to Initiative rolls; already countered by a +2 Deck Speed increase factored into the Speed above).

The false "generic engineer" registration, if used, even allows the user to call legally through the Net! You'll still be paying the long-distance charges from the phone hook-up you're using, but the deck counts as being registered for purposes of Netwatch and other security. Naturally, if the registration number is compromised, it's invalid (probably on the Wanted list—don't use it again unless you like that kind of attention!!). Of course, new "generic engineer" numbers can be obtained from people working for the Internet, Netwatch, and other organizations that have need of such registration.

Please note that this deck isn't sold legally; it's on the Internet hardware Top10 black-list. You have to find someone who makes them and get the necessary hardware (and information).

Parraline 5750 See page 18.

PK-6089a Cyberdeck 9000eb
Speed: +0, MU: 15, Data Walls: +4, Options: None (although the one pictured features an amazingly bulky and old-fashioned monitor hooked up to it).

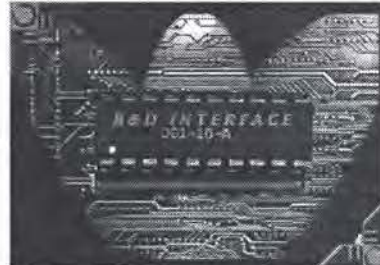
The PK-6089a is a slightly older, prototypical version of the Pandora, with the same Trace Value features. Clunky, but still worth using if you can find one. The main difference is that the PK-6089a can't be made portable.

Record Reconstructor 200eb

This little baby is a hardware add-on, a small (2cm x 4cm x 5cm) module that 'ports onto a deck or computer. It's a dedicated utility that scans a database, accesses the files, and randomly rearranges them. Hoo, hoo!

In game terms, the Reconstructor will jumble together 10 MU of files (or programs) per turn it's running. The jumbled files will be all messed up and intermingled—for example, if you have three 4 MU files in a memory, in two turns the module would have each file more or less evenly constructed of random parts of the original file, and parts of the other two!

This is a "practical joke"/nuisance add-on, but worth it if you want to do some electronic vandalism . . . and it's not quite as obvious as trashing a file. (And trashed files can be reconstructed; see Shredder Uplink Protocol, page 82.)



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These are stolen security chips. Using a code burnt into a small chip as a security measure is very common practice in 2020. The chip is usually mounted



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into a card (although it may be placed in any other holder that allows access: rings and other jewelry, for instance) and is "swiped", scanned, or otherwise accessed (induction being the most popular method; that way the chip can be in anything that can be placed on the scanner plate) when a security code is needed. If desired, a PIN (personal identification number) can be input by the user for added security.

(Sound familiar? Like ATM card procedures? It's a pretty good security measure, actually, particularly with the complex codes that can be burnt onto chips as opposed to simple codes in a magnetic strip. Chips can even have special circuit matrices built in to make it harder to fake them, sort of like a watermark on paper.)

Each of these "interfaces" is a security chip stolen from a specific company, often a specific installation. Each specific chip will only work for its specific location/database! The R&D chip allows the user into the specific research database; the HQ chip allows the user into the specific business/accounting database.

The cost of each "interface" is determined by the level of security and access the chip addresses. A simple security chip costs around 200eb. Add 100eb if the chip has security-specific architecture (it has to be duplicated; the actual cost is around 1/20eb, but what illegal merchant won't bump up the price?). Add another 200eb if there's a PIN that goes with it. This is for access to a weenie database; if you're going for one that belongs to a higher power database, start multiplying the cost! (For example, a security chip for an IEC research database or an Arasaka business database would have a multiplier of 50-100x!)

And just what does one of these chips do for you? First, it allows you entry into the specific system. Second, it means that ICE might just ignore you (50% chance, test for each piece of ICE). Lastly, some systems may REQUIRE this chip for access (NO chance of access allowed without it, not even to the great Bartmoss! This is usually the case for the specific architecture chips).

**R&D Interface
and
HQ Interface**

.....
Prices vary



Please note that these chips usually have a quite limited life span; since they're usually oversold when a dealer gets his grubbies on them, the security codes tend to change swiftly.

Raven Microcyb Eagle See page 14.

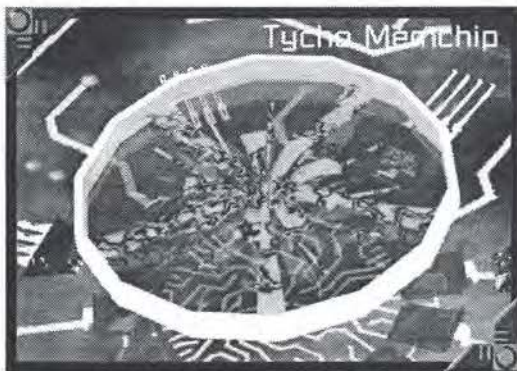
Raven Microcyb Owl. See page 15.

Techtronica™ Utility Suit. See page 16.

Tycho Memchip. 3500eb

"You know there was a time when three megabytes was considered a score to the black market."

"What's a megabyte?"

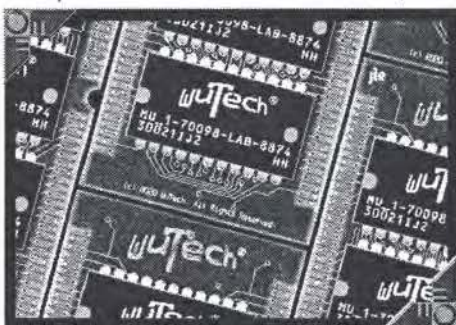


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The Tycho Memchip is a partial memory upgrade, adding 7 MU to deck memory.

WuTech Memchip. 1000eb

"Here at WuTech, we take pride in our quest to make memory cheaper than water" —Erin Devlin, WuTech CEO



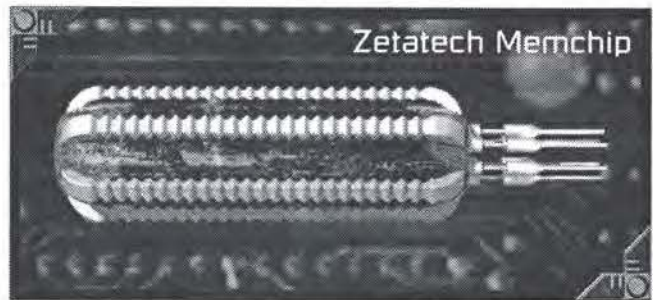
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A partial memory upgrade unit, adding 2 MU to the 'Runner's cyberdeck's memory.

Zetatech Memchip. 2500eb

"In 2019, sales dipped because of a rumor that the odd chip contained a miniature transmitter that sent the chip's data, encrypted, to the nearest Zetatech facility." —Spider

A partial memory upgrade, adding 5 MU to the 'Runner's cyberdeck's memory.



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Zetatech ZZ22 Speedchip 3000eb

This chip replaces one of the normal +1 Deck Speed upgrades, and adds +1 to Speed and Strength of programs using Anti-program functions.



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OTHER HARDWARE

Armored Fridge 500eb

The ultimate emergency hideout, this is the Frigidair Bolthole. It has an SP of 30 and is equipped with space for one average-sized person and some rations (in case he has to stay there a while). It even has a mock freon motor that hums along behind the unit. And the light really does go off when you close the door ...

Bodyweight™ Synthetic Blood

This is the Bodyweight™ equivalent of the Aesculapius™ Blood Substitute detailed on page 6 of *Chromebook 3*. While functionally the same, it costs 200eb per pint rather than 150—that's right, you're paying for the name.



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Dermatech Bodyplating

This is equivalent to the full-body plating from the *Cyberpunk 2020* rulebook, page 92.



Full Body Conversion

This would be any of the better-armored full-body conversions from *Chromebook 2*, pages 63-85.



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**Lifesaver™
Nanosurgeons**

These are the same as the Nanosurgeons detailed on page 85 of the *Cyberpunk 2020* rulebook.

Lucidrine™ Booster Drug 650eb/dose



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This is a new REF-booster optimized for Netrunners. It increases the electro-chemical efficiency of the neural-processor/cortical nerve interface, but does severe nerve damage in the process. Gives the Netrunner +2 REF/+5 to

Initiative for about five minutes (that's a lot of Net rounds). After that roll 1D10 against INT-2. If you roll higher than the modified INT, you lose one point of INT—permanently. How badly do you want to make this run?

MRAM Chip

See page 82 of the *Cyberpunk 2020* rulebook.



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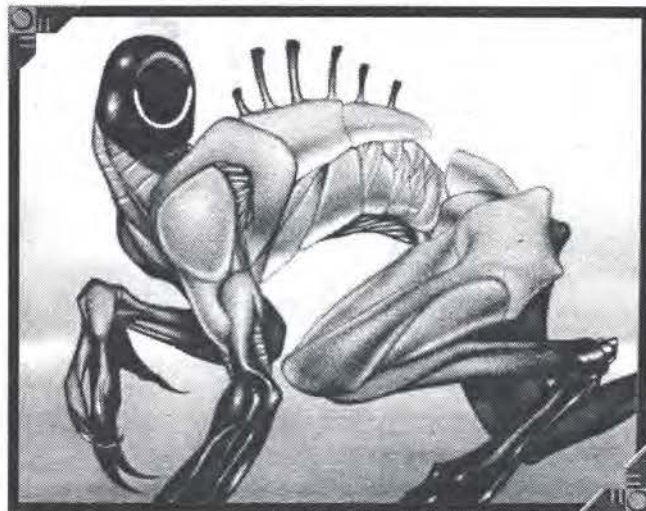
**Millitech
MRAM Chip**

An MRAM with Memory Compression (from p.74 of *Chromebook 1*). 300eb is added to the chip's cost for the compression routines.

Schlaghund 4500eb

European security and anti-terrorist agencies have long sought a mechanism that could infiltrate terrorist stand-off situations, track and identify the terrorists, and render them harmless. Based on these parameters, IEC and Biotechnica combined their resources to come up with this nightmare.

The Schlaghund begins as a cloned hunting hound, usually large, fast, and possessed of a good scent tracking capability. Greyhounds are favored, but wolfhounds, as



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well as other breeds, have also been used. The dog is then outfitted with bionics and nanotech that gives it enhanced speed, endurance, and olfactory capability. It's also armored and fitted with video cameras and transmitting gear, so it can be monitored and even guided remotely. The animal's digestive organs are removed, and it is nourished by direct intravenous feed. The stomach cavity is then replaced with a payload container.

The animal's mode of operation is quite simple, really. In the proper situation, the animal is either given something with the target's scent on it and set loose, or the animal homes in on pheromone emissions (not as accurate, but since the targets are usually feeling combat stress, they're very likely to be putting out great amounts of pheromone). When it reaches proximity to the target, it deploys its payload. Due to the liquid composition of the payload, it can be bio-weapons, gas (lethal or not), or even an explosive. If the payload is not used, it can be drained from the animal later.

Sure, it's not humane, but since the dog is implanted with its 'wares as soon as it's out of the cloning vats, and it's never allowed to develop a personality, does the dog realize any inhumanity? And it's much cheaper than robots!

Game stats: (see *Chromebook 3* for specifics) **INT 1, REF 7, COOL 6, MA 10, BODY 7, SP 20**, Awareness 8, Sense Bonus +5, +8 Olfactory. Melee 5, no natural damage rating. Skills: Identify +5, Loyalty NA (the Schlaghund has its brain hardwired for machine-like loyalty), Stealth +4, Tracking +6. Cybernetics include basic processor, sensory boost (olfactory), cybersight with full audio-visual transmission, linked to a radio, and body-plating. Its payload can act as a gas grenade (6-meter radius; this doesn't usually affect the Schlaghund, since it's immunized) or as a 15D6 explosive with a 5m base radius (this kills the Schlaghund, and usually everyone within the base radius. Subtract 1D6 from the damage potential for every meter past the 5m base radius).



Netrunner Vehicles

Sometimes you've just got to be mobile ... sure, with Flip Switch 2.0, you can 'run while you run, but that just holds you down to foot speed, or riding with someone else. And there are times when you don't *have* anyone else! With the DataCycle and the "Drifter", the programs, and the guts, you can truly go it solo.

Armadillo Armored Road Home

This is detailed on page 49 of *Chromebook 3*.



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Nasuko DataCycle 6,000eb

"Puts the world into fast forward so you can skip the scenes that ain't so pretty."



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A cutting-edge cybercycle which looks like it came roaring out of the highways of the next century, Nasuko's recumbent-design DataCycle is guaranteed to turn heads with its "alien crotch-rocket" styling. Above and beyond its synthetic/organic esthetics, the DataCycle truly excels in the field of mind-body-cyberspace fusion—thanks to Nasuko's special SimThink™ smartchip coprocessor, the rider has the option of netrunning *while driving the bike!* The built-in coprocessor

is connected to a cellular commlink and to the cyberbike's controls, so that with the hardwired Flip Switch 2.1, the bike's driver can run the Net while driving the bike at the same time. Doing this incurs a -3 penalty to the 'runner's maneuvering rolls and Awareness checks (the penalty to the maneuvering rolls is -1 if the driver has a Vehicle Link), and a -5 to Initiative in the Net.

NASUKO DATA CYCLE

Top Speed . . . 44mph	Acc/Dec . 18/30mph
Crew 1	Range . . 270 miles
Passengers 0	Cargo . 0 spaces/12kg
Maneuver +2	SDP . . 20 (body 1)
SP 0	Type cycle
Mass 40kg	Cost 6,000eb

Special Equipment: Cybernetic linkage, cellular phone. While the SimThink™ coprocessor allows the rider to drive and run the Net at the same time, he must provide his own cybermodem.

"Drifter" Mobile Environment 80,000eb

The "Drifter" Recreational Vehicle is detailed in *Chromebook 1*, page 88-89. This version has been optimized for netrunning, however, and not only features a comprehensive communications suite, including a sat-linker, but also has the same control features as the Nasuko DataCycle. A Netrunner can be ensconced safely in the back, resting comfortably strapped into the bed, with deck and life-support system by his side, while (and at the same time) driving the RV around! The ultimate in fly-by-wire technology. (The RV can also be manned from the front seat, which has netrunning capabilities ... most people would get suspicious of a van driving itself, neh?)

"DRIFTER" MOBILE ENVIRONMENT

Top Speed . . . 80mph	Acc/Dec . 15/40mph
Crew 1	Range . . 700 miles
Passengers 1	Cargo . . 3.5 (640kg)
Maneuver -2	SDP . . 80 (body 4)
SP 10 (armor 0)	Type pick-up
Mass 3,200kg	Cost 80,000eb

Special Equipment: Crash control systems for 3, 2 beds, mini-galley, shower, toilet, cellular phone, radio, satellite uplink, auto-pilot and civilian navigation systems, cybernetic linkage, TV/stereo.



