



NETARCH

**CYBERPUNK RED + NETRUNNER
RULE SUPPLEMENT**

Rig cards. Prepared routes.
Physical consequences.

PLAYTEST 0.9 / ONE NETRUNNER PROTAGONIST AND A GM



Use RED for the character, physical scene, equipment, cyberware, advancement, and consequences. Use Netrunner cards for the rig and all playable NET defenses, Programs, Resources, and Scripts. NETARCH supplies the amendments needed to use them together. Keep the original card text at the table.

1. RULE AMENDMENTS

- ▶ **Interface Buffer (IB)** replaces card-game credits in the NET: 1 credit = 1 IB. RED eurobucks remain purchase money.
- ▶ **Rig Resources** are virtual only.

TTRPG	TCG
Character sheet, Interface rank for NET Action allowance, physical rounds, injury, cyberware, and owned gear.	Prebuilt rig, card abilities, servers, routes, ICE encounters, and access.
Installed Programs require one NET Action to rez before use. Hardware is online by default.	Prepared ICE is active without paying its printed rez cost. Card text supplies strength, subtype, subroutines, and paid abilities.

NETARCH conversions govern overlaps; otherwise use the source rule for the action being resolved. Old RED Interface actions and RED NET Architecture contents do not appear in this format. If a card lacks a target or zone, write an overlay before play.

2. ARCHITECTURE AND DEFENDER

An AP can lead to an open node, a static Architecture, an automated host, live Netrunners, or any combination. The GM prepares routes, ICE, roots, traps, and objectives. An open route needs no defender or IB. Give an unattended system a per-round IB budget and written priorities only if its card abilities spend IB. Live defenders use their own IB pools and RED turns.

▶ THE GM AS CORP

Corp mechanic	In a NET Architecture
HQ, R&D, mandatory draw, and installs from hand	Nodes, ICE, and roots are prepared before entry. The Corp starts with a preselected HQ of playable cards. There are no decks, draws, or new installs during the intrusion.
Corp clicks and turn	Present defenders take RED NET Actions. Corp defenses do not get clicks. Infiltrated systems have an assigned IB budget per turn.
Credits and rezzing	Prepared ICE is active without an IB payment. Programs need a NET Action to rez; Hardware is online by default. Paid card abilities spend IB.
Servers and agendas	Named routes lead to prepared roots; RED objectives replace agenda points.

An unattended system's IB budget refreshes each RED round, does not carry over, and grants no NET Actions. A present defender controls assigned paid defenses using their own IB pool and can play a legal HQ card for its IB cost and one NET Action. A static host can use an HQ card only through a prepared trigger written into the Architecture.

3. RIG AND PERSONAL ARCHITECTURE

Rig area	Rule
Console	Use any Red cyberdeck or any TCG console. Cyberdeck slots can either be filled with an MU or a Hardware Slot (HS) unless specific rulings apply (Like a Kestral II only supporting software, it's slots must be MU slots). While Cyberdecks are hardware limited by these slot mechanics, Consoles support as much hardware as you can purchase.
Programs	TCG Programs use their printed MU, or 1 MU if omitted. Each installed Program is inactive until rezzed with one NET Action; rezzing costs no IB.
Hardware	Deck components use their RED slot count to determine how many HS they occupy. It is up to you and your GM determine TCG hardware slot counts; a good rule of thumb would be to halve the TCG play cost, rounding up. This rule set does not intend to include TCG hardware like vehicles that aren't related to netrunning. Hardware is online by default.
Resources	Virtual assets only. Events should be reskinned as Scripts. Resources use no MU or HS, and keep their play cost.
Scripts	The runner's installed Scripts form their Grip. They use no MU or HS. Browse the entire Script library freely; execute any legal Script for its printed IB cost and one NET Action. Each copy is one use.

For RED cyberdecks, MU + HS cannot exceed deck slots. TCG consoles use their TCG memory rules and impose no HS limit on netrunning hardware. RED cyberdecks, deck components, and cyberware are acquired in eb. TCG Resources pay their play cost in IB when brought online. Used Scripts are destroyed and removed from play. Refitting follows RED rules.

► NEUROPORT DEFENSES

Every Neuroport includes a **Root node** with no free ICE or additional floors. Each Self-ICE enhancement provides **one ICE position** on an incoming approach. Buy the TCG ICE occupying it separately. Obey Neuroport option-slot and cyberware limits. One card cannot occupy both a cyberdeck slot and a personal Architecture position.

Personal ICE purchase	eb
Self-ICE enhancement; ICE bought separately	500 per position
TCG ICE: printed rez cost 0-2 / 3-5 / 6-10 / 11+	100 / 500 / 1,000 / 5,000 each

Added personal floor	Price in eb	Cumulative floor cost	Humanity Loss
Root	Included	0	0
First	2,000	2,000	0
Second	5,000	7,000	1d6, or 4 at character creation
Third and each later	10,000	17,000 after third; +10,000 thereafter	1d6 each, or 4 each at character creation

ICE positions can guard the Root without added floors. An unattended personal Architecture with paid abilities defaults to **5 IB per RED round**; an active defender uses their own pool. TCG purchases can follow house rules, but here is a recommended cost conversion: printed rez cost 0-2 / 3-5 / 6-10 / 11+ → 100 / 500 / 1,000 / 5,000eb each. Floor prices and Humanity Loss are house rules.

► IB AND ACTIONS

A runner or active defender begins a connection with **5 IB**, **cap 10**, and restores **1 IB at the start of their NET turn**. A static host instead uses its assigned per-round budget.

