

# NETRUNNING

## INTERFACE+1d10 VS DV

### Basic Actions

- Move in NET.
- Saving a Copy of a File
- Jack In/Out
- Activate/Deactivate Program
- Miscellaneous Actions

### Use Interface

- **Scanner** (Meat Space): Better result = See Further.
- **Backdoor** (NET): Bypass a password.
- **Cloak** (NET): Hide from Black ICE & Netrunners.
- **Control** (NET): Takeover a Control Node.
- **Eye-Dee** (NET): What's in the file?
- **Pathfinder** (NET): Map the current NET Architecture.
- **Slide** (NET): Flee Black ICE. *Interface vs Perception.*
- **Virus** (NET): Once at the core, change upto 2 things
- **Zap** (NET): Hit something, softly. *Interface vs DEF, or I/face vs I/face for 1d6 damage.*

Interface	Actions
1 - 3	2
4 - 6	3
7 - 9	4
10	5



## NET COMBAT

### INTERFACE+ATK+1d10

VS

### INTERFACE+1d10 OR DEF+1d10



## ANTI-PERSONEL

Program	PER	SPD	ATK	DEF	REZ	Effect
Asp	4	6	2	2	15	Destory's Program on Deck
Giant	2	2	8	4	25	3d6 Dam & Jacked Out!
Hellhound	6	6	6	2	20	2d6 Dam. Deck on fire & take 2 HP/Turn
Kraken	6	2	8	4	30	3d6 Dam & No move or Jackout
Liche	8	2	6	2	25	-1d6 to INT, REF, DEX for 1 hour.
Raven	6	4	4	2	15	Derezzes a defender Prog, 1d6 Dam.
Scorpion	2	6	2	2	15	-1d6 Move for 1 hour.
Skunk	2	4	4	2	10	-2 Slide. Diff Skunks can stack.
Wisp	4	4	4	2	15	1d6 Dam. -1 NET Action next Turn (Min 2)

## ANTI-PROGRAMS

Program	PER	SPD	ATK	DEF	REZ	Effect
Dragon	6	4	6	6	30	6d6 to Prog. Destorys Prog.
Killer	4	8	6	2	20	4d6 to Prog. Destorys Prog
Sabertooth	8	6	6	2	25	6d6 to Prog. Destorys Prog.

## DEMONS

Program	REZ	Interface	NET Actions	Combat Number
Imp	15	2	2	14
Efreet	25	4	3	14
Balron	30	7	4	14

## HARDWARE

Cyberdeck Quality	Slots	Option	Details
Poor Cyberdeck	5	Standard deck	Unchanged
Standard deck	7	Bodyweight Suit	SP 11, +1 Slot
Excellent deck	9	Cyberarm Built-in	In Cyberarm +1 Slot

## UPGRADES OPTIONS (Pg 208)

### Backup Drive (2 Slots):

- Saves Non-Black ICE Attackers, Defenders, or Boosters.
- Destoried programs can be restored as a Meat Action.

### DNA Lock (2 Slots):

- Unlocked with thumbprint, blood sample, or other Biometric.
- DV17 Electronics/Security Tech Check.

### Hardened Circuitry (1 Slot);

- Immune to EMP effects

### Insulated Wiring (1 Slot);

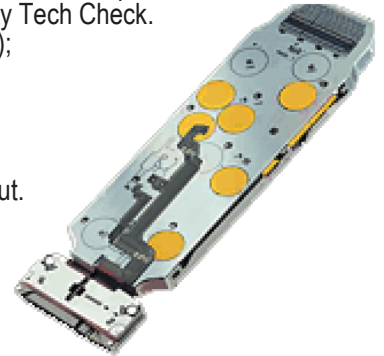
- Can't catch fire.

### KRASH Barrier (2 Slots):

- Immune to forced Jackout.

### Range Upgrade (1 slot):

- 8m range.



## SOFTWARE

Derezzed at 0 REZ. All programs have 0 Interface, except Demons.