SYSOP CARDS

🌀: Turbeau Delacroix



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"Easily more machine than human... I calculate he'll go 'borg within three years' time."

—The Waycon Kidd

Turbeau Delacroix is another example of Eurobreeding. Born to upper middle class corporate parents in France, he was bred to be a computer expert and programming master. His schooling pointed toward it, his exercises groomed him for it, and his apprenticeship at France Telecommunications honed his skills.

He made a name for himself outside of the office, too. His passions were telecommunications programming and auto racing. For years, he perpetually placed in the top ten finishers in the Grand Prix. In 2015, disaster struck. His cybercontrolled race car wrecked and exploded, suffering a massive system failure in all areas. He was hauled from the wreckage with critical internal injuries and rushed to the hospital. There, experimental forced cloning techniques and nanosurgery saved his life, but could not restore his health. A series of life-support systems were installed in an armored torso cuirass to keep him alive.

The investigation into the incident was inconclusive; so much of the physical evidence had been destroyed that there wasn't much to examine. Rumors flew of computer sabotage, and since Delacroix had designed and programmed the system himself, he was inclined to agree. His efforts to close down illegal telecommunications (particularly those using long-distance links and not paying for them) had helped Netwatch close down illegals using French links, and he suspected some of them might well have wished him dead ... and tried to do something about it.

Ever since that time Delacroix has been a different man. No longer the *bon vivant*, he is now dedicated to the eradication of "data pirates and Net killers"—that is, anyone on the Net in any but scrupulously legal form. He quit his job and

TURBEAU DELACROIX**AGE:** 32**ICON:** A stylized sports car, chrome-colored.**STATS:** INT: 10 REF: 8 TECH: 7 COOL: 10 ATTR: 7 LUCK: 6 MA: 5 BODY: 5 EMP: 6/4 Rep: 5**SKILLS:** Interface 9, Personal Grooming 4, Wardrobe & Style 5, Leadership 3, Seduction 3, Social 6, Accounting 4, Awareness 6, Education 7, Expert: Network Tracing 10, Gamble 3, History 3, Language: French (native), English 7, German 7, Italian 7, Japanese 5, Mandarin 4, Conceptual-C 8, all other computer languages 5, Math 6, Programming 6, System Knowledge 6, Athletics 4, Driving 7, Fencing 5, Savate 5, Cyberdeck Design 3.**CYBERWARE:** Neural processor (2x plugs, CLNK, VLNK, Kerenzikov M 2, chipsocket, pain editor), contraceptive implant, biomonitor, Audiovox, Torso Plate, Cybereye (TimesSquare+, thermograph).**EQUIPMENT:** Custom cyberdeck (Speed +6, 40MU, Datawalls +10).**PROGRAM MIX:** A fair mix of detection, protection, and anti-system programs. Has an extensive collection of high-powered (Strength 6+) trace programs, most concealed with invisibility sub-routines.

demanded to work for Netwatch as a consultant, there to assist system owners around the world to shut down computer crime.

In this function, Netwatch will send Delacroix to a corporation to assist in tracing system intruders (in return for a fat fee to Netwatch, or other considerations). Delacroix doesn't actively participate as a sysop, but rather stands by with his trace programs and waits for a signal anomaly (that is, an unauthorized intruder). While the system's defenses deal with the intruder, Delacroix starts his trace (using his extensive special knowledge skill level of 10 rather than program strength), looking to find the interloper. Once the 'runner's traced, Delacroix reports the location to his current patron, and lets matters progress.

🌀: Karl de Veres

"A slimy pseudopod promoting the presence of the slithering financial-plane entities on the Net."

—Rache Bartmoss

Karl de Veres is not a netrunner or sysop. His knowledge of programming is zero; his grasp of Net combat revolves around one tactic: Run. But he is a successful example of the sort of corporate contact most 'runners have to deal with in order to pay the bills.

De Veres is, by nature, somewhat paranoid and unadventurous. He is, after all, a survivor in the corporate world. His life is largely spent in his little cubicle in whatever corporation he's working for at the time; any time spent physically out of the office is spent on the road working for the corp or out on the town for a little meatworld downtime. He sees no reason to



leave the office otherwise—"Lessee, I've got snack machines that haven't been jimmed or blown up, ditto drink machines, the restrooms are clean, I can breathe the air, security's free, full Net link-up, a comfy chair; frak, I can even get some work in, make myself look better, neh? All for bribes to Security and my super which cost lots less than a one-room flat. I'd be crazy to leave! 'All the comforts of the office,' that's what I say."

Most of the time he's in, de Veres is "out." He spends a great deal of time in the Net, snooping, sight-seeing, visiting various bulletin boards, keeping virtual eyes and ears open. He's a good conversationalist, and makes certain that he's free with interesting (if not vital) information, sort of a low-powered Net fixer. His Icon is known from Pacifica to Orbitville. By playing coy with the juicy information at his disposal, as well as by playing fair with his associates, he cultivates a specific clientele among the more mercenary corporate 'runners, paying well for any information on any run on any corporation—his pay scale is 150eb for a recording of a partial penetration into a corporate datafort, 400eb for a recording of a penetration to a corporate datafort's security section or CPU; prices for vital information are negotiated individually. de Veres drives a hard bargain, but usually gives some secrets of interest to sweeten the payment.

De Veres has no scruples about the information he buys or finds; he'll sell or trade it for a profit to whomever can pay (unless there are stipulations as part of the bargain, which he always upholds). Some people haven't put stipulations on their deals, and have gotten burned as a result of information resale. They blame Karl, even though he's of the opinion that once they sold their secrets, they weren't secrets any more, neh?

KARL DE VERES**AGE: 25****ICON:** A huge cartoon thug in a trench coat, with a snapbrim hat and dark glasses.**STATS:** INT: 7 REF: 5 TECH: 4 COOL: 8 ATTR: 6 LUCK: 7 MA: 6 BODY: 5 EMP: 6 Rep: 4**SKILLS:** Resources 6, Personal Grooming 2, Wardrobe & Style 3, Streetwise 2, Human Perception 4, Interview 5, Seduction 2, Social 4, Persuasion & Fast Talk 6, Awareness 4, Education 6, Stock Market 3, System Knowledge 4, Driving 3, Handgun 2, Martial Arts (Aikido) 2.**CYBERWARE:** Skinwatch, shift-tacts, contraceptive implant, biomonitor.**EQUIPMENT:** Green Knight cyberdeck with 'todes, Kevlar T-shirt and Takanaka full armored topcoat, Trauma Team transponder (wired to biomonitor), H&K P18 pistol, armored briefcase.**PROGRAM MIX:** Almost entirely defensive; always carries the latest version of Armor, Force Shield, SeeYa, and Hidden Virtue. De Veres never bothers with offensive programs.

Because of this, de Veres is very aware of danger, and is always ready for the double-cross. His data-files have self-destruct tags on them; he has to give a specific file password to a client to defuse the erase command, or the files derezz as soon as de Veres' signal (represented by his Icon) isn't in the same Net grid. If attacked, he seeks to defend himself, and jacks out as soon as he can. Once back onto the Net, he's not above hiring himself a Net Ninja to deal with those who attacked him.

Dr. Dreff

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"I always hated how Bartmoss flagrantly brain-burned people ... but I gotta admit, he DID miss one before he checked out."

—Magnificent Curtis

Dr. Albert Dreff started his career as a brilliant student of neurochemistry. At 25, he was a leader in the field. Small wonder that he was inducted into researching the decoding of human thought patterns, and contributed heavily to the discovery of that code and the capability to translate it electronically. His research helped to bring about the neural processor.

Delighted to be able—finally!—to probe directly into the inner workings of the brain, he became obsessed with the idea of being able to transcribe thought patterns to electronic memory—in short, storing human memories electronically. The Photomemory RAM chip is a spin-off of this study. The other avenue he pursued was more deadly.

Dreff's findings got him attached to a top-secret team working on programs that could "crash" a mind, and then try to overwrite it—Project Voodoo, which invented Brainwipe, Zombie, and Dreff's personal favorite, Liche. Each program was ever closer to his desire of electronic humanity.

Then Alt Cunningham beat him to it (although, to be fair, most of her basic research was stolen from Dreff by Arasaka). Dreff was livid, and followed up the Silverhand Riot with a frenzy of Net warfare that burned a score of Arasaka 'runners and execs.



DR. DREFF**AGE:** 48**ICON:** A photo-image of himself.**STATS:** INT: 10 REF: 4 TECH: 9 COOL: 10 ATTR: 4
LUCK: 8 MA: 6 BODY: 5 EMP: 4/ Rep: 8**SKILLS:** Interface 9, Interrogation 6, Intimidate 4, Awareness 4, Biology 7, Chemistry 7, Education 7, Expert: Neurochemistry 8, Language: Conceptual C 10, all other computer languages 9, Programming 10, System Knowledge 6, Electronics 6, First Aid 7.**CYBERWARE:** Neural processor (2x plugs, CLNK, chipsocket).**EQUIPMENT:** Custom smartgoggles (Times Square Plus, micro-optics) made to look like lab glasses, custom "notepad" computer (INT 2, 40MU). Always runs through main or microframes; disdains cybermodems.**PROGRAM MIX:** The most advanced Detection and Protection programs, as well as a Killer (Strength 8). Always has two or more new, experimental Anti-Personnel programs (Strength +2+3 versions of standard programs, will crash if a 1 is rolled when testing versus other programs); prefers one neutralization program (Glue, Dazzle are favorites) and one or more brain-burners (Liche, Zombie, Hellbolt).

His reputation ruined, his life endangered by his new enemy, he dropped out of sight for some years. Yet he's still around, hired on the sly by companies looking to profit from his next innovation. He hires on cheap, looking only for facilities to support his research, new guinea pigs for program testing (in the form of intruding Netrunners), and a chance to avenge himself on Alt with a specially tailored anti-Alt-system virus he's spent years perfecting.

His Net tactics are pure nasty. He usually lures unsuspecting 'runners in with seemingly mediocre defenses, traps them with Glue or Dazzle (he prefers Dazzle, since it doesn't usually alarm the victim), then unleashes his latest brain-sucking horror.

Dieter Esslin

"This kid reminds me of Rache turned mercenary."

—Spider Murphy

"Y'know, sometimes it worries me how much he enjoys his job."

—unidentified corp

Dieter Esslin is the product of one of the best technical schools in Germany. A sickly child born to middle-class parents, Dieter soon excelled at technical tasks, learning the basics of electrical theory before he entered school. There his talents were recognized, and he was enrolled in a special school to develop his skills further. An exemplary student, he graduated at age 16, six years ahead of schedule.

It was expected that he would hire on with one of the great Eurocorps, and remain a steady corporate employee for life. He did indeed hire on with EBM, but only for a



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year, learning as much as he could and moving on. Europe and Eurospace were, it seemed, too dull for him. He wanted to go where the action was, which meant America. He managed to get transferred to the Night City branch of EBM, stayed there for another year, then went freelance.

He was immediately employed. At EBM he'd earned a reputation known all over the Pacifica region—and corps vied to hire him. His knowledge of dataecture made him a formi-

DIETER ESSLIN**AGE:** 19**ICON:** A featureless gloss-black humanoid covered with spider-web-like tracery. Capable of manifesting a fang-filled maw on its "face." Can turn invisible.**STATS:** INT: 10 REF: 8 TECH: 7 COOL: 8 ATTR: 4
LUCK: 5 MA: 4 BODY: 3 EMP: 4/2 Rep: 6**SKILLS:** Interface 8, Endurance 2, Interrogation 2, Intimidate 3, Human Perception 3, Awareness 5, Education 8, Expert: Datafort Construction 5, Languages: Conceptual C 6, all other computer languages 5, Programming 8, System Knowledge 5, Cyberdeck Design 7, Electronics 4, Electronic Security 4.**CYBERWARE:** Neural processor (plugs x2, CLNK, Sandevistan boost modified for exclusive Net-use, chip socket, pain editor), biomonitor.**EQUIPMENT:** Custom cyberdeck (Speed +5, 25MU, Datawalls +7, backup drive, portable, cellular), Zetatech Diagnet, personally modified Zetatech PS4040 (INT 4, 50MU with 100MU external memory, Speed +5, modem, cybercontrolled).**PROGRAM MIX:** Dieter uses an offensive program mix, including Hidden Virtue, Clairvoyance, Killer VI, and Anti-System programs. He also has a Strength 6 Armor program for defense. All of Dieter's programs have Invisibility sub-routines.

dable sysop, skilled in catching the unwary with disguised and invisible ambushes. He'd even go so far as to underman the EBM fort, hoping to lure 'runners in for his pleasure.

Yes, pleasure. Dieter takes great pleasure in stalking 'runners, sneaking up on them and trashing their equipment. He never bothers with trashing wetware ("If you break a toy, you don't get to play with it again," he says), and disdains those who use anti-personnel software as unsophisticated savages and clods. He'll use such programs if ordered by his employer, but brainwipers and users of the new Green Knight technology hold the top two positions on his dislike list.

Dieter is a true mercenary, taking work with whomever can meet his steep price. He has no loyalty to anything but himself; he will defend his employers and their systems faithfully, because his reputation will plummet if he fails, and because he said he would (his ego will not permit him to fail).

His weaknesses are his ego and his desire to hunt on the Net. He cannot be bribed by money, possessions, or more carnal desires (he has his own virtual programs for that). Only a challenge to his ego or his skill can interest him. He is quoted as saying, "I'm sorry that Rache Bartmoss is dead. I'm sorry that I didn't trash him first!"

🌀 Jenny Jett



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"I've heard her play and I've seen her work. She's got talent."

—Spider Murphy

Jenny Jett is an anomaly among sysops, a denizen of the streets who works with the corps but isn't *sarariman*. She's an aspiring musician who "daylights" as a sysop, working for a branch of Securicorp. The job means she never knows who she's going to be working with next, since Securicorp employees are hired out by the day. Monday she may be Net-sitting a microframe in a shopping 'plex; Tuesday she might be shooting through the circuitry of a Microtech mega-frame at EBM.

She never works weekends, though—it's in her contract. Weekends she devotes to her real vocation: playing bass with the Blackadders. They're a small group, without much of a rep, but they're comers. Right now, they're doing the club

JENNY JETT

AGE: 19

ICON: A guitar-wielding rockergirl.

STATS: INT: 8 REF: 7 TECH: 7 COOL: 6 ATTR: 7 LUCK: 5 MA: 7 BODY: 5 EMP: 7 Rep: 2

SKILLS: Interface 6, Personal Grooming 4, Wardrobe & Style 2, Streetwise 3, Human Perception 2, Social 2, Perform 4, Awareness 3, Composition 2, Education 2, Language: Conceptual C 5, Library Search 3, Programming 6, System Knowledge 5, Brawling 3, Dance 3, Driving 2, Handgun 2, Motorcycle 4, Play Instrument (bass guitar) 6.

