

# NISEI Card Text Updates Document

This rules document is to be used as reference material. It is not intended to be read straight through. If you still have questions after consulting this document, please ask us online via [email](#) or [Twitter](#).

This is **version 1.0** of this document, intended for use with version 1.5 of the NISEI Comprehensive Rules Document, which can be found at [nisei.net/rules/comprehensive-rules](http://nisei.net/rules/comprehensive-rules). It is effective **13 August 2021**.

## Overview and Card Text Policy

This document lists cards that have received updates to their official rules text after their original printing, and provides the details of those changes.

Rules text provided here supersedes the originally printed information on the card it applies to. For cards not included in this document, the most recent English printing of the card in a tournament-legal product is considered accurate, and the text and other information on that card override that of previous printings.

Translated cards, promotional cards, and any printings in a release that does not add cards to a tournament format never count as the most recent printing.

## List of Card Updates

### Account Siphon

*Current Official Text:*

**Run** HQ. If successful, instead of **breaching** HQ, you may force the Corp to lose up to 5[c], then you gain 2[c] for each credit lost and take 2 tags.

*Core Set (18):*

Make a run on HQ. If successful, instead of accessing cards you may force the Corp to lose up to 5[c], then you gain 2[c] for each credit lost and take 2 tags.

### Adept

*Current Official Text:*

**This program gets** +1 strength for each unused MU.  
**Interface** → **2[c]**: Break **1 sentry** or **barrier** subroutine.

*Terminal Directive (17):*

Adept has +1 strength for each unused MU.  
**2[c]**: Break **sentry** or **barrier** subroutine.

## Adjusted Chronotype

### *Current Official Text:*

The first time each **turn** you lose [click] **except by paying the trigger cost of a paid ability**, gain [click].

### *The Valley (3):*

The first time you lose [click] each turn, gain [click].

## Adjusted Matrix

### *Current Official Text:*

Install **only** on an **icebreaker**.

Host **icebreaker** gains **AI** and "**Interface → Lose [click]: Break 1** subroutine."

### *Earth's Scion (46):*

Install Adjusted Matrix on an **icebreaker**. Host **icebreaker** gains **AI** and "[click]: Break ice subroutine."

## Afterimage

### *Current Official Text:*

Whenever you encounter a **sentry**, you may pay 2[c] to bypass it. Use this ability only once per turn and only by spending credits from **stealth** cards.

**Interface → 1[c]: Break up to 2 sentry** subroutines.

**1[c]: +2 strength.** Use this ability only by spending a credit from a **stealth** card.

### *Uprising (79):*

Whenever you encounter a **sentry**, you may pay 2[c] to bypass it. Use this ability only once per turn and only by spending credits from **stealth** cards.

**1[c]: Break up to 2 sentry** subroutines.

**1[c]: +2 strength.** Use this ability only by spending a credit from a **stealth** card.

## Aghora

### *Current Official Text:*

**Interface → 1[c]: Break 1** subroutine on a piece of ice that has a rez cost of 5 or greater.

**1[c]: +1 strength.**

**2[c]: Swap this program** with a **deva** program from your grip.

### *Fear the Masses (97):*

**1[c]: Break ice subroutine** on a piece of ice that has a rez cost of 5 or greater.

**1[c]: +1 strength.**

**2[c]: Swap Aghora** with a **deva** program from your grip.

## AgInfusion

*Current Official Text:*

**Trash the unrezzed piece of ice the Runner is approaching:** Choose a server. The Runner moves to the outermost position of that server and encounters any ice there. Use this ability only once per turn.

*Earth's Scion (52):*

Once per turn, instead of rezzing an approached piece of ice, you may trash it to choose another server. The Runner is now running on that server and encountering the outermost piece of ice, if any.

## Akiko Nisei: Head Case

*Current Official Text:*

Whenever you breach R&D, you and the Corp secretly spend 0[c], 1[c], or 2[c]. Reveal spent credits. If you and the Corp spent the same number of credits, access 1 additional card.

