



Writing and Design by James Hutt • **Line Development by** Mike Pondsmith

Editing by J Gray • **Art Direction by** Jaye Kovach

Business Management by Lisa Pondsmith • **Layout** by J Gray

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MIDNIGHT WITH THE UPLOAD

Their four eyes lock onto you, scanning for something, finding a paying customer.

What do you need? Are you buying for a friend? Yourself? Some friend you are. Now buy something nice and expensive. I hear death by Giant happens so fast your brain gets to experience multiple before you lose higher functioning, and a couple more before your body can compute. Consider buying a Kirama A.D. to protect yourself. Or not. It would be one hell of a way to go.

The Upload loses themselves, their organic eyes glassing while their cybereyes continue to track your movement.

I'll pay good for combat recorder snuff. Keep it in mind. You could make some good money, earn yourself something to take home. Buy something. Buy something to make yourself sharper. I've got Hardware if you are a builder, could be the edge you are looking for. I've got an old catalog lying around. Flip through it. Circled ones are still available.

You a gambler? Was a great fight last night. Maybe you were working. Wednesdays at the Totentanz. Opened up a sprinkler, made them fight in the rain, real cinematic. Found something you're interested in? Oh? I had you wrong from the jack in, you are a real netfreak. You have taste. I happen to have one left, and I'm glad it's going to a good home. Just show me the eurobucks and we'll be solid.

The Upload counts the money, checking each bill with teleoptics.

This is some filthy paper. I can see the previous owner and their habits. I'm taking it they didn't survive? Gave them the ol' your money or your life — I'm sorry, I watch too many old vids. You're in luck, I accept crime scene bucks at this establishment. You gotta spend more than this, though. These Midnight Markets don't happen that often. This isn't just destination shopping, this is a goddamn arms race. You gotta spend more than this, choom. Look around, you left safe behind a long time ago. Somebody here's gonna buy this if you don't, and they're gonna fry you with it. Oh, you weren't done. My mistake. Let me offer some personal suggestions.

With a third cyberarm rising from beneath the collar of their jacket, they pass you a small binder of magazine clippings, splaying it in front of you and pressing the plastic pages flat with their cyberfingers.

Ever heard of Brainware Blowout? Stopped printing it before you were born, choom. But the warez are legendary. And they live on.

We got new names of course. Wizard's Book is now Warlock's Book. It's not just a program anymore, it's a platform for a whole new style of running. Same with Green Knight — It's Verdant Knight now. SGI Technologies are real freaks, it's almost like they work entirely for our little secondary market. They work with my ass for god's sake.

Do they even have real Corporate clients anymore — what suit would buy anything they make for sysadmin work? I can sell you a fully kitted Kerberos for 2.5 — that's three Hellhounds in three seconds, and you'll have plenty of room for hardware. I'd get a KRASH Barrier on there, and insulate the wiring, but you don't need me for that. That's a side deck of course — you jack out and swap when the admin logs on, and then it's the gunfight at the O.K. Corral — BLAM! BLAM! BLAM! - jack out and swap back to your daily driver. Consider the recorder if you buy — it'll pay for itself.

Enough shop talk. What can I do for you?

BE CAREFUL IF YOU BUY FROM THE UPLOAD, CHOOMBA. I HEAR ALL KINDS OF BUZZ ABOUT THEM. SOME 'RUNNERS SAY THEY'RE A CULTIST, WORSHIPPING THE R.A.B.I.D.S.

OTHERS SAY THEY'RE AN UNDERCOVER NETWATCH AGENT.

I DON'T KNOW WHAT THEY DO WITH THOSE FLATLINE RECORDINGS. I DON'T WANT TO KNOW.

THEY'VE MAXED OUT THEIR CREEPY STAT.

— REDEYE

NEW CYBERDECKS

► KIRAMA ADVANCED DECK

Cost: 500eb (Expensive)

Kirama's premier offering. To go further than this, a Netrunner must find a custom build, or try another brand.

Cyberdeck with 5 slots to install either Programs or Hardware. Any unsafe Jack Out is considered instead to be a safe Jack Out.

► KIRAMA ENTRY DECK

Cost: 100eb (Premium)

Considered by many to be the safest bet on a low budget, and by others to be a trap which many novice Netrunners never grow out of.

