

Expanded Rules for Net Intrusion

If you're coming into this game from an Android: Netrunner point of entry, you probably have a hankering to see your favorite cyber battles play out in a roleplaying game. If that's the case, these expanded rules for net intrusion are for you.

A note on timing: It can be a little difficult to manage a party that's split over two venues, for example, meatspace and cyberspace. Do your best to give each player equal spotlight and suggest ways for your Runner party members to contribute through their incursions. The interesting thing about an Android game is that a Runner can be extremely impactful without being present during an operation. That's a balancing act, but as long as everyone's having fun, then it's working as intended.

If you use these rules, remove the Runner Specialization from the Technician Career and add the following Runner Career along with its four Specializations.

Runner

The Runner's eight career skills are **Computers, Coordination, Deception, Mechanics, Perception, Streetwise, Knowledge (Education), and Knowledge (Underworld)**. A Runner automatically gains one rank in four of these skills (of their choice) without spending experience, and he or she receives a discount when spending experience to purchase ranks in any of these skills.

Anarch

Anarchs gain **Coercion, Computers, Deception, and Knowledge (Underworld)** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Datasucker Once per run may reduce the strength of a piece of Ice by 1 before breaking subroutines.		Grit		Bypass Security		Black Market Contacts
Imp When inside a server (having passed all ice), may use an action to plant an Imp virus. An Imp can be remotely triggered with an Average [DD] Computers check to disable its host server.	=	Stimhack When initiating a run, may suffer one critical injury to gain one Boost die on all Computer checks for the remainder of this run.		Improved Ice Destruction Once per run, when encountering a piece of ice, may spend 1 Destiny Point to destroy that piece of ice without encountering it.	=	Grit

Black Market Contacts		Fracter Specialization Upgrade all Computers checks when using a Fracter to break Barrier subroutines by 1.		DDoS Once per session, may spend 1 Destiny Point to trigger DDoS on a sever cluster. The outermost layer of Ice on any affected server cluster cannot be rezzed for 24 hours.		I've Had Worse When damaged may suffer 3 strain to reduce damage by 2 plus ranks in I've Had Worse.
Nerve Agent When inside a server (having passed all ice), may use an action to plant a Nerve Agent virus. While the Nerve Agent is active, the Runner may send commands to that server even when in different servers (but still within the same server cluster).	=	Codebreaker	=	Grit	=	Ice Destruction Once per run, after breaking all subroutines on a single piece of ice, may destroy that piece of ice.
Master of Viruses May plant viruses as maneuvers instead of actions.	=	Dedication	=	I've Had Worse When damaged may suffer 3 strain to reduce damage by 2 plus ranks in I've Had Worse.	=	Frame Job After ending a run that was successful, you may give that server cluster one Bad Publicity. When a server has a Bad Publicity, you gain one Boost die whenever you initiate a run on that server. This Boost die can be used on any Computers checks during a run on that server, and you lose that Boost die if it is not used before the run ends.

Criminal

Criminals gain **Charm, Computers, Deception, and Streetwise** as bonus career skills. If this is the

character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Bypass Security		Recon May jack out when encountering a newly rezzed piece of ice once per session for each rank in Recon.		Grit		Know Somebody
Inside Job When in the same physical location as the server cluster and hooked up to the same network, may make a Hard [DDD] Computers check to bypass the first piece of Ice encountered during a run.	=	Recon	=	Convincing Demeanor	=	Account Siphon Whenever you end a successful run, you may roll a Destiny die and gain 10 credits for each white pip multiplied by your ranks in Account Siphon. If you roll a black pip instead, you are tagged.
Bypass Security	=	Account Siphon		Sneakdoor Beta After passing all ice on a server, may make a Hard [DDD] Computers check to enter a different server in the server cluster rather than the server that was initially run on.		Know Somebody
Improved Inside Job Inside Job rolls are now Average [DD] difficulty instead of Hard [DDD].	=	Recon	=	Killer Specialization Upgrade all Computers checks when using a Killer to break Sentry subroutines by 1.		Convincing Demeanor
Supreme Inside Job May upgrade the difficulty of Inside Job rolls by 2 to bypass the second	=	Account Siphon	=	Dedication	=	Know Somebody

piece of Ice encountered, if successful.					
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Shaper