*Reign and Reverie (15):*

Whenever you access cards from R&D, you and the Corp secretly spend 0[c], 1[c] or 2[c]. Reveal spent credits. If you and the Corp spent the same number of credits, access 1 additional card from R&D.

## Alias

*Current Official Text:*

**Interface → 1[c]:** Break 1 **sentry** subroutine.

**2[c]:** +3 strength.

**This program** cannot interface with ice protecting a remote server.

*Honor and Profit (41):*

1[c]: Break **sentry** subroutine.

2[c]: +3 strength.

Alias cannot be used on ice protecting a remote server.

## Alpha

*Current Official Text:*

**Interface → 1[c]:** Break 1 subroutine.

**1[c]:** +1 strength.

**This program can** only interface with the outermost piece of ice protecting a server.

*Fear and Loathing (87):*

1[c]: Break ice subroutine.

1[c]: +1 strength.

Use Alpha only on the outermost piece of ice protecting a server.

## Always Be Running

*Current Official Text:*

The first [click] you spend each turn must be spent to play a **run event** or **take the basic action to run a server**.

**Lose [click][click]:** Break 1 subroutine on the ice you are encountering. Use this ability only once per turn.

*Data and Destiny (41):*

Your first [click] each turn must be spent to make a run or play a **run event**.

Once per turn, you can spend [click][click] to break a subroutine on a piece of ice currently being encountered.

## Amina

*Current Official Text:*

**Interface → 2[c]:** Break up to 3 **code gate** subroutines.

**2[c]:** +3 strength.

The first time each turn **this program fully breaks** a piece of ice, the Corp loses 1[c].

*Kampala Ascendent (104):*

2[c]: Break up to 3 **code gate** subroutines.

2[c]: +3 strength.

The first time each turn an encounter ends in which you used Amina to break all subroutines on a piece of ice, the Corp loses 1[c].

## Analog Dreamers

*Current Official Text:*

**[click]:** Run R&D. If successful, instead of **breaching R&D**, you may choose 1 unrezzed non-ice card with no advancement **counters** on it. The Corp shuffles that card into R&D.

*Chrome City 48:*

[click]: Make a run on R&D. If successful, instead of accessing cards, you may choose an unrezzed non-ice card with no advancement tokens on it. The Corp shuffles that card into R&D.

## Anansi

*Current Official Text:*

Whenever an encounter with **this ice** ends, **if the Runner did not fully break it**, do 3 net **damage**.

[sub] Look at the top 5 cards of R&D and arrange them in any order.

[sub] You may draw 1 card. The Runner may pay 2[c] to draw 1 card.

[sub] Do 1 net damage.

*Council of the Crest (51):*

Whenever an encounter with Anansi ends, do 3 net damage unless the Runner broke

all subroutines on it.

[sub] Look at the top 5 cards of R&D and arrange them in any order.

[sub] You may draw 1 card. The Runner may pay 2[c] to draw 1 card.

[sub] Do 1 net damage.

## Ankusa

*Current Official Text:*

Whenever this program fully breaks a **barrier**, add that **barrier** to HQ.

Interface → 2[c]: Break 1 **barrier** subroutine.

1[c]: +1 strength.

*Fear the Masses (101):*

If you use Ankusa to break all subroutines on a **barrier** during a single encounter, add that **barrier** to HQ.

2[c]: Break **barrier** subroutine.

1[c]: +1 strength.

## Architect

*Current Official Text:*

Players cannot trash this ice.

[sub] Look at the top 5 cards of R&D. You may install 1 of those cards, ignoring the install cost.

[sub] You may install 1 card from Archives or HQ.

*Up and Over (61):*

Architect cannot be trashed while installed.

[sub] The Corp looks at the top 5 cards of R&D and may install 1 of those cards, ignoring all install costs.

[sub] The Corp may install a card from Archives or HQ (paying all costs).

## Archives Interface

*Current Official Text:*

[interrupt] → Whenever you would access a card in Archives, you may instead remove it from the game. Use this ability only once each time you breach Archives.

*Order and Chaos (44):*

Whenever you access cards in Archives, you may remove 1 card in Archives from the game, instead of accessing it.

