Intrusion	Str	MU	Cost(eb)	Function	From
Dwarf	3	3	230	Stronger version of Worm	BB
Grubb	1	3	210	Weaker version of Worm	BB
Hammer	4	1	400	2D6 to Data Wall STR, alerts programs within 10 spaces	CP20
Jackhammer	2	2	360	1D6 to Data Wall STR	CP20
Jap Water Torture	3	4	260	Min of 2 turns, each additional turn adds +1 STR (max 7)	BB
Pile Driver	8	4	800	4D6 to Data Wall STR, alerts progs in 30 spaces, & Netwatch	Chr3
Portal	2	6	750	Opens door in Data Wall, takes 3 turns, no alert	NET
Ramming Piston	10	3	900	5D6 to Data Wall STR, "audible" to anything within 50 spaces	BB
Sledgehammer	6	2	600	3D6 to Data Wall STR, alerts programs within 15 spaces	Chr3
Termite	1	2	160	1D6 to Data Wall STR	Chr1
Worm	2	5	660	Opens Data Wall in 2 turns, no alert	CP20

Decryption	Str	MU	Cost(eb)	Function	From
Codecracker	3	2	380	Opens Code Gates	CP20
Cyfermaster	6	3	700	Stronger version of Raffles	BB
Dupre	1-8	4	900	Opens Code Gates & File Locks	Chr3
Raffles	5	3	560	Opens Code Gates & File Locks	CP20
Tinweasel	3	4	300	Sneaky decryptor	BB
Wizard's Book	4/6	2	400	Opens Code Gates & File Locks	CP20

Detection/Alarm	Str	MU	Cost(eb)	Function	From
Bloodhound	3	5	700	Detects entry, traces, alerts master	CP20
Bulldog	6	6	660	Detects entry, alerts master, disconnects intruder	Chr1
Canis Major/Minor	4	5	610	Detect entry, alerts owner	BB
Cry Baby	4	4	430	"Tags", adds 4 to traces when copied	Chr3
Clairvoyance	4	4	720	SeeYa 3.0, detects and IDs Icons (+invisibles) within 2 subgrids	Chr3
Data Raven	5	6	1000	Detects entry, traces, alerts master whenever target appears	BB
Fang	4	6	1300	Detects entry, traces, disconnects target until destroyed	BB
Fang 2.0	5	6	1600	Detects entry, traces, disconnects target until destroyed	BB
Fetch 4.01.1	3	5	700	Detects entry, traces, alerts master	BB
Guard-Dog	4	5	720	Invisible; detects entry, alerts master	Chr1
Hidden Virtue	3	1	280	Detects "real" things in VR	CP20
Hunter	5	5	900	Detects entry, traces, alerts master	BB
Looking Glass	1-6	3	250+20/str	Detects disguised Icons	Chr3
Mouse	5	5	350	Creeps into forts and makes a record of what's inside	BB
Netspace Inverter	3/5	4	540	Travels through a fort at 2 subgrids/turn IDing programs and files	BB
Pit Bull	2	6	780	Detects entry, traces, disconnects target until destroyed	CP20
Rex	3	6	1000	Detects entry, traces, disconnects target until destroyed	BB
See Ya	3	1	280	Detects Invisible Icons	CP20
Shadow	4	3	540	Degrades evasion programs	Chr3
Smarteye	3	4	620	Detects progs within 10 spaces, IDs attack progs	Chr1
Speedtrap	4	4	600	Detects attack programs within 10 spaces	CP20
Watchdog	4	5	610	Detects entry, alerts owner	CP20

Anti-System	Str	MU	Cost(eb)	Function	From
Asp	4	2	800	Kills cyberdeck interface	BB
Cascade	7	4	900	Erases 2D6 MU of random memory	Chr3
Cascade II	3	2	800	20% chance that program changes. Decks chose new prog/turn	BB
Clown	3	5	1130	Disrupts data transmission, progs are -1 STR, 'runners -1 Initiative	BB
DecKRASH	4	2	600	Crashes 'deck for 1D6 turns	CP20
Feedback	4	3	960	Kills deck's interface and "jams" 'runner plugs	I1.3
Flatline	3	2	570	Kills cyberdeck interface	CP20
Fragmentation Storm	4	3	1000	Kills system RAM	BB
Grid Wave	7	8	20K	Distorts I-G algorithms	Chr4
HellBurner	6	5	1000	Destroys target CPU	Chr3
Krash	3	2	570	Crashes closest CPU for 1D6+1 turns	CP20
Murphy	3	2	600	Causes system to randomly activate programs	CP20
Pi in the Face	5	4	800	Makes CPU calculate Pi	Chr3
Poison Flatline	2	2	540	Kills system RAM	CP20

Intrusion	*Icon*
Dwarf	Small, quiet digging machine.
Grubb	Swarm of puke-green grubs that eat their way through the Wall.
Hammer	Glowing red hammer.
Jackhammer	Glowing red jackhammer, which fires a stream of white hot energy bolts at the Data Wall.
Jap Water Tort	Tiny, random drops of glowing "water" strike the Wall, causing ripples.
Pile Driver	Steam-powered pile driver on the verge of blowing up.
Portal	Metallic door that slowly meshes with the Data Wall then swings open for the Netrunner.
Raming Piston	Huge nuclear powered battering ram, as drawn by Jack Kirby.
Sledgehammer	Glowing white Sledgehammer.
Termite	Brown, fist-sized, fractal insect with bright blue eyes. Emits low-pitched bleeps as it burrows into Wall.
Worm	Gold-metal, robotic worm, with green neon eyes.

