CYBERPUNK 2020 DECK MANAGER

DECK

Shadowdeck   20000eb

Chassis: Portable

Speed: +4   DataWall: 7   MU: 20

Options:

   Used as a relay between a cell deck and the NET. Runner is at a -2 Speed while using this deck. Comes with a builtin Watchdog program. Has a cellular receiver for a cellular deck to connect to. Not available on the open market. Cannot be connect to directly. Netrunner can't change nor use any functions of the deck. When trace is done on runner, roll 1D10 vs 10 - Netrunner's INT. If equal or below the trace stops at the deck. Else the runner's is alerted by the watchdog. Bartmoss Brainware Blowout pg. 16

PROGRAMS

☐ **Black Dahlia**   1080eb

Class: anti-program

Strength: +7   MU: 4

Options:

   Sexy Killer; does 2D6 damage. Bartmoss Brainware Blowout pg. 76

Icon:

☐ **Dogcatcher**   1160eb

Class: anti-program

Strength: +10   MU: 4

Options: Movement Ability, Trace, Recognition, One Use

   Chases and destroys tracing "Dogs". Bartmoss Brainware Blowout pg. 52

Icon:

☐ **Poltergeist**   600eb

Class: anti-system

Strength: +5   MU: 2

Options:

   Viral 15 variant. Bartmoss Brainware Blowout pg. 74

Icon:

☐ Cyfermaster   210eb

Class: decryption

Strength: +6   MU: 3

Options:

   Raffles variant. Bartmoss Brainware Blowout pg.

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Icon:

☐ Ramming Piston   200eb

Class: intrusion

Strength: +10   MU: 2

Options: Noisy

   Ultimately loud Hammer, does 5D6 damage to

Wall STR. Bartmoss Brainware Blowout pg. 71

Icon:

☐ Japanese Water Torture   240eb

Class: intrusion

Strength: +3   MU: 3

Options: Endurance, Invisibility

   Takes 2 turns to work; each extra turn adds + 1

STR, max 7. Bartmoss Brainware Blowout pg. 71

Icon:

☐ Vewy Vewy Quiet   380eb

Class: stealth

Strength: +4   MU: 2

Options:

   Stealth program. Bartmoss Brainware Blowout pg.

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Icon: