

1

# LOAD STATE



## Event

Take up to 3 brain damage (cannot be prevented). For each point of brain damage you take this way, shuffle 10 cards at random from your heap into your stack. Remove Load State and the rest of your heap from the game.

ANARCH



1

# RECKLESS OVERTCLOCKING



## Event: Current - Hasty

This card is not trashed until another current is played or an agenda is scored.

ANARCH

At the start of your turn, trash the top card of your stack, then gain 1 credit. If you played Reckless Overclocking using a click, gain a click.



4

# \*FRACTURED LENS



## Hardware: Console

+1 MU  
Your maximum hand size is increased by 2.  
When you install Fractured Lens, search your stack for a card, add it to your grip, then take a brain damage (cannot be prevented). Shuffle your stack.  
Limit 1 console per player.

ANARCH



AMANDA "MANIAC" SPIVEL  
COMPULSIVE BIOHACKER



## Identity: G-Mod

When you take one or more brain damage, you may host the cards you discard as a result facedown on Amanda. (You can look at them.)  
Click: Make a run on Archives. If successful, instead of accessing cards, you may install a card hosted on Amanda reducing its cost by 7.

ANARCH

45 15  
decksizes influence

0

# KFA.CHT

1 MU



## Program

Install KFA only if you trashed an installed Corp card this turn.  
When you take one or more brain damage, you may trash KFA. If you do, trash a rezzed non-unique asset or upgrade.

ANARCH



7

# DEBRIS.BRK

1 MU



## Program: Icebreaker - Fracter

1cr: Break barrier subroutine.  
1cr: +1 strength

ANARCH

3  
strength



8

# CHOPPERS.BRK

2 MU



## Program: Icebreaker - Killer

2cr: Break up to three sentry subroutines.  
2cr: +2 strength

ANARCH

3  
strength



4

# \*NEURON LINK



## Hardware: Cybernetics

When you install Neuron Link, suffer 1 brain damage.  
3 recurring credits. Use these credits to pay for using icebreakers. At the end of any turn in which you used any of these credits, suffer 1 net damage.

ANARCH



0

# ASSEMBLY.EXE

1 MU



## Program: Virus

Whenever you make a successful run, place 1 virus counter on Assembly.  
Trash, 1 hosted virus counter: Install a program from your grip, paying all costs.  
Trash, 3 hosted virus counters: Install a program from your heap, paying all costs.  
Trash, 5 hosted virus counters: Search your stack for a virus program and install it, paying all costs. Shuffle.

ANARCH



1

**DEMOLISH.EXE**

1 MU



**Program: Virus**

When your turn starts, put a virus counter on Demolish.

ANARCH  
Click, four hosted virus counters, trash: Make a run on HQ or R&D. Access two extra cards this run. You may trash, at no cost, any cards you access.



1

**\*RED DWARF HOTEL**

**Resource: Location**

When your turn starts, you may remove two cards in the heap from the game. If you do, you gain 1 cr.

ANARCH



0

**HACKED OFFICE**



**Event: Current - Hasty**

This card is not trashed until another current is played or an agenda is scored.

CRIMINAL  
When the Corp plays a Terminal operation, you gain 3 credits. If you played Hacked Office using a click, gain a click.



2

**RASPUTITSA**



**Event: Priority**

Play only as your first click and only if the corp installed two or more cards last turn. Return an unrezzed piece of ice to HQ.

CRIMINAL



1

**BEAR WITNESS**



**Event: Run**

Make a run on HQ or R&D. If successful, expose up to two installed cards (in addition to accessing as usual.)

CRIMINAL



5

**MULTITOOL**



**Hardware**

Place 4 power counters on Multitool when it is installed.

Trash it when it has none.

Click, hosted power counter: Make a run on R&D or HQ. If successful, access an additional card.

CRIMINAL



2

**\*SANDBOX**



**Hardware: Console**

+1 MU  
At the start of your turn, if the corp didn't install any cards last turn, you may install a card from your grip (paying all costs). Limit 1 console per player.

CRIMINAL



**REX "WRECKER" SEVERSON  
CORPORATE LOOTER**

0 link



**Identity: Natural**

The first time you make a successful run on a central server each turn, you may place a power counter on an installed card.

CRIMINAL

45 15  
decksizes influence

1

**\*CATHERINE**

2 MU



**Program: Icebreaker - AI**

When you install Catherine, pay any number of credits to place that many power counters on it. Trash when it has none.

Hosted power counter: Break ice subroutine.

Hosted power counter: +1 strength.

CRIMINAL

1  
strength



4

# MIRROR MAZE

2 MU



## Program: Icebreaker - Killer

Mirror Maze comes into play with a power counter on it and has +1 strength for each power counter on it.