## Artist Colony

*Current Official Text:*

**Forfeit 1 agenda:** Search your stack for 1 program, resource, or piece of hardware. Install that card.

*Kala Ghoda (9):*

**Forfeit an agenda:** Search your stack for a card and install it (paying the install cost). Shuffle your stack.

## **Asa Group: Security Through Vigilance**

*Current Official Text:*

The first time each turn you install a card, you may install 1 non-agenda card from HQ in the root of or protecting the same server.

*Sovereign Sight (9):*

The first time you install a card each turn, you may install an additional non-agenda card from HQ in or protecting that server (paying all costs).

## **AstroScript Pilot Program**

*Current Official Text:*

When you score this agenda, place 1 agenda counter on it.

**Hosted agenda counter:** Place 1 advancement counter on 1 installed card that you can advance.

Limit 1 per deck.

*Core Set (81):*

Place 1 agenda counter on AstroScript Pilot Program when you score it.

**Hosted agenda counter:** Place 1 advancement token on a card that can be advanced.

## **Audacity**

*Current Official Text:*

Play only if there are at least 2 other cards in HQ.

Trash all cards from HQ. Place a total of 2 advancement counters on installed cards you can advance.

*Earth's Scion (58):*

Play only if there are at least 3 cards in HQ.

Trash all cards in HQ. Place a total of 2 advancement tokens on up to 2 cards that can be advanced.

## **Aumakua**

*Current Official Text:*

This program gets +1 strength for each hosted virus counter.

Whenever you expose a card, place 1 virus counter on this program.

Whenever you finish breaching a server, if you did not steal or trash any accessed cards, place 1 virus counter on this program.

Interface → 1[c]: Break 1 subroutine.

### *Crimson Dust (104):*

Whenever you expose a card or access cards and do not steal or trash any of them, place 1 virus counter on Aumakua.

Aumakua has +1 strength for each virus counter on it.

1[c]: Break ice subroutine.

## **Aurora**

### *Current Official Text:*

Interface → **2[c]**: Break **1 barrier** subroutine.

**2[c]**: +3 strength.

### *Core Set (25), Revised Core Set (27):*

2[c]: Break **barrier** subroutine.

2[c]: +3 strength.

## **Baba Yaga**

### *Current Official Text:*

You may host any number of non-**AI icebreaker** programs on **this program**.

**This program** gains the paid abilities of all hosted **icebreaker** programs.

### *Martial Law (88):*

You may host any number of non-**AI icebreaker** programs on Baba Yaga.

Baba Yaga gains the paid abilities of all hosted **icebreaker** programs.

## **Back Channels**

### *Current Official Text:*

Choose **1** card in the root of a remote server. Gain 3[c] for each advancement counter on that card, then trash it.

### *Old Hollywood (99):*

Trash a card installed in a server and gain 3[c] for each advancement token on that card.

## **Bank Job**

### *Current Official Text:*

When you install this resource, load 8[c] on it. When it is empty, trash it.

Whenever you make a successful run on a remote server, instead of breaching that server, you may take any number of credits from this resource.

### *Core Set (29), Revised Core Set (33), System Core 2019 (38):*

Place 8[c] from the bank on Bank Job when it is installed. When there are no credits left on Bank Job, trash it.

Whenever you make a successful run on a remote server, instead of accessing cards you may take any number of credits from Bank Job.

## Battering Ram

*Current Official Text:*

**Interface** → **2[c]**: Break up to 2 **barrier** subroutines.  
**1[c]**: +1 strength for the remainder of this run.

*Core Set (42), Revised Core Set (48), System Core 2019 (52):*

2[c]: Break up to 2 **barrier** subroutines.  
1[c]: +1 strength for the remainder of this run.

## Because I Can

*Current Official Text:*

**Run** a remote server. If successful, instead of **breaching that server**, you may force the Corp to shuffle all cards in **the root of** that server into R&D.

*The Devil and the Dragon (66):*

Make a run on a remote server. If successful, instead of accessing cards, you may force the Corp to shuffle all cards in that server into R&D.

