

## FACEDOWNS: ANOTHER KIND OF COMBAT

Not every conflict in Night City is resolved using fists or guns. In a world where combat can end your life in a hot nanosecond, other methods have evolved to determine who is going to be the top dog in a potential conflict. This duel of wills between heavies that happens just before things really get violent is called a Facedown. The GM will call for a Facedown whenever they feel the scene demands it. Players, if you feel a Facedown is warranted, feel free to ask for one.

When making a Facedown, both participants roll

Cool + 1d10

In a tie, nothing happens. Otherwise, the loser has the option of either

Backing Down *or*

Taking a -2 to any future Check made against this opponent until they have defeated the winner once in any form of combat, physical or otherwise.

## QUICKHACKING

Netrunners specialize in making computer systems dance. As a result, they're capable of amazing feats, whether they're in the same room as the computer or deep diving in from across the city. Honestly, we don't have the room to cover everything a Netrunner in the 2070s can do in the **Cyberpunk: Edgerunners Mission Kit**, but we can give you a taste of the fun by providing the rules for **Quickhacking** cyberware.

*If you're not the GM and you're not playing a Netrunner, you don't need to read this section unless you're curious.*

The downside of Neuroports is their ability to connect to the outside world. Anything that can connect, you see, can be connected to. In this case, by hostile Netrunners. In other words, if a target doesn't have a Neuroport, you can't perform Quickhacks on them.

Netrunners can perform either 1 **Meat Action** (i.e. doing something in the physical world, such as shooting a gun) or multiple **Net Actions** as part of their Turn. This is in addition to their normal Move Action. Most Net Actions are performed using a Netrunners Role Ability: Interface. Interface is a unique type of Skill in that you never add a



STAT to it when making a Check – just a 1d10. Otherwise, it follows all the normal rules. You can enhance Interface Checks by spending Luck Points, making Complementary Skill Checks, and taking Extra Time ([see page 5 for all of these](#)). Conversely, penalties, such as those due to Grappling and Wound States, can lower your Interface Check.

## NET ACTIONS

There are four types of Net Actions.

**Jack In:** A Netrunner can connect to the Neuroport of a target within 50 m/yds (25 squares) who is visible to them. **When Jacking In, the Netrunner must make an Interface Rank + 1d10 vs. the target's WILL + 1d10.** The Netrunner Jacks In even if they fail the Check, but with a failure, the target is aware they've been hacked. As an Action (ROF1) on their Turn, **the target can attempt to force the invader out by making a WILL + Concentration + 1d10 Check vs. the Netrunner's Interface + 1d10.** Netrunners always know when another Netrunner has hacked into their Neuroport, so you can skip the initial Check. If a Netrunner is ejected from a target's Neuroport they cannot attempt to Jack In to that individual again for 60 minutes. Otherwise, Netrunners remain connected to their target until forced out, they (or the target) move out of range, they Jack Out willingly, or the target dies. A Netrunner can Jack In to multiple Neuroports within range, each as a separate Net Action. A Netrunner can remain connected to as many Neuroports as they wish.

**Jack Out:** A Netrunner can safely disconnect from a target's Neuroport.

**Breach:** Some targets have added additional security to their Neuroport via a piece of cyberware known as a Self-ICE. For each Self-ICE they've installed, the Netrunner must spend a Net Action to bypass a Passwall, a process known as Breaching, before they can begin Quickhacking. For each Self-ICE the target has installed, the DV to Breach all of their Passwalls increases by 2 (DV6 for one Self-ICE, DV8 for two Self-ICE, and so forth). **Breaching a Passwall requires an Interface Check against its DV.**

**Perform a Quickhack:** Once a Netrunner has Breached any and all Passwalls, they can begin performing Quickhacks. **To perform a Quickhack, the Netrunner makes an Interface Check against the DV of the Quickhack in question.** A Netrunner can only attempt

one Quickhack per target per Turn. In other words, if you fail to Puppet a gonk, you can't switch tactics and try to Overheat them on the same Turn, even if you have unused Net Actions remaining. A target of a successful Quickhack immediately becomes aware their Neuroport is compromised (unless otherwise noted) and can attempt to expel the enemy Netrunner as described in the Jack In Net Action.