At the start of your turn, if the corp installed two or more cards last turn, put a power counter on Mirror Maze.

1: Break sentry or AP subroutine.

2: +1 strength

0

strength



CRIMINAL

2

# \*HIGH-LEVEL INSIDER

## Resource: Connection

At the start of your turn, if the corp installed two or more cards last turn, gain (click).

CRIMINAL



1

# SPONSOR

## Resource: Connection

Place 3 power counters on Sponsor when it is installed. When there are no power counters left on Sponsor, trash it.

When you initiate a run, you may remove a hosted power counter. If you do, gain 2 credits, which you may use only during this run. After the run is completed, return to the bank any of those credits not spent.

CRIMINAL



3

# \*LOOT THE COFFERS

## Resource: Job

Place 12 credits on Loot the Coffers when you install it. Trash it when it has none.

When you make a successful run on HQ, R&D, or Archives, if you haven't triggered Loot the Coffers from a run on that server before, take 4 credits from Loot the Coffers.



CRIMINAL

2

# OFF AND ON AGAIN



## Event

Trash all installed programs and hardware. For each card trashed this way, install a card with that name from your heap, ignoring all costs (in any order.)

SHAPER



0

# ABOVE REPROACH



## Event: Current - Hasty

This card is not trashed until another current is played or an agenda is scored.

Gray Ops, Black Ops, and Reprisal operations cost 3cr more to play.

If you played Above Reproach using a click, gain a click.

SHAPER



1

# LATE DELIVERY



## Event: Current

This card is not trashed until another current is played or an agenda is scored. When the corp rezzes an asset, put an encryption counter on it. (While it has an Encryption counter on it, treat it as though its text box is blank. Remove an encryption counter at the start of the corp's turn.)

SHAPER



0

# POSTSCRIPT



## Event

Play only if you accessed two or more cards this turn.

Take an additional turn after this one. You have three fewer [click] to spend during that turn.

Remove Postscript from the game.

SHAPER



2

# STUDY



## Event

Draw four

SHAPER



0

## RETRACTION



Event: Priority

Play only as your first click.  
Make a run. If successful, swap a piece of ice protecting the attacked server with another piece of ice.

SHAPER



2

## \*ARCHIVAL CHIP



Hardware: Chip

+1 MU  
If you have at least one copy of Archival Chip in your heap, this provides an additional +1 MU.

SHAPER



0

## \*PERFORMANCE TRACKING



Hardware: Mod

Install Performance Tracking only on a non-AI icebreaker.

SHAPER

+1 link



ADDISON CLARKE  
FREELANCE JOURNALIST

1 link



Identity: Natural

Once per turn, when you pass a piece of ice, you may put an encryption counter on it. (While it has an encryption counter on it, treat it as though its text box is blank. Remove an encryption counter at the start of the corp's turn.)

SHAPER

45 15  
decksizes influence

2

## SAFECRACKER



1 MU

Program: Icebreaker - Decoder

1cr: Break code gate subroutine.

1cr: +1 strength (or +2 strength if it's your first click of the turn.)

SHAPER

1 strength



5

## BLACK HAND



2 MU

Program: Icebreaker - Killer

2cr: Break up to two sentry subroutines.

2cr: +1 strength (or +2 strength if it's your first click of the turn.)

SHAPER

3 strength



3

## \*CONFERENCE

1 MU



Program

You may look at the top card of your stack. (You may do this anytime.)

Once per turn, you may play the top card of your stack as though it was in your grip.

SHAPER



1

## \*HACK NIGHT

Resource: Location

If a runner current is active, your icebreakers have +1 strength.

SHAPER



2

## \*MAYOR'S OFFICE

Resource: Location

Trash, pay the trash cost of a rezzed region: Trash that card.

Trash: Avoid or remove 1 tag.

NEUTRAL-R



2

## BUNKER

### Resource: Location

Bunker costs an additional 5 credits for the corp to trash.

Trash: Prevent all meat damage until your next turn.

Use only during the corp's turn.

NEUTRAL-R



0

## RAID THE DUMPSTER

### Event

Name a card type, then turn all face-down cards in

Archives face-up. Draw a card for each card of the named type turned face-up this way.

NEUTRAL-R



2

## RUNNER'S CONFERENCE

### Event: Current - Hasty

This card is not trashed until another current is played or an agenda is scored.

+1 link

If you played Runner's Conference using a click, gain a click.

NEUTRAL-R



1

## \*KATI JONES, ON THE RUN

### Resource: Connection

You cannot use Kati Jones more than once per turn.