Cyberdeck with 5 slots that can only install Programs. Only one Attacker, Defender, Booster, and Black ICE Program each may be installed. Any unsafe Jack Out is considered instead to be a safe Jack Out.

► KIRAMA TRAINING DECK

Cost: 20eb (Everyday)

Every Netrunner's first Cyberdeck, but an unfortunate number's last Cyberdeck too.

Cyberdeck with 5 slots that can only install Programs. While using this Cyberdeck, you must be within 2 m/yds of an access point to Jack In to a NET Architecture, and must remain within that distance to maintain connection. Additionally, whenever you would take damage directly to your brain when using this Cyberdeck, you take double that damage directly to your brain instead.

► MICROTECH ASSAULT

Cost: 500eb (Expensive)

If you can live within the stringent build restrictions of a Microtech Assault, then it's a paradise, not a prison.

Cyberdeck with 4 slots that can only install Programs and 5 slots that can only install Hardware. Only Black ICE can be installed in the Cyberdeck's Program slots.

► MICROTECH SCOUT

Cost: 500eb (Expensive)

Popular as a side-deck. Makes a great gift for the Netrunner who has everything. Everybody can find a use for another Microtech Scout.

Cyberdeck with 5 slots to install either Programs or Hardware. Immediately after you Jack In, you can use the Pathfinder Interface Ability once without a NET Action.

► MICROTECH WARRIOR

Cost: 1,000eb (Very Expensive)

A hyper aggressive Cyberdeck that's all about going straight for the kill and jacking out.

Cyberdeck with 7 slots that can only install Programs. Immediately after you Jack In, you can activate an Armor Program installed on your Cyberdeck without a NET Action.

► RAVEN MICROCYB HUMMINGBIRD

Cost: 1,000eb (Very Expensive)

When you want to rely solely on your abilities, Raven Microcybernetics has you covered.

Cyberdeck with 2 slots that can only install Hardware. While using this Cyberdeck, you have one additional NET Action every turn.

► RAVEN MICROSYB KESTREL 2

Cost: 1,000eb (Very Expensive)

The Kestrel 2 is one of Raven Microcybernetics's best selling products, probably because Netrunners love to go **fast**.

BODYWEIGHT SUITS & CYBERARM DECKS

All the new Cyberdecks in **Midnight with the Upload** can be installed normally in a Bodyweight Suit or in a Cyberarm.

Any additional slots gained can still be used but are subject to the same restrictions as the Cyberdeck regarding Programs.

For example, if you have a SGI Technologies Warlock's Book installed in your Cyberarm, the extra slot acquired can only be used for Hardware or for Booster and Defender Programs.

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Cyberdeck with 7 slots that can only install Programs. Immediately after you Jack In, you can activate up to 2 Speedy Gonzalves Programs Installed on your Cyberdeck without a NET Action.

► RAVEN MICROCYB PHOENIX

Cost: 1,000eb (Very Expensive)

Yes, you could buy a top of the line custom Cyberdeck for the same price, but just think of all the money you'll save not replacing those expensive Black ICE programs when they get Asp'd.

Cyberdeck with 6 slots to install either Programs or Hardware. Whenever you safely Jack Out, any Programs that were destroyed in your cyber'deck during the netrun are restored to full working order.

► SGI TECHNOLOGIES KERBEROS

Cost: 1,000eb (Very Expensive)

Raw power in Cyberdeck form. Drag your enemies down to hell!

Cyberdeck with 6 slots that can only install Programs, and 5 slots that can only install Hardware. Only Hellhound Black ICE can be installed in the Cyberdeck's Program slots.

► SGI TECHNOLOGIES VERDANT KNIGHT

Cost: 500eb (Expensive)

Some like it for its simplicity, as a tool against Anti-Program Black ICE heavy NET Architectures.

Cyberdeck with 9 slots that can only install Programs. Only Sword and Shield Programs can be installed in those Program slots.

► SGI TECHNOLOGIES WARLOCK'S BOOK

Cost: 500eb (Expensive)

If all you're doing is sliding through NET Architectures, you don't need anything else.

Cyberdeck with 9 slots to install either Programs or Hardware. No Attacker or Black ICE Program may be installed.