Decryption	*Icon*
Codecracker	Thin beam of white light, which shoots from the Netrunner's hands and spreads through the Code Gate.
Cyfermaster	Fractal image of a man floating in lotus position.
Dupre	Elegant middle-aged Victorian. He speaks to the locked Gate, and takes notes as he does so.
Raffles	Dapper young man wearing evening clothes of the 1990's. He speaks to the door then vanishes.
Tinweasel	Shifty-eyed character with an insincere smile.
Wizard's Book	Stream of blazing white symbols, flowing at incredible speed from the Netrunner's open hand.

Detection	*Icon*
Bloodhound	Large, gun-metal grey hound. It has glowing blue eyes and wears a thick circlet of blue neon.
Bulldog	Short, burly humanoid in metal armour. A glowing visor is situated above snarling, canine jaws.
Canis Maj/Min	Large steel statue of a dog/a computerised chihuahua.
Cry Baby	None until activated, then it appears as a baby, hanging around the Netrunner's neck, screaming.
Clairvoyance	The eyes of the Netrunner's icon glow fiery blue, or a pair of glowing eyes appear if the icon has none.
Data Raven	Metal-plated black bird.
Fang	Glowing green pit bull.
Fang 2.0	Robotic pit bull with a red head.
Fetch 4.01.1	Chrome greyhound with glowing blue collar.
Guard Dog	Detected it appears as a standard Bloodhound, other wise it is a slight flicker at the periphery of vision.
Hidden Virtue	Glowing green ring which the Netrunner looks through.
Hunter	Hound head lunging down the target's line.
Looking Glass	Series of mirrors appears in front of the Netrunner, passing over and through the target icon.
Mouse	Small, innocuous mouse.
Netspace Invert	Flying eyeball; turns invisible when activated.
Pit Bull	Short, heavily built, steel dog. It has glowing red eyes and wears a circlet of red neon.
Rex	Rather nasty, metal plated dog with really big teeth.
SeeYA	Shimmering silver screen.
Shadow	Netrunner's icon gains a long, humanoid shadow.
Smarteye	Spinning crystal ball; the ball stops and the appropriate icon appears within.
Speedtrap	Flat, glowing plate of glass, in which images appear.
Watchdog	Large, black, metal dog. It has glowing red eyes and a spiked metal collar.

Anti-System	*Icon*
Asp	Glowing golden snake.
Cascade	Shower of random neon-coloured pods & capsules sprays the target's icon and are absorbed on contact.
Cascade II	Floating ball of energy.
Clown	Annoying, loud, obnoxious, white-faced circus clown, complete with slapstick, seltzer bottle, pies, etc.
DecKRASH	Cartoon stick of dynamite with fuse.
Feedback	Beam of orange neon which shoots from the Netrunner's fingertips.
Flatline	Beam of yellow neon which shoots from the Netrunner's fingertips.
Frag Storm	Huge white electrical arc that strikes the target and follows his line back to his deck.
Grid Wave	Black sphere with twisting light waves surrounding it.
HellBurner	Giant, disembodied fist which burns with blue, fractal fire, grabs onto target, engulfing it in blue flames.
Krash	Large, cartoon anarchist bomb, with a sizzling fuse.
Murphy	You never know...
Pi in the Face	Large cartoon pie, for throwing.
Poison Flatline	Beam of green neon which launches from the Netrunner's fingertips.

	Str	MU	Cost(eb)	Function	From
Poltergeist	5	3	660	Randomly erases one file each turn	BB
Pox	4	2	800	Causes a glitch in ambush ICE, 30% chance of derezzing	BB
Scatter Shot	4	3	660	Kills system RAM	BB
Swarm	1	7	3000	Causes target system to replicate Swarm programs	Chr4
Typhoid Mary	6	8	2400	Infiltrates 'runner and deletes files	Chr3
Weed	2	3	630	-1 target speed per successful attack	Chr4
Vacuum	5	3	1200	Attacks location algorithms, forces 'runner to where he entered fort	BB
Virizz	4	2	600	Ties up 1 system action until turned off or destroyed	CP20
Viral 15	4	2	590	Randomly erases one file each turn	CP20

Evasion/Stealth	Str	MU	Cost(eb)	Function	From
Black Mask	1-5	3-4	200/STR	Makes your Icon look like something/one else	NET
Cloak	5	2	2000	Powerful variant of Invisibility	BB
Domino	5	3	1500	Makes your Icon look like one common to the locale	BB
George	4	1	300	Adds 4 to Trace Difficulty	Chr3
Invisibility	3	1	300	Makes cybersignal invisible	CP20
Open-Ended Mileage	4	5	330	Adds another LDL to make traces harder when activated	BB
Rabbit	5/1	2	360	Draws off "Dog" programs, +2 Initiative when released	BB
Replicator	3/4	2	180	Confuses attacking ICE with millions of false signals	CP20
Signpost	4	1	300	Adds 4 to Trace Difficulty	BB
Silhouette	6	4	600	'Runner looks like he's jacked out and is invisible for 5 turns	I1.3
Spore	7	7	2320	AI suicide-replication, sends multiple copies into Net to reproduce	NET
Stealth	4	3	480	Mutes cybersignal, making detection harder	CP20
Superballs	3	4	500	Distracts targets, causing -3 Initiative	Chr4
Vewy Vewy Quiet	4	2	400	Concentrates on avoiding detection	BB

Protection	Str	MU	Cost(eb)	Function	From
Armor	4	2	170	Reduces attacks from Stun, Hellbolt, Zombie, etc by 3 points	CP20
DeckShield One	6	2	320	Adds +3 to deck's Data Walls	Chr4
Flak	4/2	2	180	Creates static Wall to blind attackers; STR 2 vs Dog programs	CP20
Force Shield	4	2	160	Stops attacks against 'runner	CP20
Joan of Arc	3	2	190	Remains "active" and takes damage meant for current program	BB
OutJack	2	4	150	Jacks 'runner out of Net if he's taken Critical damage	Chr3
Reflector	5	2	160	Reflects Stun, Hellbolt, Knockout attacks	CP20
Shield	3	1	150	Stops attacks to 'runner	CP20