[Click]: Put 3 credits from the bank on Kati Jones.

[Click]: Take all credits from Kati Jones.

The corp and only the corp can use this ability - [click] [click] [click]: The runner takes all credits from Kati Jones, then trashes Kati Jones.

NEUTRAL-R

3

## IOLAUS 1.0



### Ice: Code Gate - Bioroid

The runner may spend [click] to break any subroutine on Iolaus 1.0.

Iolaus 1.0 has +4 strength if it was rezzed this turn.

-> You may rez a piece of ice, reducing its cost by 5.

-> You may derez another piece of ice. If you do, end the run.

HB

1

strength



1

## NEXT PYRITE



### Ice: Barrier - NEXT

When you rez NEXT Pyrite, gain 1 credit for each rezzed piece of NEXT ice.

-> End the run unless the runner pays 1.

HB

0

strength



13

## HERACLES 2.0



### Ice: Code Gate - Bioroid

The runner may spend [click][click] to break up to two subroutines on Heracles 2.0.

When you rez Heracles 2.0, the runner loses [click], if able.

-> Rez a piece of ice, ignoring all costs.

-> Do 2 brain damage.

-> Remove two cards in the runner's heap from the game. End the run.

HB

8

strength



3

## GHOST MACHINE



### Ice: Sentry

Ghost Machine has +4 strength if it was rezzed this turn.

-> Trace4 - If successful, the runner must trash an installed card.

-> Trace4 - If successful, give the runner 1 tag.

HB

1

strength



5

## GARDEN OF KNOWLEDGE



### Ice: Barrier

When you rez Garden of Knowledge, add up to one card from Archives to HQ.

-> End the run.

-> End the run.

HB

3

strength



1

CONVERGENT DEFENSES

Upgrade

When the runner passes all of the ice protecting this server, you may derez all the ice protecting this server. If you do, the runner must either pay credits equal to the total rez cost of ice derezzed this way or end the run.

HB



INTEGRA DIVISION  
ADAPTIVE ENGINEERING



Identity: Division

Once per turn, instead of paying the rez cost for a piece of ice, you may derez a piece of ice with the same or a greater rez cost.

HB

45 15  
decksize influence

6

HAAS'S METHOD



Operation: Current

This card is not trashed until another current is played or an agenda is stolen.

Each player has an additional [click] to spend during their turn.

HB



1

BIOROID BACKDOOR



Operation

Choose one:  
- Remove a tag. If you do, the runner takes 1 brain damage. Remove Bioroid Backdoor from the game.  
- Gain 3 credits.

HB



3

ENDLESS QUEUE



1  
score

Agenda: Security

Place 2 agenda counters on Endless Queue when you score it. When you rez a piece of bioroid ice during a run, you may remove a hosted agenda counter. If you do, the runner loses [click].

HB

4

BIOROID-VEHICLE INTEGRATION



2  
score

Agenda: Research

When you rez a piece of ice while Bioroid-Vehicle Integration is installed, you may reveal Bioroid-Vehicle Integration. If you do, put an advancement token on it.

HB

1

\*PSYCHIC VISIONS

Asset

Use Psychic Visions no more than once per turn.  
Click: Reveal all cards in HQ. Place a power counter on Psychic Visions for each different (non-Neutral) faction on cards revealed this way.  
Click, 5 hosted power counters, trash: Do 3 net damage

JINTEKI

4  
trash

4

BRAIN SURGERY



Operation: Double

As an additional cost to play Brain Surgery, pay [click].  
Play only if the runner made a successful run last turn.  
Do 2 net damage. If you have a rezzed HB card or scored HB agenda, remove the cards trashed this way from the game. Remove Brain Surgery from the game (even if you don't have an HB card/agenda).  
Limit 1 per deck.

JINTEKI



1

NEWS FLASH



Operation: Psi

You and the runner secretly spend 0, 1, or 2 credits. Reveal spent credits. If you and the runner spent a different amount of credits, trash an installed resource with cost 1 or less, or 3 or less if you have a rezzed NBN card or scored NBN agenda.

JINTEKI



0

# TOO QUIET



## Asset: Ambush

Too Quiet can be advanced.  
 If you pay 1 when the runner accesses Too Quiet, do 1 net damage for each advancement token on Too Quiet. For each point of damage the runner suffers this way, put the top card of the runner's stack into their heap, or the top two cards if you have a rezzed Weyland card or scored Weyland agenda.

JINTEKI



0



3

# OFFSET



## Ice: Barrier - Psi

-> If you have a rezzed NBN card or scored NBN agenda, the runner loses 1 credit and you gain 1 credit.  
 -> You and the Runner secretly spend 0, 1, or 2. Reveal spent credits. If you and the Runner spent a different number of credits, end the run.