## Ben Musashi

*Current Official Text:*

**Persistent** → **As** an additional cost to steal an agenda from this server, **the Runner** must suffer 2 net **damage**. *(If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)*

*Earth's Scion (54):*

Each time the Runner accesses an agenda from this server, he or she must suffer 2 net damage as an additional cost in order to steal it. This applies even during the run on which the Runner trashes Ben Musashi.

## Berserker

*Current Official Text:*

Whenever you encounter a **barrier**, **for the remainder of that encounter this program gets** +1 strength for each subroutine on that **barrier**.  
**Interface** → **2[c]**: Break up to 2 **barrier** subroutines.

*Earth's Scion (41):*

Whenever you encounter a **barrier**, Berserker has +1 strength for each subroutine on that **barrier**.  
2[c]: Break up to 2 **barrier** subroutines.

## Bioroid Work Crew

*Current Official Text:*

**[trash]**: Install 1 **card from HQ**. Use this ability **only during the next paid ability window** after playing **and resolving** an operation.



*Earth's Scion (51):*

[trash]: Install 1 card, paying all costs. Use this ability immediately after playing an operation.

## **Black Hat**

*Current Official Text:*

The Corp **must trace[4]**. If unsuccessful, for the remainder of the turn, **access 2** additional cards whenever **you breach** HQ or **R&D**.

*Kampala Ascendant (110):*

Force the Corp to **"Trace[4]–** If unsuccessful, the Runner accesses 2 additional cards whenever he or she accesses cards from HQ or R&D for the remainder of this turn".

## **Black Orchestra**

*Current Official Text:*

Whenever you encounter a **code gate**, you may install **this program** from your **heap**. **3[c]:** +2 strength. **Then, if this program can interface with the code gate you are encountering, break up to 2 subroutines.**

*Escalation (42):*

Whenever you encounter a **code gate**, you may install Black Orchestra from your heap (paying its install cost).

**3[c]:** +2 strength. Break up to 2 **code gate** subroutines, if able.

## **BlackKat**

*Current Official Text:*

**Interface → 1[c]:** Break 1 **barrier** subroutine. **If you spent a credit from a stealth card to use this ability, instead break up to 3 barrier subroutines.**

**2[c]:** +1 strength. **If you spent at least 1 credit from a stealth card to use this ability, instead +2 strength.**

*First Contact (53):*

**1[c]:** Break 1 **barrier** subroutine (or up to 3 subroutines if you spent a credit from a **stealth** card).

**2[c]:** +1 strength (or +2 strength if you spent at least 1 credit from a **stealth** card).

## **Blackstone**

*Current Official Text:*

**Interface → 1[c]:** Break 1 **barrier** subroutine.

**3[c]:** +4 strength for the remainder of this run. Use this ability only by spending at least 1[c] from a **stealth** card.

*Intervention (68):*

**1[c]:** Break **barrier** subroutine.

**3[c]:** +4 strength for the remainder of this run. Use this ability only by

spending at least 1[c] from a **stealth** card.

## Bookmark

*Current Official Text:*

**[click]**: Host up to 3 cards from your grip facedown on **this hardware** (*you may look at these cards at any time*).

**[click]**: Add all hosted cards to your grip.

**[trash]**: Add all hosted cards to your grip.

*The Universe of Tomorrow (106):*

**[click]**: Host up to 3 cards from your grip facedown on **Bookmark** (you may look at these cards at any time).

**[click]** or **[trash]**: Add all cards on **Bookmark** to your grip.

## Brahman

*Current Official Text:*

**Interface** → **1[c]**: Break up to 2 subroutines.

**2[c]**: +1 strength.

Whenever an encounter ends, **if** you used **this program** to break a subroutine **during that encounter**, add 1 installed non-**virus** program to the top of your stack.

*Salsette Island (62):*

**1[c]**: Break up to 2 ice subroutines.

**2[c]**: +1 strength.

Whenever an encounter with a piece of ice in which you used **Brahman** to break a subroutine ends, add 1 installed non-**virus** program to the top of your stack.