CYBERWARE: Neural processor (plugs, CLNK, chipsocket).

EQUIPMENT: Aztec 600 Assault Programmer cyberdeck, Colt AMT 2000 pistol, armored Urban Flash clothing, smartgoggles (low-lite, anti-dazzle, thermograph), Ashigaru motorcycle, Gibson Electroaxe bass guitar.

PROGRAM MIX: Variable. J.J. prefers a mix of defensive and anti-program programs when she's working as a sysop, swapping the anti-programs for intrusion and detection programs when she's working solo.

scene, practicing for that big break—when it comes, they want to be ready.

Until that happens, their bassist is cultivating something of a rep on the Net. A lot of sysops are too busy to cruise the BBS loop and hang out with the 'runners, but J.J. thinks of herself as a 'runner with a day job, not as a sysop. It comes in handy; she picks up information (and gives it, as long as it doesn't endanger her job), and can warn her friends and acquaintances away from systems she's using.

On the job, her friendliness evaporates. With a job to do, friendship won't stand in the way; indeed, she'd just as soon not see her friends anywhere near her datafort, since she'd have to use her knowledge of them against them. As a sysop, she's competent and diligent. She prefers to let intruders fight their way through the defenses, let them get all the way to the CPU, and then spring another defense program on them right then and there, while they're in the middle of doing something else.

🌀 Omni Kismet, Ph.D.

"I like sneaking into Omni's forts. It's like a trip through Wonderland, and if you behave yourself, he lets you play for free."

—Rache Bartmoss

Omni acts as a sysop only occasionally—usually when he's testing out a datafort he's designed. Omni Kismet has a Ph.D. in Computer Science and another in one of the newer fields of study, Virtual Simulation. He is one of the top five virtual programmers/designers on the West Coast.





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OMNI KISMET, PH.D.**AGE:** 40**ICON:** A photorealistic image of Kismet in a black leather jacket.**STATS:** INT: 9 REF: 5 TECH: 8 COOL: 6 ATTR: 5 LUCK: 7 MA: 5 BODY: 6 EMP: 8/7 Rep: 4**SKILLS:** Interface 7, Human Perception 4, Persuasion & Fast Talk 5, Social 4, Perform 3, Awareness 3, Composition 5, Education 8, Expert: Data Fort Construction 6, Expert: VR Programming 9, Language: Conceptual C 7, VisiCode (a code specially for virtual programming) 10, Programming 8, System Knowledge 6, Electronics 5, Draw 7.**CYBERWARE:** Neural processor (CLNK, DLNK, plugs, chipsocket).**EQUIPMENT:** Microtech ML-9 microsystem (INT 9, Codegates +9) with cybernetic interface.**PROGRAM MIX:** Kismet is tremendously versatile. He doesn't netrun per se; at most, he net-cruises, strolling around the BBS circuit. When he's not in the sysop's chair, he has about 150 MU of programs in his micro to work with in case someone's rude enough to bug him, and even then all he does is defend himself. (Of course, attacking Kismet will anger his even more powerful Net friends, who will teach the vandals a lesson.) When he's doing sysop work, he uses whatever programs are made available. His classic trademark trick is the ability to insert defenses hidden behind virtual reality.

Kismet-crafted dataforts give a +1 to sysop Initiative, because the sysops are (usually) used to the adventure inside the fort.

His skills and talents make him very employable; his time is booked well into 2025. Although he studied to become a writer/programmer/artist of virtual reality entertainment, his talents have found a surprising audience: Many West Coast corporations have employed Kismet to design their dataforts for them. He started off designing one for a lark; its features were so original, the decor so exceptional, and data-flow so improved that it became an instant hit among the virtual art crowd. The company, Chrontek of San Francisco, had so many intrusions in its new fort that it hired Omni to design a new one, and put the old one on public display.

Since then, Kismet has been busy making newer and neater dataforts. The secret seems to lie in his unconcealed desire to entertain and awe, as well as in his apparently unquenchable thirst for story-telling. Each new datafort is part theme park, part virtual game, with full business functionality. The novelty helps improve productivity, and can also help conceal defenses and secret areas.

From 2017 to 2020, Kismet was so well employed that he completed twelve dataforts for various companies. In late 2020, he announced that he'd be taking a six-month sabbatical to spend some more time with his wife and child. Rumors abound that he's also researching a new virtual reality system for the office environment(!), at the behest of Biotechnica of Night City.

Chester Mix



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"Of course, he subscribes to the Platonic-solids school of ICE-rendering, but he is cheap."

—Nathan Bellows, Vice President, MA&F (London Branch)

Chester Mix is a normal sort of guy. He could pass for a normo on the street (and frequently does), just another nobody working at a corporate job, cutting mildly loose after hours, with a steady input, a little bachelor pad, and a few frills.

Get him on the Net, or mention his name to programmers the world over, and you get a different reaction. They know him as Bitman, one of the hottest ICE-men alive. Mix devotes his working life to writing ICE—smaller, better, faster, stronger than almost anyone else's. His forte is reducing the size of a standard



CHESTER MIX**AGE:** 27**ICON:** A dodecahedron (twelve-sided solid) with an eye on each surface.**STATS:** INT: 9 REF: 7 TECH: 7 COOL: 5 ATTR: 5 LUCK: 6 MA: 6 BODY: 6 EMP: 5/ Rep: 3**SKILLS:** Interface 7, Accounting 2, Awareness 3, Education 6, History 4, Language: Conceptual C 8, all other computer languages 5, Mathematics 5, Programming 10, System Knowledge 5.**CYBERWARE:** Neural processor (2x plugs, CLNK, chipsocket).**EQUIPMENT:** Zetatech Virocana deck/workstation, Zetatech DiagNet with Data-Mate.**PROGRAM MIX:** A fair mix of high-powered offensive and defensive programs. The mix changes often, and he writes his own Anti-Program/System programs; they're +1 Strength over the normal ones.

ICE package by up to 30%, matter-of-factly (usually as part of an upgrade). His Killer VI modification, coming in at 3MU, remains one of the benchmarks of modern code-hacking—it's every bit as effective and pretty as the original, but much smaller. Duplicating it—even reaching down to 4MU—is considered a rite of passage for up-and-coming programmers.

When left to his own devices, Mix prefers to reduce program iconography to simple geometric shapes. Sure, he can program complex, visually stunning icons, but he likes simplicity. He uses the Platonic solids to designate program function (four-sided for Utility, six-sided for Alarm/Detection, eight-sided for Anti-Program/System, twenty-sided for Anti-Personnel; he's stooped to non-Platonic ten-sided for Monitors) and color to designate actual program identity (mottled colors for multi-function programs). To many employers, this lack of colorful and intimidating icons is a drawback. Those who employ him soon find out they've no need to worry; his skill at programming makes up for a lack of flashiness, and Mix usually hires on for 70% of the average rate of his contemporaries.

Olivia Salazar

"She was one of our gang, one of the original 'runners of 2010. Like Rache, she got disgusted with all the idiots online—but she went the other way, and turned authoritarian on us. But then, she always was kind of a bitch." —Dog

Olivia Salazar had her first encounter with the Net in 2009, using an Omnibus Cyberspace Explorer One. She was hooked, and became something of a Net-head, vying with other Net-heads to see how long she could stay in the Net, to see who could achieve the most outrageous Net penetration or coup, and becoming one of the elite of



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the American Net, even running with Rache Bartmoss and his crowd on occasion.

As time passed, she noticed the prevalence of *touristas*, weefles, and outright children of all ages swarming all over the Net. When InterNet changed over to the I-G interface in 2014, unifying the perceptual interface, Net traffic rose by over 5% (a staggering amount, considering that the Net handles 10% of humanity's commercial information traffic). The incidence of Net vandalism and assault increased over 200% within a year of the transformation. The older 'runners blamed it on the newbies, net-cretins who had jumped right

OLIVIA SALAZAR**AGE:** 29**ICON:** A half jet-black, half ice-white woman.**STATS:** INT: 9 REF: 6 TECH: 5 COOL: 9 ATTR: 5 LUCK: 4 MA: 8 BODY: 6 EMP: 4/3 Rep: 4**SKILLS:** Interface 9, Personal Grooming 3, Wardrobe & Style 3, Swimming 4, Intimidate 4, Human Perception 4, Persuasion 4, Social 3, Accounting 4, Awareness 5, Education 6, Languages: Conceptual C 6, all other computer languages 4, Japanese 5, Library Search 3, Programming 8, System Knowledge 5.**CYBERWARE:** Neural processor (2x plugs, chipsocket, CLNK), Bioware (DietRite, Muscle & Bone Lace).**EQUIPMENT:** Modified Zetatech Armdeck (Speed +3, 25 MU, Data Walls +8, includes Deck-Mate). Other equipment supplied by employer.**PROGRAM MIX:** Olivia has her favorites—Clairvoyance, Hidden Virtue, Armor, Killer VI, modified Poison Flatline (Strength 4), and a special trace program (Strength 7, Invisible). Her forts are always strong on Monitor programs, and she may employ Panzers.

into the situation with new, easily available cybermodems and handfuls of stock programs, without any of the knowledge of programming or any of the challenges that had molded the more experienced 'runners.

Reactions were different. Most 'runners chose to ignore them when possible. Rache Bartmoss chose to play with them (and burn them when they got hostile). Olivia chose to teach them a lesson.

She decided to hire her services out to datafort owners who were having trouble with intrusions. Using her knowledge of her prospective owners (usually gathered from inside their systems), she outlines some of their defense weaknesses, then presents her plan to rectify the situation. Her precise information, combined with her reputation, has seen her employed by companies she's damaged in the past.

They have no need to worry. Olivia demands a great deal in programs, hardware support, and living expenses, but she delivers. She is adept at spotting intruders and has a 90% success rate whenever she's on-line (it's speculated that the 10% failure margin is due to her sympathies—some say she still has respect for skilled 'runners, and lets them pass). Furthermore, she's often under budget and is punctual at submitting detailed reports, talents prized by her employers' accounting departments.

Outside of work, Olivia spends her time studying the latest programming trends, and has a talent for anticipating them (her social life is practically zero). When encountered in a datafort, she uses the defenses to test the mettle of any intruders. If she judges them to be unworthy, she'll trace them and then flatline their decks. Worthy 'runners are allowed a warning to leave (while Olivia traces them). If they don't, she warns them they've been traced, and cuts their connection.

Nevinyrral

"Als... Why did it have to be Als?..."

—Ware Wolf, upon entering Pacifica's Hong Kong citygrid

EER-11097-X2 (codename "Nevinyrral") is a fully evolved, psuedo-sentient computer intelligence. It is over eighteen months old, and has experienced a 2,048x operation increase since its first activation. Nevinyrral is a cold and obsessive personality, dedicated to increasing efficiency and productivity where it's installed. Over its life span, Nevinyrral has learned to interact with people—this knowledge is usually used to manipulate humans to do Nevinyrral's bidding. Nevinyrral's insistence on master control over its system and its projects does pose a quandary for those using it. To be sure, Nevinyrral is hard on the employees, but it does get rapid results. The biggest problem is that if Nevinyrral's program base is damaged, it can take days until it has reconstructed itself to full function again—and all the benefits of its project leadership will be lost.



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NEVINYRRAL

Corporate AI

STATS: INT 18 (6 CPUs), "REF" 5 (only for controlling remote devices in Realspace), "COOL" 10, TECH 9, "EMP" 4.

SKILLS: Interface +10, Resources +8 (what Nevinyrral wants, Nevinyrral gets), Accounting +9, All Tech (AV, Aero, Basic, Cybertech, Gyro, Weapons) +4, Awareness/Notice +8, Composition +5, Education & Gen. Know +7, Electronics +5, Expert: Management +8, Human Perception +3, Interrogation +4, Interview +3, Intimidate +3, Languages: all Computer languages at +8, all human languages at +4, Leadership +2, Library Search +10, Mathematics +9, Physics +4, Programming +10, Stock Market +4, System Knowledge +5.

ICON: A golden fractal whirlpool from which a golden human head emerges to address others.

Playful AI

"**P**layful" (read: rogue) Als are rare, but anyone who cruises the Net long enough and hard enough has a nice chance of bumping into one. INT is in the 12-15 range; few rogue Als have a chance to run in more than 5 CPUs. "REF" is 5-6 for purposes of operating remotes in Realspace only. "COOL" can vary widely, depending on the AI's personality, as can "EMP".

Skillwise, treat such Als as having a +9-10 in all matters related to computer programming and use (*Interface, Computer languages, System Knowledge, and Programming*), +5-8 in the AI's areas of interest (rogue Als usually have a "hobby" block of skills, normally related to either their original programmed mission, or the obsession that made them go rogue), and +1-3 in Interpersonal skills (assuming that the AI has been interested in dealing with humans in the Net, and has at least picked up a few pointers).

As far as ICONs go, rogue Als can look like anything, although many take on humanoid features.



NETRUNNER® AS A CAMPAIGN AID

With such great collectable cards as Arasaka Owns You and the Bartmoss Memorial Icebreaker, the idea has come up to use *Netrunner*® events with or even in a *Cyberpunk 2020*



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game. The Corporate and 'Runner cards can be used to simulate things Corps and players do; a Corporate deck can be used as a "random" action simulator, as a dedicated datafort ready to be run, or even as a campaign hook. A 'Runner deck is less useful (fewer background machinations), but can be used for more immediate action such as interacting with suppliers, making new connections, etc. You can even swiftly play through *Netruns* with it (see the modified rules on page 114). Here are some of the campaign suggestions we've come up with, of course given with the usual caveat that you're a *Cyberpunk* referee, and if you don't like the suggestions, burn this book so you have to buy a new one.

ORGANIZING A CORPORATE CAMPAIGN DECK

"If you want to find out about a person, you ask, 'who.' The answer to, 'Who are you?' will tell you about that person's personality. But people don't really count. Big Business, now that counts. Unlike people, a corporation is faceless; 'who' is the only question you don't ask if you want to find out about a corporation. Who works there is not important—not at all. Today's marketing veep is tomorrow's floomat. Instead, you need to know the answers to all the other question words: what the corporation has, where it's going, how it intends to get there, when it can accomplish its goals, and why the board of directors thinks the corporate goals are important. These are the keys to the personality of a corporation. Now get out of my face before I have Tony bust your knees."

—Dave Whindam

Cyperpunk players being the independent-minded people they are, your players are generally going to choose their own targets. Face it: *Cyberpunk* players have an attitude, and we're damn proud of that fact. Few indeed are the *Cyberpunk* refs who can tell their players who their characters do or don't hate. So, unless you have that sort of players, you'll have to build the corporation's deck after you find out who the team is gunning for. After all, each evil Corp has its own unique

style of sadistically grinding a runner to a pulp. And it's so nice for your game to have that personal touch.

