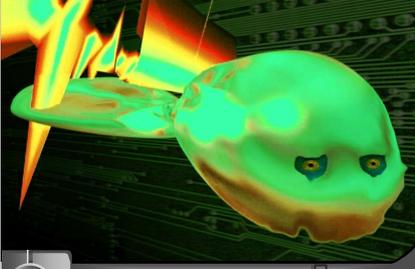


CyberTech 001 – Common

Scrounger

0



Program-Cybersoft-1 MU
Whenever a program or hardware card, with a name different from Scrounger, is trashed successfully by an ice subroutine, the Corp loses [1] and Runner gains [1].

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. Jehuty
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 002 – Rare

R&D Files Extraction

1



Program-Unique-1 MU
[X], [2], T: Instead of accessing cards from R&D, force the Corp to bring into HQ the top X cards from R&D. X must be 5 or less. If any of those cards are agendas, the Corp must show them to you and shuffle them back into R&D. Use this ability only when you are about to access cards from R&D.

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. Lushpix Fotosearch
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 003 – Common

Noise Swallower

2



Program-X MU
If no noisy programs are installed, then X=1; otherwise, X is the number of your installed noisy programs. If Noise Swallower leaves play, the Corp gives you a tag.

[1]: Choose one of your noisy icebreakers which is installed. For the remainder of the run, this icebreaker has no longer the keyword noisy. This prevents also the loss of bits on stealth cards. Use this ability only at the start of a run.

Illus. Racasoroph
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 004 – Uncommon

Code Control

4



Program-1 MU
[1], Suffer 1 Net damage, Suffer 1 brain damage: Unless the Corp pays [4], derez the piece of ice you are currently approaching, if rezzed, and the Corp cannot rez it for the remainder of that encounter. Use this ability only once per run and only just before the Corp decides whether to rez or not a piece of ice.

"You must choose: either dying from the Corp's ice, or burning yourself to death. For my part, I like to control my destiny."

Illus. M0lybdenum
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 005 – Rare

Robotech Auto-Jack

5



Program-Cybersoft-1 MU
As long as Robotech Auto-Jack is installed, Runner cannot jack out during runs, unless he or she uses Robotech Auto-Jack to do so.

Suffer 1 brain damage: Jack out. You may use this ability at any time during runs, even when a card effect is about to be processed.

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. mxAtone
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 006 – Rare

Nano-Compilers

6



Program-AI-Unique-2 MU
All other programs with an original and printed MU cost of 2 get -[2] installation cost, and cost 1 MU instead of 2 MU.

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.

"This NANO-program is MEGA-cool!"

Illus. Redinard
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 007 – Uncommon

Polymer

6



Upgrade-Sysop
All ice on this fort get +3 strength.

Program-Icebreaker-Stealth-Cyberworld-1 MU
[1]: break up to two subroutines on a single piece of ice.
[2]: +5 strength

Whenever you pay for using a subroutine on Polymer, you may only use bits from stealth sources.

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. Redinard
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 008 – Uncommon

Head or Tails

5



Program-Icebreaker-Random-2 MU
Ignore the effects of all counters on Head or Tails.

At the start of an encounter with a piece of ice, roll a die. On a 4 or more, X=0; otherwise X is the number shown on the die.

[X]: Break ice subroutine.
[X], [X]: +1 strength

Illus. Vida
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 009 – Common

Sacrificator

6



Program-Icebreaker-1 MU
Trash one of your installed cards: Break up to two subroutines on a single piece of ice.

Suffer 2 Net damage: +2 strength for the remainder of the run

"That's how I understand war: make others die for you."