## QUICKHACKS

Below is a list of Quickhacks available to Netrunners in the *Cyberpunk: Edgerunners Mission Kit*. Every Netrunner, whether they're Bluescreen (the Netrunner that Players can choose to play) or an NPC, can perform these Quickhacks.

### » Simple Quickhacks (DV6)

**Impair Movement:** Target's MOVE is lowered by 1 for the next 60 seconds (20 Rounds). If reduced to 0 MOVE, they cannot take a Move Action.

**Sonic Shock:** Target suffers the Damaged Ear Critical Injury ([see page 13](#)) but not the Bonus Damage. The Effect lasts 60 seconds (20 Rounds).

### » Standard Quickhacks (DV8)

**Overheat:** Target is now on fire. They take 4 points of damage directly to their HP at the end of their Turn until the fire is extinguished. This damage bypasses armor but does not ablate it. Extinguishing the fire requires an Action (ROF1) that can only be performed on the target's Turn.

**Short Circuit:** The GM chooses three pieces of cyberware other than a Cyberarm, Cyberleg, Cybereye, Cyberaudio Suite, Neuroport, or a Neuroport Cyberdeck Expansion. Options attached to the listed cyberware, such as Mantis Blades or Low Light/Infrared/UV can be selected. The selected cyberware ceases to function for 60 seconds (20 Rounds).

### » Difficult Quickhacks (DV10)

**Cyberware Malfunction:** The Netrunner's Player selects a piece of cyberware on the target other than a Neuroport or a Neuroport Cyberdeck Port to become inoperable for 60 seconds (20 Rounds). Cyberlimbs rendered inoperable act as if they have the Broken Arm or Broken Leg Critical Injury ([see page 13](#)). Any options attached to the selected cyberware also cease to function. For example, if a Cyberarm becomes inoperable, so does its implanted Mantis Blade.

**Lure:** At the start of the target's next Turn, they are forced to undertake a Move Action controlled by the Netrunner, as they feel compelled to investigate a phantom noise only they can hear. Lure only works if the target is unaware a Netrunner has Jacked In. Unlike other Quickhacks, Lure doesn't alert the target that they've been hacked. You can't Lure someone off a cliff or into obvious physical danger, like into a spinning blade or a building on fire.

**Slow:** Target's MOVE is lowered by 1d6 for the next 60 seconds (20 Rounds). If reduced to 0 MOVE, they cannot take a Move Action.

**Synapse Burnout:** Deal 3d6 damage directly to the target's HP. This damage bypasses armor and does not ablate it.

### » Advanced Quickhacks (DV12)

**Puppet:** You control the target's Action and Move Action during their next Turn. You can make them attack themselves with their gun, pull a pin on their grenade, or shoot their choomba. All Checks are made using the target's STATs and Skills instead of those of the puppeting Netrunner.

**Shard Ejection:** Forcibly uninstall and eject one piece of a target's chipware (your choice if there are multiple installed) into an adjacent square. This will not work if the user has a shard slot cover (or even a piece of tape over the slot).

**System Reset:** Target falls Unconscious for 60 seconds (20 Rounds) or until they are woken by taking damage. In addition, they fall Prone.

### » Quickhacks

Name	DV
Cyberware Malfunction	DV10
Impair Movement	DV6
Lure	DV10
Overheat	DV8
Puppet	DV12
Shard Ejection	DV12
Short Circuit	DV8
Slow	DV10
Sonic Shock	DV6
Synapse Burnout	DV10
System Reset	DV12

### OTHER FORMS OF NETRUNNING

Exploring all the different types of hacking a Netrunner can perform – from on-site network penetration to deep diving – is a bigger task than we have room for in this book. For the purposes of the *Cyberpunk: Edgerunners Mission Kit*, deep diving is off the table.

However, if you're playing a Netrunner in the included mission, tell your GM you're looking for local devices to steal control of. You might not find a chance in every Beat, but we've scattered a few opportunities for device hacking in the Mission included in this box.

Pay attention and you might just be able to blind an enemy or convince an out-of-service elevator to function despite a lockdown order from the NCPD!