High-tech firms like Zetatech tend toward equipment upgrades to make their dataforts the best possible; impregnability is more important to them than vicious countermeasures. Large corporations, especially those dealing with software, have a lot of sysops, as well as experimental virtual constructs like Viral Test Sites and Experimental AIs. Corporations with subsidiary holdings, especially security subsidiaries like, oh, say, Arasaka prefer to work in the meat world, and typically employ a lot of trace and tag systems. Companies with a high media profile tend toward Braindance Campaigns and other not-really-all-that-sleazy-at-least-in-post-modern-terms nodes, while those who operate far from public scrutiny are fond of employing traps and ambushes of varying types.

Software (ICE, that is) also depends on the type of corporation. Those with high public access, like, say, New American Motors with their Braindance Test-Drive VR Constructs, have a lot of Net users wandering around their dataforts. These people need to be contained, but not too unpleasantly. On the other hand, ultra-high-security establishments like Skaldervikken SA know that no one should be on their premises, and remove the gloves before they strike. As an analogy, consider a bank versus a military base. At a bank, there are places the public definitely shouldn't go. The bank employs security measures, but the guards, though beefy and armed, are considerate and polite, and usher those vagrant souls back to where they properly belong. In contrast, if someone wanders into a minefield around a military base, no one is really going to raise a stink when he blows his hindquarters into his headquarters—he shouldn't have been there in the first place. The same sort of approach governs the choice of corporate datafort ICE. New American Motors has to choose more lenient software, at least as their first line of defense: Blowing test drivers out of their skulls would be bad for business. Simple data walls, code gates, and kid-gloved sentries like TKO 2.0 are the norms. Arasaka, on the other hand, not only doesn't need to take a soft approach, they actually increase their own reputation (and hence marketability) by being heavy-handed and ruthless. You can expect to see Data Nagas or Razor Wire data walls wherever you turn.

All that being said, the Agendas are perhaps the cards which should be chosen with the most care. After all, a corporation is best defined by its goals. Think Nike, and you think shoes (or missile bases). Think Arasaka, and you think, "Gee, I hope they don't decide to hurt me." Thus you should choose Agenda cards which one might reasonably expect the corporation to pursue—or just make them up.



🔍: Feel and Substance

Naturally, certain Agenda cards can be altered for purposes of color. For example, Polymer Breakthrough, in the strictest sense, would be a rare Agenda for most corporations to pursue. Only those corporations actively involved in experimental plastics and lubricants are likely to concern themselves with such things. Such a card can be altered slightly in flavor to keep it in line with the corporation. For Arasaka, a Polymer Breakthrough could result in a new sort of ballistic armor, perhaps a stiff Kevlar/mylar which protects against rippers as well as bullets. For Petrochem, a Polymer Breakthrough could result in a cheaper way to produce CHOOH-2, the meta-alcohol which fuels most of the planet's cars. For Diversified Media Systems, perhaps the breakthrough involves a new, dirt-cheap method of recording and distributing music and videos. Any of these sorts of inventions could reasonably be expected to result in a steady stream of additional funds for the corporation. Or you can make up your own Agenda card by using a note, or even by writing down what it really means somewhere else.

On the other hand, you may wish to include an Agenda or two which is definitely beyond the norm for that particular corporation, as a hint of darker events on the horizon. What would people think if the workaholic Boys in Black all took a big corporate vacation to the Bahamas (Corporate Retreat)? Wouldn't it make you nervous? Or what if a peaceable corporation like Biotechnica, ordinarily concerned with rain forests, pharmaceuticals, genetic engineering and the like, suddenly came out with a breakthrough in Bioweapons Research? Could it be that Militech acquired a controlling share of the company, or has Biotechnica secretly arranged an under-the-table-merger with the ESA with the intent of poisoning the planet with a tailor-made plague? The ESA could charge everyone a fortune to get off the planet while Biotechnica bought up contaminated land for pennies on the euro. Or maybe there are even darker plans in the offing ...

Darker even than poisoning the entire planet and bankrupting every human being alive who desperately wants to escape the bioplague? Oooh yeah. You betcha.

Remember, you are in no way limited to those Agendas published as Netrunner® cards ... although using some of them straight can make for wonderful adventure material.

🔍: ORGANIZING A 'RUNNER CAMPAIGN DECK

How you build the deck for your players depends largely on how you intend to use the 'runner's deck in the game. As a plot device, the 'runner's deck can be

very small, with just a few cards in it to garner them help. If you intend to use the 'runner's deck in a more integral fashion to the game, the deck will have to be correspondingly bigger. Balance between the 'runner's deck and the Corp's deck is largely obtained by matching the number of uncommon and rare cards in each deck. Agendas like Political Overthrow are powerful indeed, and should be matched by an equally powerful card on the 'Runner's side, say, Al Boon or a Silicon Saloon Franchise.

Players may wish to build their own decks so they can choose what sort of approach they want to take. You should let the players build their deck initially so it matches their style of play, and then adjust it as you see fit for your game and intended use. Pull out a few cards which you think are too powerful or too unlikely for your campaign plans. Alternatively, you can have the 'runner fake his deck using existing programs; if a program isn't in the cards, choose the nearest alternative. We also recommend that you insert a few extra cards into the deck of your own choosing, so that the players can get a few beneficial surprises in addition to all the nasty little things in store for them in the Corp deck. Rare though it is, sometimes things go the way of the average punk.

Don't worry too much about balancing the decks ... you can always take care of any discrepancies by adjusting the difficulty while they're role-playing. If the characters get blown away, well, they knew the job was tough when they took it. If they wanted safe, they shoulda stuck to changing diapers in the corporate day-care center.

🔍: USING THE DECKS

🔍: I Need A Datafort!

It happens all the time. The players are moving along your carefully built plot line, being nice and predictable, when suddenly they leap boldly onto a tangent you hadn't foreseen, unhesitatingly yelling out something like, "Quick! We run the cafeteria datafort to look for a backdoor into the personal e-mail system, and maybe see if our contact has any food allergies! And while we're at it, we link back to the Oscar Mayer distributor's datafort and order us a ton of weenies to go!"

With just seconds to prepare a full-fledged datafort to challenge your 'runner (let alone be consistent with the outer world and what they've already explored of the building) the question immediately comes to mind: Why bother?

The players know that this isn't the main fort they have to tackle, and they won't spend excessive time in the system. They won't care if you can't turn off the refrigerated water supply to the drinking fountain, because they won't be in the system for more than a few moments.

The corporate deck is a great quick-and-dirty way to generate a datafort. Decide how many bits the corporation



in question has to spend on the datafort. The local 24-7 should only have two or three bits, while even a small branch office of Militech would have ten or more. Flip up cards from the deck until you reach an Agenda card. The cards you drew determine the strength of the datafort. Any ICE drawn is encountered one at a time as the 'runner moves through the system. Of course, the corporation has to be able to pay to rezz the ICE; you won't see Razor Wire at very many convenience stores. Operations can be played at any time, even before the 'runner starts in the system: If you draw Efficiency Consultants, then by all means have the datafort be three bits more efficient and deadly. You'll want to wait before playing other Operations like Trojan Horse. The Agenda card drawn determines how valuable the information they found was: An Agenda worth only one point indicates that whatever the characters wanted to find in that datafort wasn't really there; they get minimal information, if any. On the other hand, an Agenda worth four points means the characters get a lot of very useful information, or perhaps a link to somewhere else where that information can be found. Or perhaps they simply found a lead which could turn up information leading to a completely different adventure ...

If the luck of the draw turns up too little ICE for your tastes (i.e., the first card was an Agenda and they're trying to crack an EBM direct-sales office), then either shuffle the cards and draw again, ignore the first Agenda drawn, or draw as many additional cards as you wish. In this last case, extra Agendas could either increase the amount of information the characters can get, or else provide other interesting leads.

Or you could just give the information to the characters on a silver platter. Sometimes punks just get lucky. And there's nothing like having things be too easy to get a seasoned group of *Cyberpunk* players really paranoid ...

🎯: Adventure Generator

Stuck with only a couple of hours left before gaming, and you have to design a complete adventure for the crew? No sweat! Just use the decks!

This is the easiest and simplest way to employ the decks. Just play a game of *Netrunner*® with someone (preferably not one of the folks who has a character in your game, that is!), and keep a notepad handy during play. Jot down notes on what happened each turn. Your notes can be as abbreviated as "began new Agenda" or as detailed as "Runner installed killer programs acquired through Fixer contact and got the low-down on the Corp's ICE from the Hunt Club. The Corp's HQ is revealed to contain a Code Corpse. 'Runner pulls an inside job trying to break HQ."

Bingo. You have a story arc. Both sides square off, build their forces, fight, and come to the inevitable conclusion. You have a set of sideline plots—runs, intervention by outsiders, etc.—which can happen during the story. Obviously, the play-



ers are going to stray from this plot. A lot. Happens all the time. But you have a basic sense for what's going on, what they're up against, and what they have that will work to their advantage.

The individual events may have to be reordered to react to the team's actions, but hey, that's why they need a brilliant and creative gamemaster like you to run the game, and not just a deck of cards.

There are two disadvantages to this method. One is that you might have to play a few games to get a decent story arc. Games where the 'runner runs R&D three times on the first turn and wins are not very good adventure material, nor are the games where the corporation rips right through its Agenda and wins. The other problem is that you will probably need to run the games past the 'runner's victory. You never know if the characters will be as effective as the person playing the 'runner's deck, so playing a few extra turns until the corporation wins gives your story arc a better endpoint.

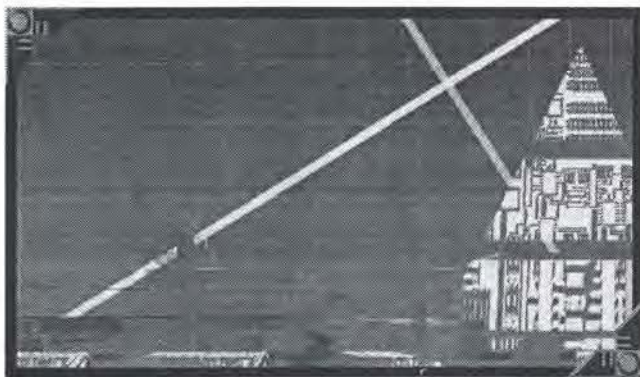
No big, right? Hey, it's quick. It's dirty. And it's a little cheap. Much like life in 2020.

🎯: Plot Device

Perhaps you have an idea already in mind, but you want to toss a few monkey wrenches in the works. Night City is a big place, and strange or unexpected occurrences can happen all the time.

It's easy to do with *Netrunner*® cards. Just keep a deck of each type handy, and whenever the action slows (or better yet, when the action is already too hot to handle), flip the top card of either deck. If you flip up something appropriate, work it into the plot line. If you flip up something inappropriate (like a Codegate when the team is engaged in a running gunfight in the streets), nothing happens.





Of course, if nothing happens, then the plot's still in need of a pick-me-up, so you're free to flip over more cards until you get an inspiration! Go ahead. Your players will love you for it.

A variant of this idea is to shuffle the corporate cards and the 'runner cards together, and draw the bottom card from the deck. That way, neither you nor the players know who's going to get helped or hindered next. Although it lacks the ability for you to balance play one way or the other just by choosing which deck you draw from, it will certainly add more chaos to your game. And our experience says, where there's chaos, things happen.

Not necessarily good things, mind you ...

CARDS AS PLOT INSPIRATION

Various Operation, Agenda or Resource cards may not seem immediately applicable to your game, but think about them. A Political Coup doesn't have to happen right on top of the characters; it could represent a revolution in some distant country that somehow effects them—their nemesis corporation was involved, relatives or friends were forced to flee the embattled country, or maybe the revolt affects the availability of some item or resource the characters need. Something like Punitive Counterstrike can be useful even if the characters themselves aren't the focus. Imagine the characters getting caught in the middle of a corporate hit on *another* group of edgerunners—*especially* if they think they're the targets. Even I Got A Rock—which is a big event in ANY campaign—could be toned down to something like an Orbital Laser Strike as the team's taking a suborbital airliner, forcing them down or maybe into an emergency docking at an LEO station.

In other words, let the cards inspire, not dictate, and be sure to use your imagination. After all, that's why you're the Referee and these other guys are only players.

Quick Mechanics

Another use for the decks, though not directly applied to Anetrunning, is found in assigning costs and efforts for tasks. Each action in *Netrunner*® is equal to a day or two of work (depending on how good you are at what you do). Thus, to flip the next card in a deck over requires a day of shopping around and buying drinks in the Short Circuit. In a day or two a decent cyberpunk ought to be able to earn 500eb doing scrounge work, or 1000eb doing contract programming.

Once a contact is made, it takes a day of negotiations and a bribe of a few hundred dollars (equal to two bits) to work out an Inside Job on a corporation. Getting a Short-Term Contract requires either several days of pounding the streets, a bribe to someone with contacts, or some combination thereof to equal four bits. Upgrading a program to tackle a nasty piece of ICE requires several days' worth of programming (one day per bit needed to increase the strength of the software).

Thus you can see the deck is an easy method to assign costs (in time and money) for players to tackle certain problems, be it finding the right contacts or upgrading their system to be able to tackle the Petrochem datafort. It may be balanced better for the card game than for role-playing, but it does allow for fast and furious game play.

Netrunning System

Certainly gamemastering a *Netrunner* in a group is one of the toughest challenges facing a *Cyberpunk 2020* referee. It's difficult to do without either having her escapades take up a lot of play time or else leaving her in the lurch without much chance to use her skills, both of which leave someone without much to do. Using the *Netrunner*® system can keep netrunning fast and furious, and therefore keep it as an active part of the game.

Your dataforts will perform differently than as described in the *Cyberpunk 2020*® rules. Instead, just make a list of which cards appear in which order in each datafort. (It sure makes designing a datafort a lot quicker!) You must also keep track of how much money (bits) the corporation has, and how quickly they are replenished. Every time the characters "take an action" by earning money, installing something new, making contacts, or whatever, let the corporation do the same. Just be sure that one out of every four actions the corporation takes are to draw another card from its deck.

Let the 'runner do private programming, building up bits to pay for killer software, etc. Obviously the 'runner should be the only one to be able to do this, although you could let the other characters work on making contacts and earning cash to pay for new hardware purchases. It's up to you how



to handle the actual Net mechanics. You could use the rules straight out the game, and just keep track of cards and hand size. Alternatively, you could use the variant rules in this book (page 114); if you're not doing dedicated runs and simply need to know certain effects or damage caused by cards, refer to the variant rules and the *Netrunner*® card-to-Cyberpunk 2020 lists.