Illus. Jarling
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 010 – Common

Life Gamble

8

Program-Icebreaker-1 MU
 Suffer 1 Net damage: Break up to two subroutines on a single piece of ice.
 Suffer 2 brain damage: +4 strength for the remainder of this run
"As long as I don't have to pay, I'm ok with suicide." –Rache Bartmoss

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 011 – Rare

Ice-to-Stone Transmuter

9

Program-Icebreaker-AI-1 MU
 Whenever you break all subroutines on a piece of non-wall ice with Ice-to-Stone Transmuter only and you pass that ice successfully, replace permanently the keywords code gate and sentry of that ice by the keyword wall. If that ice leaves play, it reverts to its original keywords.
 [4]: Break non-wall subroutine.
 [1]: Break all wall subroutines on a single piece of ice.
 [2]: +3 strength

Illus. Cristian Craciun
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 012 – Rare

Direct-to-Brain Interface

22

Program-Icebreaker-Cybersoft-Random-3 MU
 As long as Direct-to-Brain Interface is installed, all other cybernetics cards have no effect. If an installed Direct-to-Brain Interface is trashed, lose the game, even if other victory conditions are met. At the end of each of your turns, your hand size is reduced by 1, unless you pay [2].
 [0]: Break ice subroutine and roll a die. On a 3 or less, suffer that much brain damage that cannot be prevented.
 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. fmo
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 013 – Common

Chance Key

4

Program-Icebreaker-Random-1 MU
 At the start of an encounter with a piece of code gate, roll a die. On a 4 or more, X=0; otherwise X is the number shown on the die. If you rolled a 1 in this way, then roll a die again; on a 3 or less, trash Chance Key.
 [X]: Break code gate subroutine.
 [X]: +1 strength

Illus. DasGraFX
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 014 – Common

Tunnel Worm

6

Program-Icebreaker-Worm-1 MU
 Whenever you break all wall subroutines on a single piece of ice with Tunnel Worm only and you pass that ice successfully, pass automatically the next piece of ice you encounter, if any, during this run.
 [2]: Break up to two wall subroutines on a single piece of ice.
 [1]: +1 strength
"The question is now, how do I put the big monster behind me?"

Illus. DasGraFX
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 015 – Common

Necrophagus

5

Program-Icebreaker-Killer-1 MU
 [X]: Break up to two sentry subroutines on a single piece of ice. If that ice is a zombie, X=3; if that ice is a black ice, X=2; otherwise X=1.
 [3]: +1 strength
 Whenever you trash successfully a rezzed non-zombie sentry ice, put two +1 strength counters on Necrophagus.

Illus. Laurent Antonini
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 016 – Uncommon

Bug

2

Program-Virus-Random-1 MU
 Whenever you break all subroutines on a piece of rezzed ice and pass it successfully, put a Bug counter on that ice. At the start of an encounter with a piece of ice that has X Bug counters on it, the Corp must roll X dice and subtract X from each result. For each result of 0 or less, choose one subroutine on that piece of ice; that subroutine has no effect instead of its normal effect for the remainder of that encounter.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Illus. Zed
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 017 – Common

Link Multiplier

0

Program-Virus-2 MU
 Whenever you make a successful run, give the Corp an Evade counter. Each Evade counter after the first gives you +1 link during each trace attempt.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
"Cannot locate him, Sir. Our system seems totally blocked. The detectors show that he's not far, but we cannot reach him."

Illus. Continuum2
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 018 – Uncommon

Data Blocking Chain

1

Program-Virus-1 MU
 Whenever you make a successful run on a fort that has one or more unrezzed ice installed on it when the run started, give the Corp a Doze counter. Every two Doze counters force the Corp to pay [X], in addition to any other costs, to rez a piece of ice. If that ice is sleepy, X=2; otherwise X=1.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 019 – **Uncommon**

Chaos

3



Program-Virus-1 MU
Whenever you make a successful run on a central data fort, give the Corp a Chaos counter. For every two Chaos counters, all nodes and upgrades get +[1] rez cost.
The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
"This one is a perversion of a protection program called 'Arioch'. We just changed the target..."
Illus. unknown
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 020 – **Rare**

Paranoia

1



Program-Virus-1 MU
Whenever you make a successful run on HQ, give the Corp a Paranoia counter. Every two Paranoia counters force the Corp, during each one of its turns, to take one of its actions to install one or more cards, if possible.
The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
Illus. Lushpix Fotosearch
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 021 – **Rare**

