


CyberTech 001 – Uncommon

Project Seattle



Agenda-Research
All walls installed on HQ get +1 strength.

- For every two advancement counters over Project Seattle's difficulty that are on Project Seattle when you score it, all ice get -[1] rez cost.


"Did you know that Seattle and London had common features?"

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 002 – Common

Project London



Agenda-Gray Ops
For every two advancement counters over Project London's difficulty that are on Project London when you score it, all ice installation costs are reduced by [1].


"I wonder how they can reduce costs, considering that real estate is so expensive."

Illus. Jim Nelson
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 003 – Uncommon

Project Paris



Agenda-Asset
For every two advancement counters over Project Paris's difficulty that are on Project Paris when you score it, you may gain an action at the start of each of your turns. This action may be used only to install cards.

"Ah, Paris, the town where anything is possible, and everything fast."

Illus. Rick Hess
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 004 – Rare

Project Tokyo



Agenda-Asset
For every two advancement counters over Project Tokyo's difficulty that are on Project Tokyo when you score it, all operations get -[1] playing cost.


"We had to optimize all our short term projects and investments. It was natural then to ask our friends from the east to teach us their methods, and how to 'update' our new corporate agents."

Illus. Pascal Blanché
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 005 – Common

Virtual Warehouse



Agenda-Asset
Whenever one or more installed pieces of ice are being sent to the Archives, you may instead choose to put any or all of those cards on top of Virtual Warehouse in any order you choose.

Cost to install ice on Archives is reduced by [1].

A: Bring the top card on Virtual Warehouse into HQ.

Illus. Gregory Chevalier
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 006 – Uncommon

Joint Venture



Agenda-Gray Ops
1 agenda point: Gain [5] and draw 2 cards. Then discard one card from HQ. Use this ability only during your turn, and only once per turn.

1 agenda point: Gain [8] and draw 4 cards. Then discard two cards from HQ. Use this ability only once.

If Runner steals Joint Venture, he or she scores 1 additional agenda point at the end of turn.

"At the end of the day, we want to control the worldwide market. Our competitors have two options: they're taken over or they die."

Illus. Lance W
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 007 – Rare

Management Team Renewal



Agenda-Asset
[0]: For each [1] you would pay to rez cards, you may instead either discard one card from HQ or trash face down the top two cards from R&D. Use this ability only during a run, only once per run, and only when you are about to rez cards.


"Take a normal employee as a scapegoat, you save your neck. Take a director, you earn money."

Illus. Pat Lobyko
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 008 – Common

Planning Optimizer



Agenda-Asset
At the start of each of your turns, but before your mandatory draw, you may look at the top or bottom cards of your R&D, and put the bottom card of R&D on top of R&D.

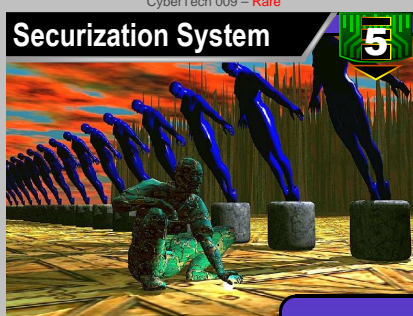
"Try before you go." – Old saying

Illus. Larry Poulton
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 009 – Rare

Securization System



Agenda-Research
Runner must pay [2], in addition to any other costs, to steal an agenda, and to trash an installed card installed in a data fort.

A, A, A, 2 agenda points: For the remainder of the game, all encountered ice get +2 strength and one additional subroutine "@ End the run." after all other subroutines.

For the remainder of the game, you cannot score, rez, nor play any Black Ops or Gray Ops cards.

Illus. Larry Poulton
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 010 – Rare

Black is Black

5

Agenda-Black Ops
Whenever you are about to install a piece of **black ice**, show that **ice** to Runner. All **black ice** get $-[2]$ installation cost and $-[2]$ rez cost.

[2]: Prevent Runner from derezzing or skipping an installed piece of **black ice**, and put a -1 strength counter on that **ice**. Use this ability only whenever Runner attempts to skip or derez a piece of **black ice**.

"There is no turning back."

Illus. DasGraFX v2.4

3

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 011 – Rare

R&D Management

7

Agenda-Research
If another R&D Management has already been scored by you or stolen by Runner during this game, $X=4$; otherwise $X=2$. For the required number of agenda points in the deck, $X=4$.

[0]: Do not draw your mandatory card at the start of your turn; instead, gain an action. Use this ability only at the start of your turn, and only if you have not used it during your last turn.

All nodes and upgrades installed or stored in R&D get $+[2]$ trash cost.

