CYBERPUNK RED Netrunning FAQ v.1.22.1.13

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Section 1: Basic Information and Terms.

- **What is Netrunning?**
  Netrunning is the Role Ability of the Netrunner. It allows you to “hack” into Net Architectures and change them.
  Putting points into the Role Ability makes it easier for you to achieve required DVs while Netrunning and allows for more to be done in a single round.

- **What's the goal of a Netrun?**
  The goal of a Netrun can be to extract information, open doors or take over automated turrets. The final goal is to leave a Virus at the lowest floor that allows you to leave permanent changes (Corebook, p.200, sidebar). These can be reverted by an enemy Netrunner if noticed.

- **What is a Cyberdeck/Cybermodem?**
  A Cyberdeck is a specialized piece of equipment used to access Net Architectures via a Neural Link & an Interface Plug. They come with "slots" that determine the amount of programs and hardware upgrades the Cyberdeck can accommodate. The number of slots varies based on the quality of the Cyberdeck.
  A Cybermodem is the actual hardware/firmware inside the Cyberdeck that translates the signals between the Net Architecture and Neural Link. In common parlance, a Cyberdeck and a Cybermodem are interchangeable terms for the same thing.

- **What is a Net Architecture?**
  A Net Architecture is what the Netrunner accesses in order to use their Interface ability to manipulate the environment. More specifically, a Net Architecture is an abstract representation of a Local Area Network (LAN) and its Server(s). When performing a Netrun, you are intruding into a secure LAN in order to access information and/or hardware attached to it. In Cyberpunk RED, a Net Architecture is represented as a series of “rooms” or “floors” that are accessed sequentially, each one having some type of “encounter” (Corebook, p.209).
  The DLC “Single Shot Pack” contains some examples for pregenerated Net architectures. They are often a lot shorter than generating one by the core rule book and also seem to incorporate costs a lot better.

- **What is the CitiNet?**
  A CitiNet is a Metropolitan Area Network (MAN). It looks, feels, and functions rather much like the IRL World Wide Web. The various MANs across the world share information with each other, but with much, much higher latency due to the extensive air gapping and widely distributed networks. In practice, most client-side users would not notice much, if any, delay in service from MAN to MAN. High-bandwidth users, such as

AI and MMORPG gamers, would be acutely aware of the lag as their signal drops out several dozen times a second and data packets get lost in transit, making them unable to function properly. This is why Elflines Online players are limited to CitiNet Servers (sorry, a Night City Elf can't raid with their friend from St. Petersburg) (Corebook, p.241).

- **What can a Netrunner run?**
  A Netrunner can make a netrun against a Net Architecture, and only Net Architectures. Due to the practice of air gapping and heavily distributed networks, netrunning against Metropolitan Area Networks (CitiNets) or larger networks is not supported rules or lore wise. Additionally, NanoNetworks, Body Area Networks, and Near-me Area Networks (such as your Cyberware and Agent) are too "small" to contain a Net Architecture, and therefore cannot be accessed via a netrun (Corebook, p.209, sidebar).

- **What is a (Net) Access Point?**
  An Access Point is a Place where the Net Architecture interacts with realspace. Anything you hook up to your Net (Camera, Coffee Machine, Turret) is a potential entry point for a Netrunner. (Corebook, p.199)

- **How/Where can a Netrunner access a NET?**
  A netrunner can access a Net Architecture through an Access Point, which is typically discoverable through the Netrunner's Interface Ability: SCAN. An Access Point is where a Net Architecture interacts with the world; in essence, anything that is connected to a Control Node is a potential Access Point (as per RTG-CPR-CoreBookFAQv1.3.pdf., p.8). It is analogous to a Wi-Fi / Ethernet port and functions the same way. A Netrunner can interact with an Access Point by connecting to it wirelessly.

Section 2: Net Architectures

- **Why should I implement NET Architectures?**
  Net Architectures are used whenever someone needs something automated or accessible. If one of your players wants his own autonomous Spider Walking Drone (Corebook, p.213), they need their own Net Architecture to run a Demon on. Net Architectures are the backbone of an automated security system, so they are valuable to players as well.

- **What can a normal person do with a NET architecture?**
  Non-Netrunners can not Netrun. The Interface roll ability is a requirement for navigating a Net Architecture. Non-netrunners can interact with a computer network via a Terminal (a computer hooked to the LAN) using Electronics/Security Tech and/or Cryptography as appropriate. As a general rule, five minutes would be needed to attempt something, like cracking a password or commandeering a turret.