Anti-Program	Str	MU	Cost(eb)	Function	From
Aardvark	4	3	1000	Detects and destroys Worms	CP20
Banpei	1	5	1280	1D6 to program STR	BB
Black Dahlia	7	7	2000	Interactive, super-realistic Killer. 2D6 damage	BB
Bunnies	4	3	440	Overloads Vampyres	Chr1
Chameleon	4	6	1650	Killer IV with active Disguise	NET
Codeslinger	4	3	2500	Killer written to fit less MU. 1D6 damage	BB
D'Arc Knight	3	5	1360	1D6 to program STR	BB
Data Naga	6	5	1480	1D6 to program STR	BB
Dogcatcher	10	7	1176	Chases and destroys tracing "Dogs"	Chr3
Dragon	4	3	960	Attacks and derezzes Demons	CP20
Dropp	4	4	800	1D6 damage, and jacks the 'runner out of the system	BB
Eradicator	8/5	7	1600	Acts as Killer V, destroys AI Spores	NET
Exorcist	4	3	600	Removes effects of Possession	Chr3
Hydra	3	3	920	Attacks and derezzes Demons	CP20
Ice Pick Willie	2	5	1320	1D6 to program STR	BB
Killer II	2	5	1320	1D6 to any program STR	CP20
Killer IV	4	5	1400	1D6 to any program STR	CP20
Killer VI	6	5	1480	1D6 to any program STR	CP20
Loony Goon	1	4	900	1D6 damage. Strength 0 to defend against other Killers	BB
Manticore	2	3	880	Attacks and derezzes Demons	CP20
Mirror	5	4	1200	Rebounds Hellbolts	Chr4
Ninja	5	5	1520	Invisible Killer	Chr4
Orion	7	7	6240	Tracks Spores, 'runners, & programs. Destroys Spores	I1.3

Poltergeist	Random flashes of energy from everywhere, wiping data and files.
Pox	Floating ball of energy that explodes into a wash of sickly coloured globules.
Scatter Shot	Shotgun shooting fractal shot.
Swarm	Cartoon-y bee that flies towards a CPU, stinging it.
Typhoid Mary	Female Killer robot.
Weed	Tangled weeds growing on the icon of the system's CPU(s).
Vacuum	Series of hexagonal frames that suck the 'runner's Icon out of the data fort.
Virizz	Glittering DNA shape made of lights and neon.
Viral 15	Swirling metallic blue fog with a white neon DNA helix embedded in the centre.

Evasion	*Icon*
Black Mask	Anything programmed into it.
Cloak	Makes the user's Icon invisible.
Domino	Depends on the data fort.
George	Cartoon signpost with signs pointing in all directions.
Invisibility	Flickering, iridescent sheet, which drapes over the Netrunner.
Open-Ended	Blue sphere surrounded by two stylized lightning bolts.
Rabbit	Fractal rabbit going like the blazes. Also Bugs Bunny variants around.
Replicator	Chrome sphere creating millions of holographic images of the Netrunner.
Signpost	Signpost with signs pointing in all directions.
Silhouette	Looks as it the Netrunner has jacked out.
Spore	Each spore looks like a small mote of light.
Stealth	Sheet of black energy draped over the Netrunner's Icon.
Superballs	Thousands of primary-coloured rubber balls bouncing around target's square, as if in a glass cube.
Vewy Quiet	The 'runner makes no sound and turns translucent.

Protection	*Icon*
Armor	Glowing golden armor in a high tech design.
DeckShield 1	Deck's data fort/position in netspace is sheathed in fractal armor-plating.
Flak	Cloud of blinding, glowing, multicoloured lights, swirling in all directions.
Force Shield	Flickering silver energy barrier.
Joan of Arc	Woman's face that grimaces in pain.
OutJack	None
Reflector	Flare of blue green light, coalescing into a mirrored bowl.
Shield	Shifting circular energy field appearing in front of the Netrunner.

Anti-Program	*Icon*
Aardvark	Matrix of thin yellow neon lines, which close around the Worm, then dematerialise with it trapped.
Banpei	Robotic samurai.
Black Dahlia	Incredibly seductive woman in a black evening dress.
Bunnies	Rapidly-multiplying bunch of burnished gunmetal coloured bubbles, with classic "rabbit ears" antennae.
Chameleon	Killer with a polished mirror face that reflects the Icon of the program it is attacking.
Codeslinger	Cowboy with six-shooter codeguns.
D'Arc Knight	Svelte knight in armor.
Data Naga	Exotic woman with a serpentine lower torso and six arms.
Dogcatcher	Basic male or female humanoid shape carrying a net on a pole.
Dragon	Great golden dragon robot, wreathed in electrical discharges. Laser beams shoot from it's eyes.
Dropp	A ripple across the immediate area like a drop in a pond.
Eradicator	Glowing amoeba with huge jaws.
Exorcist	Fractal priest in full regalia, carrying a large religious symbol.
Hydra	Glittering blue fog that encircles its target and dematerializes it.
Ice Pick Willie	Classic '30s gangster hitman.
Killer II	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing Katana.
Killer IV	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing Katana.
Killer VI	Large manlike robot, dressed as a metallic samurai. His eyes glow red and he carries a glowing Katana.
Loony Goon	Cartoon character of the 'runner's choice.
Manticore	Huge, lionlike shape, drawn in red neon schematic lines. A large scorpion tail arcs over one shoulder.
Mirror	Large, square mirror floating in front of the 'runner. The bolt goes in then comes out again.
Ninja	When seen it appears as a ninja carrying a glowing sword.
Orion	Powerful man or woman with bow and flying platform or an angel with wings and divine radiance.