Program	ATK	DEF	REZ	Effect
Booster	0	0	7	See below

**Eraser:** A pink glob exuding tiny soap bubbles.

+2 Cloak while Rezzed

**See Ya:** Shimmering silver magnifying glass spinning slowly in place.

+2 Pathfinder while Rezzed

**Speedy Gonzavez:** A trail of dust appearing behind the Netrunner as they move.

+2 Speed while Rezzed

**Worm:** A golden mechanical worm with neon green eyes.

+2 Backdoor while Rezzed

Program	ATK	DEF	REZ	Effect
Defender	0	0	7	See below

*Each program can only be used once per Netrun. Can't run multiples.*

**Armor:** Transparent golden armor worn by the Netrunner.

-4 Brain Damage

**Flak:** A cloud of blinding, glowing, multi-colored lights swirling around the Netrunner.

Reduces ATK of Non-Black ICE to 0

**Shield:** Flickering silver energy barrier surrounding the Netrunner.

Stops first Non-Black ICE from doing Damage, then Derezzes.

Program	ATK	DEF	REZ	Effect
Attacker	*	0	0	See below

*Each program can only be used once per Netrun. Can't run multiples.*

**Banhammer** (Anti-Prog): A giant glowing white sledgehammer wielded by the Netrunner.

ATK +1. 3d6 vs Non-black ICE, 2d6 vs Black ICE

**Sword** (Anti-Prog): Glowing energy katana appearing from the Netrunner's hand.

ATK +1. Reduces ATK of Non-Black ICE to 0

**DeckKRASH (AP):** Cartoon stick of dynamite thrown by the Netrunner.

ATK +0. Netrunner is *Jacked Out*.

**Hellbolt (AP):** Bolt of crimson fire launched from the Netrunner's hand.

ATK +2. 2d6 brain damage. Deck on fire & take 2 HP/Turn

**Nervescrub (AP):** Chrome ball thrown by the Netrunner that sparks with electricity.

ATK +0. -1d6 to INT, REF, DEX for 1 hour.

**Poison Flatline (AP):** Beam of neon green light shot from the Netrunner's finger.

ATK +0. Destroys one random Non-Black ICE on target's Cyberdeck.

**Superglue (AP):** A mass of sticky red goop fired from the Netrunner's hand.

ATK +2. Can not move or Jack Out for 1d6 Turns.

**Wizzbolt (AP):** A double helix comprised of flickering neon light appearing from the Netrunner's finger.

ATK +1. 1d6 Brain Damage. -1 NET Action next turn (min 2).

BOOSTERS

DEFENDERS

ATTACKERS (GREY ICE)

NET ACTIONS

BLACK ICE



# HOME SECURITY SYSTEMS



## CREATING NET ARCHITECTURE

**Step 0:** The Difficulty Rating

- Basic DV6
- Standard DV8
- Uncommon DV10
- Advanced DV12

**Step1:** Shape the Architecture

**Step2:** Fill in the Architecture

- Lobby is the first 2 floors

**Step3:** Fit the Architecture to the World Around it

Roll	Lobby Floor
1	File DV6
2	Password DV6
3	Password DV8
4	Skunk
5	Wisp
6	Killer

Roll (3d6)	Basic Floor	Standard Floor	Uncommon Floor	Advanced Floor
3	Hellhound	Hellhound x2	Kraken	Hellhound x3
4	Sabertooth	Hellhound, Killer	Hellhound, Scorpion	Asp x2
5	Raven x2	Skunk x2	Hellhound, Killer	Hellhound, Liche
6	Hellhound	Sabertooth	Raven x2	Wisp x3
7	Wisp	Scorpion	Sabertooth	Hellhound, Sabertooth
8	Raven	Hellhound	Hellhound	Kraken
9	Password DV6	Password DV8	Password DV10	Password DV12
10	File DV6	File DV8	File DV10	File DV12
11	Control Node DV6	Control Node DV8	Control Node DV10	Control Node DV12
12	Password DV6	Password DV8	Password DV10	Password DV12
13	Skunk	Asp	Killer	Giant
14	Asp	Killer	Liche	Dragon
15	Scorpion	Liche	Dragon	Killer, Scorpion
16	Killer, Skunk	Asp	Asp, Raven	Kraken
17	Wisp x3	Raven x3	Dragon, Wisp	Raven, Wisp, Hellhound
18	Liche	Liche, Raven	Giant	Dragon x2