TCG instruction	Conversion
Pay or gain X credits	Spend or restore X IB, up to the applicable cap.
Spend one click	Spend one RED NET Action. Multiple clicks require that many NET Actions.
Basic click to gain one credit	One NET Action restores one IB.
Draw N cards	Restore N IB. No card enters the Grip or HQ.

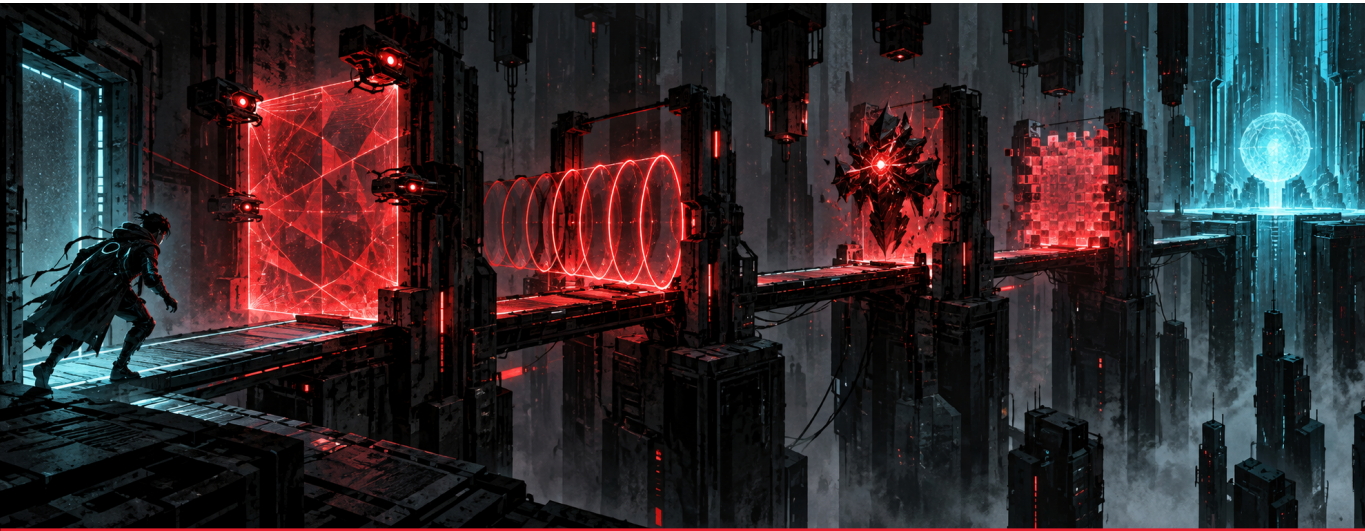


RIG CONFIGURATION / SCRIPTS SELECTED FROM THE FULL INSTALLED LIBRARY

4. RUN A ROUTE

Step	Procedure
Approach	Announce a connected root. Spend one NET Action for each ICE position approached. An empty route reaches its root with that action.
Reveal	The ICE in a prepared position is active and revealed on approach unless a card effect exposed it earlier. No rez payment or RED ICE check occurs.
Encounter	Resolve the card's subtype, strength, paid breaker abilities, and unbroken subroutines in order. Only paid abilities spend IB.
Continue	Pass to the next ICE, abort the route while connected, or follow an effect that ends the route. Physical disconnection still has RED consequences.
Access	After the last ICE, spend one NET Action to access a defended root and resolve on-access text, traps, and the written RED objective. An empty route already reached by its approach action needs no second action.

The RED physical round continues during the run. Routes and installed positions are visible; ICE identity is hidden until revealed. Resolve each encounter within its approach action. ICE has no RED SPD, PER, ATK, DEF, or REZ; its card text is the complete encounter.



A PREPARED ROUTE / DEFENDED POSITIONS LEAD TO THE ROOT

5. CARD TERMS AND MISSING ZONES

TCG term or effect	At this table
Net damage / meat damage / core damage	Each printed point becomes 1d6 direct HP / 1d6 physical HP / 1d6 direct HP and -1 maximum IB for this connection , respectively.
Grip / HQ	The runner's Grip is their full installed Script library. The Corp's HQ is a preselected set of playable cards. Browse these zones freely; nothing is drawn into them.
Stack / R&D; search or mill	There are no decks. An effect must name an installed or prepared target in an overlay or is unavailable.
Trash / discard	Destroy the affected item and remove it from play; free its slot. Excess discards have no extra effect. Explicit protection effects may apply.
Heap / Archives	This format does not have an Archive, when any item would be sent to the Archive it is instead destroyed and removed from play.
Host / set aside / removed	Name a digital host and loss condition; set-aside cards are inactive; removed items are unavailable for this job unless a card restores them.
Agendas / advancement	Use a written RED objective with access, progress, deadline, and consequence; no agenda-point victory.
Scripts (TCG events) / operations	Install or preselect each copy before the intrusion. Run a legal card from Grip or HQ for its printed IB cost and one NET Action, then destroy it. Physical equipment still uses RED acquisition.

CARD APPROVAL LINE

CARD APPROVAL LINE

Card / node or rig position · controller · legal target · MU or HS · paid IB abilities · trigger and priority · damage and destruction · unavailable zone text. Record only applicable fields before play.

SOURCE CARDS AND RULES

Use TCG cards beside this gap-fill sheet and the RED character sheet. See the [Cyberpunk RED cyberware and gear references](#) and Null Signal's [Netrunner rules](#) and [card products](#). Print representations of converted RED gear may sit beside TCG cards.