Forecast Falsification

3



Program-Virus-1 MU
Whenever you make a successful run on R&D, give the Corp a FF counter.
A: Look at the top X cards of R&D and rearrange them in the order you want. X is half the number of FF counters, rounded down.
The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
"Does it really change things? You know, companies are so disorganized anyway..."
Illus. unknown
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 022 – **Common**

High Speed Memory

1



Hardware-Chip
[2], T: Double the strength of one of your installed icebreaker for that encounter. Use this ability only at the start of an encounter with a piece of ice.
"So you feed your ice with drugs, huh?"
Illus. Apanju
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 023 – **Uncommon**

Zetatech Uninstaller Pro

1



Hardware
A, [X]: Uninstall X installed non-cybersoft programs and bring them into your hand. Then install them back in any order you choose, one after the other, at no cost.
A, [2]: Uninstall an installed piece of non-cybernetics hardware and bring it into your hand. Then install a piece of hardware from your hand for half cost, rounded down.
Illus. Orionos
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 024 – **Rare**

Artificial Neurons System

3



Hardware-Cybernetics-Unique-Random
At the start of each of your turns, forgo your first action and roll a die. On a 1 or 2, suffer 1 brain damage. On a 3 or 4, make a run during which you cannot jack out. On a 5 or 6, install or draw a card.
[2]: Make a run, during which you may prevent up to 3 damage. Use this ability only during your turn and only once per turn. You may not use this ability during a run.
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.
"It is called a locked register."
Illus. Phillips James
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 025 – **Common**

Flight Dragster

3



Hardware-Vehicle
[1], Discard a card from your hand: Prevent up to 2 meat damage and remove a tag at no cost. Use this ability only during the Corp turn's, and only when you would suffer meat damage successfully.
"My bike is always near. Sometimes you have to get out quickly after a fort destruction."
Illus. Linus Joknman-Persson
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 026 – **Common**

Mobile Showroom

4

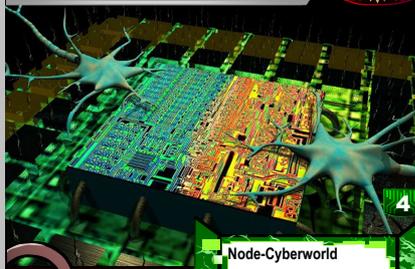


Hardware-Vehicle-Unique
Whenever you install another piece of hardware, gain [1]. When you install Mobile Showroom, put [1] from the bank on it. Use this bit only to pay for installing hardware cards. If you use this bit, replace it at the start of your next turn.
Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.
Illus. Greg Herle
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 027 – **Uncommon**

ZZ44 Neuro Chip

4



Node-Cyberworld
[3]: Install a card from HQ. Use this ability only during a run, and only once per run.
Hardware-Cyberworld-Chip
[3]: Install a card from your hand. Use this ability only during a run, and only once per run.
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. Academy of art College
v2.4
Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 028 – Rare

Lucidrine Adapter

5

Hardware-Cybernetics-Unique

[0]: For each [1] you would pay for using a subroutine on an **icebreaker**, you may instead either suffer 2 Net damage or suffer 1 brain damage. This damage cannot be prevented. Use this ability only when you are about to pay for using an **icebreaker** subroutine, and only once per encounter.

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. Jeremy Jarvis
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 029 – Uncommon

Robotech Data Eraser

5

Hardware-Chip

Whenever you attempt to trash a **cybersoft** card, you may treat that card as if it had not the keyword **cybersoft**.

Put [2] on Robotech Data Eraser when you install it. Use these bits only to pay for trashing Corp's cards. If you use any of these bits, replace them from the bank at the start of your next turn.

"Robotech made a lot of studies to adapt these cyber-programs. I hate to play catch-up in terms of high tech."

Illus. MoX
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 030 – Rare

Lucidrine Installer

6

Hardware-Chip-Cybernetics

[0]: For each [1] you would pay for installing a card, you may instead either suffer 2 Net damage or suffer 1 brain damage. This damage cannot be prevented. Use this ability only when you are about to pay for installing a card, and only once per turn.

"This gear simulates a bank account, and is connected to all great bank networks. The only problem is that these connections are so well protected that I cannot pass unharmed. But that's good enough."