JINTEKI

4

strength



3

# CRAFTER



## Ice: Code Gate

When you rez Crafter, look at the top three cards of R&D (or top six if you have a rezzed HB card or scored HB agenda.) You may swap Crafter with a piece of ice from among those cards, ignoring all costs. If you do, gain 3 credits and the runner is now approaching that piece of ice.  
 -> You may derez Crafter. If you do, end the run.

JINTEKI

3

strength



6

# LIGHTNING STRIKES TWICE



## Ice: Sentry - AP

-> Do 2 net damage.  
 -> If you have a rezzed Weyland card or scored Weyland agenda, trace6. If successful, do 4 meat damage when this run is successful.

JINTEKI

5

strength



# CRYOGENICS DIVISION CLONING FOR A NEW WORLD



## Identity: Division

You can have up to one NBN, HB, and Weyland agenda in your deck. Each of those agendas must have a different advancement requirement.

JINTEKI

45 17

decksizes influence

2

# DELVE



## Operation

Choose one:  
 - Look at the top 10 cards of R&D. You may reveal a card from there that doesn't match the faction of your ID. Add it to HQ, then shuffle R&D.  
 - Gain 4 credits.

JINTEKI



0

# !! IN TOO DEEP !!

## Asset: Ambush

If In Too Deep is accessed from R&D, the Runner must reveal it.  
 If you pay 2 credits when the runner accesses In Too Deep, do 1 net damage, plus an additional 1 net damage for each 2 agendas you have scored. Ignore this effect if the Runner accesses In Too Deep from Archives.

JINTEKI



0



4

# TWO ROADS



## Ice: Code Gate

[click], reveal and discard Two Roads from HQ:  
 Gain 3 credits.  
 -> End the run.

JINTEKI

3

strength



4

# SCRAMBLED BROADCAST



2  
score

## Agenda: Initiative

Place 2 agenda counters on Scrambled Broadcast when you score it.  
 Click, hosted agenda counter: Place an encryption counter on an installed card. (Cards with encryption counters are treated as though their text box was blank. At the start of your turn, remove an encryption counter from each card.)

NBN

3

### IN-HEADSET ADS

#### Asset: Advertisement

When the runner passes all ICE defending this server, trace3. If successful, end the run.

Put 9 credits from the bank on In-Headset Ads when rezzed. When there are no credits left on In-Headset Ads, trash it.

Take 3 credits from In-Headset Ads when your turn begins.

NBN

2 trash ●●

MESSAGE RESEARCH BUREAU  
LIFE. AD-SUPPORTED.



#### Identity: Division

The first time each turn you place one or more encryption counters on a card, gain 2cr.

NBN

45 15  
decksizes influence ●●●

3

### UNSKIPPABLE UPDATE



#### Operation: Gray Ops

Play only if the runner made a successful run last turn.

Trace3. If successful, place 3 encryption counters on an installed card. (Cards with encryption counters are treated as though their text box was blank. At the start of your turn, remove an encryption counter from each card.)

NBN

●●●

0

### !! ZIP BOMB !!

#### Asset: Ambush

If Zip Bomb is accessed from R&D, the Runner must reveal it.

When the runner accesses Zip Bomb, place 2 encryption counters on an installed card. Ignore this effect if the runner accesses Zip Bomb from Archives.

(Cards with encryption counters are treated as though their text box was blank. At the start of your turn, remove an encryption counter from each card.)

NBN

0 trash ●●

3

### SIREN



#### Ice: Sentry

-> Place 3 encryption counters on an installed card. (Cards with encryption counters are treated as though their text box was blank. At the start of your turn, remove an encryption counter from each card.)

NBN

3 strength ●●●

2

### \*LIMITED TRIAL EDITION



#### Operation

Install Limited Trial Edition on an icebreaker as a hosted condition counter.

At the end of each run where host icebreaker was used, put an encryption counter on that icebreaker. (Cards with encryption counters are treated as though their text box was blank. At the start of your turn, remove an encryption counter from each card.)

NBN

●●

5

### REPOSSESSOR



#### Ice: Sentry

When you rez Repossessor, put an encryption counter on each installed resource.

-> Put an encryption counter on an installed resource.

-> Shuffle an encrypted runner card into the stack.

(Cards with encryption counters are treated as though their text box was blank. At the start of your turn, remove an encryption counter from each card.)

NBN

4 strength ●●●

5

### PORT SWITCHING



#### Ice: Barrier - Code Gate

When the runner passes Port Switching, put an encryption counter on each program the runner used to break one or more of Port Switching's subroutines.