## Breach

*Current Official Text:*

**Interface** → **2[c]**: Break up to 3 **barrier** subroutines.

**2[c]**: +4 strength.

**This program** cannot **interface with** ice protecting a remote server.

*Honor and Profit (42):*

**2[c]**: Break up to 3 **barrier** subroutines.

**2[c]**: +4 strength.

**Breach** cannot be used on ice protecting a remote server.

## Breaker Bay Grid

*Current Official Text:*

The rez cost of **each card** in **the root of** this server is lowered by 5.

Limit 1 **region** per server.

*Breaker Bay (40):*

The rez cost of cards in this server is lowered by 5.

Limit 1 **region** per server.

## Bug

*Current Official Text:*

Install only if you made a successful run on HQ this turn.  
Whenever the Corp draws a card, you may pay 2[c] to reveal that card.

*Honor and Profit (43):*

Install only if you made a successful run on HQ this turn.  
Whenever the Corp draws a card, you may pay 2[c] to reveal that card.

## Bug Out Bag

*Current Official Text:*

When you install **this resource**, place X power counters on it.  
When your turn ends, if you have no cards in your **grip**, draw 1 card for each **hosted power counter**, then trash **this resource**.

*Blood and Water (64):*

Place X power counters on Bug Out Bag when you install it. If you have no cards in your grip at the end of your turn, draw 1 card for each counter on Bug Out Bag, then trash it.

## Bukhgalter

*Current Official Text:*

**Interface** → **1[c]**: Break 1 **sentry** subroutine.  
**1[c]**: +1 strength.  
The first time each turn this **program fully breaks** a piece of **ice**, gain 2[c].

*Downfall (16):*

**1[c]**: Break **sentry** subroutine.  
**1[c]**: +1 strength.  
The first time each turn that you break all subroutines on a piece of ice you are encountering using only this program, gain 2[c].

## Bulwark

*Current Official Text:*

When you rez **this ice**, take 1 bad publicity.  
When the Runner encounters **this ice**, gain 2[c] if there is an installed **AI program**.  
[sub] The Runner trashes 1 **installed program**.  
[sub] Gain 2[c]. End the run.  
[sub] Gain 2[c]. End the run.

*Intervention (78):*

When you rez Bulwark, take 1 bad publicity.  
When the Runner encounters Bulwark, gain 2[c] if there is an installed **AI**.

[sub] The Runner trashes 1 program.  
[sub] The Corp gains 2[c]. End the run.  
[sub] The Corp gains 2[c]. End the run.

## By Any Means

*Current Official Text:*

Play only as your first [click].

For the remainder of the turn, whenever you access a card not in Archives, trash it and suffer 1 meat damage.

*Sovereign Sight (1):*

Play only as your first [click].

Until this turn ends, whenever you access a card not in Archives, trash it at no cost (even if it cannot normally be trashed) and suffer 1 meat damage.

## Calibration Testing

*Current Official Text:*

Remote server only.

[trash]: Place 1 advancement counter on a card installed in the root of this server.

*Sovereign Sight (17):*

Install only in a remote server.

[trash]: Place 1 advancement token on a card in this server.

## Careful Planning

*Current Official Text:*

Play only as your first [click].

Choose 1 card installed in the root of or protecting a remote server. That card cannot be rezzed this turn.

*Terminal Directive (13):*

Play only as your first [click].

Choose a card in or protecting a remote server. That card cannot be rezzed this turn.

## CBI Raid

*Current Official Text:*

Run HQ. If successful, instead of breaching HQ, the Corp adds all cards in HQ to the top of R&D in the order of their choice.

*Business First (22):*

Make a run on HQ. If successful, instead of accessing cards, the Corp adds all cards in HQ to the top of R&D in the order of his or her choice.

## Cell Portal

*Current Official Text:*

[sub] The Runner **moves to** the outermost **position** of the attacked server. **They may jack out.** Derez **this ice.**

*Core Set (74):*

[sub] The Runner approaches the outermost piece of ice protecting the attacked server. Derez Cell Portal.