Illus. Randis Albion
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 031 – Uncommon

Corolla Instant Accelerator

7

Hardware-Chip-Cybersoft

All programs get –[1] installation cost, and all pieces of hardware get –[2] installation cost.

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.

"Choose the CIA! When you belong to the right organization, everything's cheaper."

Illus. Fulgore
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 032 – Common

Robotech Interference S-Kit

3

Hardware-Deck-Cybersoft

If Robotech Interference S-Kit leaves play, the Corp gives you two tags, that cannot be avoided.

[1]: Show to the Corp the top card of your stack and remove it from the game: Avoid receiving a tag. Use this ability only once per turn.

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.

Only one deck can be in play at a time. Trash any older decks.

"Is the RISK risky?"

Illus. Donato Giancola
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 033 – Uncommon

Subroutine Analyzer

4

Hardware-Deck

Whenever you make a successful run, put an **Improve counter** on Subroutine Analyzer.

Improve counter, Improve counter, Improve counter, Improve counter: Put a +1 strength counter on each of your installed **icebreakers**.

Only one deck can be in play at a time. Trash any older decks.

"Lao Tseu said: concentrate, learn, and be stronger."

Illus. Tiziano Baracchi
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 034 – Uncommon

Robotech Auto-Binder

5

Hardware-Deck

[X]: Suffer 1 brain damage: If one of your installed programs has been trashed successfully by an **ice** subroutine during your current run, you may trash that piece of ice at the end of the encounter with that piece of ice. X is the strength of that piece of ice. Use this ability only during a run, and only at the end of an encounter with a piece of ice.

Only one deck can be in play at a time. Trash any older decks.

"I cannot stand dying without my foe doing the same."

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 035 – Rare

Holographic Analyzer

6

Hardware-Deck

Whenever you make a successful run, put a **Discovery counter** on Holographic Analyzer.

Discovery counter, Discovery counter, Discovery counter, Discovery counter: Gain [1] and an action.

Only one deck can be in play at a time. Trash any older decks.

Illus. Lorenzo Ravasco
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 036 – Uncommon

Good Deal with Chiba

0

Resource

1 agenda point: Gain [5] and draw two cards. Then discard a card from your hand. Use this ability only during your turn, and only once per turn.

1 agenda point: Remove Good Deal with Chiba from the game. Gain [8] and draw four cards. Then discard two cards from your hand.

If Good Deal with Chiba leaves play, forfeit your next agenda point.

Illus. Dragonkahn
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 037 — Common

High Speed Download

Resource-Unique
All BBS and position resources get $-[1]$ installation cost, and all BBS and position preps get $-[1]$ playing cost.

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.

"Now, I can get my Junk tool for free."

Illus. Peter Torok
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 038 — Uncommon

Toggle Points

Resource
A, A: Put a Refuge counter on Toggle Points.
A, [3]: Put a Refuge counter on Toggle Points.

Refuge counter: +1 link. Use this ability only during a trace attempt.

"It works exactly like a backup, but what it backs up is your icon."

Illus. Lushpix Fotosearch
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 039 — Uncommon

Mantis Private Network

Resource-Position-Unique
All connection resources get $-[1]$ installation cost.

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.

"Finally, that famous guy has allowed us to use his personal network."

Illus. Artemis Kolakis
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 040 — Uncommon

Media Talk

Resource-Unique
Whenever a black ops or gray ops card is played, scored, or used by the Corp, you may bring the top card of your stack into your hand.

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.

"I don't care for TV shows. What concerns me is the fact they offer you great opportunities as soon as you are well-known and you denounce somebody."

Illus. Krahl D'Opilarys
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 041 — Rare

Neural Conversion Lab

Resource-Connection
If you don't make a run as the last action of each of your turns, trash Neural Conversion Lab, suffer 3 meat damage and your hand size is reduced by 2.

[X]: Install a card from your hand. Use this ability only during your turn, only once per turn, and only if no other Neural Conversion Lab is installed. If the card to be installed is a cybernetics card then X=1; otherwise X=2.

Illus. BG / spworks
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 042 — Rare

Cops Help

Resource-Cyberworld-Connection
Avoid automatically up to one tag per turn.