Illus. Jennifer Williamson v2.4

X

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 012 – Common

Account Bankruptcy

0

Node-Ambush-Gray Ops
When Runner accesses Account Bankruptcy, he or she must show it to you and loses [1], even if it is not installed, and the Corp shuffles Account Bankruptcy into R&D. When Runner accesses Account Bankruptcy from the Archives, he or she must show it to you and loses [2], and the Corp shuffles Account Bankruptcy into R&D.

"Our Archives are constantly plundered. Now we've trapped them."

Illus. Barclay Shaw v2.4

0

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 013 – Uncommon

Delaying Temptress

0

Node-Ambush-Gray Ops
When Runner accesses Delaying Temptress, you may look at the top six cards of his or her stack and put them back in any order you choose, even if Delaying Temptress is not installed. Ignore this effect if Delaying Temptress is accessed from the Archives. If Delaying Temptress is accessed from R&D, Runner must show it to you.

"You want me? I want you."

Illus. Amanda Robbins v2.4

0

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 014 – Common

False Bank Account

0

Node-Ambush
You may advance False Bank Account before and after it is rezzed. When Runner accesses False Bank Account, he or she loses [3] for every two advancement counters on it.

"This gem has a direct link to the hidden files of many banks. As soon as hackers are detected, it searches for their code number and empties their bank account."

Illus. Josh West v2.4

0

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 015 – Uncommon

Crush Virus

0

Node-Ambush-Virus
When Runner accesses Crush Virus, you may pay [4] to give Runner a Crush counter even if Crush Virus is not installed. Ignore this effect if Crush Virus is accessed from the Archives. If Crush Virus is accessed from R&D, Runner must show it to you. Each Crush counter forces Runner to pay [1], in addition to any other costs, to break a subroutine on a piece of **ice**. Runner may take two consecutive actions to pay [2] to remove a Crush counter.

Illus. Zed v2.4

2

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 016 – Uncommon

Spectral Signature Detector

0

Node-AI-Random
At the end of each encounter with a piece of **ice**, roll a die if Runner has used a **stealth icebreaker** to break any number of subroutines on that piece of **ice**. On a 1, give Runner a tag.

[3]: Choose an installed non-**stealth icebreaker**. That **icebreaker** gets the keyword **stealth** until end of run, but can still use bits from any source. Use this ability only during a run, and only once per run.

"Invisibility is only a concept in the matrix."

Illus. unknown v2.4

2

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 017 – Common

Quick Sale

0

Node-Transactions
Trash one or two rezzed pieces of **ice**: Gain [X], where X is half the total combined strengths of these **ice**, rounded down. You may use these bits only to pay for rezzing cards. At the end of run, return to the bank any of those bits not spent. Use this ability only during a run, and only once per run.

"This is the brand new Syd Meyer."

Illus. DeadDreamer v2.4

3

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 018 – Rare

Safety Program

1

Node-Cybersoft-AI
[1], [X]: For the remainder of the run, Runner must pay [X], in addition to any other costs, to trash each other installed **node** or **upgrade**. Use this ability only during a run.

To trash one of your **cybersoft** cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.

"As almost all male runners are bachelors, they think this AI is there to protect them."

Illus. unknown v2.4

0

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 019 – Rare

Uncertain Alliances

1

Node-Cyberworld
-Bad Publicity-
Random

Gain [1] at the start of each of your turns and roll a die. On a 1 or 2, gain 1 Bad Publicity point.

During its turn, when the Corp tags or traces Runner successfully, it may bring into HQ a Runner's installed **cyberworld** and consider it a Corp card. When Runner accesses a **cyberworld**, Runner may bring it into his or her hand and consider it a Runner card. A trashed **cyberworld** goes into its original owner's discard pile.

Illus. Tim Bradstreet
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 020 – Common

Super Guardian

1

Node

[2]: Put a SoundTrack counter on all installed non-noisy icebreakers. All icebreakers with one or more SoundTrack counters get the keyword **noisy**, but without any additional penalty about bits on **stealth** cards. Use this ability only at the start of a run, and only once per run. Runner may remove a SoundTrack counter on an **icebreaker** by taking an action to pay [2].

"I heard them shouting like Walkyries."

Illus. Nathy
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 021 – Common

Data Code Indicator

2

Node-AI-Random

Whenever Runner uses a **noisy** card for the first time during a run, he or she loses [1] from one of his or her installed **stealth** cards, if any, and must roll a die. On a 1 or 2, the Corp gives a tag to Runner that cannot be avoided, unless Runner pays [2] in addition to any other costs to avoid it.

"The DCI system is not 100% reliable, but when you're marked, you're marked."

Illus. Gerhard H. bent
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 022 – Rare

Governor's Bribery

2

Node-Black Ops

A: Look at the top five cards of your R&D. You may pay [X] to bring X **agenda** cards among those cards into HQ. Show those **agendas** to Runner. Shuffle your R&D afterwards.

"I know his daughter, and he knows me: he cannot refuse."

