

### Bloodhound

MU: 3 | Code Wall: 5

Target: Deck

Cost: 700eb

#### Effect:

This program attempts to trace the physical location of a netrunner by figuring out where their deck is. Roll 1d10 against the current value of the targeted deck's Data Wall.

If you roll above the value, Bloodhound has found the deck's location and will send that data on to predetermined recipients.

### Pitbull

MU: 6 | Code Wall: 2

Target: Deck & Netrunner

Cost: 780eb

#### Effect:

A modified version of Bloodhound, Pitbull traces the deck's location the same way Bloodhound does. Once it has identified the location of the deck and has sent the information on, it then severs the connection between the deck and the system, causing the netrunner to be dropped from the net and suffer dumpshock. It then stays active and prevents further connections from that LLU and Cybermodem address until the system is reset by an admin or is directed to trace a new intruder.

### Flatline

MU: 2 | Code Wall: 3

Target: Deck

Cost: 570eb

#### Effect:

This program attempts to destroy the interface chip in a deck, doing 1d6/2 damage.

### Krash

MU: 2 | Code Wall: 3

Target: Protocol

Cost: 570eb

#### Effect:

Attacking the subroutines of a system, Krash attempts to bring down a protocol by injecting malicious code, doing 1d6/2 damage.

### Murphy

MU: 2 | Code Wall: 3

Target: Deck

Cost: 600eb

#### Effect:

Murphy causes a slew of applications to open all at the same time, flooding a netrunner with useless windows. The targeted netrunner has to spend 1d6/3 turns closing these applications on their turn before they can do anything else. Protocols are unaffected; they don't run through applications.

### Virizz

MU: 2 | Code Wall: 4

Target: Programs

Cost: 600eb

#### Effect:

This program is a virus that attacks programs at 1d6/2 damage per execution against a program of your choice.

### Viral 15

MU: 2 | Code Wall: 4

Target: Programs

Cost: 590eb

#### Effect:

This program attempts to erase a randomly determined program either on a netrunner's deck or in the files of a system. Roll an appropriately sized dice to determine what it targets, rerolling on a non-result. Does 1d6 damage to programs. A targeted file is deleted outright.

### Killer

MU: 5 | Code Wall: 4

Target: Program, Protocol

Cost: 1480eb

#### Effect:

Killer is a universal program for defeating programs or protocols. Straightforward, simple, effective. 1d6 damage.

### Stun

MU: 3 | Code Wall: 3

Target: Netrunner

Cost: 6000eb

#### Effect:

This program sends a jolt of power through the interface jack and into the target's nervous system, causing them to be stunned for 1d6 turns.

### Hellbolt

MU: 4 | Code Wall: 4

Target: Netrunner

Cost: 6750eb

#### Effect:

Like Stun, but instead of just giving the target seizures, it causes damaging muscle contortions. Does 1d10 damage to the netrunner per normal damage rules, but there's no amount of armor plating you can wear that can give you SP against this.

### Sword

MU: 3 | Code Wall: 3

Target: Netrunner

Cost: 6250eb

#### Effect:

A less powerful version of Hellbolt, this does 1d6 damage per normal damage rules.

### Brainwipe

MU: 2 | Code Wall: 3

Target: Netrunner

Cost: 6500eb

#### Effect:

This nasty program is the fear of netrunners everywhere. This reroutes a surge of power directly into your frontal lobe, doing 1d6 INT damage to a netrunner. This damage can't be recovered in any way. If the netrunner hits 0 INT, they're reduced to a drooling vegetative state. On the bright side, it's easy to pass off that they died of natural causes to a body bank.

### Zombie

MU: 4 | Code Wall: 4

Target: Netrunner

Cost: 7250eb

#### Effect:

If you thought Brainwipe was bad, Zombie is much, much worse. This does 1d6 damage to the Netrunner's INT, but instead of making the target braindead, it readies the brain for a pseudo personality to be implanted in the brain and turn the netrunner into a completely different (if dumb) person under the thrall of the attacker. Grim stuff.