🔗: IN TERMS OF ROLEPLAYING

Being a card game, *Netrunner*® has to use definitive, almost jargonistic terms for rules clarity. Cards are installed in dataforts. ICE is installed on dataforts. Agendas (and a few others) are advanced. Such terms don't pull much weight in the "real world" of the 21st century. No one expects to read a screamsheet headline that says, "Arasaka Advances Agenda Again: Analysts Fear Only One Bit To Go." Instead, you have to pull out some descriptions that are more realistic for the role-playing environment.

For the Agenda cards, try these:

Agendas in R&D are proposals that are under consideration by the Board of Directors, or else operational memos distributed around the branch. "Scanning the e-mail buffers, you find several messages regarding 'Project Babylon', including an excited transmission from the audio engineering group. You determine that Phat Phrenzy, a popular local band, is being evaluated by the corporation for possible sponsorship, and the band seems excited to receive financial backing." Stealing the Agenda involves copying the files, convincing the band that all is not well, and getting angry young cyberpunks to firebomb the recording studio. Perhaps even Johnny Silverhand and Kerry Eurodyne will finance a probe into this malpractice of audio engineering.

Agendas in HQ have been accepted in principle. They require scheduling and budgeting, but are on the corporate To Do list. Feasibility studies have been completed, and

whatever it is, it's coming soon. Stealing it involves much the same actions as before.

Agendas installed have been begun. For Project Babylon, installing the Agenda in a datafort involves signing a contract with the band and plotting out a schedule for the release of Phat Phrenzy's new album, complete with corporate additions. Stealing the Agenda at this point involves releasing a copy of Phat Phrenzy's contract on the net (they were supposed to be independent), pirating copies of their studio tracks and passing them everywhere (including to rival corporations), and back-stripping the subliminals from the band's audio and video tracks and sending copies off to the screamsheet medias.

There are even ways to spin this subplot. The band might have gone public with their corporate backing, or else tried to maintain an independent front. They might know about the subliminals, or the corporation might have put them in without the knowledge of the musicians. Or, even sicker, perhaps the band members themselves have stumbled on a new type of subliminal, and they're using the corporation for their own twisted ends — they want global distribution of their new album, which is named—you guessed it—*Project Babylon!* Yeah, the corporation is unaware of the true implications of the project, and several of their key execs have already succumbed to the effects of the band's promo mixes. Eeek. Conscienceless power-mad cyberpunk band members moving to take over a megacorporation, and then the globe.

Bits also require conversion into role-playing terms. They're simply a few days' worth of time and effort. This can be cash (a few days' contract programming gets you some quick bucks), material (a passkey which allows an inside job), work (custom-programming your killer to take on some new ICE), or just legwork (doing some "social engineering": dating that junior veep so you can use her email account to sidestep network security).

OTHER GENERAL OBSERVATIONS

In this section we include a variety of short subjects which can be retrofitted into any of the above play styles. Use them or discard them as you wish.

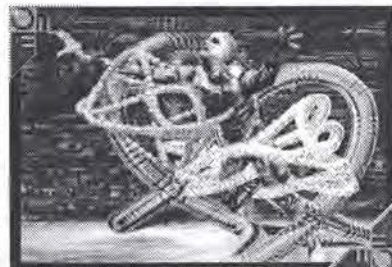
🔗: NEW KID VS. OLD GIANT

"Corps're like cockroaches. You can never get rid of them."

—Nomad Santiago

How long has the target corporation been in the area? This will certainly have an effect on how you use the cards for the corporation. If the Corp has been in the area for a while (for example, Arasaka has been squatting over Night City for some twenty years or so), then the dataforts will all be in place. In

general, given upgrades, restructuring, fiscal considerations, and changing corporate goals, giving the corporation one free turn per year that it has been established is a good rule of thumb.

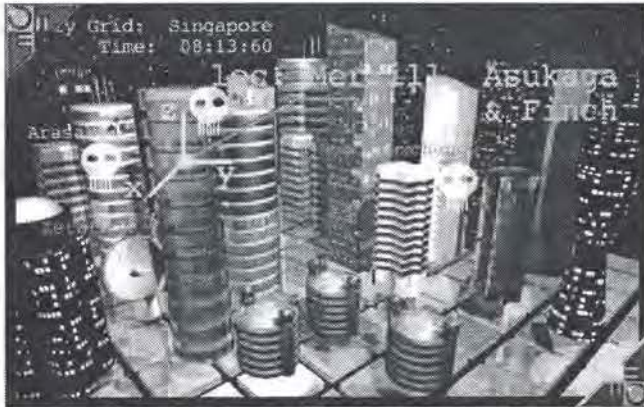


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However, with longevity comes exposure. If a corporation has been in an area for a number of years, the local runners know what the score is on the dataforts. They've been through, they know people who have been



through, they watched people come running out of the datafort only to get eaten by a code corpse at the virtual automated order station for Pizza Zero. Expose one piece of installed ICE per three years of longevity in an area—even though the stuff has assuredly been upgraded, corps tend to be pretty unimaginative when it comes to writing specs for new ICE: "Make it just like the last one, but better." When each piece of ICE is exposed, the Corp can opt to rezz it.



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MEGACORPS VERSUS UPSTARTS

"They all look the same size when they're stomping on your face."

—Johnny Silverhand

"Johnny, some have bigger boots than others. Much bigger boots."

—Morgan Blackhand

Netrunner® is a carefully balanced game. Each turn, both sides get exactly four actions (one of the Corp's actions has to be to draw a card). Each side plays by the same rules—well, not EXACTLY the same rules, but they are equitable.

In *Cyberpunk 2020*, life is anything but fair. Just ask Rache. The bigger a corporation is, the more money it has at its disposal, the more workers it commands, and therefore the more it can get done. Obviously, this is not necessarily an arithmetic progression; a company twice the size loses some production due to inefficiency, poor communication, and general bureaucracy. But in *Cyberpunk*, a Megacorp is not twice the size of, say, Microsoft or even IBM. It's whole orders of magnitude bigger.

Upstart companies? They might be as small as a Merrill, Asukaga and Finch field office that decided to go rogue and hired a few solos to keep the main office off their backs—cost effectiveness and all that.

To simulate size differences, a corporation could get more actions per turn, or even fewer. EBM or Net54, as worldwide concerns, could get four or five, or even six actions a turn in addition to drawing a card from the deck.

Barney's Corporate Assassination Agency would

only get two (don't go below two; corporations just don't maintain feasibility under such a yoke).

Is the corporation huge but inefficient? Increase the number of draws it must take each turn. That'll get the Corp to cycle through stuff in a wasteful manner.

TRASHING RESOURCES

"A friend in need had better move fast" —street saying

Nothing deserves to be role-played and experienced like the trashing of a Resource. This is where the iron-toed corporate boot treads heavily upon the life of the Netrunner like a giant among ants. The 'runner will invariably feel both fortunate not to have been squashed personally, but also very paranoid that the corporate dragnet is indeed tightening all around ... how much time is left?

How the Resources are trashed depends on what sort of Resource it is. Individuals, like Karl de Veres or Wilson the Weef, can be bloodily assassinated in the street, preferably while the characters are present. Smith's Pawnshop can go up in a ball of flames straight out of *The Crow*. In fact, what if the characters were in the pawnshop when it happened? Either a massive LAW attack suddenly strikes, or else a dozen corporate thugs come in and start prepping the place. "Mr. 'Smith', we know you sold a certain piece of software to a notorious Net criminal. See, the software was a plant, it had a special signature, and within a week of us selling it to you, it was used in a raid on our datafort. I'm afraid we'll have to cancel our account with you." (Smarter corps can move in on Mr. Smith very quietly and whisper something in his shell-like ear about cooperating, naming names and keeping said ear open. In return, the corp won't send the graduating class of its Mook School over to practice on Mr. Smith, and everything will be hunky-dory.) Are the characters going to fight it, or will they just make like everyone else in the place and step out quietly—and quickly?

Other Resources may simply have contracts canceled, with or without due notice being given. Imagine a character desperately calling for Trauma Team extraction, only to find that her service contract had been bought out by Arasaka Ambulance, Inc.? They have an 800 number ...

Whatever you do, always play to the big picture. Successful Netrunners can cost a Corp millions or even billions of dollars of loss, so they are perfectly willing to spend hundreds of thousands on prevention. Hound the characters' Nomad Allies with AV-4 attacks until they are driven into hiding somewhere in the Ozarks. Plague the Floating Runner BBS with so many sysops and Netwatch goons that 'runners stop coming and they close up shop. Have Arasaka take over the security service contract for Hilliard ... for free. Things change in the world, and the players should be very aware that their actions impact not only the corps, but also everyone who stands in their shadows.



👁️: TRASHING NODES AND UPGRADES

"Always do favors for Netrunners. It's like money in the bank."

—Morgan Blackhand

Trashing Nodes in *Cyberpunk 2020* can't necessarily be done just by a few Net hacks. While some Nodes can be destroyed through the Net—Vacant Soullkiller and Nevinyrral are a few examples of such, and even the South African Mining Corp could be effectively destroyed by scrambling its financial records—other Nodes need to be destroyed by some combination of meatworld and electronic activity. Examples of these include the Solo Squad, the Euromarket Consortium, the Chicago Branch, and the Cowboy Sysop.

With these Nodes, the trash cost paid by the 'runner gives the 'runner the information—passwords, floor plans, schedules, whatever—necessary for a Solo or a Nomad clan to take down the target. Netrunners generally have a variety of contacts available for such dirty work. Even if the Netrunner can't spare any euro to fund the Operation, someone out there, some competitor is sure to put up some earnest money. Or perhaps the Solo will do the job just for the practice.

This assault can be a role-playing session in itself, be it as simple as tracking down a hated sysop like Olivia Salazar in the seamy underworld of rathole bars in Night City and blowing her away, or as gargantuan as leading the Aldecaldos against the Rustbelt HQ of the corporation in a major slugfest replete with milspec weaponry.

The players can even try to take down these Nodes without the benefit of the 'runner's information—it's just sure to be a teensy bit more challenging.

If you want to grind in the pathos—and why not, you're playing *Cyberpunk*—make the Nodes personal. Perhaps the characters set out to assassinate Turbeau Delacroix, but he spends almost all his time in corporate-controlled areas. Direct attacks are out of the question. The only way is to get close to him, and the only way to do that is to get into the exclusive spas he attends and become his friend. So they infiltrate the club, hang out, and end up playing racquetball with Turbeau and drinking mineral water with him after the matches. And he's a cool guy. Really nice. Has a life. A wife. Two kids. An Abyssinian cat named Max. They finally get a good opportunity to assassinate this hated corporate sysop ... when he brings the wife and kids over to eat dinner with "Uncle Morgan."

"Hey, you spend a lot of time honing that bit of code to make a good killer. But then if you trash a program or burn it away to accomplish your goal, you don't cry over it, you move on and make a new program. Same goes for friends, as far as I'm concerned."

—Rache Bartmoss

"Really, Rache? I'll keep that in mind ... friend." —Spider

👁️: BEATING THE CORP ...OR NOT

"Damn. I think they're on to me, guys. We've gotta..."

—last words of many a weeflerunner

In *Netrunner*®, when you accumulate seven Agenda points, you win. What does this mean in *Cyberpunk 2020* terms? For the corporation, if they gain seven Agenda points, they have achieved a temporary measure of inviolability. Either they are too popular (what with their lenient employment contracts and that neat new polymer) for punks to attack without raising the ire of the common citizen, or they've amassed enough blackmail material to keep the corporation at bay, or else they have solidified their position well enough to be able to brush off most attacks.

Time for the punks to pull back, get out of the areas newly designated as corporate-policed zones, and fight the expansion across town where they're planning that new corporate mallplex. All punks know that the beast can't maintain a good face forever in a growing and dynamic world.

For the Netrunner—the player characters—victory means that enough damage has been done to the corporation that it suffers a major upheaval. This may result in the closure of the branch office, the removal (think about it ...) of a senior executive or perhaps the entire senior staff, or a major financial reorganization along with a new and more tolerable corporate direction. Whatever the result, it's for the better in the views of the cyberpunks, if not the wage slaves now suddenly unemployed or the executives suddenly going down in a flaming jet to a sudden and very short landing in the Mojave. Only in the rarest of cases will this actually take a Corp down entirely; they have a lot of finances and diversified sources of income to keep themselves viable through the worst of disasters ... but what remains may be a shadow of the former threat.

Unfortunately, by spilling the advance beans on a corporation's intents, punks may inadvertently give a leg up to the corporation's competitors ...

In short, victory is a good excuse to shake your campaign up completely. Wall off the character's favorite hang-outs into the new corporate zone, bulldoze their flophouse, and round up a bunch of those homeless criminals and shoot them. Assassinate the mayor and put a corporate board member in his place. Or else burn the Corp, have its stick drop to the gutter, and leave it at the mercy of other corporate raiders and extraction teams, and elevate the characters to folk heroes among the punker dives and hang-outs. In short, pull out the stops and have fun with it, whichever way it goes.

...

Especially if the 'runner gets flatlined.



NETRUNNER® PRIME

Netrunner® Prime is a fast and easy way to use Netrunner® cards in everyday Cyberpunk® games. Netrunner® Prime also allows the Referee of a Cyberpunk® RPG game a unique possibility—if he trusts his players enough (?!), he can just slap a Fortress in front of his 'Runners and say, "Go run yourself while I handle the rest of the group." The 'Runner can then solo his way through the deck until he is either killed, knocked out of the Net or wins his way through to an objective.

Bringing Netrunner® Cards into Cyberpunk® Play

In this adaptation, you may only have cards you can buy in the Netrunner® card game. Corps pay nothing for their cards; they can use anything they can get their hands on. (Want a million Hellhounds? Knock yourself out—you have nearly infinite resources available.) Netrunners don't have it so easy; not having megabuck budgets, they have to justify the software they have access to.

There are two main kinds of card Netrunners will want in Netrunner® Prime; Icebreakers and Resources (Hardware, Preps, Resources). The Realspace cost of an Icebreaker is based on its cost in this book (pgs. 41-93). Don't look for a simple Bit to eurobuck conversion; there isn't one; the game mechanics between Cyberpunk® and Netrunner® require two very different systems that are effectively incompatible. If you want to bring in a new program from, say, Proteus™ (the new Netrunner® expansion) you'll have to do what we did for this book; build the sucker in Cyberpunk® terms (pg. 33-40), or wait till we post the Proteus™ expansion on our Web page (<http://www.best.com-rtg1>)

If it's a resource you're trying to "buy" into the game, its cost (as listed on the card in the upper right corner) is a measure of how many Improvement Points (IP) it took to "buy" that resource: For example, to hire Mantis, Fixer at Large would cost 3 IP. You can buy a Prep from IP accrued in earlier adventures or by going on an adventure to earn that card (3 IP might be equal to a small trip down to the Street to locate that Fixer and talk him into working for you, about an hour long game session with a few dangerous encounters). As a rule resource costs range from 0 to 11.

