

ERASER

Booster

20eb
(Everyday)



Icon: A pink glob exuding tiny soap bubbles.

Increases all Cloak Checks you make by +2 as long as this Program remains Rezzed.

0

ATK

0

DEF

7

REZ

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SEE YA

Booster

20eb
(Everyday)



Icon: Shimmering silver magnifying glass spinning slowly in place.

Increases all Pathfinder Checks you make by +2 as long as this Program remains Rezzed.

0

ATK

0

DEF

7

REZ

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SPEEDY GONZALVEZ

Booster

100eb
(Premium)



Icon: A trail of dust appearing behind the Netrunner as they move.

Increases your Speed by +2 as long as this Program remains Rezzed.

0

ATK

0

DEF

7

REZ

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WORM

Booster

50eb
(Costly)



Icon: A golden mechanical worm with neon green eyes.

Increases all Backdoor Checks you make by +2 as long as this Program remains Rezzed.

0

ATK

0

DEF

7

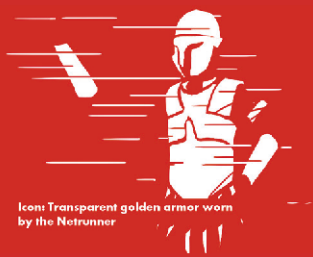
REZ

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ARMOR

Defender

50eb
(Costly)



Icon: Transparent golden armor worn by the Netrunner.

Lowers all brain damage you would receive by 4, as long as this Program remains Rezzed. Only 1 copy of this Program can be running at a time. Each copy of this Program can only be used once per Netrun.

0

ATK

0

DEF

7

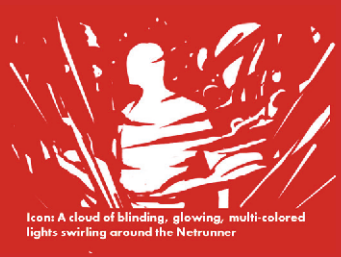
REZ

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FLAK

Defender

50eb
(Costly)



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

Reduces the ATK of all Non-Black ICE Attacker Programs run against you by 0 as long as this Program remains Rezzed. Only 1 copy of this Program can be running at a time. Each copy of this Program can only be used once per Netrun.

0

ATK

0

DEF

7

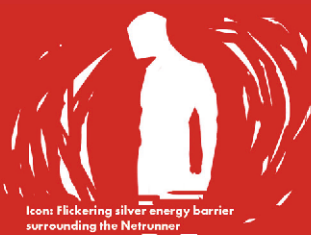
REZ

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SHIELD

Defender

20eb
(Everyday)



Icon: Flickering silver energy barrier surrounding the Netrunner.

Stops the first successful Non-Black ICE Program Effect from dealing brain damage. After stopping this damage, the Shield Derezzes itself. Only 1 copy of this Program can be running at a time. Each copy of this Program can only be used once per Netrun.

0

ATK

0

DEF

7

REZ

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BANHAMMER

Attacker (Anti-Program)

50eb
(Costly)



Icon: A giant glowing white sledgehammer wielded by the Netrunner.

Does 3d6 REZ to a Non-Black ICE Program, or 2d6 REZ to a Black ICE Program.

1

ATK

0

DEF

0

REZ

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SWORD

Attacker (Anti-Program)

50eb
(Costly)



Icon: Glowing energy katana appearing from the Netrunner's hand.

Does 3d6 REZ to a Black ICE Program, or 2d6 REZ to a Non-Black ICE Program.

1

ATK

0

DEF

0

REZ

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Cybertunk
R E D

**NETRUNNING
DECK**

Cybertunk
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Cybertunk
R E D

**NETRUNNING
DECK**

DECKKRASH

Attacker (Anti-Personnel)

100eb
(Premium)

Icon: Cartoon stick of dynamite thrown by the Netrunner

Enemy Netrunner is forcibly and unsafely Jacked Out of the Architecture, suffering the effect of all Rezzed enemy Black ICE they've encountered in the Architecture as they leave.