## Cerberus "Cuj.0" H3

*Current Official Text:*

**When you install this program, place** 4 power counters on it.  
**Interface** → **Hosted power counter:** Break up to 2 **sentry** subroutines.  
**1[c]:** +1 strength.

*All That Remains (94):*

Place 4 power counters on Cerberus "Cuj.0" H3 when it is installed.  
**Hosted power counter:** Break up to 2 **sentry** subroutines.  
1[c]: +1 strength.

## Cerberus "Lady" H1

*Current Official Text:*

**When you install this program, place** 4 power counters on it.  
**Interface** → **Hosted power counter:** Break up to 2 **barrier** subroutines.  
**1[c]:** +1 strength.

*All That Remains (99):*

Place 4 power counters on Cerberus "Lady" H1 when it is installed.  
**Hosted power counter:** Break up to 2 **barrier** subroutines.  
1[c]: +1 strength.

## Cerberus "Rex" H2

*Current Official Text:*

**When you install this program, place** 4 power counters on it.  
**Interface** → **Hosted power counter:** Break up to 2 **code gate** subroutines.  
**1[c]:** +1 strength.

*All That Remains (96):*

Place 4 power counters on Cerberus "Rex" H2 when it is installed.  
**Hosted power counter:** Break up to 2 **code gate** subroutines.  
1[c]: +1 strength.

## Charlatan

*Current Official Text:*

**[click][click]: Run any server.** The first time you approach a rezzed piece of ice during this run, you may pay credits equal to the strength of that ice. **If you do, when you encounter that ice after this approach,** bypass it.

*Terminal Directive (10):*

[click], [click]: Make a run. The first time you approach a rezzed piece of ice during this run, you may pay credits equal to the strength of that ice to bypass it.

## Chum

*Current Official Text:*

[sub] The next piece of ice the Runner encounters during this run **gets +2 strength. When that encounter ends, if the Runner did not fully break that ice, do 3 net damage.**

*Core Set (75):*

[sub] The next piece of ice the Runner encounters during this run has +2 strength. Do 3 net damage unless the Runner breaks all subroutines on that piece of ice.

## Climactic Showdown

*Current Official Text:*

When your turn begins, remove this resource from the game. Choose a server protected by ice. The Corp may trash 1 piece of ice protecting that server. If they do not, the first time this turn you **breach** either R&D or HQ, access 2 additional **cards**.

*Downfall (6):*

When your turn begins, remove this resource from the game. Choose a server protected by ice. The Corp may trash a piece of ice protecting that server. If they do not, the first time this turn you access cards from either R&D or HQ, access 2 additional cards from that server.

## Code Replicator

*Current Official Text:*

**Whenever** the Runner passes a rezzed piece of ice protecting this server, you may trash **this upgrade. If you do, the Runner must** approach that ice again. **They may jack out.**

*Council of the Crest (52):*

When the Runner passes a rezzed piece of ice protecting this server, you may trash Code Replicator to force the Runner to approach that piece of ice again.

## Code Siphon

*Current Official Text:*

**Run** R&D. If successful, instead of **breaching R&D,** you may search your stack for 1

program. Install it, paying 3[c] less for each piece of ice protecting R&D, and then take 1 tag.

*The Source (115):*

Make a run on R&D. If successful, instead of accessing cards, you may search your stack for a program and install it, lowering the install cost by 3 for each piece of ice protecting R&D, and then take 1 tag. Shuffle your stack.

## Cold Read

*Current Official Text:*

Place 4[c] on this event, then run any server. You can spend hosted credits during that run. When that run ends, trash 1 program you used during that run. Trashing a program this way cannot be prevented.

*Martial Law (83):*

Make a run and place 4[c] on this card, which you may use only during this run. When this run ends, trash 1 program (cannot be prevented) used during this run.

## Corporate Defector

*Current Official Text:*

Whenever the Corp draws a card with the basic action, reveal that card.

*Crimson Dust (109):*

Whenever the Corp spends a [click] to draw a card (not through a card effect), reveal that card.