Illus. Anry
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 023 – Uncommon

New Research Facility

2

Node

Whenever you score a **research agenda**, gain [X], where X is half its original and printed difficulty, rounded down.

Discard a card from HQ: Draw a card. Use this ability only during your turn, and only once per turn.

"If firing people, even directors, or getting rid of gear, even our best AIs, accelerates our development, do it."

Illus. Vinicius Menezes
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 024 – Common

Delayed Strengtheners

2

Node

You may advance Delayed Strengtheners before and after it is rezzed.

Delayed Strengtheners advancement counter: Put a +1 strength counter on a piece of **ice** installed on a fort. Use this ability only at the start of a run on that fort, and only twice per run.

"Just wait for hackers."

Illus. Redinard
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 025 – Uncommon

Pulsating Noise Reflector

3

Node-AI-Unique

On each installed **noisy icebreaker**, the original and printed bit cost [X] of each subroutine containing the word "break" is increased by [X] if X is greater than 0, and by [1] otherwise.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Deaddermer
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 026 – Uncommon

Tax

5

Resource-Cyberworld

At the end of any run, Runner gains [1] and the Corp loses [1].

During its turn, when the Corp tags or traces Runner successfully, it may bring into HQ a Runner's installed **cyberworld** and consider it a Corp card. When Runner accesses a **cyberworld**, Runner may bring it into his or her hand and consider it a Runner card. A trashed **cyberworld** goes into its original owner's discard pile.

Illus. Chaos
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 027 – Rare

War

11

Resource-Cyberworld-Connection-Unique

Whenever you liberate an **agenda**, score an additional agenda point at the end of run.

Node-Cyberworld-Black Ops-Unique

Whenever you score an **agenda**, score an additional agenda point.

During its turn, when the Corp tags or traces Runner successfully, it may bring into HQ a Runner's installed **cyberworld** and consider it a Corp card. When Runner accesses a **cyberworld**, Runner may bring it into his or her hand and consider it a Runner card. A trashed **cyberworld** goes into its original owner's discard pile.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Mark
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 028 – Common

Code-Modifier Technician

0

Upgrade-Sysop
 [3] or T: On this fort, choose a piece of rezzed ice Runner has passed successfully during this run. Put a +1 strength counter on that piece of ice. Use this ability only during a run, and only once per run.

"When you're defeated, know why, and correct the flaw."

Illus. Krzysztof Biernacki
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 029 – Common

Killer Spy

0

Upgrade-Ambush-Sysop
Trace⁸: If trace is successful, trash one of the Runner installed cards, but not icebreakers, of which an ability has been used or triggered during this run, and trash Killer Spy. You may not trash a resource in this way unless Runner is tagged. Use this ability only during a run on this fort, and only when Runner accesses Killer Spy.

"Who could be better at understanding, tracking, and fighting enemies than one of them hired by us?"

Illus. Gerald Brom
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 030 – Uncommon

Probability Randomizer

0

Upgrade-Ambush
 When Runner accesses Probability Randomizer, you may give a Randomize counter to Runner. Whenever a Runner with one or more Randomize counters has to discard cards from his or her hand, he or she must discard those cards at random and shuffle his or her trash afterwards. Runner may remove a Randomize counter by taking two consecutive actions to pay [2].

"Do you like poker?"

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 031 – Uncommon

Ice Shield

1

Upgrade
 You may rez Ice Shield at the start of a run.

[2]: For the remainder of the run, all rezzed ice on this fort get +1 strength. Use this ability only at the start of a run on this fort, and only once per run.

[1], T: Choose a keyword between code gate, wall, and sentry. For the remainder of the run, all rezzed ice on this fort with that keyword get +2 strength. Use this ability only at the start of a run.

Illus. Elliott Simmons
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 032 – Uncommon

Transfert Technician

1

Upgrade-Sysop
 [X]: Choose X subroutines on a piece of rezzed ice on this fort. For the remainder of the run, these subroutines have no effect instead of their original and printed effect, and that ice gets +X strength. Use this ability only during a run on this fort, and only once per run.

[X], [X]: Choose a piece of rezzed ice on this fort. For the remainder of the run, that ice gets -X strength, and has X additional subroutines "@ End the run," after all other subroutines. X cannot be greater than the original and printed strength of that ice. Use this ability only during a run on this fort, and only once per run.

Illus. Deaddreamer
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 033 – Uncommon

Local Reinforcement

2

Upgrade
 [2], Trash face up the top X cards of R&D, T: Choose a piece of rezzed ice on this fort and put on it a number of +1 strength counters equal to X. If X is greater than 3, trash that ice at the end of run. Use this ability only once per run, and only at the start of an encounter with a piece of ice.

"Like reinforced concrete: hard to break."