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.

Node-Cyberworld-Black Ops
A, A, A: Do 1 meat damage. Do 2 meat damage. Do 3 meat damage. Do 4 meat damage. Use this ability only if Runner is tagged.

Illus. Francis Tsai
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 043 — Rare

Deal!

Resource-Cyberworld-Connection
A: If you made a successful run on the Archives this turn, gain [1] for every three non-operation cards in the face-up pile of the Archives.

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.

Node-Cyberworld-Black Ops
A: Gain [1] for every three non-prep cards in the trash. Use this ability only if Runner is tagged.

Illus. Lorenzo Ravasco
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 044 — Common

Illegal AI Call

Resource-Unique
[1], Suffer 1 Net damage: Draw a card. Use this ability only during your turn, and only once per turn.
[2], Suffer 2 Net damage: Draw up to two cards. Use this ability only once per turn.

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. S R Holcombe
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 045 — Common

Overt Fighting Area

Resource-BBS-Position-Unique
As long as Overt Fighting Area is installed, all stealth cards have no effect instead of their normal effect.

For every two installed noisy cards, gain [1] at the start of each of your turns.

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. Maxim Lysak
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 046 – **Uncommon**

The Rot Has Already Set In

3



Resource-Connection-Unique
 Install only if you have trashed successfully at least one **sysop** this turn. All **sysops** get $-[1]$ trash cost and $+[1]$ rez cost.

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.

"It has always been rotten anyway." "What are you talking about?" "The World, of course, with drugs."

Illus. Khang Le
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 047 – **Common**

Wall Street Business

4



Resource-Connection
A, Discard a card from your hand: Put $[4]$ from the bank on Wall Street Business. Use this ability only if you have at least four cards in hand, and only once per turn.

A, Trash your hand: Take all bits from Wall Street Business. Use this ability only if you have at least three cards in hand.

"Wanna play with skilled brokers? Pay!"

Illus. Aleksii Bricot
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 048 – **Rare**

To the Roots of the System

5



Resource-Base Link
[0]: Base link 3

[3] or trash two installed cards: $+1$ link

Use only one base link card for each trace attempt made against you.

"I use it with my special switchboard. With them I'm almost untraceable. Well... For a time anyway."

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 049 – **Uncommon**

Rude Palmist Men Jargon

6



Resource-Connection-Unique
 Whenever you take an action or play a **prep**, to draw one or two cards and gain $[1]$ or more bits from the same source at the same time, draw an additional card and gain an additional $[1]$.

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.

"Nobody understands hand-reading storytellers when they talk. But results of their brainstorming are good."

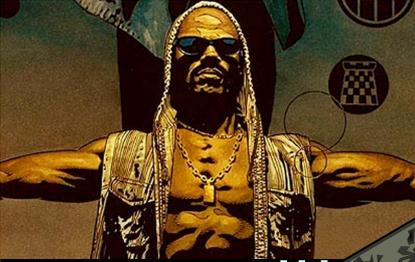
Illus. Mark Zug
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 050 – **Common**

Fame! Fame! Fame!

0



Resource-Hidden
T: Gain $[X]$. X is the number of tags you have if that number is less than 7; otherwise, $X=7$. Use this ability only during your turn, and only if no other Fame! Fame! Fame! has already been trashed in this way this turn.

Hidden resources are installed face down, but are put into the trash face up.

"To be pinpointed has not only drawbacks."

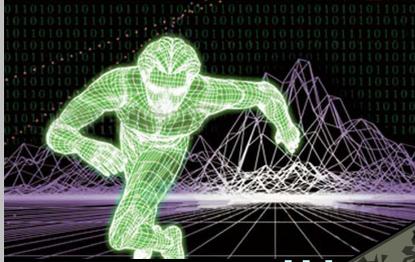
Illus. Tim Bradstreet
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 051 – **Common**

Optimized Withdrawal

0



Resource-Hidden-Random
T: Roll a die. On a 5 or 6, draw up to two cards and gain $[3]$. On a 3 or 4, draw a card and gain $[2]$. On a 1 or 2, draw a card and gain $[1]$. Use this ability only at the end of a run, and only if that run has been successful.

