

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

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

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

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

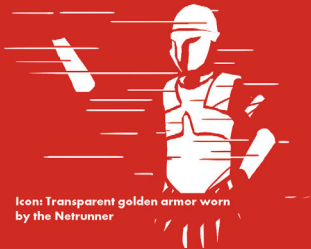
7

REZ

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

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

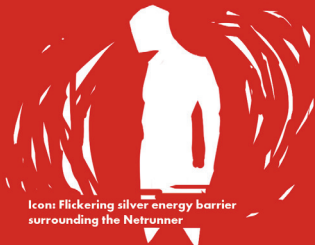
7

REZ

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

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

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

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

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

NERVE SCRUB

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

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

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

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

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

6

2

2

15

PER

SPD

ATK

DEF

REZ

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

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

PER

6

SPD

6

ATK

2

DEF

20

REZ

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

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

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

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

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 Derezsed, 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

4

4

2

10

PER

SPD

ATK

DEF

REZ

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

PER

4

SPD

4

ATK

2

DEF

15

REZ

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

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

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

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**

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**

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**

CONTROL NODE



Data

DV6

DV8

DV10

DV12

FILE



Data

DV6

DV8

DV10

DV12

PASSWORD



Data

DV6

DV8

DV10

DV12

Cyberpunk
R E D

**NETRUNNING
DECK**