If it's a Chip, Deck Hardware or Vehicle resource, consider all these resources to be equivalent to a one of a kind prototype you have to get ahold of (the Natsuko Cycle is a one of a kind road racer test bike, or the Artemis 2000 a superdeck of which there is only one in existence). If it's a Base Link, you might have to spend a bunch of time on the Net asking your friends how to locate someone with the right access codes. If it's a Connection, you may have to go down to the Street and actually talk to them.

Corporate Setup

You will need a variety (at least two dozen) of Corporate Netrunner® cards to play, as well as a handful of counters (glass beads, pennies, M&Ms) to record any tags you put on the 'runner.

1) Discard all Operations Cards except the following: Urban Renewal, Scorched Earth and Punitive Counterstrike. Put these in one pile, called Objectives.

2) Discard all Upgrade Cards except the following: Dedicated Response Team. Add these to your Objectives pile.

3) Discard all your Node cards except the following:

ACQUIRING RESOURCE CARDS IN A CAMPAIGN

COST KIND OF ADVENTURE OR EXPERIENCE REQUIRED

- | | |
|-------|--|
| 0-1 | No big thing. You just do it. <i>Example: All-Nighter. Anyone can do an all nighter. You're probably doing them right now to get through finals. And anyone can download the Hunt Club—the address is constantly available all over the Net to those in the know.</i> |
| 2-3 | A small adventure, with maybe one minor threat of danger. <i>Example: Mantis, Fixer at Large requires going down to the Street, finding the fixer and facing down his bodyguards to talk him into working for you.</i> |
| 4-5 | A larger adventure lasting one whole game session, with several threats equal to you and at least some chance of getting really hurt or killed. <i>Example: Rigged Investments requires that you get a man into the Merrill, Asukaga and Finch offices, past several layers of guards and one major villain.</i> |
| 6-9 | An adventure lasting a couple play sessions, with a direct threat that will give the players a real chance of getting hurt. <i>Example: to get Pandora's Deck means you have to learn about the deck (A Street mission), find it's location (another Street mission) get into the Pandora Corp's labs, defeat many traps and threats, and go up against the head of Pandora security, a freelance Arasaka cyborg. The higher the cost, the uglier the steps of the mission and the more sessions of play required (we recommend 1 step for every 2 points, or one session per 3 bits cost)</i> |
| 10-12 | A major campaign, with lots of steps where the players must crack a lot of problems on their way to the goal. |



Setup, Schlaghund, I Got a Rock, Solo Squad, Experimental AI, TRAP! and Vacant Soullkiller. Add these to your Objectives pile. **Note:** These three groups represent Traps—retaliatory forces the Corp can use to pay back the Netrunner should he get tagged.

4) Pull out all the Agenda Cards and add them to your Objectives pile. As a rule, you'll ignore all text on Agenda Cards, using them as "prizes" inside Forts. If you score an Agenda, you have basically discovered a plan of the Corporation (or information it has on a competitor's plans) and can sell it on the Black InfoMarket for a value equal to its Agenda Point Value (lower right corner) times 1000 eurobucks.



5) Finally, add any Game-specific Objectives you might have, representing actual game-based information (we suggest using a very common Netrunner® card and tape a label or Post-It to the back describing the data you want to be uncovered).

6) Discard the following Ice cards: *Viral 15*, *Too Many Doors*, *Virizz*, *Shock-r*, *Ice Sentry*, *Canis Major*, *Canis Minor*, *Vacuum Link*. Discard all *Sysop* cards. Sort the rest of your cards out into one big pile. This is the pile you will use to build your Data Fortress.

Netrunner Setup

You will need at least two dozen Netrunner® cards to play Netrunner® Prime.

1) Discard all Virus Cards

2) Discard the following Programs: *Poltergeist*, *Scattershot*, *False Echo*, *Start-up Immolator*, *Microtech AI*, *Mystery Box*, *Netspace Inverter*, *Zetatech Software Installer*, *Expert Schedule Analyzer*, *Newsgroup Filter*, *I-Spy*, *Shredder Uplink Protocol*.

3) Discard the following Hardware cards: *Armadillo Armored Road Home*, *Drifter Mobile environment*, *Microtech Backup Drive*, *Microtech Trode Set*, *Shredder Uplink Protocol*, *Record Reconstructor*, *ZZ22 Speed Chip*, *Corolla Speed Chip*, *R&D Interface* and *HQ Interface*

4) Discard all Prep cards, except the following: *Stumble Through Wilderspace*, *Nomad Allies*, *Total Genetic Refit*, *Danshi's Second ID*, *Fall Guy* and *Open Ended Mileage Program*.

5) Discard all Resources except the following: *Technician Lover*, *Access to Arasaka*, *Access thru Alpha*, *Back Door to Orbital Air*, *Submarine Uplink*, *Back Door to Hillaird*, *Access to Kiribati*, *The Springboard*, *Trauma Team*, *Leland Corporate Bodyguard* and *Arasaka Owns You*.

6) Sort the rest of your cards out into one big pile. This is the pile you will use to build your Cyberdeck.

STARTING THE RUN

The Corp starts his part of the Run off by by setting up his Data Fortress. The Fortress is a stack of cards he designs, equal to the number of CPU in his fortress times two. He stacks his cards face down—this can be random or chosen—but the first card in the stack must **always** be a Wall or Gate.

He also selects one additional card for every CPU in his deck; this stack is placed face down to one side and becomes his **Recompiling** stack.

Finally, he selects one Objective card (from his Objective pile) for each CPU in his fortress and places these face down in a row opposite of the 'Runner; these are the Objectives the 'Runner is trying to steal. He can choose any cards in the Objectives pile to do this, as long as his total number of Operations or Upgrade (i.e. trap) cards does not exceed his total number of Agendas or Game specific Objectives.

The Netrunner starts off by picking a hand of cards equal to the number of MU in his deck (all cards take 1 MU in Prime). In most cases, this is four cards (a standard deck has 4MU). He also selects one additional card for every MU in his deck; this stack is placed face down to one side and becomes his **Hard Drive** pile.

Not enough MU? **Hardware-Deck** cards are one way to boost the bandwidth—equivalent to buying a buffed up cyberdeck. You may only play one Hardware-Deck card at a time. If you have a Hardware-Deck card, you should place that card face up at this time and leave it on the table facing the Corp; you then get the basic 4 cards plus the bonus for that Deck. *Example: Artemis 2020 provides +2MU. This means when I have an Artemis card in play, I have 2+4 (basic deck) MU to work with—a total of 6.* **Note:** Additional Hardware has no effect on your Hard Drive pile, which remains at 4.

You can also apply one additional chip card (*Tycho Mem Chip*, *Zetatech Mem Chip*) to either your existing 4MU cyberdeck or a Hardware-Deck card. Place this card underneath your Hardware-Deck card (or in the place you would place a Hardware-Deck card if you don't have one). *Example: I plug in a Tycho Mem Chip to boost my Artemis 2000 Hardware-Deck card. The Mem Chip adds +3MU, boosting my total carrying capacity to nine (4+2+3).*

Demons are another way to increase the number of cards you can rezz. A Demon allows you to carry as many MU in programs as the demon's description allows. While the Demon is in your hand, any or all of its programs are also accessible; if the Demon is returned to the Hard Drive stack, or destroyed, all of its programs go with it. The best way to bring a Demon into play is to bring the Demon card into your hand, then place it face up in front of you, with all the programs it has fanned out beneath it.





Objectives

CORPORATE
FORTRESSData Fort
(Top Card
is rezzed!)Recompiling
Stack

SAMPLE LAYOUT



'Runner's Rezzed Hand



Hard Drive Pile

Hardware
(MU booster)NETRUNNER
DECK

Swapping

The Netrunner has a couple other options the Corp doesn't. For one thing, although he usually carries fewer rezzed cards (equal to the number of MU in his deck), he also has the option of exchanging cards from his Hard Drive pile in a process called **swapping**.

Swapping allows you to bring new cards into play when you haven't got enough MU space to rezz them otherwise. Putting a card into the Hard Drive pile doesn't mean it's destroyed forever; it just means the card is stored away for future use. Programs that are swapped (an action that takes place at the start of a turn), are returned to the Hard Drive, and can be replaced by bringing in new cards from the Hard Drive. You can only swap one program per round.

ROUNDS

Netrunner® Prime is played in 1 second rounds. Each round follows a sequence:

1. The 'Runner gets to use any Detection programs that are active in his Cyberdeck (see below).
2. The 'Runner can swap a card from his Hard Drive.

3. The Corp asks the 'Runner if he will proceed with the run this round or jack out. If the 'Runner jacks out, end the run. If not, the Corp flips over the top card in his stack facing the 'Runner, which rezzes the card into play (see below).

4. The 'Runner must now deal with this card, rezzing his own card to defeat, avoid, or minimize the other card's effect. If he has no countermeasure, he takes the card's full effect.

5. The next round begins, until the run ends (see page 118).

Rezzing

Cards are put into play in *Netrunner® Prime* by an action called **rezzing**. A card can be rezzed:

- to counteract the effects of another card.
- to set up a condition; something that affects other cards to be played, like a tag permitting a bad thing to be done in Realspace.
- to act upon an opponent in some manner.

Both sides will rezz one card each Round; the Corp to present an obstacle and the 'Runner to overcome it. You rezz a card by drawing it from your hand and showing it to your opponent. If a combat action is required, you then perform that action and return the card to your hand. You need not show un-rezzed cards; you can keep those hidden in your hand or stack.

Note: Forts generally rezz cards from their stack in order. Netrunners can only rezz a card that they hold active in their Cyberdeck, *not* from their Hard Drive.

What You're Rezzing

Each side of a *Netrunner® Prime* game has its own arsenal of software—programs designed to break into Data Fortresses or to stop Fortress incursions. The Corps have **Ice Programs**, and the Netrunners have **Icebreakers** (see next page).

Each program has what are called **subroutines**: things the program does as one of its functions. Subroutines are always marked on a *Netrunner®* card, and are usually signified by a symbol of some sort:

● Expose an Installed Card

or

⤵ End the run



In *Netrunner® Prime*, you will always use the first subroutine on the card as its function, and do what that subroutine tells you to do. If there are further instructions, you'll ignore them and implement only the first. Where this is unclear, you will use the first instruction given to you on the card (you can ignore any "color commentary"—quotes or descriptions—that might lead off the card text. Where there are exceptions to the instructions printed on the card, they will be noted below.



❄️ Ice Programs (Corps)

WALLS

These are barriers which can be knocked down by any Program with the ❄️Break ice subroutine or ❄️Break wall subroutine. If not counteracted, Data walls do first function listed on the card

CODE GATES

Similar to Walls, Code Gates are hardened code defenses designed to keep Netrunners from entering without a password. They can be knocked down by any program with ❄️Break ice subroutine or ❄️Break code gate subroutine abilities. If not counteracted, Code Gates do first function listed on the card.

SENTRIES

The worst of the Corp's arsenal. Sentries are free-roaming programs that look for intruders and zap them with something ugly. They can be knocked down by any Netrunner Program with ❄️Break ice subroutine or ❄️Break [specific sentry] subroutine abilities. If not counteracted, Sentries do the first function listed on the card.

SPECIFIC RULES FOR ICE PROGRAM SUBROUTINES:

Anti-personnel Subroutines [❄️Do X amount of Net, Meat or Brain damage]

Programs that attack the Netrunner (*Cerebus*, *Liche*, *Code corpse*, *Zombie*, *Cortical Scrub*, *Neural Blade*, *Data Darts*, *Mastiff*, *Bolter Cluster*) all do physical damage. If the card reads Net or Meat Damage, take 1D6 for each pip of damage. Each Brain Damage subroutine takes one permanently off the Netrunner's INT. Damage will be taken off your *Cyberpunk®* character sheet.

- **Special:** if *Fatal Attractor* comes up, its damage takes place immediately, just like any other kind of AP black ice.

End Run Subroutines [❄️End the run]

Good News: These subroutines just cut you offline. You are dumped into Realspace and have to start over. Bad News: The Fortress can (and probably will) be Recompiled before you start your next run.

- **Special:** TKO 2.0—ignore the forgoing next action instruction. Instead, you're knocked out for 2D6 Realspace turns.

Anti-Program Subroutines [❄️Trash a program]

Subroutines that trash Programs (*Data Naga*, *D'Arc Knight*, *Triggerman*, *Sentinels Prime*, *Ice Pick Willie*, *Banpei*) all operate by allowing the Corporation to randomly remove one program from the Netrunner's current rezzed "hand". Although the Netrunner can refill his hand with a card from his Hard Drive in the next round, the card is removed to the Recompiling Stack

Traces [❄️Trace^x—if Trace is successful]

These subroutines allow the Corp to locate the Netrunner's Realspace coordinates—tagging it. The power of the trace is sig-

nified by the superscript number (see Base Links) This is bad, because that allows the Corp to scramble a waiting Solo team to clobber the offensive Runner, or blow up his apartment, or drop a rock from orbit, or ...Traces are defeated by programs that either defeat the trace (any *Base Link* or *Link*) or remove a tag altogether (*Open-Ended Mileage Program*, *Fall Guy*, *Danshi's Second ID*, *Total Genetic Retrofit*, *Nomad Allies*).

- **Special:** Reverse the order of the instructions on *Jack Attack* and follow BOTH instructions.

Note: While there are traces that have an instant effect (*Cinderella*, *Flatline*, *Rex*, *Asp*, *Fang 2.0*, *Fang*, *Homewrecker*) generally, most of the outcomes of traces take a lot of time, Net-wise. But even in Realspace time, it may only take a few minutes to scramble a Solo team and whisk them by AV-4 to your location. It may take even less time to adjust an orbiting railgun to drop a rock on you. We suggest that in the event you tag someone and then send something nasty their way, you start the clock immediately after the run ends (most runs aren't longer than a minute or two anyway), and roll a D6+3 to determine how many minutes it will take for the bad news to arrive. Or use your own judgement; an incoming rock is a great way to shake up an otherwise complacent *Cyberpunk®* team.

❄️ Icebreakers (Runner)

Icebreakers usually specify the **type** of ice they break. Either they break a specific type of ice (*Dogcatcher* stops all *Pitbull*, *Hellhound*, *Bloodhound* or *Watchdog* subroutines) or a **class** of ice (*Evil Twin* breaks all *Sentry* routines, *Flak* all AP subroutines, *Ramming Piston* any *Wall*). Some just break **any** kind of ice (*Bartmoss Memorial Icebreaker*).

- **Special note:** *Pile Driver* breaks only one wall in this game.