0

ATK

0

DEF

0

REZ

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HELLBOLT

Attacker (Anti-Personnel)

100eb
(Premium)

Icon: Bolt of crimson fire launched from the Netrunner's hand

Does 2d6 Damage direct to the Netrunner's brain. Unless insulated, their Cyberdeck and clothing catch fire. The Netrunner is considered Mildly On Fire and must use a Meat Action to put out the flames. Multiple instances of this effect do not stack.

2

ATK

0

DEF

0

REZ

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NERVESCRUB

Attacker (Anti-Personnel)

100eb
(Premium)

Icon: Chrome ball thrown by the Netrunner that sparks with electricity

Enemy Netrunner's INT, REF, and DEX are lowered by 1d6 for the next hour (minimum 1). The effects are largely psychosomatic and leave no permanent effects.

0

ATK

0

DEF

0

REZ

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POISON FLATLINE

Attacker (Anti-Personnel)

100eb
(Premium)

Icon: Beam of neon green light shot from the Netrunner's finger

Destroys a single Non-Black ICE Program installed on the Netrunner target's Cyberdeck at random.

0

ATK

0

DEF

0

REZ

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SUPERGLUE

Attacker (Anti-Personnel)

100eb
(Premium)

Icon: A mass of sticky red goop fired from the Netrunner's hand

Enemy Netrunner cannot progress deeper into the Architecture or Jack Out safely for 1d6 Rounds (enemy Netrunner can still perform an unsafe Jack Out, though). Each copy of this Program can only be used once per Netrun.

2

ATK

0

DEF

0

REZ

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VRIZZBOLT

Attacker (Anti-Personnel)

50eb
(Costly)

Icon: A double helix comprised of flickering neon light appearing from the Netrunner's finger

Does 1d6 Damage direct to a Netrunner's brain and lowers the amount of total NET Actions the Netrunner can accomplish on their next Turn by 1 (minimum 2).

1

ATK

0

DEF

0

REZ

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ASP

Black ICE (Anti-Personnel)

100eb
(Premium)

Icon: Golden Egyptian cobra, spitting beams of neon green light

Destroys a single Program installed on the enemy Netrunner's Cyberdeck at random.

4

PER

6

SPD

2

ATK

2

DEF

15

REZ

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ASP

Black ICE (Anti-Personnel)

100eb
(Premium)

Icon: Golden Egyptian cobra, spitting beams of neon green light

Destroys a single Program installed on the enemy Netrunner's Cyberdeck at random.

4

PER

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ATK

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DEF

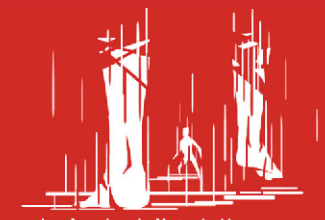
15

REZ

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GIANT

Black ICE (Anti-Personnel)

1,000eb
(Very Expensive)

Icon: A massive pair of feet and ankles towering above the enemy Netrunner

Does 3d6 damage direct to an enemy Netrunner's brain. The Netrunner is forcibly and unsafely Jacked Out of the Architecture, suffering the effect of all Rezzed enemy Black ICE (except the Giant) they've encountered in the Architecture as they leave.

2

PER

2

SPD

8

ATK

4

DEF

25

REZ

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Cybertunk
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**NETRUNNING
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Cybertunk
R E D

**NETRUNNING
DECK**

HELLHOUND

Black ICE (Anti-Personnel)

500eb
(Expensive)



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 enemy Netrunner's name

Does 3d6 Damage direct to the Netrunner's brain. Unless insulated, their Cyberdeck and clothing catch fire. The Netrunner is considered Mildly On Fire and must use a Meat Action to put out the flames. Multiple instances of this effect do not stack.

