

BY ADRIAN MARC



HOW TO USE YOUR NETRUNNING DECK

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NETRUNNING DECK USER'S GUIDE

Do It Your Way

This is a User's Guide. The keyword there is "guide". We're showing you one way to use the **Netrunning Deck** to enhance your game but it isn't the only way. We encourage you to experiment with the cards. Play around with them and see what works best for your table.

In other words, don't be afraid to hack the system.

WHAT'S IN THE NETRUNNING DECK?

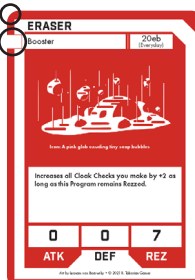
The **Netrunning Deck** contains 52 cards: 15 Program cards, 27 Black ICE cards, 3 Demon cards, and 7 Floor cards. They break down into 8 categories.

PROGRAM [BOOSTER]

Red border }
White bar }

Cards

- Eraser x1
- See Ya x1
- Speedy Gonzalez x1
- Worm x1

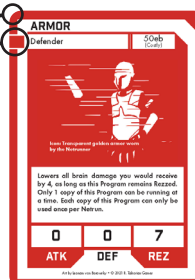


PROGRAM [DEFENDER]

Red border }
Red bar }

Cards

- Armor x1
- Flak x1
- Shield x1



PROGRAM [ATTACKER ANTI-PROGRAM]

Red border }
Black & white bar }

Cards

- Banhammer x1
- Sword x1



PROGRAM [ATTACKER ANTI-PERSONNEL]

Red border }
Black & red bar }

Cards

- Deckkrash x1
- Superglue x1
- Hellbolt x1
- Vrizzbolt x1
- Nervescrub x1
- Poison Flatline x1



BLACK ICE [ANTI-PROGRAM]

Black border }
Black & white bar }

Cards

- Dragon x2
- Killer x3
- Sabertooth x1

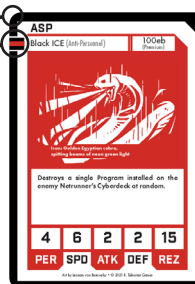


PROGRAM [ATTACKER ANTI-PERSONNEL]

Black border }
Black & red bar }

Cards

- Asp x2
- Giant x1
- Hellhound x5
- Kraken x1
- Liche x1
- Raven x3
- Scorpion x1
- Skunk x3
- Wisp x4



DEMON

Black & white border }

Cards

- Balron x1
- Efreot x1
- Imp x1

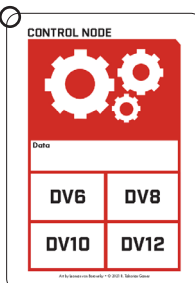


FLOOR

White border }

Cards

- Control Node x3
- File x1
- Password x3



Note: The Data field is for recording information such as defenses attached to a Control Node or contents of a File. We do not recommend writing directly on the cards. Use a piece of sticky note instead.

HOW TO USE YOUR NETRUNNING DECK

USING THE NETRUNNING DECK

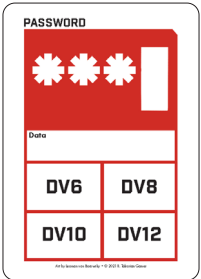
The **Netrunning Deck** makes netruns in **Cyberpunk RED** easier to portray and more visually stimulating. Here's a guide on how we use it in Balance Town.

SETTING UP A NET ARCHITECTURE:

1. Design your NET Architecture and gather the cards corresponding to each Floor (Black ICE, Demons, and Floor cards) from the **Netrunning Deck**.
2. Place your cards on the table face-down in a column in front of your Netrunner player, with the closest card to them representing the first floor of the NET Architecture. For floors with multiple Black ICE on them, stack the cards on top of each other. Place Demons on top of the Control Node they're initially positioned in.
3. As your Netrunner player explores the NET Architecture or uses their Pathfinder ability, flip the cards face up to reveal them.
4. If the Netrunner derezzes a Black ICE, rotate the card upside down to represent its defeat.
5. If the Netrunner Backdoors a Password, downloads a File, or takes control of a Control Node, rotate the card side sideways to represent the interaction.

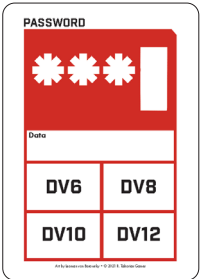


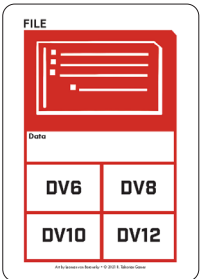
A 3 Floor NET Architecture, ready to be explored by a Netrunner.



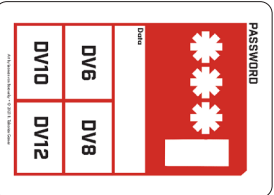


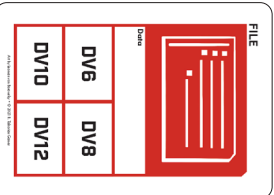
The NET Architecture as it appears when the Netrunner first jacks in.