► ZETATECH KALIYA

Cost: 500eb (Expensive)

A remarkably affordable Cyberdeck with an snake-like segmented cylindrical form factor.

Cyberdeck with 3 slots that can only install Programs and 6 slots to install either Programs or Hardware. The 3 slots that can only install Programs can only install Flak. No Defender Program other than Flak can be installed in any slot. No Black ICE other than Asp may be installed in any slot.

► ZETATECH MICROMATE

Cost: 500eb (Expensive)

A remarkable portable cyberdeck. Rumor has it that the form factor was only possible by removing important safety features from the Cyberdeck.

Cyberdeck with 9 slots to install either Programs or Hardware. No Defender Program can be installed. Whenever you would take damage directly to your brain when using this Cyberdeck, double that damage.

► ZETATECH PARRALINE 6000

Cost: 500eb (Expensive)

Zetatech's flagship product, the Parraline 6000 is made exclusively for the Hardware obsessed.

Cyberdeck with 3 slots that can only install Programs and 6 slots that can only install Hardware.



BY NEIL BRAQUINHO

NEW HARDWARE

► AERIE

Cost: 500eb (Expensive)

Extra processing power, dedicated to increasing the output of Raven Black ICE.

Cyberdeck Hardware. While installed, each Raven Black ICE installed on your Cyberdeck destroys a Defender Program the enemy Netrunner has Rezzed at random with their attack effect instead of derezzing it with their attack effect. **Takes 2 Hardware Option Slots.**

► BUSHIDO ACCELERATOR

Cost: 500eb (Expensive)

Space inefficient Hardware which overlocks Killer Black ICE at any cost, originally developed in Tokyo by an unnamed Netrunner/Tech.

Cyberdeck Hardware. For each Bushido Accelerator installed, the Speed (SPD) of all Killer Black ICE installed on your Cyberdeck increases by 2. **Takes 3 Hardware Option Slots.**

► COMBAT RECORDER

Cost: 500eb (Expensive)

Originally created by NetWatch for policing the Old NET, Combat Recorders now pave the way for advances in Anti-Personnel Black ICE. Nothing can replace real world product testing.

Cyberdeck Hardware. While installed, whenever another netrunner fails a Death Save while jacked into the same NET Architecture as you, the Combat Recorder saves the last 5 minutes for scientific purposes, auto-scrubbing all information that might identify you. Recordings are typically worth 50eb each. Buyers don't ask questions.

► DEFENSE SEQUENCER

Cost: 500eb (Expensive)

Popular Hardware that saves a Netrunner precious time during particularly dangerous runs.

Cyberdeck Hardware. While installed, a Defense Sequencer automatically rezzes an unused-this-netrun Armor Program installed on your Cyberdeck at the start

of your next turn without using a NET Action whenever an active Armor program is derezzed or destroyed. **Takes 2 Hardware Option Slots.**

► FELINE INSTINCT

Cost: 500eb (Expensive)

Homegrown Night City Hardware that hit a Night Market in Little Europe last month. Taking it apart, you can see bits of Bushido Accelerator, torn apart, upgraded, and re-wired.

Cyberdeck Hardware. While installed, whenever a Sabertooth Black ICE installed on your Cyberdeck destroys a program, until you Jack Out, the damage dealt by that Sabertooth increases by 1d6. **Takes 2 Hardware Option Slots.**

► HANGRY HANGRY DRAGON

Cost: 500eb (Expensive)

Extra memory, devoted entirely to making Dragon Black ICE a defensive nightmare.

Cyberdeck Hardware. While installed, whenever Dragon Black ICE installed on your Cyberdeck destroys a program, its Rez is restored to maximum.

► PERFUME SHOPPE

Cost: 500eb (Expensive)

Hardware favored by sysadmin Netrunners. Too expensive for the benefit it provides, but usually purchased using corporate money that couldn't give a damn.

Cyberdeck Hardware. While installed, Skunk Black ICE Programs take up 1 Program Slot in your deck instead of 2. **Takes 2 Hardware Option Slots.**

► SMITHY

Cost: 500eb (Expensive)

A small, easy to install piece of hardware popular among Netrunners who enjoy building multifunctional Cybedecks.

Cyberdeck Hardware. While installed, as a Meat Action, you may convert all installed Sword Programs into Banhammer Programs, and all installed Banhammer Programs into Sword Programs.