	Str	MU	Cost (eb)	Function	From
Possessor	4	3	1000	"Possesses" programs	Chr3
Raptor	2-6	3	1900	Killer that strikes at range, 1D6 damage. +80eb/level over 2	BB
Raven	5	4	1000	"Blinds" any programs	Chr3
Sentinels Prime	5	5	1440	1D6 to program STR	BB
Shaka	4	5	1400	1D6 to program STR	BB
Snowball	2+	5	3000	1D6 damage, +2 STR for each program it destroys while active	BB
Start-up Immolator	4	5	1280	Destroys target if used in the round when program was rezzed up	BB
Triggerman	4	5	1480	1D6 to program STR	BB
Wildcard	1	3	1400	1D6 to program STR	BB
Wolf	4	6	1500	Killer disguised as Watchdog	Chr1

Anti-Personnel	*Str*	*MU*	*Cost (eb)*	*Function*	*From*
Ball and Chain	3	3	5000	Slows 'runners movement to 1 square for 1D6+3 turns	Chr3
Bolter Cluster	4	4	8000	Powerful Hellbolt that does 4D6 damage	BB
Brainwipe	3	4	6500	Reduces INT by 1D6/turn, killing 'runner	CP20
Cerebus	6	8	9500	Pit Bull that shoots Hellbolts	NET
Cinderella	6	4	9000	High-powered Firestarter	BB
Code Corpse	5	4	7500	Reduces INT by 1D6/turn, making 'runner mindless	BB
Cortical Scrub	3	4	6500	Reduces INT by 1D6/turn, killing 'runner	BB
Data Darts	3	4	5500	Hellbolt variant that does 3D6 damage	BB
Fatal Attractor	7	7	10750	Attractively disguised Hellhound	Chr1
Firestarter	4	4	6250	Power surge electrocutes 'runner	CP20
Glue	5	4	6500	Locks 'runner in place for 1D10 turns	CP20
Hellbolt	4	4	6250	1D10 physical damage to 'runner	CP20
Hellhound	6	6	10,000	Tracks target, waits, causes heart attack	CP20
Homewrecker	5	4	8000	High-powered Firestarter	BB
Jack Attack	3	3	6000	'Runner can't log off for 1D6 turns	CP20
King Trail	3	2	3500	Leaves glowing trail behind 'runner for 3D6 turns	NET
Knockout	4	3	6250	Causes coma for 1D6 hours	CP20
Liche	4	4	7250	Erases 'runners memory and over-writes personality	CP20
Mastiff	5	6	12000	Tracks & tags target, does 1D6 damage and reduces INT 1D6	BB
Neural Blade	3	4	6750	1D6 physical damage to target	BB
Pepe Le Pue	6	5	7750	Reduces 'runners INT and REF for 1D6+1 turns	NET
Psychodrome	4(5)	11	14000	Unconscious for 1D6 hours, scares victim	Chr1
Red-Out	5	4	6750	Paralyses 'runner for 1D6 turns	Chr4
Shock.r	4	5	6300	Freezes 'runner for 1D6 turns	BB
Sleeper	6	4	7250	Non-lethal Brainwipe, makes target do a task (diff 20-30 to resist)	I1.3
Spazz	4	3	6250	Halves 'runners REF for 1D6 turns	CP20
Stationery	4	6	10000	Prevents 'runner from moving for 5 turns	Chr3
Stun	3	3	6000	Freezes 'runner for 1D6 turns	CP20
Sword	3	4	6750	1D6 physical damage to target	CP20
The Audio Virus	5	5	8000	Reduces INT and REF until 'runner destroys program	Chr4
Threat	5	6	7000	Makes 'runner so nervous he jacks out	Chr3
TKO 2.0	4	3	6250	Causes coma for 1D6 hours	BB
Werewolf	6	6	13,000	Invisible Hellhound	NET
Zombie	5	4	7500	Reduces INT 1D6/turn, making 'runner mindless	CP20

Multi-Purpose	*Str*	*MU*	*Cost (eb)*	*Function*	*From*
A Picture's Worth	2	6	1200	Hides data within VRs	Chr4
AI Boon	1D6	7	3600	Goes through Gates, does 1D6 damage to Walls & programs	BB
Black Sky	5	8	4480	Hides 'runner in a cloud which attacks programs with "lightning"	Chr3
Blink	5	7	1500	1D6 damage to Walls and programs, goes through Gates. 50% rel	BB
Dummy	1	2	450	Fake, disguisable program	Chr3
Evil Twin	8	7	2700	Combination Shield/Krash	Chr3
IGOR	4	7	4800	On-line flunky	Chr4
Lightning Bug	2	6	1540	6 "bugs" that kill ICE before it can attack	NET
Omnivore	3	8	18500	Derezzes programs, fries CPUs, temporarily reduces INT by 2D6	Chr3
Satchel Charge	8	7	18500	5D6 damage to 'runner & progs in 1 subgrid, 3D6 to Walls & Gates	SW
Scribe	6	8	NA	Stops and disassembles programs for copying. Program roll 47+	Chr4
Wolfpack	6	8	15200	Does 1D6 damage to ICE/Demon STR, 1D10 damage to 'runners	Chr3

Possessor	Hooded robe, with nothing inside. Robe will cover another Icon, which can be seen in the hood.
Raptor	Realistic falcon which swoops down upon it's prey.
Raven	Raven that attempts to peck out the eyes of the target.
Sentinels Prime	Golden humanoid with a big gun.
Shaka	Zulu warrior with spear and shield.
Snowball	Snowball that grows in size for each program it destroys.
Start-Up Imm	Bolt of flame that shoots from the 'runner's mouth and burns the target program to ash.
Triggerman	Film noire-style detective.
Wildcard	Representation of the old Capone ganger "Wild Card".
Wolf	Identical to the Watchdog icon, except that it will flash entirely red as it attacks.