- **How do Net branches work?**
  Net branches are splitting parts of an architecture, ideally used to separate nodes from

each other. Maybe there is a “Security” and a “Home Automation” branch. There always has to be one longest branch (most nodes) where a Netrunner can leave a Virus. (Corebook, p.210) The bottom of a Net Architecture is sometimes referred to as the ROOT. Mechanically, when an Architecture branches, the Netrunner can proceed down one branch without interacting with the other, but if the Netrunner wants to move to the second branch, they would need to start at the top of the new branch or the lowest point they got to (because no floor can be skipped).

Section 3: Net Combat

- **How is Initiative determined in Net Combat?**
  Once combats are started, the Netrunner would roll Initiative as REF+1d10+modifiers as normal to establish their place in the Turn queue. Once the Netrunner enters a floor occupied by **Black ICE,** an opposed roll (henceforth referred to as a SPEED test due to the use of SPEED modifiers) is used to determine if the Netrunner avoids the "attack of opportunity" by the Black ICE. If the Netrunner wins the SPEED test (Interface+SPEED+1d10), then the effect is avoided and the Black ICE moves to the top of the Turn queue that was established at the beginning of combat. If the Netrunner fails the SPEED test, then the effect written in the description of the Black ICE is applied and the Black ICE moves to the top of the Turn queue that was established at the beginning of combat (Corebook p.205). The most recently encountered Black ICE will always go to the top of the Turn queue.
  Demons automatically enter the at the top of Turn queue once activated (see *What Triggers A Demon*, below).
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- **Netrunner vs. Netrunner:**
  Netrunners can combat other netrunners within a Net Architecture in the same way that they can combat Black Ice and Demons. This usually presents as a Netrunner vs. a SysOp during a gig. The Netrunners would roll Initiative as normal to determine their order of the Turn queue (REF+1d10+modifiers), Attack with Attack programs, and Defend with Defensive programs. The Netrunners use their Cyberdecks in Netrunner vs. Netrunner combat.

- **Can a SysOp use the assets of a Net Architecture they control?**
  No, the SysOp can only use their Cyberdecks, and they cannot command Demons or Black Ice directly. (“*The GM plays all Black ICE Turns.”* Corebook, p.205) While SysOps can not “take control” of Black Ice in their Net Architecture, they can use Control Nodes, force a Net Architecture to “reset”, and/or “reprogram” the behavior of Demons via their ROOT access (same process as dropping a Virus, Corebook, p.200). SysOps also have the home field advantage in Net Combat because they will be able to move through Password locks just like Demons (Corebook, p.212), and they won’t be targeted by the Black Ice or Demons within their Architecture (see *Does your own ICE attack you?* below). This is the advantage of being a legitimate, authenticated user as opposed to a black-hat infiltrator.

- **Does your own ICE attack you?**
  No, Unless otherwise indicated Ice does not attack its own system, which in this case would be the Cyberdeck it is installed in and its User Interface (that's your brain, choom). It would defeat the purpose if your attack programs attacked you, so if this happens (and you survive) it's probably time to have a chat with the dude you bought them from….

- **Can Critical Injuries happen on Netruns?**
  As per third printing on p.204 (or RTG-CPR-CoreBookErrattav1.25.pdf) *Brain damage is applied directly to HP and is not affected by worn or implanted armor. It cannot cause a Critical Injury.*

Section 4: Demons

- **What triggers a Demon?**
  A Demon is triggered when either it detects an intruder with its cameras or when a Netrunner enters the Architecture. Demons have the basic programming of “1. Control these nodes, 2. If not in control of these nodes then gain control, 3. defend self”. Therefore, attacking a Demon or taking control of a Node will “aggro” it. Since the Control command can only be used once per turn per Control Node, a Demon would use it’s first actions doing that unless being attacked, and use Zap on all other turns (Corebook, p.212).

- **Does a Netrunner know about a Demon?**
  Not unless they encounter it, gain ROOT access to a Net Architecture, or enter a system they previously Virused and that Virus was programmed to provide a full map of the Net Architecture.

- **Can a Netrunner damage a Demon?**
  A Demon is a program with a REZ value. As such it is susceptible to Anti-Program attacks and is classified as Black ICE for purposes of determining susceptibility to damage (Corebook, p.212).

- **Can a Demon trigger an alarm or raise a security alert**?
  The rules are unclear. While a Demon is instantly aware of a Net Architecture intrusion or when it detects intruders on a surveillance camera, rules-as-written indicate that any method of raising an alarm would need to be tied to a Control Node for the Demon to interact with.

Section 5: Miscellaneous Hacking

- **What can a Netrunner do to an Agent?**
  Netrunners cannot access Agents or Cyberware or your Smart Toaster with their Interface skill because they do not have a Net Architecture to interact with. These things

are interacted with by using the Electronics/Security or Cybertech skill, as appropriate (as per RTG-CPR-CoreBookFAQv1.3.pdf., p.8-9).

- **Can a Netrunner hack cyberware?**
  No. See above.