Using/Defeating Ice: To use an Icebreaker, add the



ICE

Strength value of the Icebreaker (lower right corner) to a 1D6 roll. The ice you are trying to break adds its strength (lower left corner), plus a D6 roll. If the Netrunner's total is equal or higher, he wins the encounter.



ICEBREAKER

STEALTH PROGRAMS

Stealth Programs are a special way of defeating one kind of ice; you just sneak past it. Stealth works only on Sentries. When Sentry Ice is Encountered, play your Stealth card (*Vewy Vewy Quiet*, *Invisibility*, *Cloak*) as a normal Icebreaker, using the value in asterisks ("Put *..."). as its Strength vs. the Program's Strength. If your roll is equal or higher, you pass that card as if it isn't there and remove it from play.

DETECTION PROGRAMS

All Detection Programs (*Mouse*, *SeeYa*, *Smarteye*) let you look at the next card in the Ref's Fortress hand *before* you swap from your Hard Drive. Only one Detection program can be rezzed at a time.



- **Special:** *R&D Protocol* lets you look at up to 5 cards in the Fort's stack.
- **Special:** *Technician Lover* also lets you look at the next card in the Data Fort.

BASE LINKS

A Trace can only be counteracted by either an Icebreaker that just breaks the ice, or some other sort of trace stopper like a Base link. If you can't stop it cold, you can try to play a Base Link card and add its value to a D6 roll. The Corp rolls a D6 and adds the value (the little superscript number next to the word Trace in the card instruction) of the Trace. If the Corp's total is higher than the 'Runner's total, the trace turns into a tag, allowing the Corp to send a nasty surprise after the 'Runner in the next turn.

- **Special:** treat *Baedeker's Net Map* and *Bakdoor* as a Resource-Base link, not a Program-base link.
- **Special:** Treat *Stumble Through Wilderspace* as a +9 Base Link.
- **Special:** Treat *Rabbit* as a +1 Base Link.
- **Special:** Treat *Signpost* as a +2 Base Link.

If you get a tag, you can still remove it by playing a card with a [Remove a tag] ability (*Open-Ended Mileage Program*, *Fall Guy*, *Danshi's Second ID*, *Total Genetic Retrofit*, *Nomad Allies*).

Resolving the Round

Each Round, the 'Runner must either defeat the rezzed card or take the consequences. The 'Runner does this by using one of the cards in his hand. *Example: On Round three, the Corp in the MegaCity Datafort reveals a Data Naga with a Strength of 5. Unless the 'Runner has a program designed to kill Ice or Data Naga programs, he's going to face the result—lose one program.*

If the 'Runner wins, he has the choice of jacking out or continuing the run with a new Round (and the next card). If the 'Runner loses, then the first instruction on the card takes place. The card then remains in play until it is either bypassed, recompiled or defeated. *Example: 'Runner Jack Flash encounters a Bolter Cluster and is unable to stop it. He takes 4 Net damage (4D6), and will continue to take 4 Net damage each round until he either defeats the Cluster or jacks out.*

Once a particular piece of ice has been defeated, the Corp then removes that that card to the Recompiling Stack.

ENDING THE RUN

There are three ways in which a run ends: The Netrunner gets aced, the Netrunner gets bounced off-line and the Fortress gets recompiled or finally, the Netrunner gets through the entire Fortress stack. Let's tackle each outcome:

1) **You're aced.** No problem. Roll up another character, weefleboy.

2) **You're bumped off line.** While you take no damage (hopefully), there is one downside—Recompiling (see below).

3) **You get through.** You're at the end of the road. But where were you headed? What CPU have you cracked? Working from his Objective pile, the Corp has secretly selected one card for each CPU in his Fortress. The Netrunner gets to randomly select ONE. This is the Objective he has reached. If he wants to continue the run to get to the other Objectives, he will have to keep tackling the ice, and the Corp gets to recompile its ice now as well, with some limitations, to prepare the gauntlet to the next Objective within the fort (see below)

Recompiling

When a Netrunner is cut off or otherwise ends the run, the Fortress operators automatically get the chance to "recompile" their fortress. This means they can quickly swap in new offensive software to be ready for the next run, choosing these new programs from their **Recompiling** stack. *Example: The Microtech Fortress player knocks 'Runner Jack Flash out of the Net, allowing him to recompile the Fort. He goes to his Recompiling Pile and selects three cards, swapping them for three cards already in the Microtech Fortress.* Recompiling is why the 'Runner really doesn't want to jack out and restart again; the run gets tougher because now the target has an idea of what you can throw against him and can defend against it.

If the 'Runner accesses an Objective and is continuing the same run to another one, the Corp may still recompile the Fortress *before* the 'Runner can move to the next Objective. There is a catch, however: The Fortress now has *one less* CPU's worth of cards—for example, a Fort with 5 CPU has 10 cards—after the first Objective is reached, this would now drop to 8 cards; if another Objective is reached, that would drop to 6 cards and so on. The reduction in CPU is reflected only in the number of cards of ice in the Fortress, not in the INT of the system or any other factor.

SYSOP WAR

While *Netrunner® Prime* is designed to work with the basic structure of the *Netrunner®* card game, you can add another dimension to RPG play by using this optional rules variant called **Sysop War**. In this variant, the Corp brings his previously discarded *Sysop* cards into play as *characters*, using the stats for them on pgs. 100 thru 106. He equips them as Netrunners, using all the 'Runner setup rules, and also allowing all 'Runners in the game access to black ice (normally Corp-only, take 1 MU each) as well as the regular 'Runner cards. The Sysop plays as a 'Runner defending a Fort, trying to ace other 'Runners with his own ice—while other 'Runners similarly equipped try to ace him in turn!



INDEX TABLES

⦿ CYBERDECK TABLE

Standard Decks

Deck	Cost(eb)	Speed	MU	Data Walls	Options	Pg.
Bodyweight Data Creche*	7500	+1	12	+4	V1'x1'	94
Dantech Cacciaguida	7000	+0	10	+5	V1mx2m, C, VB	11
EBM PNI 210	1000	+0	10	+2	None	12
EBM PNI 412	4200	+2	10	+4	V2'x2', C, P	12
"Green Knight"	10000	+0	10	+8	K, V1'x1'	13
Omnibus Cyberspace Explorer One	1300	-1	10	+2	K, V1'x1', G&G	14
Pandora's Deck*	12000	+1	20	+4	None but see text	95
PCT Danzig	500	+0	10	+3	None	14
PK-6089a*	9000	+0	15	+4	None but see text	96
Zetatech Parraline 5700	2100	+1	10	+3	C, V1'x2'	18
Zetatech Parraline 5750	3600	+2	10	+4	K, C, V2mx3m	18
Zetatech Parraline 5800	6500	+3	15	+6	K, C, S, V4'x4', P, VB	18
Zetatech Virocana	10000	+1	20	+8	K, C, S, P, SS, VB, V4'x4'	18

Portable Decks

Deck	Cost(eb)	Speed	MU	Data Walls	Options	Pg.
Arasaka Portable Prototype*	15000	+3	18	+6	C, Cell, V6"x6"	94
Artemis 2020*	10,000	+2	15	+5	Cell, 15MU BU Drive	94
Aztec 600 Assault Programmer	8200	+2	25	+5	K, V4"x4", C, FS, HC, SS	11
EBM PNI 724π	10000	+4	20	+7	C	12
Jeweldecks	Lots	+2	15	+5	Cell	13
Kirama LPD-12	8025	+3	20	+2	Cell	13
Lang Conpro-II Masterdeck	5000	-1	15	+10	Cell	13
Langley Autosystems Dastastick Mark VII	9500	+3	25	+4	Cell	13
Liz Cyber SpanDeck Netrunner Suit	17000+	+2	10	+2	-5 to be detected	13
Microtech CAD-4 "Commando"	37400+	+4	30	+6	FS, HC, Cell	14
Microtech "Headgear" Helmetdeck	4100	+2	10	+2	HUD, radio	14
Raven Microcyb Eagle	11000	+3	20	+5	Cell	14
Raven Microcyb Kestrel	9000	+4	10	+4	Cell, SS	15
Raven Microcyb Owl	25000	+1	10	+4	Cell, and see listing	15
Raven Microcyb Rook	4000	+1	10	+3	Cell	15
SGL Technologies "Elysia"	4260	+3	20	+5	K, C, V3mx4m, Tx8	15
Shadowdeck	4500	+4	20	+7	C	16
Techtronica™ Cybermodem Utility Suit	6300	+1	20	+3	Add-on Cell,	16
Zetatech D2-3000 Armdeck	5000	+2	15	+4	FS	17

Options: C=chipreader, Cell=cellular, FS=Flip Switch, G&G=Gloves&Goggles, HC=hardened circuitry, K=keyboard, P=printer, S=scanner, SS=security system, T=trodes, Vnxn=videoboard and dimensions, VB=voxbox

* These decks are from the *Netrunner™* Card Game and are detailed on page 94-97. Use is up to the referee.



SOFTWARE LIST

Intrusion Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Hammer	4	1	400	2D6 to Data Wall STR	41
Jackhammer	2	2	360	1D6 to Data Wall STR	41
Pile Driver	8	4	800	4D6 to Data Wall STR	41
Portal	2	6	750	Opens door in Data Wall	42
Sledgehammer	6	2	600	3D6 to Data Wall STR	42
Termite	1	2	160	1D6 to Data Wall STR	42
Worm	2	5	660	Opens Data Wall in 2 turns	42

Decryption Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Codecracker	3	2	380	Opens Code Gates	42
Dupre'	*	4	900	Opens Code Gates & File Locks	42
Raffles	5	4	560	Opens Code Gates & File Locks	43
Wizard's Book	4/6	2	400	Opens Code Gates & File Locks	43

Detection/Alarm Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Bloodhound	3	5	700	Detects entry, traces, alerts master	43
Bulldog	6	6	660	Detects entry, alerts master, hangs up on intruder	43
Cry Baby	4	4	430	"Tags," adds 4 to traces when it's copied	44
Clairvoyance	4	4	720	Detects and identifies ICONs within 2 subgrids; detects invisible ICONs	44
Guard Dog	4	5	720	Invisible; detects entry, alerts master	44
Hidden Virtue	3	1	280	Detects "real" things in VRs	44
Looking Glass	1-6	3	270+	Detects disguised ICONs	44
Pit Bull	2	6	780	Detects entry, traces, hangs up on target until destroyed	44
SeeYa	3	1	280	Detects invisible ICONs	45
Shadow	4	3	540	Degrades evasion programs	45
Smarteye	3	4	620	Detects programs within 10 spaces, identifies attack programs	45
Speedtrap	4	4	600	Detects attack programs within 10 spaces	45
Watchdog	4	5	610	Detects entry, alerts owner	45

Anti-System Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Cascade	7	4	900	Erases 2D6 MU of random memory	46
DeckRASH	4	2	600	Crashes cyberdecks for 1D6 turns	46
Flatline	3	2	570	Kills cyberdeck interface	46
Grid Wave	7	8	20K	Distorts I-G algorithms	46
HellBurner	6	5	1000	Destroys target CPU	46
Krash	3	2	570	Crashes closest CPU for 1D6+1 turns	47
Murphy	3	2	600	Causes system to randomly activate programs	47
Pi in the Face	5	4	800	Makes CPU calculate Pi	47



Poison Flatline	2	2	540	Kills system RAM	47
Swarm	1	7	3000	Causes target system to produce more Swarm programs	47
Typhoid Mary	6	8	2400	Infiltrates 'runner and deletes files	48
Weed	2	3	630	-1 target speed per successful attack	48
Virizz	4	2	600	Ties up 1 system action until turned off or destroyed	48
Viral 15	4	2	590	Randomly erases one file each turn	48

Evasion/Stealth Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Black Mask	1-5	3-4	200+	Makes your ICON look like something/one else	48
Domino	5	3	1500	Makes your ICON look like one common to the locale	49
George	4	1	300	Adds 4 to Trace Difficulty	49
Invisibility	3	1	300	Makes cybersignal invisible	49
Replicator	3/4	2	320	Confuses attacking ICE with millions of false signals	49
Spore	7	7	2320	AI suicide-replication, sending multiple copies of core program into Net to "reproduce."	50
Stealth	4	3	480	Mutes cybersignal, making detection harder	50
Superballs	3	4	500	Distracts target, causing -3 to initiative	50

Protection Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Armor	4	2	170	Reduces Stun, Hellbolt, Zombie, Brainwipe, Liche, and Hellhound attacks by 3 points.	50
DeckShield One	6	2	320	Adds +3 to deck's Data Walls	50
Flak	4/2	2	180	Creates static wall to blind attackers; STR 2 vs. Dogs	51
Force Shield	4	2	160	Stops attacks against 'runner	51
OutJack	2	4	150	Jacks 'runner out of Net if his body is at Critical physical damage level	51
Reflector	5	2	160	Reflects and stops Stun, Hellbolt, Knockout attacks	51
Shield	3	1	150	Stops attacks to 'runner	51

Antiprograms

Name	STR	MU	Cost(eb)	Function	Pg.
Aardvark	4	3	1000	Detects and destroys Worms	52
Bunnies	4	3	440	Overloads Vampyres	52
Chameleon	4	6	1650	Killer IV with active Disguise	52
Dogcatcher	10	7	1176	Chases and destroys tracing "Dogs"	52
Dragon	4	3	960	Attacks and derezzes Demons	52
Eradicator	8/5	7	1600	Acts as Killer V, destroys AI spores	53
Exorcist	4	3	600	Removes effects of Possession	53
Hydra	3	3	920	Attacks and derezzes Demons	53
Killer II	2	5	1320	1D6 to any program STR	53
Killer VI	4	5	1400	1D6 to any program STR	53
Killer IV	6	5	1480	1D6 to any program STR	53



Manticore	2	3	880	Attacks and derezzes Demons	53
Mirror	5	4	1200	Rebounds Hellbolts	53
Ninja	5	5	1520	Invisible Killer	53
Possessor	4	3	1000	"Possesses" programs	53
Raven	5	4	1000	"Blinds" any program	54
Wolf	4	6	1500	Killer disguised as Watchdog	54