## Counter Surveillance

*Current Official Text:*

[click], [trash]: Run any server. If successful, instead of breaching the attacked server, pay X[c] if able, where X is equal to the number of tags you have. If you do, choose a number less than or equal to X. Access that many cards in and/or in the root of the attacked server. (If you cannot pay, you will not access anything.)

*Station One (23):*

[click], [trash]: Make a run. If successful, instead of accessing, pay X[c] to access up to X cards from this server, if able. X is the number of tags you have.

## Cradle

*Current Official Text:*

This program gets -1 strength for each card in your grip.  
Interface → 2[c]: Break any number of code gate subroutines.

*Reign and Reverie (6):*

Cradle has -1 strength for each card in your grip.  
2[c]: Break any number of code gate subroutines.

## Creeper

### *Current Official Text:*

If you have at least 2[link], the memory cost of [this program is 0\[mu\]](#), even if it is not installed.

[Interface](#) → **2[c]**: Break 1 **sentry** subroutine.

**1[c]**: +1 strength.

### *Humanity's Shadow (89):*

If you have at least 2[link], the memory cost of Creeper is 0, even if it is not installed.

2[c]: Break **sentry** subroutine.

1[c]: +1 strength.

## Crescentus

### *Current Official Text:*

**[trash]**: Derez 1 piece of ice [you fully broke](#) during this encounter.

### *A Study in Static (65):*

[trash]: Derez a piece of ice. Use this ability only after breaking all the subroutines of that ice during a single encounter.

## Crowbar

### *Current Official Text:*

If you have at least 2[link], the memory cost of [this program is 0\[mu\]](#), even if it is not installed.

[This program gets](#) +1 strength for each installed **icebreaker**.

[Interface](#) → **[trash]**: Break up to 3 **code gate** subroutines.

### *Chrome City (46):*

If you have at least 2[link], the memory cost of Crowbar is 0, even if it is not installed.

Crowbar has +1 strength for each installed **icebreaker**.

[trash]: Break up to 3 **code gate** subroutines.

## Crypsis

### *Current Official Text:*

[Interface](#) → **1[c]**: Break 1 subroutine.

**1[c]**: +1 strength.

**[click]**: Place 1 virus counter on [this program](#).

[Whenever](#) an encounter ends, [if you used this program](#) to break a subroutine [during that encounter](#), remove 1 hosted virus counter or trash [this program](#).

### *Core Set (51), Revised Core Set (58), System Core 2019 (61):*

1[c]: Break ice subroutine.

1[c]: +1 strength.

[click]: Place 1 virus counter on Crypsis.

When an encounter with a piece of ice in which you used Crypsis to break a



subroutine ends, remove 1 hosted virus counter or trash Crypsis.

## Cyber-Cypher

### *Current Official Text:*

When you install **this program**, choose a server. **Use this program** only during **runs** on the chosen server.

**Interface** → **1[c]**: Break **1 code gate** subroutine.

**1[c]**: +1 strength.

### *Creation and Control (44):*

1[c]: Break **code gate** subroutine.

1[c]: +1 strength.

When you install Cyber-Cypher, choose a server. Cyber-Cypher can only be used during a run on the chosen server.

## Cyberdelia

### *Current Official Text:*

+1[mu]

The first time each **turn you fully** break a piece of **ice**, gain 1[c].

### *Sovereign Sight (6):*

+1[mu]

The first time you break all subroutines on a piece of ice each turn, you may gain 1[c].

## Dagger

### *Current Official Text:*

**Interface** → **1[c]**: Break **1 sentry** subroutine.

**1[c]**: +5 strength. Use this ability only by spending a credit from a **stealth** card.

### *Creation and Control (42):*

1[c]: Break **sentry** subroutine.

1[c]: +5 strength. Use this ability only by spending a credit from a **stealth** card.

## Dai V

### *Current Official Text:*

**Interface** → **2[c]**: Break all subroutines. Use this ability only by spending credits from **stealth** cards.

**1[c]**: +1 strength.

### *23 Seconds (6):*

2[c]: Break all subroutines. Use this ability only by spending credits from **stealth** cards.