### Firestarter

MU: 4 | Code Wall: 4

Target: Deck & Netrunner

Cost: 6250eb

#### Effect:

A favourite of pyromaniacs, Firestarter uses a modified Bloodhound subroutine to send a megawatt surge to the location of the netrunner, causing 1d6 damage to the deck and 1d6 damage to the Netrunner. It also has the convenient side effect of overloading less protected electronics at the location to explode and starting fires -- fires a netrunner who is jacked in is completely unaware of. Great for killing someone and destroying the evidence, and why you should never, ever netrun alone.

### Hellhound

MU: 6 | Code Wall: 6

Target: Netrunner

Cost: 10000eb

#### Effect:

This program traces the user, grabbing their MAC address and hits them with a shock to induce cardiac arrest, causing 2d10 damage/turn until disconnected. It stays active until the system is reset by an admin or directed to attack another intruder. If a netrunner who's MAC address is known by the protocols in the system, that netrunner doesn't get the +5 bonus for their conceal command in that system ever again.

### Glue

MU: 4 | Code Wall: 5

Target: Netrunner

Cost: 6500eb

#### Effect:

Glue is used in systems that don't have the legal authority to kill you outright. This program disables the netrunner's log on/off command for 1d10 turns. Used to buy time while a trace program does its work.

### Knockout

MU: 3 | Code Wall: 4

Target: Netrunner

Cost: 6250eb

#### Effect:

Knockout attacks the brain like Stun does, but does so much more efficiency. It knocks the netrunner out for 1d6 hours and are forcibly removed from the net. The netrunner technically suffer dumpshock, but they'll be unconscious for the duration of it. Just make sure you never netrun while in a position where you can choke on your own vomit.

### Stealth

MU: 2 | Code Wall: 3

Target: Protocol

Cost: 360eb

#### Effect:

This program, while it doesn't give a deck extra code wall, does provide a +5 bonus to your current code wall in regards to a program tracing your location for the duration of your stay in that system.

### Armour

MU: 1 | Code Wall: 3

Target: Deck

Cost: 150eb

Effect:

This program is a favorite of newbie netrunners. Armor provides 3 points of temporary codewall that get used up before a deck's codewall or damage is done to a netrunner or their deck. These points aren't cumulative: you can't keep using this to give yourself infinite code wall; every use sets the value of temporary code wall at 3.

### Viddy Master

MU: 1 | Code Wall: 4

Target: Remote Videoboards

Cost: 140eb

Effect:

Allows the program's owner to manipulate and control videoboards connected to this system that they have identified with the locate remote command.

### Soundmachine

MU: 1 | Code Wall: 4

Target: Remote microphones, loudspeakers, and vocoders

Cost: 140eb

Effect:

Allows the program's owner to manipulate and control microphones, loudspeakers, and vocoders connected to this system that they have identified with the locate remote command.

### Open Sesame

MU: 1 | Code Wall: 5

Target: Remote doors & elevators

Cost: 150eb

Effect:

Allows the program's owner to manipulate and control doors and elevators, and the like connected to this system that they have identified with the Locate Remote command.

### Hotwire

MU: 1 | Code Wall: 3

Target: Remote vehicles

Cost: 130eb

Effect:

Allows the program's owner to manipulate and control vehicles connected to this system that they have identified with the locate remote command.

### Dee-2

MU: 1 | Code Wall: 3

Target: Remote robots

Cost: 130eb

Effect:

Allows the program's owner to manipulate and control robots and the like connected to this system that they have identified with the locate remote command.

### Crystal Ball

MU: 1 | Code Wall: 4

Target: Remote cameras and sensors

Cost: 140eb

Effect:

Allows the program's owner to manipulate and control cameras, sensors, and their associated feeds connected to this system that they have identified with the locate remote command.

### News at 8

MU: 1 | Code Wall: 5

Target: Remote dataterms and screamsheets

Cost: 150eb

Effect:

Allows the program's to access the contents of dataterms and screamsheet printers connected to this system that they have identified with the locate remote command.

### Phone Home

MU: 1 | Code Wall: 5

Target: Remote phones

Cost: 150eb

Effect:

Allows the program's owner to make calls with phones connected to this system that they have identified with the locate remote command. You can also listen in to calls being made on said phones.

## **File Packer**

MU: 1 | Code Wall: 5

Target: Files

Cost: 150eb

Effect:

Allows the compression of 2 MU worth of files into 1 MU. This process takes two turns, both to pack or unpack. The coding on programs is too complicated to compress, so you can't use it on those. Sorry.