## BUYING NET ARCHITECTURE

**Small System:** 1,000eb/floor for 3 to 6 Floors with upto 2 control nodes. Portable.

**Medium System:** 5,000eb/floor for 7 to 12 Floors with upto 3 control nodes. Not Portable.

**Large System:** 10,000eb/floor for 13 to 18 Floors. Not Portable.

**Passwords, Control Nodes, and Files:**

- DV6 (500eb each)
- DV8 (1,000eb each)
- DV10 (5,000eb each)
- DV12 (10,000eb each)

**Demons:**

- Imp (1,000eb each)
- Efrete (5,000eb each)
- Balron (10,000eb each)

**Control Nodes:** (EG. Cameras, sprinklers, sirens, assembly line conveyor belts, video display feeds, chlorination control valves, electronically engaged door locks, massage chairs, soda machines, air conditioning, and pitching machines.)

- DV9 (1500eb each)
- DV13 (1,000eb each)
- DV17 (5,000eb each)
- DV21 (10,000eb each)



## DEFENSES

For everything on defenses see pages 213 - 216

Active Defenses	Effect	Move	HP	Bypass
Air Swarm	Use a V. H. Melee (4d6)	8	15	DV 17
Ground	Use 2 of V H Pistol, SMG, or Camera	4	30	DV 21
Large Air	Use 2 of Dartgun, VHPistol with AP, or Camera	6	20	DV 21
Mini Air	Use 1 of Dartgun, VHPistol with AP, or Camera	6	15	DV 17
Spider Walking	Use 2 of Grenade Launcher, VH Melee Wp, H SMG, or Camera	4	40	DV 21

**Controller:** Demon, or Netrunner.

**Trigger:** Target enters area without wearing proper pass or badge.

**Action:** Attack (14) target with in the perimeter of Defended Area.

**Bypass:** Takes 5 minutes with Electronics/Security Tech

Emplaced Defenses	Effect	HP	Bypass
Auto. Blood Swarm	Resist Torture/ Drugs vs DV15, or 3d6 Dam.	-	DV 21
Auto. Melee Weapon	Damage with Melee Weapon	25	DV 17
Auto. Turret	Damage with Weaapon	25	DV 17

**Controller:** Automated, Demon, or Netrunner.

**Trigger:** Target enters area without wearing proper pass or badge.

**Action:** Attack (14) target with in the perimeter of Defended Area.

**Bypass:** Takes 5 minutes with Electronics/Security Tech.

Environmental Defenses	Effect	HP	Bypass
Observation Cameras	See in Low Light, IR & UV	5	DV9 (1min)
Tanglefoot Flooring	ROF 1, -1d6 Move	20	DV13 (1min)
Electrical Flooring	Shock: 6d6/Turn	20	DV13 (1min)
Laser Grid	Use V.H.Melee Wp.	-	DV17 (5min)
Tip-floor	Monowire: 6d6	-	DV13 (1min)
Goop	Goo: -2d6 Move	10	DV13 (1min)
Ceiling/Wall Punchers	Crushing: 6d6	20	DV13 (5min)
Slip-floor	Fall Prone	10	DV13 (1min)
Stun Panels	suffer damaged Eye & Ear Crit.	5	DV13 (1min)
Sleep Gas Elevator	Sleep	60	DV17 (5min)

**Controller:** Automated, Demon, or Netrunner.

**Trigger:** Target enters area without wearing proper pass or badge.

**Action:** Attack (14) target with in the perimeter of Defended Area.

**To Detect:** Perception DV17

**Bypass:** Electronics/Security Tech DV (Time required)

**Laser Grid:** Avoid with a DV17 Contortionist.

**Tip-floor:** Avoid DV15 Athletics.

**Slip-floor:** Avoid DV15 Athletics.

**Stun Panels:** Avoid DV15 Resist Torture/Drugs

**Sleep Gas Elevator:** Avoid DV13 Resist Torture/Drugs