Anti-Personnel Icon

Ball & Chain	Classic prisoner's ball and chain clamped to some part of the target icon.
Bolter Cluster	Wicked looking turret springs forth to blast the target.
Brainwipe	Acid-green electrical arc, which leaps from the floor and engulfs and kills the 'runner.
Cerebus	Dark, metallic dog with 2 heads. One fires Hellbolts from its eyes, the other howls as it pursues target.
Cinderella	Lovely woman with green glowing eyes, in 18th century ball gown, Anything she touches ignites.
Code Corpse	Skeleton in a cloak with a scythe attacks the target.
Cortical Scrub	Green globe that send out electrical arcs.
Data Darts	Swarm of red globes that strike at the target.
Fatal Attractor	Attractive young woman in a skintight bodysuit. DIFF Sys Know to recognise her.
Firestarter	Blazing pillar of fire, which speaks the Netrunner's name in a hissing, booming voice, then leaps at him.
Glue	Shifting pattern of red shapes flickering across the floor to entangle the Netrunner.
Hellbolt	Bolt of crimson fire launched from the Netrunner's raised hand.
Hellhound	Huge, black, metal wolf. It's eyes glow white, and fire ripples over its body. Repeats the 'runner's name.
Homewrecker	Fiery electrical arc that shoots at the target's eyes.
Jack Attack	Pair of glowing schematic handcuffs encircling the Netrunner's wrists.
King Trail	Glowing yellow banana slug.
Knockout	Yellow neon schematic boxer appears and strikes out at the Netrunner's Icon.
Liche	Metallic skeleton dressed in black robes. Grabs the 'runner in its grasp and drags him under the floor.
Mastiff	Glowing blue mastiff with a huge spiked collar.
Neural Blade	Glowing, rune-etched broadsword.
Pepe Le Pue	Cartoon skunk the wraps around the Netrunner's Icon.
Psychodrome	Disguised as system. 'Runner is placed in virtual room of faceted, mirrored walls displaying torture.
Red-Out	Shifting contextural haze of red pixels that descend on the Netrunner; changing the colour of his Icon.
Shock.r	Golden bolt from the Netrunner's palm.
Sleeper	Electrical arc, which leaps from the floor and engulfs the 'runner.
Spazz	Nimbus of electrical energy surrounding the target.
Stationary	Pieces of paper, with 'You're Nicked!' on them, appears in a sort of snowstorm over the Netrunner.
Stun	Bolt of blue flame streaking from the Netrunner's open palm.
Sword	Glowing energy katana.
The Audio Virus	Photo-realistic stereo system, which will tremble and vibrate from the noise it makes.
Threat	Any minor offensive or defensive program. Set at time of purchase.
TKO 2.0	Chrome boxer who smacks the target with a nasty left hook.
Werewolf	None normally, but a stylish wolf in a suit when rezzed.
Zombie	Shrouded, skeletal form, enveloped in stinking grey mist. It lunges out and rips the Netrunner's head off.

Multi-Purpose Icon

Pictures Worth	Slot machine. Data flows in though coin slot, machine spins a jackpot, scrambled data pours into MU.
Al Boon	Stream of fractal code that rapidly coalesces into a fractal solid.
Black Sky	Black cloud which forms between the enemy program and the runner.
Blink	Swirling cloud of fractal code that coalesces into a random fractal solid (when it works). Or blows up.
Dummy	Small spinning chrome pyramid that reflects the Icon of any program it encounters.
Evil Twin	The Netrunner's Icon seems to fly around in large arcs.
IGOR	Classic "mad-scientist's" assistant; complete with lab coat and hunchback.
Lightning Bug	6 motes of light that slowly alternate between red and white. The motes lazily circle the Netrunner.
Omnivore	Whirring, buzzing, screeching ball of blades which careens into its target and thoroughly mangles it.
Satchel Charge	A bomb in a backpack.
Scribe	Cowled chrome monk with feather pen.
Wolfpack	Pack of electrically-charged wolflike forms which pounce upon their target, ripping it apart.

Controller	Str	MU	Cost(eb)	Function	From
Crystal Ball	4	1	140	Operates video cameras, remote sensors, etc	CP20
Dee-2	3	1	130	Operates robots, cleaning machines, autofactories, etc	CP20
Genie	5	1	150	Operates doors, elevators	CP20
Hotwire	3	1	130	Operates remote vehicles	CP20
Knevil	4	3	220	Limited AI vehicle controller, no safeguards	Chr3
News At 8	4	1	140	Allows access to Data Terms & Screamsheets via the Net	CP20
Open Sesame	3	1	130	Weaker program to operate doors, elevators	CP20
Phone Home	5/2	1	150	Can place/receive calls while in the Net, can intercept at STR 2	CP20
Rockerbit	4	2	200	Limited AI microphone/voxbox controller, broadcast at preset time	Chr3
Soundmachine	4	1	140	Controls mikes, speakers, vocoders, etc	CP20
Terminator	4	2	260	Control terminals	Chr3
Viddy Master	4	1	140	Allows control of videoboards	CP20
WAD Controller	2	1	150	Difficulty 10-35 to patch into signal	Chr3