Illus. Midrac
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 034 – Rare

Peter Calli

3

Upgrade-Sysop
 You may install only one Peter Calli in each fort.

[4]: On this fort, choose a first rezzed piece of ice and a second one, unrezzed and that has an original and printed rez cost less than twice the original and printed rez cost of the first piece of ice. Derezz the first piece of ice, and then rez that second piece of ice at no cost. Use this ability only during a run.

"So you activate a Colonel with a Naga?"

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 035 – Rare

Kis, Mecanic Man

4

Upgrade-Sysop
 Discard on the face up pile of the Archives two ice cards stored in HQ, [2]: X is half the combined sum of the original and printed strengths of these pieces of ice, rounded down. Search your R&D or your Archives for an ice card different from the two just discarded, show it to Runner, and store it into HQ; the original and printed strength of that ice must be equal or less than X. Then swap that ice with a piece of rezzed ice on this fort and rez the new ice at no cost. Shuffle your R&D afterwards if it has been searched in this way. Use this ability only during a run, and only once per run.

"And who will replace these two tiny little latin dogs? A big hound from Hell maybe? ..."

Illus. Matthew Bradbury
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 036 – Rare

Alix Auvarev

4

Upgrade-Sysop
 You may rez Alix Auvarev at the start of a run. You may install only one Alix Auvarev in each data fort.

[3]: Reveal to Runner the outermost piece of ice on this fort, put an Hologram token on the outermost position on this fort and treat that token as an exact copy of that ice, but with a strength of 0, and a rez cost of [0]. Remove that token from the game at the end of run. Use this ability only at the start of a run and only once per run.

"On the other side of the Volga, it is said that people believe only what they see. This is why some nasty guys use those eye implants to create holo-ice in order to make sure that you see the ice and feel it!"

Illus. Deaddreamer
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 037 – Common

Dog Pound

3



Upgrade-Region
 All **bloodhound**, **hellhound**, **pit bull**, and **watchdog ice** on this fort get +2 strength and –[1] rez cost, and the Corp gains [1] whenever one of those pieces of ice is rezzed.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

"Do you hear them barking? They're here for you, to erase you!"

Illus. Gerald Brom
v2.4

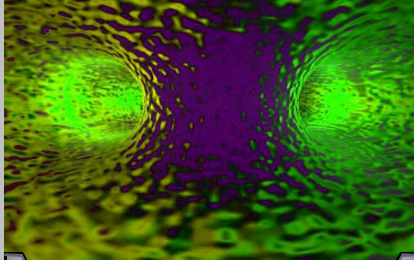
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Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 038 – Rare

Tunnel

4



Upgrade-Region

[1]: Choose a piece of rezzed non-bomb and non-spirit ice on this fort. For the remainder of the run, replace all its keywords by those of another piece of rezzed ice. Use this ability only during a run, and only once per run.

[4]: Choose a piece of rezzed ice on this fort. For the remainder of the run, replace all its subroutines by those of a piece of rezzed non-spirit and non-bomb ice. Use this ability only during a run, and only once per run.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Régis Scotto
v2.4

6

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 039 – Common

Working-Over Task-Center

5



Upgrade-Region

All AP ice on this fort get +1 strength and –[1] rez cost, and have one additional subroutine "@ Do 1 Net damage." before all other subroutines.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

"Next task: kill Runner."

Illus. Robert Drozd
v2.4

5

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 040 – Uncommon

Wonders-of-Truth Church

7



Upgrade-Region

All **killer ice** on this fort get +1 strength and –[2] rez cost, and have one additional subroutine "@ Trash a program or a cybersoft program." before all other subroutines.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

"Truth is a concept such desired by simple people, and such profitable, that some Corps have marketed this idea as a religion, dedicated to it."

Illus. Alberto Gordillo
v2.4

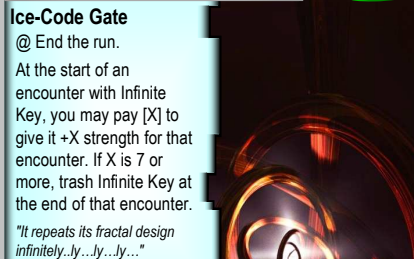
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Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 041 – Common

Infinite Key

2



Ice-Code Gate
 @ End the run.

At the start of an encounter with Infinite Key, you may pay [X] to give it +X strength for that encounter. If X is 7 or more, trash Infinite Key at the end of that encounter.

"It repeats its fractal design infinitely..ly...ly...ly..."

Illus. unknown
v2.4

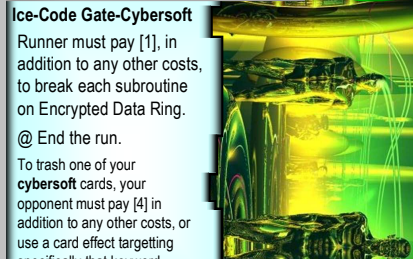
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Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 042 – Uncommon

Encrypted Data Ring

3



Ice-Code Gate-Cybersoft

Runner must pay [1], in addition to any other costs, to break each subroutine on Encrypted Data Ring.