Shapers gain **Charm**, **Computers**, **Knowledge (Education)**, and **Negotiation** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Tinkerer		Grit		Kill with Kindness		Link Increase your base Link by the number of ranks you have in Link.
Self-Modifying Code Once per run may gain successes when breaking a subroutine equal to ranks in Self-Modifying Code.		Paintbrush Once per run, when encountering a piece of Ice, may make an Average [DD] Computers check as a maneuver to add a subtype to the encountered piece of Ice.		Grit	=	Link
Second Chances		Tinkerer		Decoder Specialization Upgrade all Computers checks when using a Decoder to break Code Gate subroutines by 1.		Kill with Kindness
Self-Modifying Code	=	Second Chances	=	Grit	=	Link
Self-Modifying Code	=	Mental Fortress	=	Natural Programmer	=	Dedication

Sysop

Sysops gain **Computers**, **Knowledge (Corporations)**, **Knowledge (Education)**, and **Negotiation** as bonus career skills. If this is the character's starting Specialization, he or she may choose two of these skills and gain one free rank in each, without spending starting experience.

Countermeasure Mastery Reduce the difficulty		Technical Aptitude		Improved Tracers Increase the trace strength of all of		Grit
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of rezzing ice by one (to a minimum of one) for each rank of Countermeasure Mastery.			your ice by 1 for each rank in Improved Tracers.			
Technical Aptitude		Disable Program During a run on one of your servers and as an action, you can attempt to disable one program in a runner's rig. The difficulty is equal to the runner's Intellect (Computers).	Encryption Protocol Upgrade the difficulty of checks to use or disable your servers by 1 for each rank in Encryption Protocol.	Active Countermeasures Whenever a runner passes one of your ice, they suffer 1 Strain for each rank of Active Countermeasures you have.		
Countermeasure Mastery		Encryption Protocol	= Improved Tracers	Grit		
Grit	=	Improved Disable Programs You gain two boost dice to disable programs when using the Disable Program action.	=	Power Grid Overload When a runner is tagged, you may take a Power Grid Overload action to attempt a Hard [DDD] Computers check to disable every program in their rig. Gain a bonus die for each additional tag the runner has.	Active Countermeasures	
Countermeasure Mastery	=	Whirlpool When a runner initiates a run on your server, you may make an opposed Computers check. If you succeed, they cannot jack out during this run.	=	Dedication	=	Hostile Infrastructure Every time the runner ends his or her turn in your server cluster, he or she takes one strain.

Consoles

Every console comes with a base suite of icebreakers pre-loaded. These base icebreakers simply allow you to interact with the common subtypes of Ice that you'll find on the net. If you run without a console, you won't be able to make Computers checks to avoid subroutines on Ice.

Most netcriminals customize their rig with specialized programs or hardware, so each console comes with a number of hard points that can accommodate attachments.

Name	Examples	Price	Encum	HP	Rarity
Akamatsu Netrider	Astrolabe, Comet, Reflection, Turntable, Vigil	300	1	2	3
Cybsoft Mark V	Dinosaurus, Ekomind	500	3	4	4
CyberSolutions Firebrand	Deep Red, Desperado, Grimoire, Maya	600	2	3	4
Dyson v6.4a	Box-E, The Gauntlet, Logos, Maw, Şifr	800	4	6	3
Lemuria Model G	Monolith, Toolbox	1,000	5	5	4
LLDS Leaf	Forger	100	1	1	2
Ramujan Rocketeer	Blackguard, Doppleganger	1,500	3	4	6
Spinal Modem	Spinal Modem	1,000	1	3	8

Akamatsu Netrider

Netriders are sleek, affordable, and moderately customizable. They're a great option for a runner who needs to specialize on a budget. They're also portable and easily concealed or reconfigured into unobtrusive tech such as a glove, monocle, or set of headphones. All of that means Akamatsu Netriders are great for netcriminals who get in the thick of things—much better than a heavy, home-based rig like a Dyson.

Cybsoft Mark V

The fifth commercially available Cybsoft console packs a lot of raw power into a moderately sized package. Heavily customizable, the Cybsoft Mark Vs are a great compromise between cost, opportunity, and portability.