Utility	Str	MU	Cost(eb)	Function	From
Alias	6	2	160	Replaces file name with false one	CP20
Backup	4	1	140	Used to copy programs	CP20
Baedeker's Net Map	2	1	130	Routes calls public 2 or 3 dataterm numbers. +3 System Know	BB
Bakdoor	3	2	600+	Routes link through at least one private system	BB
Breadcrumbs	4	4	290	Finds new LDL link routes (legally), 1 round per uplink or LDL	NET
Butcher Boy	3	7	550	Creates a paper trail, whilst funnelling funds elsewhere	BB`
Cartographer	6	3	200	STR vs CPU INT/2 for map of data fort, must be run inside the fort	Chr3
Databaser	8	2	180	Stores up to 10,000 pages per file	CP20
Dolphin Programs	3	5	310	Clean Pacifica of junk data	NET
ElectroLock	7	2	170	Locks files at STR 3	CP20
Expert Schedule An	4	3	250+	Skims files at 1MU per turn. Shelf life of a month	BB
Filelocker	4	1	140	Locks files with code word, equal to STR 5 Code Gate	CP20
File Packer	4	1	140	1/2 MU size, 2 turns to unpack	CP20
Flare Gun	2	2	300	Message travels 3 spaces per turn for 2D6 turns	Chr3
Flip Switch 2.0	10	0	225	Flip Switch controller, -5 Net Initiative when active	Chr3
Flip Switch 3.0	10	0	250	Flip Switch glogo controller, 3 settings	BB
GateMaster	5	1	150	Anti-virus, detects & destroys Virizz & Viral 15	CP20
Guest Book	4	2	200	Detects 'runners within 2 squares, treat as STR 3 Code Gate	Chr4
Instant Replay	8	2	180	Records 'runners trip	CP20
Mictotech AI Interface	2	4	330	Pseudo-AI that scans files looking for keywords	BB
Multinetter	10	20	2000	Allows multiple 'runners to run through one computer	Chr3
Multi-Tasker	5	6	1140	Extra actions on mainframes	NET
Mystery Box	5	4	300	Searches for and copies programs from files	BB
NetMap	4	1	140	Major region locator map, +2 to System Knowledge	CP20
Newsgroup Filter	4	4	200	Goes out and skims news and interest groups for specified info	BB
Padlock	4	2	160	Access code needed to log onto deck	CP20
Re-Rezz	3	1	130	Recompiles damaged programs and files	CP20
R&D Protocol Files	4	3	250+	Skims R&D files at 1MU per turn. Shelf life of two weeks	BB
Shredder Uplink	5	3	250	Reconstructs files in the Trash buffer	BB
Translator 2000	4	2	240	Takes pictures to make virtual objects	Chr4
Zetatech Installer	1	1	300	Compresses programs to half size but reduces Speed by 1	BB

Demons	Str	MU	Cost(eb)	Function	From
Afreet II	3	4	1160	Carries 3 programs	CP20
Balron II	5	5	1240	Carries 4 programs	CP20
Imp II	3	3	1000	Carries 2 programs	CP20
Reaper	5	7	12500	Seeks out & destroys users in a set area. 1D6 to 'runners/progs	SW
Soulkiller 3.0	7	45-4000+	NA	1D6 INT loss/ to Data Walls & programs, -4 to detect, 3 actions	SW
Succubus II	4	4	1200	Carries 4 programs	CP20
Thug	3	6	10440	Permanent subroutines, 1D6 damage to programs and 'runners	Chr3
Vampyre II	6	7	2300	Can absorb up to 6 programs	Chr1

Controller	*Icon*
Crystal Ball	None.
Dee-2	None.
Genie	None.
Hotwire	None.
Knevil	Wildly-dressed motorcyclist, with madly glinting eyes. He grabs the remote's icon and begins moving it.
News At 8	None.
Open Sesame	None.
Phone Home	None.
Rockerbit	Cartoonish Rocker that hangs around the speaker remote and 'yells' into it as appropriate.
Soundmachine	None.
Terminator	A disembodied cyberarm begins typing, writing, or drawing on the remote icon in question.
Viddy Master	None.
WAD Controller	None.

Utility	*Icon*
Alias	None.
Backup	None.
Baedeker Map	A green line extending across a Net map.
Bakdoor	A green line extending across a Net map.
Breadcrumbs	Line of glowing sparks forming a trail.
Butcher Boy	Takes the appearance of a system accounting program.
Cartographer	None.
Databaser	None.
Dolphin Progs	Sleek, chrome dolphin.
Electrolock	None.
Expert Sched	None needed, but might appear as a humanoid icon that leads you to the files you requested.
Filelocker	None.
File Packer	None.
Flare Gun	Big-barrelled flare gun.
Flip Switch 2.0	None.
Flip Switch 3.0	None.
GateMaster	None.
Guest Book	An old-style hotel guest book and quill.
Instant Replay	None.
AI Interface	Floating hollow mask.
Multinetter	None.
Multi-Tasker	None.
Mystery Box	Cartoon box with strange gears and widgets on each surface.
NetMap	None.
Newsgroup Filt	A simple Icon of the user's choice.
Padlock	None.
Re-Rezz	None.
R&D Protocol	None needed, but might appear as a humanoid icon that leads you to the files you requested.
Shredder Uplink	Janitor program who rifles through the pieces inside a trash can and pulls out complete files.
Translator 2000	None.
Ztech Installer	'Tronnic humanoid upper body mounted in a round metallic base, who feeds programs into base.

Demons	*Icon*
Afreet II	Tall, powerful black man, dressed in evening clothes, wears a fez and speaks in a formal, deep voice.
Balron II	Huge, male figure. Dressed in futuristic black armor. Carries a red glowing energy blade.
Imp II	Small, orange sphere of light, with two amused looking red eyes. Beeps, whistles, & pings.
Reaper	Classic Grim Reaper, complete with flaming sickle and cloak made of outer space.
Soulkiller 3.0	Swirling vortex that speaks in a high crystalline voice, and sucks the 'runner into it.
Succubus II	Voluptuous, nude, hairless female, made from shiny chrome metal. Has large batlike wings, blue eyes.
Thug	Generic cartoon thug.
Vampyre II	Figure in grey robes, with golden eyes, & fangs. Transforms into misty cloud that dissolves other icons.