6 6 6 2 20

PER SPD ATK DEF REZ

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HELLHOUND

Black ICE (Anti-Personnel)

500eb
(Expensive)



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 enemy Netrunner's name

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6 6 6 2 20

PER SPD ATK DEF REZ

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HELLHOUND

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500eb
(Expensive)



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 enemy Netrunner's name

Does 3d6 Damage direct to the Netrunner's brain. Unless insulated, their Cyberdeck and clothing catch fire. The Netrunner is considered Mildly On Fire and must use a Meat Action to put out the flames. Multiple instances of this effect do not stack.

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PER SPD ATK DEF REZ

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HELLHOUND

Black ICE (Anti-Personnel)

500eb
(Expensive)



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 enemy Netrunner's name

Does 3d6 Damage direct to the Netrunner's brain. Unless insulated, their Cyberdeck and clothing catch fire. The Netrunner is considered Mildly On Fire and must use a Meat Action to put out the flames. Multiple instances of this effect do not stack.

6 6 6 2 20

PER SPD ATK DEF REZ

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HELLHOUND

Black ICE (Anti-Personnel)

500eb
(Expensive)



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 enemy Netrunner's name

Does 3d6 Damage direct to the Netrunner's brain. Unless insulated, their Cyberdeck and clothing catch fire. The Netrunner is considered Mildly On Fire and must use a Meat Action to put out the flames. Multiple instances of this effect do not stack.

6 6 6 2 20

PER SPD ATK DEF REZ

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KRAKEN

Black ICE (Anti-Personnel)

1,000eb
(Very Expensive)



Icon: A mass of thrashing, orange tentacles protruding from the walls. Their suckers are covered in sticky red goop

Does 3d6 Damage direct to the Netrunner's brain. Until the end of the Netrunner's next Turn, they cannot progress deeper into the Architecture or Jack Out safely (the Netrunner can still perform an unsafe Jack Out, though).

6 2 8 4 30

PER SPD ATK DEF REZ

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LICHE

Black ICE (Anti-Personnel)

500eb
(Expensive)



Icon: Metallic skeleton draped in black robes. Its hands are studded with blackened rings that spark with electricity

The Netrunner's INT, REF, and DEX are lowered by 1d6 for the next hour (minimum 1). The effects are largely psychosomatic and leave no permanent effects.

8 2 6 2 25

PER SPD ATK DEF REZ

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RAVEN

Black ICE (Anti-Personnel)

50eb
(Costly)



Icon: Raven adorned in plate armor wielding a glowing white lance

Derezzes a single Defender Program the Netrunner has Rezzed at random, then deals 1d6 damage direct to the Netrunner's brain.

6 4 4 2 15

PER SPD ATK DEF REZ

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RAVEN

Black ICE (Anti-Personnel)

50eb
(Costly)



Icon: Raven adorned in plate armor wielding a glowing white lance

Derezzes a single Defender Program the Netrunner has Rezzed at random, then deals 1d6 damage direct to the Netrunner's brain.

6 4 4 2 15

PER SPD ATK DEF REZ

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Cybertunk
R E D

**NETRUNNING
DECK**

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Cybertunk
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**NETRUNNING
DECK**

RAVEN

Black ICE (Anti-Personnel)

50eb
(Costly)



Icon: Raven adorned in plate armor wielding a glowing white lance

Derezzes a single Defender Program the Netrunner has Rezged at random, then deals 1d6 damage direct to the Netrunner's brain.

6

4

4

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PER

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REZ

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SCORPION

Black ICE (Anti-Personnel)

100eb
(Premium)



Icon: A tiny black scorpion that hisses very loudly whenever the enemy Netrunner speaks

The Netrunner's MOVE is lowered by 1d6 (minimum 1) for the next hour. The effects are largely psychosomatic and leave no permanent effects.