The NET Architecture after the Netrunner successfully uses Pathfinder.





The NET Architecture after the Netrunner Backdoors the Password, defeats the Hellhound, and downloads the File.

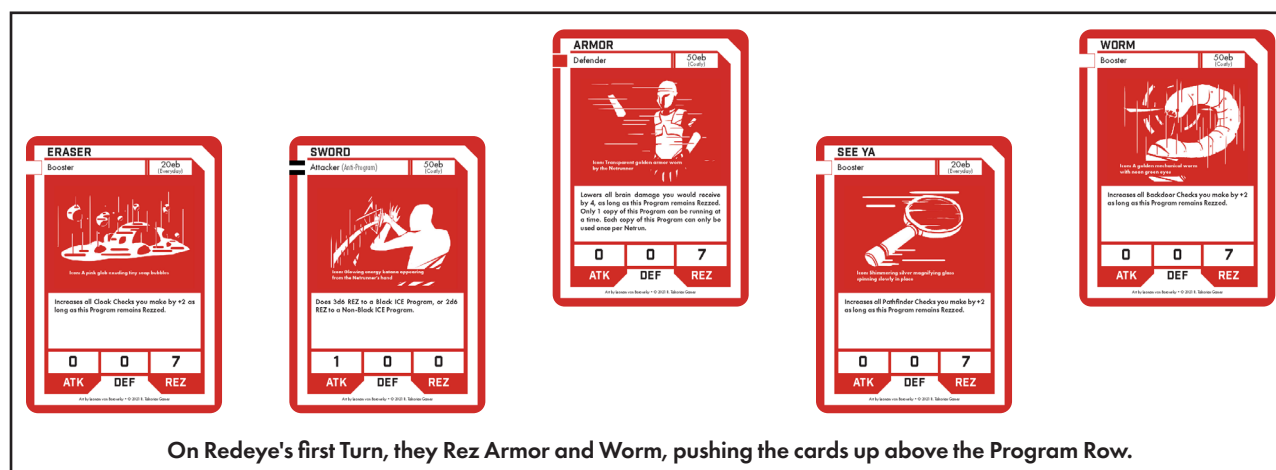
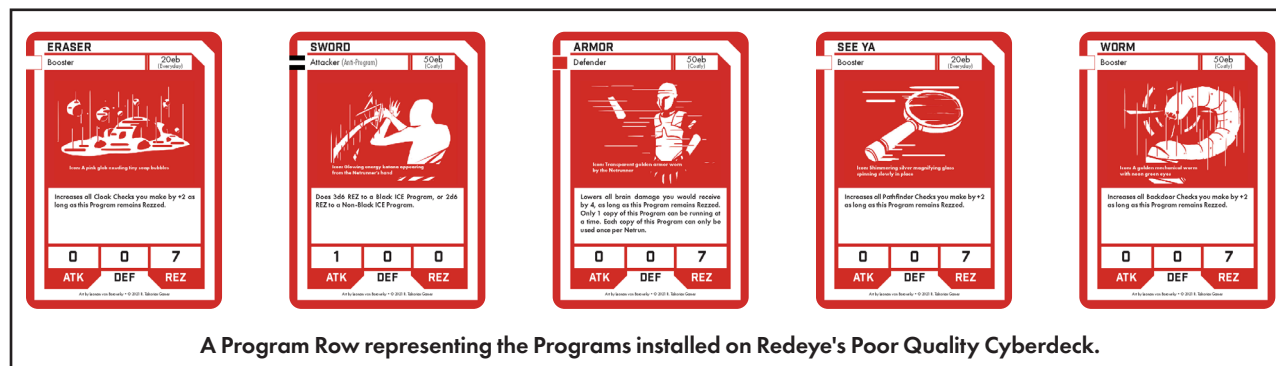
DATA

There are four DVs listed on each Floor Card. If you're the type of GM who shares DVs with Players, place a token on the appropriate space to show the Difficulty Value of the Control Node, File, or Password.

HOW TO USE YOUR NETRUNNING DECK

SETTING UP A CYBERDECK

1. Gather the cards representing the Programs installed on your Cyberdeck and place them in a row, face up, in front of you. This is your Program Row.
2. To Rez a Program (make it active), push the corresponding card up above your Program Row.
3. If a Program is Derezzed, rotate the card upside down, but do not move back to your Program Row yet! To deactivate the Derezzed Program, return the card to your Program Row, and rotate it right side up again.
4. For Attack Programs, rotating the card sideways in your Program Row is a good way to keep track of whether you have used it that Turn. You can rotate it upright again at the start of your next Turn.
5. For a Program with once-per-netrun restrictions, after they have been used, rotate the card sideways, flip it facedown, and return it to the Program Row if necessary.
6. Programs that are destroyed should be removed from your Program Row and returned to the **Netrunning Deck**. Ouch!



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