Daemons	Str	MU	Cost (eb)	Function	From
Boardwalk	3	7	1080	Records messages and conversation in admin/budget database	BB
Cockroach	5	7	1600	Eats files, turns them into more cockroaches	BB
Cream Pie	7	7	1715	Carries 3 programs (Poison Flatline, Killer IV, & Murphy)	BB
Deep Thought	3	7	1080	Records messages and conversation in research database	BB
Eavesdropper	3	6	1365	Carries Databaser. Records messages and conversation in system	BB
Fait Accompli	3	7	570	Subtly messes up project files	BB
False Echo	2	6	380	Triggers false system alerts	BB
Gremlins	4	7	7000	Produces more gremlins and randomly shoots off programs	BB
I Spy	3	6	400+	Commercial version of Eavesdropper	BB
Incubator	2	6	760	Reproduces other programs	BB
Pattel's Virus	6	7	2200	Weakens 1 type of ICE	BB
Skivviss	4	7	1320	Inflates project costs, so that they get cancelled	BB

Ambushes	Str	MU	Cost (eb)	Function	From
Chimera	5	4	100,000	Invisible anti-demon. If undetected it gets a free turn to act	BB
Soulkiller 1.0	4	NA	500,000	Drains target's intellect, etc (1D6 INT/turn) into a data matrix	BB
Trap!	4x3	NA	200,000	3 Asp programs hidden in a file or node that attack if undetected	BB

Systemware	Str	MU	Cost (eb)	Function	From
Cloak	6	5/cpu	4000/cpu	Cloaks an entire data fort. Neutralizes 1 INT/CPU	NET
Dazzler	5	14	14800	Disguised VR "cell" with trace, diff 15-25 Interface roll to detect	Chr3
Monitor	4	7	950	Roving internal Net security	NET
Panzer	8	7	20000	Monitor that does 1D6 damage to 'runners and programs	BB
Pocket VR	4	13	13000	Disguised VR "cell" with trace, diff 15-25 Interface roll to detect	BB
Too Many Doors	3	3	1000	Gives 'runner a choice of doors, disconnected if wrong one chosen	BB

Data Walls	Str	MU	Cost (eb)	Function	From
Data Wall	1-10	-	1000/level	Basic Data Wall. STR = CPUs+0 to +9 (max 10)	CP20
Data Wall 2.0	+1	-	1000	Flashy Data Wall. STR = CPUs+1	BB
Wall of Static	+2	-	2000	Flashy Data Wall. STR = CPUs+2	BB
Crystal Wall	+3	-	3000	Flashy Data Wall. STR = CPUs+3	BB
Fire Wall	+4	-	4000	Flashy Data Wall. STR = CPUs+4	BB
Reinforced Wall	+4	-	4000	Flashy Data Wall. STR = CPUs+4	BB
Rock is Strong	+5	-	5000	Flashy Data Wall. STR = CPUs+5	BB

Upgraded Data Walls	Str	MU	Cost (eb)	Function	From
Anti-Program Wall	1-5	-	4800+	Attacks Intrusion programs as Killer, +160eb/STR	NET
Anti-Personnel Wall	1-5	-	30000+	Attacks 'runners, 2-3 Stun, 4 Spazz, 5 Hellbolt, +1000eb/STR	NET
Laser Wire	+2/2	-	34000	1D6 damage to 'runner (STR 2), goes inert after 3 rounds	BB
Razor Wire	+3/3	-	36000	2D6 damage to 'runner (STR 3), goes inert after 3 rounds	BB
Shotgun Wire	+5/5	-	40000	2D6 damage to 'runner (STR 5), goes inert after 3 rounds	BB
Wall of Ice	+6/6	-	44000	4D6 damage to 'runner (STR 6), goes inert after 3 rounds	BB
Superior Net Barrier	+1	-	300,000	Tighter coding makes them stronger, difference easily noted	BB

Code Gates	Str	MU	Cost (eb)	Function	From
Code Gates	1-10	-	1000/level	Basic Code Gates. Many variations exist (Brainware Blowout)	CP20
Cortical Scanner	5	-	20000	Uses a brainwave ID scanner. 3 Interface rolls needs to pass	BB
Endless Corridor	4	4	8000	Requires two passwords. +3 diff to crack second password	BB
Encryp Breakthrough	+1	-	250,000	Tighter coding makes them stronger, difference easily noted	BB
Haunting Inquisition	8/6	8	80000	If you fail to get past it launches Psychodrome (STR 6)	BB
Mazer	7	-	7000	Code Gate variant	BB
Nerve Labyrinth	6/4	NA	50000	If you fail to get past it does 4D6 damage to the 'runner (STR 4)	BB
Shrouded Gate	1-10	4	3000+	Makes a Code Gate invisible. +1000eb/1 STR	NET
Tutor	3/5	NA	50000	Easy to crack, but tags 'runner so that ICE can break link (STR 5)	BB

Transportation	Str	MU	Cost (eb)	Function	From
Trailer Hitch	1	3	300	Adds 20% extra MU, Speed -1	NET
18 Wheeler	1	4	500	Doubles remaining memory (MU-4), Speed=1	NET

Daemons	*Icon*
Boardwalk	Stylized porcupine-like shape that invades the database.
Cockroach	Small cockroach-like image that multiplies across the face of the database.
Cream Pie	A cream pie.
Deep Thought	Dark depression/hole that slowly works it's way into the database (when it's visible at all).
Eavesdropper	None specific, it's supposed to blend in.
Fait Accompli	Cloaked and hooded man, with a glimmer of a sinister smirk under the hood.
False Echo	Shimmering "hologram" mirror image of the 'runner.
Gremlins	Little green men running around carrying monkey wrenches.
I Spy	Hollow mask with piercing light-beam eyes.
Incubator	Translucent pyramid with the nucleus of another program always growing inside it.
Pattel's Virus	Swirl of hundreds of crystalline fragments.
Skivviss	Bulbous chrome robot with four arms that act as a finder subroutine while corrupting data.

Ambushes	*Icon*
Chimera	Fully animated chimera which breaths fire and choking gas at the target demon.
Soulkiller	Swirling vortex that speaks in a high crystalline voice. The vortex sucks the 'runner into it.
Trap!	Three Asps flowing out of the file/node.