@ End the run.

To trash one of your cybersoft cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.

Illus. DasGraFX
v2.4

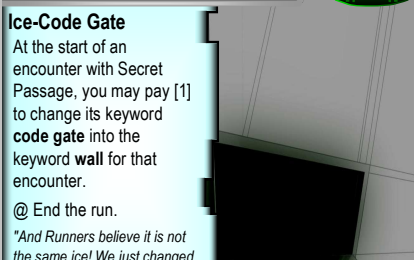
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Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 043 – Common

Secret Passage

3



Ice-Code Gate

At the start of an encounter with Secret Passage, you may pay [1] to change its keyword code gate into the keyword wall for that encounter.

@ End the run.

"And Runners believe it is not the same ice! We just changed its shape, not its program, but they always fall into the trap."

Illus. Peter Torok
v2.4

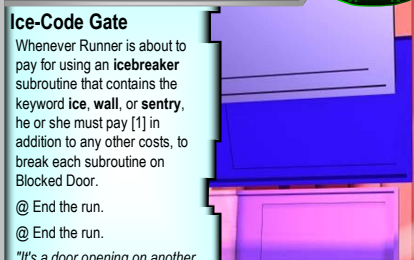
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Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 044 – Uncommon

Blocked Door

5



Ice-Code Gate

Whenever Runner is about to pay for using an icebreaker subroutine that contains the keyword ice, wall, or sentry, he or she must pay [1] in addition to any other costs, to break each subroutine on Blocked Door.

@ End the run.

@ End the run.

"It's a door opening on another door, which in turn opens onto another door, and so on..."

Illus. Nicholas Georopoulos
v2.4

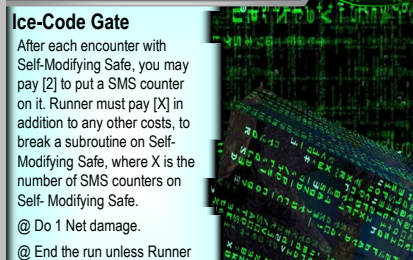
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Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 045 – Rare

Self-Modifying Safe

7



Ice-Code Gate

After each encounter with Self-Modifying Safe, you may pay [2] to put a SMS counter on it. Runner must pay [X] in addition to any other costs, to break a subroutine on Self-Modifying Safe, where X is the number of SMS counters on Self-Modifying Safe.

@ Do 1 Net damage.

@ End the run unless Runner pays [X].

Illus. unknown
v2.4

4


Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 046 – Rare

Impossible Cube

11

Ice-Code Gate
Whenever Runner breaks a subroutine on Impossible Cube, Impossible Cube does 1 Net damage unless Runner pays [1].
@ Do 1 Net damage.
@ Do 1 Net damage and end the run.
@ End the run.
"Everything is possible in the matrix, even the impossible."
Illus. A J Coles




Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 047 – Common

Pop-Up Pyramid

3

Ice-Wall
@ End the run.
At the start of an encounter with Pop-Up Pyramid, you may pay [X] to give it +X strength for that encounter. If X is 7 or more, trash Pop-Up Pyramid at the end of that encounter.
"At first, you see a desert. A few nanoseconds after, you see a pyramid."
Illus. Michael Zornek



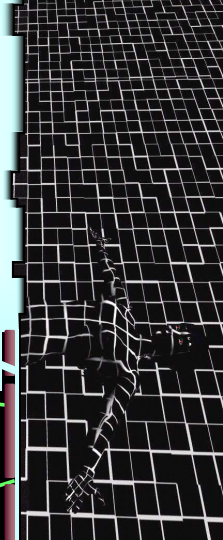
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 048 – Rare

Invisible Wall

5

Ice-Wall
Runner must pay [X] in addition to any other costs, to break the first subroutine on Invisible Wall, where X is the difference between the strength of Invisible Wall and the strength of the icebreaker used to break that subroutine.
@ End the run.
@ End the run.
"Where is it ?"
"Where is what ?"
Illus. Digital Blasphemy




Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 049 – Uncommon

Fort-ress-Q

5

Ice-Wall
Whenever Runner is about to pay for using an icebreaker subroutine that contains the keyword **ice**, **code gate**, or **sentry**, he or she must pay [1] in addition to any other costs, to break each subroutine on Fort-ress-Q.
@ End the run.
@ End the run.
Illus. Stefan Vitanov