Hidden resources are installed face down, but are put into the trash face up.

"When I run, it's never for nothing."

Illus. Lushpix Fotosearch
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 052 – **Common**

Slot Hole

0



Resource-Hidden-Sabotage
[1], **T**: Prevent the Corp from installing a piece of **ice**, unless it pays $[3]$ in addition to any other costs, to install it. Use this ability only during the Corp's turn, and only when the Corp is about to install a piece of **ice**. Use this ability only if you have made at least two runs in the game. You may use only one Slot Hole for each **ice** the Corp wants to install.

Hidden resources are installed face down, but are put into the trash face up.

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 053 – **Common**

Memory Block

0



Resource-Hidden-Sabotage-Random
[1], **T**: At the start of an encounter with a piece of **ice**, the Corp must roll a die for each subroutine on that **ice**. On each result of 4 or less, that subroutine has no effect for the remainder of that encounter, instead of its normal effect. Use this ability only during a run, and only at the start of an encounter with a piece of **ice**.

Hidden resources are installed face down, but are put into the trash face up.

Illus. Dinesh Singh Thakur
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 054 – **Uncommon**

Ice Hunter

0



Resource-Hidden-Sabotage
[2], **T**: Trash, at no cost, any number of **ice** cards you are currently accessing. Use this ability only when accessing cards.

Hidden resources are installed face down, but are put into the trash face up.

"My mercenaries were too costly. Instead I hired some very skilled analysts."

Illus. Mark Sasso
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 055 – **Uncommon**

Paralyze



Resource-Hidden-Sabotage
 [2], T. Trash, at no cost, any number of operation cards you are currently accessing. Use this ability only when accessing cards.

Hidden resources are installed face down, but are put into the trash face up.

"As soon as I'm in the place, I keep them busy while you wipe out all short term projects."

Illus. Kardi
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 056 – **Rare**

Black Market Sale



Resource-Hidden-Connection-Sabotage
 [3], T. Remove from the game any number of non-agenda cards you are currently accessing, and the Corp gives you three tags, that cannot be avoided. Use this ability only when accessing cards, and only if no other Black Market Sale has already been trashed in this way during this run.

Hidden resources are installed face down, but are put into the trash face up.

Illus. Quellion
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 057 – **Common**

Forced Decision



Resource-Hidden-Connection
 [3], T. Force the Corp to draw four cards. Use this ability only at the end of a successful run, and only if no other Forced Decision has already been trashed in this way during this run.

Hidden resources are installed face down, but are put into the trash face up.

"I'm not forcing anybody. I'm just a consultant, but for the competitor."

Illus. Linda Bergkvist
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 058 – **Rare**

Indiscretion



Resource-Hidden-Connection
 [5], T. All agendas get +1 difficulty until end of turn. Use this ability at the start of the Corp's turn, and only if no other Indiscretion has already been trashed in this way this turn.

Hidden resources are installed face down, but are put into the trash face up.

"No question is indiscreet. Only answers are."

Illus. Lian
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 059 – **Common**

Cybersoft Uninstall



Prep
 You may trash one of your cybersoft cards; if that trashing is successful, gain [4] and suffer 1 Net damage. In addition, if you made a successful run on a data fort this turn, you may pay [2] to choose a cybersoft Corp card in or on that fort and force the Corp to uninstall it and to bring it into HQ.

"These new softs are sometimes real gems, but once you've installed them, they stick around, and removing them from the system can be dangerous."

Illus. Lushpix Fotosearch
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 060 – **Rare**

Everybody Fight Together



Prep
 Play Everybody Fight Together only as your second action in a turn. Make a run. During this run, the bit cost to use an ability on each hidden resource you trash to obtain its effect is reduced by [2]. Forgo your next action.

"With my friends, we can mole into anything when we connect simultaneously."

Illus. Masamune Shirow
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 061 – **Common**

Falsified Bank Investment



Prep-Random
 At the start of your next turn, roll a die. Gain that many bits minus [1].

"If you want to earn money with the FBI, you've got to be patient..."