CyberSolutions Firebrand

One of the most popular chassis for netrunning, the base specs on Firebrands are remarkably resilient. Once per run, a runner using a CyberSolutions Firebrand can reroll a single boost, ability, or proficiency die, but they must take the second result even if it's worse.

Dyson v6.4a

Effectively an empty slate, the Dyson v6.4a is a massive block of computing power and empty sockets. Though difficult to transport, anyone looking to build a console from the ground up and operate it from a single location can't go wrong with a Dyson.

Lemuria Model G

What Model Gs lack in subtlety, they make up for in pure processing power. Legends of room-sized consoles built on the Model G chassis circulate on the net, but most people argue that you just don't need that much power behind a single run. When you initiate a run using a Lemuria Model G, you gain two Boost dice that you can add to any Computers check made during that run. You do not have to use both Boost dice on the same Computers check. If you do not use the Boost dice before the end of the run, those Boost dice are lost.

LLDS Leaf

Most netcriminals figure the low-powered LLDS Leaf has more in common with a PAD than a Runner's console, but sometimes you can't argue with the price point, and at least it has a little bit of space for modifications.

Ramujan Rocketeer

The sports hoppers of consoles, Rocketeers, as developed by Ramujan Reliant, use a newly developed proprietary processor that has such a fast refresh rate that some nervous netcriminals think the console is anticipating their thoughts. What this translates to is a smoother interface and faster response time that lets Runners using Rocketeers outmaneuver Ice with surprising ease. Ramujan Rocketeer consoles have the **Expose** and **Overclock** Item Qualities.

Expose (Active)

When activated during a run, the Runner may expose (look at) either any piece of unrezzed Ice or the root of the server they are currently running.

Overclock (Active)

When activated during a run, the Runner upgrades their next Computers check during this run by one.

Spinal Modem

Common among off-the-grid, hardcore netcriminals, Spinal Modems are fused directly to the user's nervous system. It's not pretty, but the direct connections reduce the time that instructions translate onto the net. When you initiate a run using a Spinal Modem, you gain two Boost dice that you can add to any Computers check made during that run. You do not have to use both Boost dice on the same Computers check. If you do not use the Boost dice before the end of the run, those Boost dice are lost.

However, if you are traced during your run, you suffer a **Head Ringer** critical injury.

Attachments

Name	Type	Price	HP	Rarity	Special
Corroder	Fracter	100	1	4	Reduce the strength of encountered Barrier Ice by 1 to a minimum of 1.
Gordian Blade	Decoder	100	1	4	Reduce the strength of encountered Code Gate Ice by 1 to a minimum of 1.
Ninja	Killer	100	1	4	Reduce the strength of encountered Sentry Ice by 1 to a minimum of 1.
Crescentus		300	1	5	Once per run, after breaking all subroutines on a piece of Ice with one action, may spend a maneuver to derez that piece of Ice.
Net Shield		400	1	3	Prevent the first strain damage each turn.
Akamatsu Mem Chip		100	0	1	Gain 1 hard point. Increase Encumbrance by 1.
Clone Chip		300	1	3	Once per run, may spend a maneuver to enable a disabled program.
Cortez Chip		300	1	4	Once per run, may spend a maneuver to upgrade the rez difficulty of a piece of Ice by 1.
Cyberfeeder		400	1	5	Once per run, gain one [b] when using an Icebreaker.
CyberSolutions Mem Chip		400	0	1	Gain 2 hard points. Increase Encumbrance by 1.
Dyson Fractal Generator		500	1	4	Once per run, gain one [b] when using a Fracter.
Dyson Mem Chip		100	0	1	Increase Link by 1. Increase Encumbrance by 1.
Feedback Filter		300	1	3	Make a Hard [PPP] Computers check to prevent 1 strain damage during a run. Additional successes may prevent additional strain damage.
Lockpick		500	1	4	Once per run, gain one [b] when using a Decoder.
Omni-Drive		400	0	2	Gain 2 hard points. These hard points can only be used to host Icebreakers. Increase Encumbrance by 1.
Rabbit Hole		200	1	1	Increase Link by 1.
Silencer		500	1	4	Once per run, gain one [b] when using a Killer.

Ice

Any server that wants to restrict outside access is protected by Ice: Intrusion Countermeasure Electronics. There are three major subtypes of Ice: Barriers, Code Gates, and Sentries.