2

6

2

2

15

PER

SPD

ATK

DEF

REZ

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SKUNK

Black ICE (Anti-Personnel)

500eb
(Expensive)



Icon: Cartoon skunk that walks on its hind legs, following the Netrunner much too closely

Until this Black ICE is Derezzed, the Netrunner hit by this effect makes all Slide Checks at -2. Each Skunk Black ICE can only affect a single Netrunner at a time, but the effects of multiple Skunks can stack.

2

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PER

SPD

ATK

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REZ

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SKUNK

Black ICE (Anti-Personnel)

500eb
(Expensive)



Icon: Cartoon skunk that walks on its hind legs, following the Netrunner much too closely

Until this Black ICE is Derezzed, the Netrunner hit by this effect makes all Slide Checks at -2. Each Skunk Black ICE can only affect a single Netrunner at a time, but the effects of multiple Skunks can stack.

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PER

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REZ

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SKUNK

Black ICE (Anti-Personnel)

500eb
(Expensive)



Icon: Cartoon skunk that walks on its hind legs, following the Netrunner much too closely

Until this Black ICE is Derezzed, the Netrunner hit by this effect makes all Slide Checks at -2. Each Skunk Black ICE can only affect a single Netrunner at a time, but the effects of multiple Skunks can stack.

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PER

SPD

ATK

DEF

REZ

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WISP

Black ICE (Anti-Personnel)

50eb
(Costly)



Icon: Orb of light with a single minuscule eye crackling with energy

Does 1d6 damage directly to the Netrunner's brain and lowers the amount of total NET Actions the Netrunner can accomplish on their next Turn by 1 (minimum 2).

4

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PER

SPD

ATK

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REZ

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WISP

Black ICE (Anti-Personnel)

50eb
(Costly)



Icon: Orb of light with a single minuscule eye crackling with energy

Does 1d6 damage directly to the Netrunner's brain and lowers the amount of total NET Actions the Netrunner can accomplish on their next Turn by 1 (minimum 2).

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REZ

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WISP

Black ICE (Anti-Personnel)

50eb
(Costly)



Icon: Orb of light with a single minuscule eye crackling with energy

Does 1d6 damage directly to the Netrunner's brain and lowers the amount of total NET Actions the Netrunner can accomplish on their next Turn by 1 (minimum 2).

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PER

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REZ

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WISP

Black ICE (Anti-Personnel)

50eb
(Costly)



Icon: Orb of light with a single minuscule eye crackling with energy

Does 1d6 damage directly to the Netrunner's brain and lowers the amount of total NET Actions the Netrunner can accomplish on their next Turn by 1 (minimum 2).

4

4

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PER

SPD

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REZ

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Cybertunk
R E D

**NETRUNNING
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Cybertunk
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**NETRUNNING
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DRAGON

Black ICE (Anti-Program)

1,000eb
(Very Expensive)



Icon: Golden-scaled dragon robot wreathed in electrical discharges

Deals 6d6 damage to a Program. If this damage would be enough to Derezz the Program, it is instead destroyed.

6 4 6 6 30

PER SPD ATK DEF REZ

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DRAGON

Black ICE (Anti-Program)

1,000eb
(Very Expensive)



Icon: Golden-scaled dragon robot wreathed in electrical discharges

Deals 6d6 damage to a Program. If this damage would be enough to Derezz the Program, it is instead destroyed.

6 4 6 6 30

PER SPD ATK DEF REZ

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KILLER

Black ICE (Anti-Program)

500eb
(Expensive)



Icon: Robotic samurai with red eyes wielding a glowing katana

Deals 4d6 damage to a Program. If this damage would be enough to Derezz the Program, it is instead destroyed.

4 8 6 2 20

PER SPD ATK DEF REZ

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KILLER

Black ICE (Anti-Program)

500eb
(Expensive)



Icon: Robotic samurai with red eyes wielding a glowing katana

Deals 4d6 damage to a Program. If this damage would be enough to Derezz the Program, it is instead destroyed.