-> End the run.

(Cards with encryption counters are treated as though their text box was blank. At the start of your turn, remove an encryption counter from each card.)

NBN

4 strength ●

3

### BEHEMOTH



#### Ice: Barrier

When you rez Behemoth, put 3 encryption counters on it. (Remove one at the start of your turn.)

-> End the run.

-> End the run.

-> End the run.

NBN

5 strength ●●●



2

## SPIN ZONE



### Operation

Choose one:

- Name a card. The Runner reveals his or her grip. If a copy of the named card was revealed this way, shuffle up to four cards from HQ and/or Archives into R&D, then remove Spin Zone from the game.
- Gain 4 credits.

NBN



5

## PROOF OF WORK



3  
score

### Agenda: Research

The runner cannot steal Proof of Work. When the runner accesses Proof of Work, they may install it as a 2 MU program with the ability, "Click: Add Proof of Work to your score area."

WEYLAND

1

## TOO MANY DOORS

### Ice: Barrier

Too Many Doors gains "-> End the run." for each piece of barrier ice protecting this server.

WEYLAND

1  
strength



2

## CONCRETE



### Ice: Barrier

-> End the run.

7cr: Put a power counter on Concrete.

As long as Concrete has a power counter on it, it has +4 strength and gains "-> Gain 3cr. End the run." before its other subroutines.

WEYLAND

2  
strength



3

## CEMENT



### Ice: Code Gate

-> Resolve a subroutine on another piece of rezzed ice.

7cr: Put a power counter on Cement.

As long as Cement has a power counter on it, it has +5 strength and gains "-> Search R&D for a card and add it to HQ. Shuffle R&D." before its other subroutines.

WEYLAND

2  
strength



4

## MORTAR



### Ice: Sentry - Destroyer

-> Trash 1 program.

7cr: Put a power counter on Mortar.

As long as Mortar has a power counter on it, it has +4 strength and gains "-> Trash a piece of hardware" before its other subroutines.

WEYLAND

2  
strength



6

## \*FORCE FIELD



Ice: Barrier - Code Gate - Sentry - Mythic

-> Gain 3 credits.

-> The runner loses 3 credits.

-> End the run unless the runner trashes an installed card.

7cr: Put a power counter on Force Field.

As long as Force Field has a power counter on it, it has +3 strength and loses "Barrier", "Code Gate" and "Sentry".

WEYLAND

4  
strength



4

## INFRASTRUCTURE CONTRACT



2  
score

### Agenda: Security

As an additional cost to steal Infrastructure Contract, the runner must pay 1 credit per piece of ice protecting the server it's in.

When you score Infrastructure Contract, the runner loses 1 credit per piece of ice protecting the server it's in.

WEYLAND

3

## BOUNTY

### Asset

1 recurring credit.

Use this credit only to rez cards in and protecting the server the runner is running on.

When you use this credit, the runner loses 1 credit, if able.

WEYLAND

4  
trash



1

## HOUSECRASHING



Operation: Black Ops - Terminal

Play only if the runner is tagged. After you resolve this operation, end your action phase.

Trash 1 piece of hardware or do 2 meat damage.

WEYLAND



1

## POTHOLE PATCHING



Operation: Transaction

Choose one:

- Place 1 advancement token each of up to 3 different installed pieces of ice.
- Gain 3 credits.

WEYLAND



3

## OFFSITE WAREHOUSE

Upgrade: Facility

Install only in the root of HQ  
Your maximum hand size is increased by 3.

The runner can't access Offsite Warehouse and cards from HQ in the same run, even during the run the runner trashes Offsite Warehouse.

WEYLAND



trash



## BCS CONSTRUCTION



Identity: Division

All barrier ice costs 1 less to rez.

Reduce the install cost of each piece of ice by 1.

WEYLAND

45 15  
decksize influence

2

## LOST TIME



Ice: Sentry

- > Trash a runner current.
- > The runner puts a random card from their grip on top of their stack.

NEUTRAL-C

3  
strength

0

## TAUNT



Operation: Terminal

After you resolve this operation, end your action phase.  
Discard up to one card from HQ, then reveal a face-down agenda in Archives. If you do, rez a piece of ice protecting Archives, reducing its cost by 4 per printed agenda point on the agenda.

NEUTRAL-C

0

## TIME MACHINE



Operation

Randomly add one of the following cards to HQ (revealing which you add): Eli 1.0, Jackson Howard, Caprice Nisei, or Scorched Earth. Remove Time Machine from the game.  
Limit one per deck.

NEUTRAL-C