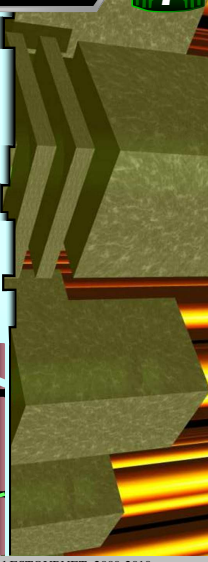
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 050 – Rare

Hydraulic Press

7

Ice-Wall
After each encounter with Hydraulic Press, put a Pressure counter on it. X is the number of Pressure counters on Hydraulic Press. Runner must pay [X] in addition to any other costs, to break the first original and printed subroutine on Hydraulic Press.
@ Do X Net damage and end the run.
"I like the noise of jacks."
Illus. Magik Unicorn



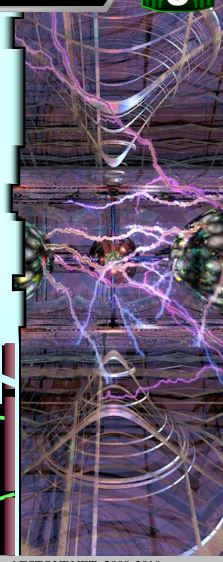
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 051 – Common

Energy Ball

5

Ice-Wall
After each encounter with Energy Ball, put a Core counter and a -1 strength counter on it. X is the number of Core counters on Energy Ball. If X is 4 or more, Trash Energy Ball.
@ Do X Net damage.
@ End the run.
Illus. Duncan



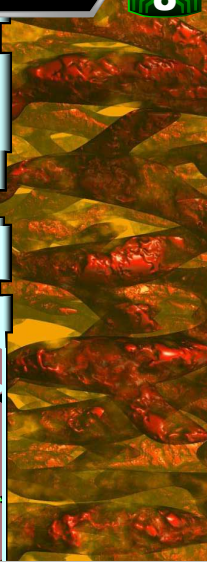
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 052 – Uncommon

Data Trees

8

Ice-Wall-Cybersoft
Whenever Runner is about to pay for using a **noisy icebreaker** subroutine, he or she must pay [2] in addition to any other costs, to break each subroutine on Data Trees.
@ End the run.
To trash one of your **cybersoft** cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.
Illus. Magik Unicorn




Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 053 – Common

Guard

2

Ice-Sentry-DeckCrash-Random
When you rez Guard, roll a die. On a 3 or less, lose [1]. On a 5 or more, gain [1].
@ End the run.
"Show me your papers."
Illus. NG Edy




Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 054 – Rare

Sting

3

Ice-Sentry-Bomb-AP-Sword
Whenever Sting is exposed by Runner when installed, it does 1 Net damage to Runner.
@ Do 1 Net damage and end the run.
On a **bomb**, any duplicated or repeated subroutine has no effect.
"When you get to know Sting, YOU sing with pain."
Illus. Erik Lewis



Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 055 – Uncommon

Virtual Cop

6

Ice-Sentry-Killer-Cybersoft-Sleepy
 Runner must pay [1], in addition to any other costs, to break each subroutine on Virtual Cop.
 @ Trash a **program** and end the run.
 If Runner has used a **noisy icebreaker** during this run, the cost to rez Virtual Cop is reduced by [5].
 To trash one of your **cybersoft** cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.

Illus. John Sledd
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 056 – Common

Hyena

7

Ice-Sentry-AP-Black Ice-Zombie
 During a run on this fort, whenever a **program** or a piece of rezzed **ice** is trashed, put a Cadaver counter on Hyena. For each Cadaver counter on Hyena, Hyena gets +1 strength and has one additional subroutine "@ Do 1 brain damage." before all other subroutines.
 @ End the run.
 "And it laughs after each encounter!"

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 057 – Uncommon

Hydra

10

Ice-Sentry-AP-Sword-Killer
 At the start of each encounter with Hydra, you may pay [1] to put a Head counter on it. For each Head counter on Hydra, Hydra gets +1 strength and has one additional subroutine "@ Do 1 Net damage." before all other subroutines, and for every two Head counters on Hydra, Hydra has one additional subroutine "@ Trash a **program** or up to two **daemons**, and end the run." after all other subroutines.
 "We've learned from LERNE."

Illus. Mattias Mirberg
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 058 – Rare

Data Spirit

11

Ice-Sentry-Spirit-Killer
 At the start of an encounter with Dark Spirit, you may pay two times [X] to give it +X strength until end of encounter. X cannot be greater than 3.
 @ Gain an action at the start of your next turn.
 @ Trash up to two **programs** and end the run.
 On a **spirit**, any duplicated or repeated subroutine has no effect. After each encounter with a **spirit**, put a +1 strength counter on it for every two rezzed **sysops** in that fort.