4 8 6 2 20

PER SPD ATK DEF REZ

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KILLER

Black ICE (Anti-Program)

500eb
(Expensive)



Icon: Robotic samurai with red eyes wielding a glowing katana

Deals 4d6 damage to a Program. If this damage would be enough to Derezz the Program, it is instead destroyed.

4 8 6 2 20

PER SPD ATK DEF REZ

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SABERTOOTH

Black ICE (Anti-Program)

1,000eb
(Very Expensive)



Icon: Immense hulking cat with glowing white tusks

Deals 6d6 damage to a Program. If this damage would be enough to Derezz the Program, it is instead destroyed.

8 6 6 2 25

PER SPD ATK DEF REZ

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IMP

Demon

1,000eb
(Very Expensive)



Icon: Small orange sphere of light with red horns

15

REZ

3

INTERFACE

2

NET ACTIONS

14

COMBAT NUMBER

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EFREET

Demon

5,000eb
(Luxury)



Icon: Tall, powerfully built Black man, dressed in elegant evening clothes completed with a fez and dagger

25

REZ

4

INTERFACE

3

NET ACTIONS

14

COMBAT NUMBER

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BALRON

Demon

10,000eb
(Super Luxury)



Icon: Huge humanoid monster in futuristic black armor covered with hissing green glowing tentacles

30

REZ

7

INTERFACE

4

NET ACTIONS

14

COMBAT NUMBER

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Cybertunk
R E D

**NETRUNNING
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Cybertunk
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CONTROL NODE



Data

DV6	DV8
DV10	DV12

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CONTROL NODE



Data

DV6	DV8
DV10	DV12

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CONTROL NODE

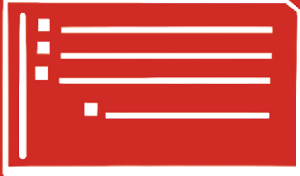


Data

DV6	DV8
DV10	DV12

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FILE



Data

DV6	DV8
DV10	DV12

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PASSWORD



Data

DV6	DV8
DV10	DV12

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PASSWORD



Data

DV6	DV8
DV10	DV12

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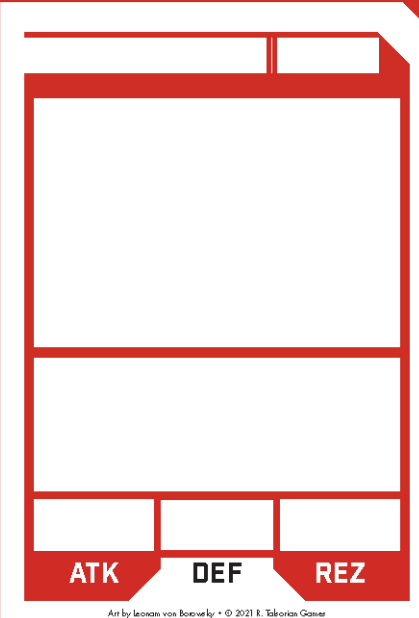
PASSWORD



Data

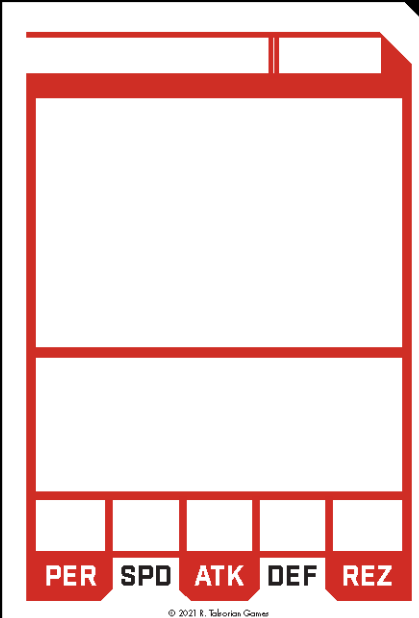
DV6	DV8
DV10	DV12

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ATK DEF REZ

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PER SPD ATK DEF REZ

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