- **Barriers** protect data by walling off secure areas and forcing runs to end.
- **Code Gates** control access to areas by requiring a specific code or sequence to be inputted or solved.
- **Sentries** actively retaliate against intruders through various means.

Every piece of Ice has five elements: Name, Rez Cost, Subtypes, Strength, and Subroutines. Some ice also have static, on-encounter abilities that always trigger when the runner encounters them.

- **Rez Cost** is the difficulty of the roll for a player character to rez a piece of ice (activate it and turn it face up) if they are defending a system. NPC Sysops are supported by teams and super computers and rarely have to pay the rez cost of Ice.
- **Subtype** describes the type of Ice that it is. The most common subtypes are Barrier, Code Gate, and Sentry, but subtypes also include AP, Bioroid, Tracer, and more.
- **Strength** is the difficulty of the Computers check that a character must beat to avoid a subroutine. If the character fails this check, the subroutine will fire at the end of the player's action.
- **Subroutines** are consequences that trigger when a Runner fails their Computers check to avoid them. Each subroutine must be avoided with a Computers check with a difficulty equal to the Ice's strength.

Name	Manufacturer	Rez	Subtypes	Str	Subroutines
Archer	Weyland	4	Sentry, Destroyer	6	As an additional cost to rez Archer, the Sysop must disable a server. <ul style="list-style-type: none"> ● The Sysop gains 1 Boost die to re-enable 1 server. ● Disable 1 program. ● Disable 1 program. ● End the run.
Bastion	Open Source	4	Barrier	4	<ul style="list-style-type: none"> ● End the run.
Chum	Jinteki	1	Code Gate	4	<ul style="list-style-type: none"> ● The next piece of Ice the Runner encounters during this run has +2 strength. Deal 3 strain unless the Runner breaks all subroutines on that piece of Ice.
Cobra	Open source	4	Sentry, Destroyer, AP	1	<ul style="list-style-type: none"> ● Disable 1 program. ● Deal 2 strain.
Data Raven	NBN	4	Sentry, Tracer, Observer	4	When the Runner encounters Data Raven, he or she must either take 1 tag or end the run. <ul style="list-style-type: none"> ● Trace3 – If successful, give the

					Runner 1 tag.
Enigma	Open source	3	Code Gate	2	<ul style="list-style-type: none"> • The Runner forfeits their next maneuver. • End the run.
Guard	Open source	4	Sentry	2	Guard cannot be bypassed. <ul style="list-style-type: none"> • End the run.
Hadrian's Wall	Weyland	10	Barrier	7	Hadrian's Wall can be advanced and has +1 strength for each advancement token on it. Remove all advancement tokens when the run ends. Sysops can perform an Advancement action with a Hard (PPP) Computers check. <ul style="list-style-type: none"> • End the run. • End the run.
Heimdall 1.0	Haas-Bioroid	8	Barrier, Bioroid, AP	6	The Runner can spend one maneuver to break any subroutine on Heimdall 1.0. <ul style="list-style-type: none"> • Deal one critical injury. • End the run. • End the run.
Hunter	Open source	1	Sentry, Tracer, Observer	4	<ul style="list-style-type: none"> • Trace3 – If successful, give the runner 1 tag.
Ice Wall	Weyland	1	Barrier	1	Ice Wall can be advanced and has +1 strength for each advancement token on it. Remove all advancement tokens when the run ends. Sysops can perform an Advancement action with a Hard (PPP) Computers check. <ul style="list-style-type: none"> • End the run.
Ichi 1.0	Haas-Bioroid	5	Sentry, Bioroid, Tracer, Destroyer	4	The Runner can spend one maneuver to break any subroutine on Heimdall 1.0. <ul style="list-style-type: none"> • Disable 1 program. • Disable 1 program. • Trace1 – If successful, give the Runner 1 tag and do 1 critical injury.
Neural Katana	Jinteki	4	Sentry, AP	3	<ul style="list-style-type: none"> • Deal 3 strain.
Tollbooth	NBN	8	Code Gate	5	When the Runner encounters Tollbooth, he or she must pay 30 credits, if able. If the Runner cannot pay 30 credits, end the run. <ul style="list-style-type: none"> • End the run.