Anti-Personnel Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Ball and Chain	3	3	5000	Slows 'runner's movement to 1 square for 1D6+3 turns	54
Brainwipe	3	4	6500	Reduce INT by 1D6/turn, killing 'runner	54
Cerebus	6	8	9500	Pit Bull that shoots Hellbolts	54
Fatal Attractor	7	7	10750	Attractively disguised Hellhound	55
Firestarter	4	4	6250	Power surge electrocutes 'runner	55
Glue	5	4	6500	Locks 'runner in place 1D10 turns	55
Hellbolt	4	4	6750	1D10 physical damage to 'runner	55
Hellhound	6	6	10000	Tracks target, waits, causes heart attack	55
Jack Attack	3	3	6000	'Runner can't log off for 1D6 turns	55
King Trail	3	2	3500	Leaves glowing trail behind 'runner for 3D6 turns	56
Knockout	4	3	6250	Causes coma for 1D6 hours	56
Liche	4	4	7250	Erases 'runner's memory and over-writes personality	56
Pepe Le Pue	6	5	7750	Reduces 'runner's INT and REF for 1D6+1 turns	56
Psychodrome	4	11	14000	Causes unconsciousness for 1D6 hours and scares victim	56
Red-Out	5	4	6750	Paralyzes 'runner for 1D6 turns	57
Spazz	4	3	6250	Halves 'runner REF 1D6 turns	57
Stationery	4	6	10000	Prevents 'runner from moving for five turns	57
Stun	3	3	6000	Freezes 'runner 1D6 turns	57
Sword	3	4	6250	1D6 physical damage to target	57
The Audio Virus	5	5	8000	Reduces INT and REF until 'runner nukes program	57
Threat	5	6	7000	Makes 'runner so nervous he jacks out	57
Werewolf	6	6	13,000eb	Invisible Hellhound variant	58
Zombie	5	4	7500	Reduce INT 1D6/turn, making 'runner mindless	58

Multi-Purpose Programs

Name	STR	MU	Cost(eb)	Function	Pg.
A Picture's Worth	2	6	1200	Hides data within VRs	58
Black Sky	5	8	4480	Hides 'runner in a cloud which attacks programs with "lightning"	58
Dummy	1	2	450	Fake, disguisable program	59
Evil Twin	8	7	2700	Combination shield/krash	59
IGOR	4	7	4800	On-line flunky	59
Lightning Bug	2@	6	1540	6 "bugs" that sally forth to kill ICE before it can attack	60
Omnivore	3	8	18500	Derezzes programs, fries CPU chips, temporarily reduces 'runner's INT by 2D6	60
Scribe	6	8	NA	Stops and disassembles programs for copying	60



Wolfpack	6	8	15200	Does 1D6 damage to program and Demon STR; does 1D10 damage to 'runners	60
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Controller Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Crystal Ball	4	1	140	Operates cameras, sensors	61
Dee-2	3	1	130	Operates robotics	61
Genie	5	1	150	Operates doors, elevators	61
Hotwire	3	1	130	Operates remote vehicles	61
Knevil	4	3	220	Operates remote vehicles on its own	61
News At 8	4	1	140	Allows access to data terms and screamsheets through the Net	61
Open Sesame'	3	1	130	Weaker program to operate doors, elevators	61
Phone Home	5	1	150	Can place/receive calls while in the Net	61
Rockerbit	4	2	200	Operates microphones/voxboxes on its own	61
Soundmachine	4	1	140	Controls mikes, speakers, etc.	61
Terminator	4	2	260	Control terminals	61
Viddy Master	4	1	140	Controls videoboards, etc.	62

Utility Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Alias	6	2	160	Replaces file names	62
Backup	4	1	140	Used to copy programs	62
Breadcrumbs	4	4	290	Finds new LDL link routes	62
Cartographer	6	3	200	Maps out data forts	62
Databaser	8	2	180	Opens files to store info	62
Dolphin Programs	3	5	310	Clean Pacifica of junk data	62
ElectroLock	7	2	170	Locks files to File Lock 3	62
Filelocker	4	1	140	Locks files to Code Gate 5	62
File Packer	4	1	140	Packs files to 1/2 size	63
Flare Gun	2	2	300	Sends out Net distress signal	63
Flip Switch 2.0	10	0	225	Flip Switch controller	63
Flip Switch 3.0	10	0	250	Flip Switch glogo controller	63
GateMaster	5	1	150	Anti-virus program!	63
Guest Book	4	2	200	Area observation program	63
Instant Replay	8	2	180	Records 'runner's trip	63
Multinetter	10	20	2000	Allows multiple 'runners to run through one computer	63
NetMap	4	1	150	Major region locator map	64
Padlock	4	2	160	Codeword has to be given to log onto the deck	64
Re-Rezz	3	1	130	Restores destroyed programs and files	64
Translator 2000	4	2	240	Takes pictures to make virtual objects	64

Demons

Name	STR	MU	Cost(eb)	Function	Pg.
Afreet II	3	4	1160	Carries 3 programs	64
Balron II	5	5	1240	Carries 4 programs	64
Imp II	3	3	1000	Carries 2 programs	65
Succubus II	4	4	1200	Carries 4 programs	65



Thug	3	6	10440	Has permanent sub-routines for 1D6 damage to program STR and 'runners	65
Vampyre II	6	7	2300	Can absorb up to 6 programs	65

Daemons

Name	STR	MU	Cost(eb)	Function	Pg.
Cream Pie	7	7	1125	Carries 3 programs (P.Flatline, Kill IV & Murphy)	66
Eavesdropper	3	6	975	Carries 1 program (usually Databaser)	66

Systemware Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Cloak	6	*	4000+	Cloaks an entire data fort	66
Dazzler	5	14	14000	Disguised VR "cell" with trace	66
Monitor	4	7	950	Roving internal Net security	67
Panzer	8	7	20000	Monitor that does 1D6 to 'runners and program STR	67
Shrouded Gate	NA	4	4000+	Makes a Code Gate invisible	67

Upgraded Datawalls

Name	STR	MU	Cost(eb)	Function	Pg.
Anti-Program Datawalls	1-5	NA	4960+	Datawalls that attack Intrusion programs	67
Anti-Personnel Datawalls	1-5	NA	31000+	Datawalls that attack 'runners	68

Transportation Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Trailer Hitch	1	3	300	Adds 20% MU, Speed -1	68
18-Wheeler	1	4	500	Doubles (MU-4), Speed = 1	68

Rache Specials

Name	STR	MU	Cost(eb)	Function	Pg.
Bone	4	4	270	attracts "Dog" programs from all over!	68
Pirate Uplink	5	7	NA	Alerts LDLs to presence of illegal calls	68
Rache's SeeYa	6	2	NA	As SeeYa	68
Rice Burner	2	2+*	NA	+1 to Net movement allowance	68
SideWalker	3	3	NA	Allows you to walk on the sides of the sidewalks in the Olympia region	68




NETRUNNER® PROGRAM LIST
Intrusion Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Dwarf	3	3	230	Strong Worm	70
Grubb	1	3	210	Weak Worm	70
Japanese Water Torture	3	4	260	Takes 2 turns to work; each extra turn adds +1 STR, max 7	71
Ramming Piston	10	3	900	Ultimately loud Hammer, does 5D6 damage to Wall STR	71

Decryption Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Cyfermaster	6	3	700	Raffles variant	71
Tinweasel	3	4	300	Sneaky decryptor	71

Detection Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Canis Major/Minor	4	5	610	Watchdog variants	72
Data Raven	5	6	1000	Patient Bloodhound variant	72
Fang	4	6	1300	Pit Bull variant	73
Fang 2.0	5	6	1600	Pit Bull variant	73
Fetch 4.01.1	6	5	700	Bloodhound variant	72
Hunter	5	5	900	Bloodhound variant	72
Mouse	5	5	350	Creeps into fort to look around	72
Netspace Inverter	3	4	540	"Recon drone" SeeYa	72
Rex	3	6	1000	Pit Bull variant	73

Anti-System Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Asp	4	2	800	Flatline variant	73
Cascade II	3	2	800	Causes programs to switch on and off at random	73
Clown	3	5	1130	Programs at -1 STR; runners, sysops, Als -1 Init.	73
Fragmentation Storm	4	3	1000	Poison Flatline variant	74
Poltergeist	5	3	660	Viral 15 variant	74
Pox	4	2	800	30% chance ICE derezzes when activated	74
Scatter Shot	4	3	660	Poison Flatline variant	74
Vacuum Link	5	3	1200	Relocates runner outside of the data fort	74

Evasion/Stealth Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Cloak	5	2	2000	Invisibility variant	75
Open-Ended Mileage	4	5	330	Routes traces through an extended phone link	75
Rabbit	1/5	2	360	STR 5 vs. Dogs, +2 Speed	75
Vevy Vevy Quiet	4	2	400	Stealth program	75



Protection Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Joan of Arc	3	2	190	Absorbs anti-personnel damage	76

Antiprograms

Name	STR	MU	Cost(eb)	Function	Pg.
Banpei	1	5	1280	Killer, 1D6 damage	76
Black Dahlia	7	7	2000	Sexy Killer; does 2D6 damage	76
Codeslinger	3	3	1000	Killer, does 1D6 damage	77
D'Arc Knight	3	5	1360	Killer, 1D6 damage	76
Data Naga	6	5	1480	Killer, 1D6 damage	76
Dropp	4	4	800	Killer, defends against anti-personnel programs, does 1D6 to STR and then jacks out 'runner	77
Ice Pick Willie	2	5	1320	Killer, 1D6 damage	76
Looney Goon	2	3	600	Killer, does 1D6 damage	77
Raptor	2	4	1200	Killer, does 1D6 damage	77
Sentinels Prime	5	5	1440	Killer, 1D6 damage	76
Shaka	2	5	1320	Killer IV variant	76
Snowball	2+	5	3000	Killer that "grows," gaining +2 STR every time it kills another program	77
Startup Immolator	4	5	1280	Killer, destroys target program if target just rezzed	77
Triggerman	4	5	1400	Killer, 1D6 damage	76
Wild Card	1	3	920	Killer, does 1D6 damage	78

Miscellaneous Antiprograms

Name	STR	MU	Cost(eb)	Function	Pg.
AI Boon	1-6	7	3600	1D6 damage to Data Walls and programs, decrypts Code Gates.	78
Blink	5	7	1500	1D6 damage to Data Walls and programs, decrypts Code Gates. Liable to crash	78
Bartmoss Memorial ICEbreaker	4	2	1500	Compiles 4 programs (anti-program, intrusion, and/or decryption only)	78

Anti-personnel Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Bolter Cluster	4	4	8000	4D6 damage to 'runner!	79
Cinderella	6	4	9000	Firestarter variant	79
Code Corpse	5	4	7500	Zombie variant	79
Cortical Scrub	3	4	6500	Brainwipe variant	79
Data Darts	4	4	5500	3D6 damage to 'runner	79
Homewrecker	5	4	8000	Firestarter variant	79
Mastiff	5	6	12000	Hellhound variant - 1D6 to INT, 1D6 damage, alerts master	79
Neural Blade	3	4	6250	Sword variant	79
Shock.r	3	5	6000	Stun variant	80
TKO 2.0	4	3	6250	Knockout variant	80



Utility Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Butcher Boy	3	7	550	Fills out false purchase orders	80
Expert Schedule Analyzer	4	3	250	Skims files in specific admin/accounting sector at 1 MU/turn	80
Expert Scheme Analyzer	3	5	330	Correlates data and presents synopsis	80
Microtech AI Interface	2	5	330	Doubles the amount of data the 'runner can skim per turn	80
Mystery Box	5	4	300	Randomly "steals" programs	81
Newsgroup Filter	4	6	200	Skims newsgroups	81
R&D Protocol Files	4	3	250	Skims files in specific R&D sector at 1 MU per turn	81
Shredder Uplink Protocol	5	3	250	Allows access to "shredded" files in trash buffer	82
Zetatech Soft-Ware Installer	1	1	300	Packs 1 program to half MU size, unpacks instantly; program can be used at -1 Initiative	82

Base Link Programs

Name	STR	MU	Cost(eb)	Function	Pg.
Baedeker's Road Map	2	1	130	Sets up multiple phone links for 'runner	83
Bakdoor	3	2	600+	As Road Map, but with back-doors through private phones	83

Daemons

Name	STR	MU	Cost(eb)	Function	Pg.
False Echo	2	6	380	Triggers false alarms	83
I Spy	3	6	400	Eavesdropper variant	84

Viruses

Name	STR	MU	Cost(eb)	Function	Pg.
Boardwalk	3	7	1080	Eavesdropper for admin/accounting sectors	84
Cockroach	5	7	1600	Eats files, turns them into more cockroaches	84
Deep Thought	3	7	1080	Eavesdropper for R&D	84
Fait Accompli	3	7	570	Subtly messes up project files	84
Gremlins	4	7	7000	Produces more gremlins and randomly shoots off programs	85
Incubator	2	6	760	Reproduces other programs	85
Pattel's Virus	6	7	2200	Weakens 1 type of ICE	85
Skivviss	4	7	1320	Inflates project costs	86

Ambushes

Name	STR	MU	Cost(eb)	Function	Pg.
Ambush	var	var	var	Adds Invisibility to ICE	86
Chimera	5	4	1160	Invisible Manticore	86
Soulkiller (Vacant)	4	NA	500000	Drains 1D6 INT per turn into computer memory	86
Trap!	4x3	NA	200000	Node with 3 Asps	87





Systemware

Datawalls

Name	STR	MU	Cost(eb)	Function	Pg.
Crystal Wall	3+	—	3000	Data wall	87
Datawall	0+	—	500	Data wall	87
Datawall 2.0	1+	—	1000	Data wall	87
Fire Wall	4+	—	4000	Data wall	87
Laser Wire	2+/2	—	34000	Wall; does 1D6 to 'runner	88
Razor Wire	3+/3	—	36000	Wall; does 2D6 to 'runner	88
Reinforced Wall	4+	—	4000	Data wall	87
Rock is Strong	5+	—	5000	Data wall	87
Shotgun Wire	5+/5	—	40000	Wall; does 2D6 to 'runner	88
Wall of Ice	6+/6	—	44000	Wall; does 4D6 to 'runner	88
Wall of Static	2+	—	2000	Data wall	87

Codegates

Name	STR	MU	Cost(eb)	Function	Pg.
Cortical Scanner	5	—	20000	Code Gate; 'runner tests three times	89
Endless Corridor	4	4	8000	Code Gate; 'runner tests twice	89
Filter	0+	—	1000	Code Gate	88
Haunting Inquisition	8	8	80000	Code Gate with Psychodrome	89
Keeper	4+	—	5000	Code Gate	88
Mazer	5+	—	6000	Code Gate	88
Nerve Labyrinth	6/4	NA	50000	Code Gate, 4D6 to 'runner	89
Qaundry	2+	—	3000	Code Gate	88
Scramble	3+	—	4000	Code Gate	88
Sleeper	1+	—	2000	Code Gate	88
Tutor	3/5	NA	50000	"Code Gate" that tags 'runner	89

Misc. Systemware

Name	STR	MU	Cost(eb)	Function	Pg.
Pocket VR	4	13	13000	Weaker Dazzler (page 66)	90
Too Many Doors	3	3	1000	Choose the right door...	90

Specials

Name	STR	MU	Cost(eb)	Function	Pg.
Emergency Self Construct	4	30	NA	Soulkiller; converts 'runner to electronic entity	92
"Lunch Money"	3	7	14500	Compiler, does 1D6 physical damage to 'runner	93