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► **SKAKETRAP**

Cost: 500eb (Expensive)

In just one use, this Hardware pays for itself, possibly twice over. It's considered cowardly to jack out right after, but it's also quite thrifty, so who cares what people think?

Cyberdeck Hardware. While installed, a Snaketrap will prevent the first Black ICE or Program effect during a netrun that would destroy a Program at random on your deck. Multiple installations do nothing.

► **SWAMP MIST**

Cost: 500eb (Expensive)

Another homegrown Night City Hardware made from rewiring pieces of Bushido Accelerator Hardware to remap Wisp Black ICE into a more powerful format at the cost of efficiency.

Cyberdeck Hardware. While installed, Wisp Black ICE installed on your Cyberdeck deals 2d6 damage instead of 1d6 damage. However, while installed, no Black ICE other than Wisp can be installed on your cyberdeck. **Takes 2 Hardware Option Slots.**

► **SWIFTY CLEAN**

Cost: 500eb (Expensive)

Another time saving piece of Hardware, useful for Netrunners in situations where they wouldn't have the time to cover their tracks well otherwise. For example, when they are being shot at.

Cyberdeck Hardware. While installed, a user can perform the Cloak Interface Ability twice with a single NET Action, taking the higher outcome. However, while installed, the Cloak Interface Ability can only be used once per Netrun. **Takes 2 Hardware Option Slots.**

► **NEW CYBERDECKS**

DATA

Check each item's full description for additional rules and information.

Cyberdeck Name	Slots	Cost
Kirama Advanced Deck	5 slots to install either Hardware or Programs	500eb (Expensive)
Kirama Entry Deck	5 slots that can only install Programs	100eb (Premium)
Kirama Training Deck	5 slots that can only install Programs	20eb (Everyday)
Microtech Assault	4 slots that can only install Programs 5 slots that can only install Hardware	500eb (Expensive)
Microtech Scout	5 slots to install either Hardware or Programs	500eb (Expensive)
Microtech Warrior	7 slots that can only install Programs	1,000eb (Very Expensive)
Raven Microcyb Hummingbird	2 slots that can only install Hardware	1,000eb (Very Expensive)
Raven Microsyb Kestrel 2	7 slots that can only install Programs	1,000eb (Very Expensive)
Raven Microcyb Phoenix	6 slots that can install either Hardware or Programs.	1,000eb (Very Expensive)
S&I Technologies Kerberos	6 slots that can only install Programs 5 slots that can only install Hardware	1,000eb (Very Expensive)
S&I Technologies Verdant Knight	9 slots that can only install Programs	500eb (Expensive)
S&I Technologies Warlock's Book	9 slots that can install either Hardware or Programs	500eb (Expensive)
Zetatech Kaliya	3 slots that can only install Programs 6 slots that can install either Hardware or Programs	500eb (Expensive)
Zetatech MicroMate	9 slots that can install either Hardware or Programs	500eb (Expensive)
Zetatech Parraline 6000	3 slots that can only install Programs 6 slots that can only install Hardware	500eb (Expensive)

MIDNIGHT WITH THE UPLOAD

► NEW CYBERDECK HARDWARE

Hardware Name	# of Slots Taken	Cost
Aerie	2 Hardware Option Slots	500eb (Expensive)
Bushido Accelerator	2 Hardware Option Slots	500eb (Expensive)
Combat Recorder	1 Hardware Option Slot	500eb (Expensive)
Defense Sequencer	2 Hardware Option Slots	500eb (Expensive)
Feline Instinct	2 Hardware Option Slots	500eb (Expensive)
Hangry Hangry Dragon	1 Hardware Option Slot	500eb (Expensive)
Perfume Shoppe	2 Hardware Option Slots	500eb (Expensive)
Smithy	1 Hardware Option Slot	500eb (Expensive)
Snaketrap	1 Hardware Option Slot	500eb (Expensive)
Swamp Mist	2 Hardware Option Slots	500eb (Expensive)
Swiftly Clean	2 Hardware Option Slots	500eb (Expensive)

MAKE SURE YOUR DECK IS FULLY LOADED



CYBERPUNK
RED
NETRUNNING DECK

AVAILABLE NOW FROM

Talsorian Games