| | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | **Faction** | Neutral | Anarch | Criminal | Anarch | Shaper | Anarch | Shaper | Shaper | Criminal | Criminal | Criminal | Anarch |
| | | | | | | | | | | **Influence** | 0 | 2 | 1 | 2 | 2 | 1 | 3 | 1 | 2 | 1 | | 1 |
| | | | | | | | | | | **Exp** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | | 1 |
| | | | | | | | | | | **Install cost** | 5 | 1 | 3 | 2 | 5 | 5 | 4 | 3 | 4 | 9 | | 4 |
| | | | | | | | | | | **MU** | 1 | 1 | 1 | 1 | 2 | 1 | 1 | 1 | 1 | 1 | | 1 |
| | | | | | | | | | | **Additional cost / ability** | Action to load | Reduce ice strength | | | Strength / whole run | Strength fixed | Strength / whole run | Strength / whole run | | | 1 / sub to bypass ice | Strength fixed |
| | | | | | | | | | | **Strength** | 0 | 1 | 1 | 2 | 3 | 3 | 2 | 1 | 0 | 2 | | 3 |
| | | | | | | | | | | **Break sub** | 1 | 3 | 2 | 1 | 2 for 2 | 0 | 1 | 1 | 1 | 1 | | 1 |
| **Name** | **Type** | **Subtype** | **Exp** | **Faction** | **Influence** | **Rez cost** | **Additional cost** | **Strength** | **Subroutines** | **Strength increase** | 1 | 2X-1, X=ice str, Str 1 ice costs 1 | 2 for 3 | 1 | 1 | | 1 | 2 | 3 for 5 | 2 for 1 | | |
| | | | | | | | | | | | **Crypsis** | **Wyrm** | **Aurora** | **Corroder** | **Battering Ram** | **Yog.0** | **Gordian Blade** | **Pipeline** | **Ninja** | **Femme Fatale** | **FF effect** | **Mimic** |
| **Wall of Static** | Barrier | | 1 | Neutral | 0 | 3 | | 3 | 1 | | 4 | 8 | 4 | 2 | 2 | | | | | | 1 | |
| **Hadrian's Wall** | Barrier | | 1 | WC | 3 | 10 | | 7 | 2 | | 9 | 19 | 8 | 7 | 6 | | | | | | 2 | |
| Hadrian's Wall | Barrier | | 1 | WC | 3 | 10 | 3b, 3a | 10 | 2 | | 12 | 25 | 10 | 10 | 9 | | | | | | 2 | |
| Hadrian's Wall | Barrier | | 1 | WC | 3 | 10 | 6b, 6a | 13 | 2 | | 15 | 31 | 12 | 13 | 12 | | | | | | 2 | |
| **Ice Wall** | Barrier | | 1 | WC | 1 | 1 | | 1 | 1 | | 2 | 4 | 2 | 1 | 2 | | | | | | 1 | |
| Ice Wall | Barrier | | 1 | WC | 1 | 1 | 3b, 3a | 4 | 1 | | 5 | 10 | 4 | 3 | 3 | | | | | | 1 | |
| Ice Wall | Barrier | | 1 | WC | 1 | 1 | 6b, 6a | 7 | 1 | | 8 | 16 | 6 | 6 | 6 | | | | | | 1 | |
| **Heimdall 1.0** | Barrier | Bio, AP | 1 | HB | 2 | 8 | Bioroid | 6 | 3 | | 9 | 20 | 10 | 7 | 7 | | | | | | 3 | |
| **Wall of Thorns** | Barrier | AP | 1 | Jinteki | 1 | 8 | | 5 | 2 | | 7 | 15 | 8 | 5 | 4 | | | | | | 2 | |
| | | | | | | | | | | | | | | | | | | | | | | |
| **Cell Portal** | Code | Deflector | 1 | Jinteki | 2 | 5 | Derezzed | 7 | 1 | | 8 | 16 | | | | --- | 6 | | | | 1 | |
| **Tollbooth** | Code | | 1 | NBN | 2 | 8 | | 5 | 1 | | 6 | 12 | | | | --- | 4 | | | | 1 | |
| **Enigma** | Code | | 1 | Neutral | 0 | 3 | | 2 | 2 | | 4 | 9 | | | | 0 | 2 | | | | 2 | |
| **Viktor 1.0** | Code | Bio, AP | 1 | HB | 2 | 4 | Bioroid | 3 | 2 | | 5 | 11 | | | | 0 | 3 | | | | 2 | |
| **Chum** | Code | | 1 | Jinteki | 1 | 1 | Mobile | 4 | 1 | | 5 | 10 | | | | --- | 3 | | | | 1 | |
| | | | | | | | | | | | | | | | | | | | | | | |
| **Neural Katana** | Sentry | AP | 1 | Jinteki | 2 | 4 | | 3 | 1 | | 4 | 8 | | | | | | 5 | 4 | 3 | 1 | 1 |
| **Rototurret** | Sentry | Destroyer | 1 | HB | 1 | 4 | | 0 | 2 | | 2 | 6 | | | | | | 2 | 2 | 2 | 2 | 2 |
| **Ichi 1.0** | Sentry | Bio, Tracer, Destroyer | 1 | HB | 2 | 5 | Bioroid | 4 | 3 | | 7 | 16 | | | | | | 9 | 6 | 7 | 3 | |
| **Archer** | Sentry | Destroyer | 1 | WC | 2 | 4 | Forfeit agenda | 6 | 4 | | 10 | 23 | | | | | | 14 | 10 | 12 | 4 | |
| **Matrix Analyzer** | Sentry | Tracer, Observer | 1 | NBN | 2 | 1 | | 3 | 1 | | 4 | 8 | | | | | | 5 | 4 | 3 | 1 | 1 |
| **Shadow** | Sentry | Tracer | 1 | WC | 1 | 3 | | 1 | 2 | | 3 | 7 | | | | | | 2 | 5 | 2 | 2 | 2 |
| Shadow | Sentry | Tracer | 1 | WC | 1 | 3 | 3b,3a | 2 | 2 | | 4 | 9 | | | | | | 4 | 5 | 2 | 2 | 2 |
| Shadow | Sentry | Tracer | 1 | WC | 1 | 3 | 6b, 6a | 4 | 2 | | 6 | 13 | | | | | | 8 | 5 | 6 | 2 | |
| **Data Raven** | Sentry | Tracer, Observer | 1 | NBN | 2 | 4 | | 4 | 1 | | 5 | 10 | | | | | | 7 | 4 | 5 | 1 | |
| **Hunter** | Sentry | Tracer, Observer | 1 | Neutral | 0 | 1 | | 4 | 1 | | 5 | 10 | | | | | | 7 | 4 | 5 | 1 | |
| | | | | | | | | | | | | | | | | | | | | | | |
| **Data mine** | Trap | AP | 1 | Jinteki | 2 | 0 | Trash | 2 | 1 | | 3 | 6 | | | | | | | | | 1 | |