Systemware	*Icon*
Cloak	None.
Dazzler	Usually disguised as a piece of system architecture or simple defence program.
Monitor	
Panzer	Big computer generated tank. Often customised by in Corp data forts.
Pocket VR	Usually disguised as a piece of system architecture or simple defence program.
Too Many Door	Junction of 3 or more access routes. These "doors" can be unlabelled, labelled identically, or wrongly.

Data Walls	*Icon*
Data Wall	Standard Data Wall.
Data Wall 2.0	Picket fence.
Wall of Static	Shifting wall of static surrounding the data fort.
Crystal Wall	Crystalline wall.
Fire Wall	Wall of flame.
Reinforced Wall	Very sturdy looking concrete wall.
Rock is Strong	Huge stone wall.

Upgraded Walls	*Icon*
Anti-Program	Looks like a standard Data Wall.
Anti-Personnel	Looks like a standard Data Wall.
Laser Wire	Mesh of laser light that reaches out to engulf the 'runner.
Razor Wire	Data Walls that can sprout buzzsaw blades to attack the 'runner.
Shotgun Wire	An aimpoint appears on the 'runner's Icon, at which the Wall will fire a burst of neural feedback.
Wall of Ice	Huge, brain-like image emerges from the Data Wall to bombard the 'runner with spheres of programming.
Superior Barrier	Upgraded Data Walls have a tight matrix woven into them.

Code Gates	*Icon*
Code Gates	Normal Code Gate, but variations are commonplace (see Brainware Blowout).
Cortical Scan	Keyhole that scans your Icon.
Endless Corrid	The Gate looks like a corridor that just keeps going on and on and on.
Encrypt Break	Upgraded Code Gates have a tight matrix woven into them.
Haunting Inquis	Normal Gate until it activates. Then it's whatever your worst nightmare is.
Mazer	Looks like a maze.
Nerve Labyrinth	Green labyrinth that seems to draw in the 'runner and squeeze his brain.
Shrouded Gate	Invisible or disguised as a Data Wall.
Tutor	Regular Code Gate that gives your Icon a tail which other ICE can yank.

Transportation	*Icon*
Trailer Hitch	An open-topped, single-exit trailer.
18-Wheeler	An 18-wheeler trailer with the Netrunner's icon on the sides of the trailer.

Enhancement	Str	MU	Cost (eb)	Function	From
Brain Buster	4	6	4500	+4 to INT, +2 speed	I1.3
Gestalt	9	7	5600	Up to 3 'runners can combine INT, REF, and Interface	I1.3

Rache Specials	Str	MU	Cost (eb)	Function	From
Memorial ICEbreaker	6	2	1500	Hold 4 programs like a Demon, but each program has full strength	BB
Bone	4	4	270	Attracts "Dog" programs from all over	NET
Pirate Uplink	5	7	NA	Alerts LDLs to presence of illegal calls	NET
Rache's SeeYa	6	2	NA	Prog 15+. IDs Icon as either prog, 'runner, or AI	NET
Rice Burner	2	2+	NA	+1 to Net movement, -50% deck MU	NET
SideWalker	3	3	NA	Allows you to walk on the sides of the Olympia sidewalks	NET
Succubus III	7	4	NA	Compiler, carries 2 programs. 2D6 anti-personnel damage	SW

Specials	Str	MU	Cost (eb)	Function	From
Emergency Self-Construct	4	30	NA	Converts 'runner to electronic entity, roll 1D10+4 for max INT	BB
Lunch Money™	3	7	145000	Compiler (assassin to kill it), 1D6 physical damage to the 'runner	BB

System Construction	Str	MU	Cost (eb)	Function	From
Antiquated Routines	NA	NA	50000	Circa 2013 interface. All 'runner Initiative rolls at -2	BB
Bizzare Encryption	NA	NA	10000	All system data is encrypted (STR 10 Gate), 1-2 hrs to decode	BB
Blood Cat	10/5	NA	300,000	INT 6 pseudo-AI, STR 5 attacks vs 'runners and programs	BB
Tesseract Construction	NA	NA	100,000	Escher style data fort, -3 to 'runner Initiative until use to it	BB

ICE Upgrades	Str	MU	Cost (eb)	Function	From
Black ICE QA	+2	NA	250,000	Money poured into programmers for optimizing its Black ICE (+2)	BB
Security Optimization	+1	NA	250,000	All ICE upgraded to the latest version (+1 STR)	BB

Enhancement	*Icon*
Brain Buster	User's head looks as it's steroids, and he radiates an aura of great intellect.
Gestalt	Whatever it wants, after all it is a super intelligence.

Rache	*Icon*
ICEbreaker	A non-Euclidean corkscrew.
Bone	Rubber dog bone.
Pirate Uplink	None.
Rache's SeeYa	Shimmering silver screen, shows nothing (program), sine wave (human), sawtooth wave (AI/Pseudo Int).
Rice Burner	Japanese-style racing motorcycle.
SideWalker	None.
Succubus III	Very close variant on Spider Murphy's Icon, a busty, curvaceous, rendition of a red-headed anime girl.

Specials	*Icon*
ESC	Swirling vortex of blue lightning that sucks the 'runner's Icon into it; if successful the Icon later emerges.
Lunch Money™	Super-realistic little girl that plays innocent, then gets an evil look in it's eyes and attacks the 'runner.

Construction	*Icon*
Antiquated	Older-style and more primitive Net imagery.
Bizarre Encrypt	None.
Blood Cat	Dead-black panther with glowing red eyes and mouth.
Tesseract Fort	Fort's interior defies orientation, up, down and sideways constantly changing, walls at impossible angles.

ICE Upgrades	*Icon*
Black ICE QA	None.
Optimization	None.