Illus. Juan Gomez
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 062 – **Common**

Self-Confidence



Prep
 Make a run. If run is successful, draw up to two cards, or gain [2], or pay [1] to remove a tag.

"In fact, I'm not at ease. It's like when I drink brown beer: before drinking it, I'm perplexed, when I drink it, I'm worried, and after having drunk it, I'm sick."

Illus. Masamune Shirow
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 063 – **Common**

War Cry



Prep
 Make a run. For the remainder of the run, all your installed non-stealth icebreakers get +1 strength and the keyword noisy, and all your icebreakers that were noisy before playing that card get an additional +1 strength.

"A bit ostentatious, but efficient."

Illus. Alan Sherwood
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 064 – Rare

Confusion

1

Prep-Sabotage
 Make a run, during which you may not jack out. At the start of that run, you may swap the position of two pieces of installed ice, one of which having to be on this fort. This does not expose any concealed ice. At the end of that run, each of these two pieces of ice reverts to its original position if possible.

"At the beginning, I was dreaming of something that would swap whole forts, but that was a programming nightmare."

Illus. John Schires
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 065 – Uncommon

Emergency Deal

1

Prep
 Look at the top card of your stack; if that card is a program or hardware, show it to the Corp and bring it into your hand; otherwise trash that card. Repeat until you have brought a program or hardware card into your hand, or until your stack is exhausted.

"Whatever the cost, I'll get it!"

Illus. Sundermanly
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 066 – Common

Urgent Need for Cash

1

Prep
 Gain [6]. At the end of turn, lose [2] if you have them; otherwise forfeit the next [4] you gain.

"Why do you care about tomorrow if you succeed today?"

Illus. Santiago Iborra
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 067 – Common

Attack or Defense ?

2

Prep
 Play only if you made a successful run this turn. Choose one of your installed cards or one of the Corp installed and rezzed cards, that has one or more counters on it. Remove up to X counters from that card, or replace one counter on that card by two counters of the same type; if that card is one of your cards, X=2; otherwise X=1. If you choose a Corp card in this way, the Corp gives you a tag unless you pay [2].

"Attack, of course."

Illus. Kaana Moonshadow
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 068 – Rare

Deep Random Access

2

Prep
 Make a run on R&D. If run is successful, instead of accessing any number of cards from the top of R&D, choose a number between 2 and one less than the number of cards in R&D. Access the card from R&D with that rank, counting from top to bottom, and ignoring any effect that would allow you to access more than one card. You may then pay [4] to trash that card even if it cannot normally be trashed. If you put back that card into R&D, put it back at the same place.

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 069 – Uncommon

Feeblemind

3

Prep-Sabotage
 Choose a rezzed or revealed piece of ice on a data fort. Make a run on that fort, during which you may not jack out. That ice has 0 base strength for the remainder of that run, instead of its original and printed strength.

"Lesson one: how to fight a Colonel with a Wild Card."

Illus. Rick Demil
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 070 – Rare

Old Data Unearthed

3

Prep-Bad Publicity
 Make a run on the Archives. If run is successful, do not access cards; instead, give the Corp 1 Bad Publicity point for every two Gray Ops cards in the face-up pile unless it pays [2] to avoid receiving each Bad Publicity point that would be given in this way, and give the Corp 1 Bad Publicity point for each Black Ops card in the face-up pile. The Corp shuffles all these Black Ops and Gray Ops cards, if any, into R&D afterwards.

Illus. Anjin San
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 071 – Common

Short Mission

12

Prep
 Gain [17]. At the start of your next turn, gain [1].

"To earn more, I invest in new hacking systems. I use them to... work... then I sell my results to a competitor of the company I just hacked."

Illus. Janet Aulisio
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 072 – Rare

Kamikaze Attack

0

Prep-Double-Random
 Remove from the game the top X cards from your stack and make two runs. Until the end of the second run, the strength of all your installed icebreakers is increased by half of X, rounded down. Just before the end of each run, roll a die. On a 1 or 2, remove from the game one of your installed icebreakers used during any of those runs.