Viktor 1.0	Haas-Bioroid	3	Code Gate, Bioroid, AP	3	The Runner can spend one maneuver to break any subroutine on Viktor 1.0. <ul style="list-style-type: none"> ● Deal 1 critical injury. ● End the run.
Wall of Static	Open source	3	Barrier	3	<ul style="list-style-type: none"> ● End the run.
Wall of Thorns	Jinteki	8	Barrier, AP	5	<ul style="list-style-type: none"> ● Deal 2 strain. ● End the run.
Wraparound	NBN	2	Barrier	7	If your console has a non-disabled fracter attachment, Wraparound has 0 strength. <ul style="list-style-type: none"> ● End the run.

Traces

Traces happen when defensive measures attempt to find the location of an intruder. When a trace initiates, the Runner must make an **Average [PP] Computers** check to avoid it. However, the difficulty of the Computers check is increased a number of times equal to however much the trace strength exceeds the Runner's link.

*For example, Kate has a link of 3, and she initiates a run on an NBN server. She is unable to break the tracer subroutine on a piece of ice, and a trace with a strength of 5 is initiated. Since the trace strength exceeds her link by 2, the check is increased by 2, turning an **Average [PP] Computers** check into a **Daunting [PPPP] Computers** check.*

If the Runner fails to avoid a trace, the subsequent text fires. This often results in a tag.

Tags

Runners can remove tags by jacking out of their run and clearing their systems with a **Hard [PPP] Computers** check. If the runner has multiple tags, upgrade the difficulty of the Computers check by 1 for each tag after the first.

*For example, Kate failed her Computers check and gained a tag. She decided to continue her run, and encountered another trace. After failing that second check, she decided to jack out with two tags. To clear her system, she has to succeed on a **Hard [PPP] Computers** check, upgraded once to a pool of **[PPC]**.*

When you're tagged, the sysops of the system you were intruding on know where your net presence is in their system, and they can backtrace your physical location. Backtracing is mostly a narrative tool for the Game Master to use to put pressure on runners.

Depending on the corp you were running on, you may expect your accounts to be closed or a Prisec team to burst in through your windows. Better hope you were packing your plascrete or that your sports hopper is idling nearby.

Servers

Servers are interconnected points of access and data that corporations and outfits protect with Ice. Each server controls a number of systems such as security, confidential files, utilities, transportation, and guidance systems.

Once a Runner has passed all pieces of Ice protecting a server, they gain access to whatever that server controls, and they can spend their actions making Computers checks to disrupt or refocus the processes of that server. Every server has a strength, and this is the difficulty of Computers checks to manipulate a server. If the runner wants to disable a server, the difficulty is upgraded by one.

For example, if a Runner gains access to a security hub server, they may be able to put security cameras on a loop or turn off infra-red alarms. If they gain access to the building's systems, they could turn off individual lights, unlock networked doors, or disable all of the elevators. All of those checks would have a difficulty equal to the server's strength.

If the Runner wanted to completely disable a system, they would make a Computers check, but the difficulty would be upgraded by one.

Once a runner has gained access to a server, it's usually a lot easier to move around within the server cluster as Ice protection between servers is normally not as robust as protections against intruders.

Example Server Cluster			
Always enter from the top			
Ice		Ice	
Ice		Ice	Ice
Security (Strength 4)	Ice	Building Operations (Strength 3)	Personnel Files (Strength 2)
Ice			
Ice			
Research and Development (Strength 3)			

Anatomy of a Run

During a run, as with during a combat, player characters can take Maneuvers and Actions.

Maneuvers

- Move from a passed or bypassed piece of Ice to the next innermost Ice
- Move from a server to a piece of Ice protecting an adjacent server
- Move from a server to an adjacent server if there is no Ice separating the two servers
- Jack out, ending the run. You may only take this maneuver when in a server or after passing or bypassing a piece of Ice

Actions

- Encounter a piece of Ice, making a separate Computers check against all subroutines. Once all checks have been made, unbroken subroutines fire in order. If the run is not ended, the Ice is passed
- When in a server, make a Computers check (with a difficulty equal to the server's strength) to manipulate that server
- When in a server, make a Computers check (with a difficulty equal to the server's strength and upgraded by one) to disable that server