Illus. Laurent Antonini
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 059 – Uncommon

Poly-M

8

Ice-Sentry-Spirit
 Runner must pay [1] in addition to any other costs, to break each subroutine on Poly-M. Poly-M has X additional subroutines "@ End the run." after all other subroutines, where X is half the strength Poly-M had at the start of the run, rounded down.
 @ End the run.
 On a **spirit**, any duplicated or repeated subroutine has no effect. After each encounter with a **spirit**, put a +1 strength counter on it for every two rezzed **sysops** in that fort.

Illus. Laurent Antonini
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 060 – Common

Bug Carrier

1

Ice-Sentry
 @ You may pay [1] to put a Weakness counter on an **icebreaker** used during this run.
 @ You may pay [1] to put a Weakness counter on an **icebreaker** used during this run.
 Each Weakness counter on an **icebreaker** gives -1 strength to it.

Illus. Xpedition
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 061 – Uncommon

Data Protector

5

Ice-Sentry-Spirit-Sleepy
 @ Runner cannot steal nor trash any card installed or stored in that fort until end of run.
 If Runner has used a **noisy icebreaker** during this run, the cost to rez Data Protector is reduced by [5].
 On a **spirit**, any duplicated or repeated subroutine has no effect. After each encounter with a **spirit**, put a +1 strength counter on it for every two rezzed **sysops** in that fort.

Illus. Linus Jonkman-Persson
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 062 – Rare

AI Code

9

Program-Icebreaker-Cyberworld-1 MU
 [1]: Break ice subroutine.

Ice-Sentry-AI-Cyberworld
 @ For the remainder of the run, all ice have their rez cost halved, rounded down.
 At the end of a run on this fort, AI Code is considered to have been accessed.
 During its turn, when the Corp tags or traces Runner successfully, it may bring into HQ a Runner's installed **cyberworld** and consider it a Corp card. When Runner accesses a **cyberworld**, Runner may bring it into his or her hand and consider it a Runner card. A trashed **cyberworld** goes into its original owner's discard pile.

Illus. Zed
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 063 – Common

Brain Devourer

10

Ice-Sentry-AP-Black Ice-Firestarter-Cybersoft
 X is half the number of tags Runner has at the start of the encounter with Brain Devourer, rounded down.
 @ Do 1 brain damage.
 @ Do 1 meat damage. That damage cannot be prevented.
 @ Trash X pieces of **hardware**, do 2 brain damage, and end the run.
 To trash one of your **cybersoft** cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.

Illus. Marius Budu
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 064 – Uncommon

All for Defense

Operation-Black Ops
When you play All for Defense, remove it from the game instead of discarding it. Do not play All for Defense as an action; instead, play it during Runner's turn whenever you would rez a piece of ice. Remove from the game any number of rezzed cards and sum up their total combined original and printed rez costs; rez at no cost a piece of installed ice with a rez cost less than or equal to that total.

Illus. Redinard
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 065 – Common

Political Amnesty

Operation-Black Ops
You cannot play more than one Political Amnesty per turn. Remove X tags Runner has and gain [X]. X must be greater than 0 and less than 10.

"I don't care to let him go. Firstly, I have now enough power to achieve my plans. Secondly, I can pinpoint him again whenever I want."

Illus. Rowan Dodds
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 066 – Common

Special Forces Squad

Operation-Random
Play only if Runner is tagged. Roll a die and do up to X meat damage, where X is the number of tags Runner has minus the result of the die; if X is greater than 8, then X=8.

"They're a little wild, and not very accurate, but if we explain things right and give them precise instructions, they can become deadly."

Illus. Jim Brady
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 067 – Uncommon

Total Control of Police

Operation-Gray Ops
Play only if Runner is tagged. Give Runner a Control counter. As long as Runner has one or more Control counters, he or she cannot install any resource nor play any prep during each of his or her turns, unless he or she forgoes an action at the start of each of his or her turns. Runner may remove one control counter by taking two consecutive actions to pay [1].

"OK, we can be bribed, but so can the cops."

Illus. Tim Bradstreet
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 068 – Common

Personal Data

Operation-Gray ops
Play only if Runner has two or more tags. Give Runner a Personal counter. One or more Personal counters force Runner to play with his or her hand face up on the playing area. If Runner has no tag, he or she may spend an action to remove all Personal counters.

"Runners are connected aren't they? So they're open to spying."

Illus. Zed
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 069 – Rare

Timing Reset

Operation
Play only if your R&D contains at least seven cards. Draw up to two cards and search your R&D for up to five non-agenda cards of your choice and remove them from the game. Shuffle your R&D afterwards. Show these cards to Runner at the end of game.

"We're basing our project on probabilities."

Illus. Lushpix Fotosearch
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 070 – Common

Under Arrest

Operation-Gray Ops
Play only if Runner is tagged, or has installed more than two resources during his or her last turn. Forgo you next action, choose an installed non-hidden resource, and trash that resource. Then trash an installed copy of that resource, if any; repeat up to two times. For every two connections trashed in this way, gain [1].