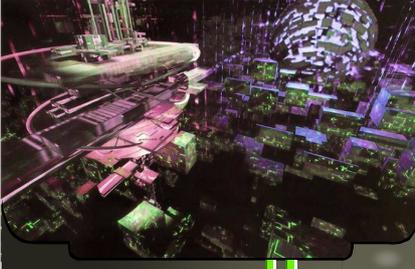
Playing a double prep costs two consecutive actions this turn instead of one.

Illus. Crushman
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 073 – Rare

O.S. Krasher



Prep-Double-Sabotage
 Make a run. If you access cards during that run, you may trash, at no cost, up to two cards you are currently accessing, including cybersoft cards, even if those cards cannot normally be trashed. Gain [2] at the end of that run if it has been successful.

Playing a double prep costs two consecutive actions this turn instead of one.

"I thought an OS would crash by itself..."

Illus. Darrel Anderson
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 074 – Common

Scout Attack



Prep-Double
 Make a run, during which you cannot jack out, and during which you cannot trash nor liberate any of the Corp's cards. For the remainder of that run, all damage done by the Corp is automatically prevented, and all tags are automatically avoided. If that run is successful, gain [1] and you may search your trash for a non-icebreaker program and install it at no cost.

Playing a double prep costs two consecutive actions this turn instead of one.

Illus. Richard Baxall
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 075 – Uncommon

Multi-Patch



Prep-Double
 Make a run, during which you cannot jack out, and during which you cannot trash any ice. All your icebreakers get +2 strength for the remainder of that run, and all your icebreakers with subroutines that contain the keyword code gate or wall or sentry get an additional +1 strength.

Playing a double prep costs two consecutive actions this turn instead of one.

"I don't like to waste time adjusting my breakers' strengths. I always work with temporary patches."
 –Max Forward

Illus. Allen Ocean
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 076 – Rare

Deep Concentration



Prep-Double-Sabotage
 Make a run, during which you cannot jack out. For the remainder of that run, you may ignore all subroutines that generate an "End the run" effect, on each piece of encountered ice with at least two original and printed subroutines. At the end of that run, suffer 3 Net damage, of which 1 cannot be prevented, and the Corp gives you three tags, of which 1 cannot be avoided.

Playing a double prep costs two consecutive actions this turn instead of one.

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 077 – Uncommon

Ice Doze



Prep-Double-Sabotage
 Make two runs, during which you cannot jack out. One of those runs must be on HQ, the other one on R&D. At the start of each of those runs, Runner may choose a piece of rezzed ice on the fort the run is made on, and ignore all subroutines of that ice for the remainder of that run.

Playing a double prep costs two consecutive actions this turn instead of one.

Illus. Larry Poulton
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 078 – Rare

The Spy Who Loved Me



Prep-Double-Sabotage
 Play only if you have at least one connection in play. Make a run, during which you cannot jack out. For the remainder of that run, each ice is encountered as if its strength were 3 instead of its current strength. At the end of run, trash an installed connection, or the Corp gives you three tags.

Playing a double prep costs two consecutive actions this turn instead of one.

"My redecorator has fallen in love..."

Illus. Juan Gimenez
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 079 – Uncommon

Utter Slaughter



Prep-Double-Sabotage
 Play only if you made a successful run on a data fort this turn. Trash all rezzed pieces of sentry ice on this fort.

Playing a double prep costs two consecutive actions this turn instead of one.

"NO mercy."

Illus. shoq
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 080 – Uncommon

Virtual Earthquake



Prep-Double-Sabotage
 Play only if you made a successful run on a data fort this turn. Trash all rezzed pieces of wall ice on this fort.

Playing a double prep costs two consecutive actions this turn instead of one.

"Jerusalem has always been a martyr town."

Illus. unknown
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010

CyberTech 081 – Uncommon

Weefle Picklock



Prep-Double-Sabotage
 Play only if you made a successful run on a data fort this turn. Trash all rezzed pieces of code gate ice on this fort.

Playing a double prep costs two consecutive actions this turn instead of one.

"So you've come back to haunt me? Take that, you nasty Corp."

Illus. Santiago Diaz
v2.4

Card created by Emmanuel ESTOURNET, 2000-2010