"I want this Mantis definitely out of my way!"

Illus. Henri Reclulé
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 071 – Common

Bad Reputation

Operation-Gray Ops
Play only if Runner is tagged and if you have not played another Bad Reputation this turn. Give Runner a Gossip counter. Each Gossip counter increases all programs, resources, and hardware installation costs by [1], and all preps playing costs by [1]. If Runner has no tag, he or she may remove all Gossip counters by forgoing his or her next two actions.

"To maintain power, keep competition between gangs alive, and use gossip!"

Illus. Quellion
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 072 – Rare

Ice Mending Operator

Operation
All installed pieces of ice that have keywords different from their original and printed ones lose permanently their current keywords and get back their original and printed keywords; you may remove any number of counters from each installed piece of ice. Then choose up to three piece of installed ice and move each of them to the outermost position of any fort.

"What a shambolic structure. Fetch our operator. He will clean all that out. Well, I think so... IMO."

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 073 – **Uncommon**

Cyberspace Barrier

3

Operation
 Play only if Runner has two or more tags and if you have not played another Cyberspace Barrier this turn. Runner cannot run during his or her next turn, and Runner may remove up to one tag at no cost.
"Yes, yes, try to run... From us!"

Illus. unknown
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 074 – **Uncommon**

Software Attack

6

Operation-Virus
 Play only if Runner has three or more tags, and only if he or she has made one or more runs in the game. Put a -1 strength counter on all installed **icebreakers**. Then trash up to two non-cybersoft programs, or one **cybersoft program**, or up to two pieces of **hardware**. This trashing cannot be prevented.
"Runners have developped special programs recently, so we have developped special reprisal weapons."

Illus. DeadDreamer
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 075 – **Common**

Rigged Interest Rates

12

Operation-Transactions-Gray Ops
 Gain [17]. At the start of your next turn, gain [1].
"Rigged, rigged, you have such a way with words ! No, it's only that I know the future."

Illus. E.C.
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 076 – **Common**

Security Consultant

0

Operation-Double-Gray Ops
 Look at the top ten cards of your R&D and put them back where they were, in the same order; you may pay [1] to shuffle your R&D afterwards. Then draw up to two cards or gain [2].
 Playing a **double operation** costs two consecutive actions this turn instead of one.
"Wait and see. Above all, see... And plan."

Illus. Quellion
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 077 – **Common**

Forced Sacrifice

0

Operation-Double
 Choose up to two rezzed cards and trash them; if you trashed those cards successfully, sum up their total combined original and printed rez costs. You may rez at no cost a piece of installed **ice** of your choice that has an original and printed rez cost less than or equal to this total.
 Playing a **double operation** costs two consecutive actions this turn instead of one.

Illus. Radjip Chakraborty
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 078 – **Rare**

Arasaka's Will

2

Operation-Double
 Play only if you have at least one **agenda** stored in HQ and one **agenda** stored in R&D. Choose an **agenda** card from HQ, show it to Runner and put it on the side. Then search your R&D for an **agenda** card, show it to Runner, and store it into HQ. Shuffle the **agenda** on the side into your R&D afterwards.
 Playing a **double operation** costs two consecutive actions this turn instead of one.

Illus. Deaddreamer
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 079 – **Uncommon**

Back from the Grave

5

Operation-Double-Black Ops
 Choose up to two **zombie** or **black ice** cards from your Archives. Pay [2] for each non-**zombie** card you chose in this way. Install and rez those **ice**, at no cost, and put a number of -1 strength counters on it equal to X. If that **ice** is a **zombie**, then X=2; otherwise X=3.
 Playing a **double operation** costs two consecutive actions this turn instead of one.

Illus. Kallol Biswas
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 080 – **Rare**

Reboot

6

Operation-Double
 You may play only one Reboot per game. Shuffle your HQ and your Archives into your R&D and draw five cards. All your installed cards lose their keywords and revert to their original and printed keywords. Remove all counters on all your installed cards, cancel those cards if revealed but unrezzed, and rearrange them the way you want by moving each of them in any legal position in or on any legal data fort. When moving cards in this way, you cannot create any new data fort, nor move a card if it is the only one of a fort.
 Playing a **double operation** costs two consecutive actions this turn instead of one.

Illus. Joshua Clinton
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 081 – **Common**

Licence to Kill

8

Operation-Double-Black Ops
 Play only if Runner has three or more tags. Do 1 meat damage. Do 2 meat damage. Do 3 meat damage. Do 4 meat damage.
 Playing a **double operation** costs two consecutive actions this turn instead of one.
"With that, it's not a licence, it's an obligation."

Illus. Daniel Scott Gabriel Murray
v2.4
 Card created by Emmanuel ESTOURNET, 2000-2010