1[c]: +1 strength.

## Daruma

### *Current Official Text:*

When the Runner approaches this server, you may trash **this upgrade**. If you do, **choose 1 card in the root of another server or 1 agenda, asset, or upgrade in HQ**. **Swap that card with 1 card in the root of this server**. If you swap cards this way, the Runner may jack out.

### *Reign and Reverie (41):*

When the Runner approaches this server, you may trash Daruma. If you do, swap a card installed in this server with either another card installed in a server or with an agenda, asset or upgrade from HQ.

## Darwin

### *Current Official Text:*

**Interface** → 2[c]: Break 1 subroutine.

X is **equal to** the number of **hosted virus counters**.

When your turn begins, you may pay 1[c] to place 1 virus counter on **this program**.

### *Future Proof (102), Revised Core Set (8):*

2[c]: Break ice subroutine.

X is the number of virus counters on Darwin.

When your turn begins, you may pay 1[c] to place 1 virus counter on Darwin.

## Data Dealer

### *Current Official Text:*

**[click], forfeit 1 agenda**: Gain 9[c].

### *Core Set (31), System Core 2019 (39):*

**Forfeit an agenda**, [click]: Gain 9[c].

## Deep Data Mining

### *Current Official Text:*

**Run R&D**. If successful, access X additional **cards when you breach R&D**. X is equal to **your unused MU or 4, whichever is less**.

### *Terminal Directive (14):*

Make a run on R&D. If successful, access 1 additional card for each unused MU up to 4.

## Defective Brainchips

### *Current Official Text:*

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

**[interrupt]** → The first time each **turn** the Runner **would suffer brain damage, increase that damage by 1**.

*The Underway (72):*

This card is not trashed until another **current** is played or an agenda is stolen.  
The first time the Runner takes brain damage each turn, he or she takes 1 additional brain damage.

## Demara

*Current Official Text:*

**Interface** → **2[c]**: Break up to 2 **barrier** subroutines.

**2[c]**: +3 strength.

**[trash]**: Bypass the **barrier** you are encountering.

*Terminal Directive (8), System Core 2019 (34):*

**2[c]**: Break up to 2 **barrier** subroutines.

**2[c]**: +3 strength.

**[trash]**: Bypass a piece of **barrier** ice currently being encountered, even if it has strength greater than Demara.

## Demolition Run

*Current Official Text:*

**Run** HQ or R&D.

**Access** → **0[c]**: Trash the card you are accessing.

*Core Set (3), Revised Core Set (2):*

Make a run on HQ or R&D. You may trash, at no cost, any cards you access (even if the cards cannot normally be trashed).

## Deus X

*Current Official Text:*

**Interface** → **[trash]**: Break any number of **AP** subroutines.

**[interrupt]** → **[trash]**: Prevent any amount of net damage.

*A Study in Static (66), System Core 2019 (53):*

**[trash]**: Break any number of **AP** subroutines.

**[trash]**: Prevent any amount of net damage.

## Dhegdheer

*Current Official Text:*

You can install other programs onto this program. Each program installed this way costs 1[c] less to install. Limit 1 hosted program.

The memory cost of the hosted program does not count against your memory limit.

*Terminal Directive (20):*

Dhegdheer can host a single program.

When you install a program on Dhegdheer, lower its install cost by 1.

The memory cost of the hosted program does not count against your memory limit.

## Digital Rights Management

### *Current Official Text:*

Play only if the Runner did not make a successful run on HQ during their last turn. Search R&D for an agenda and reveal it. (*Shuffle R&D after searching it.*) Add that agenda to HQ. You may install 1 card from HQ in the root of a remote server. You cannot score agendas for the remainder of the turn.

### *Uprising (117):*

Play only if the Runner did not make a successful run on HQ during their last turn. Search R&D for an agenda and reveal it. (*Shuffle R&D after searching it.*) Add that agenda to HQ. You may install 1 card in a remote server. You cannot score agendas for the remainder of the turn.

## Director Haas

### *Current Official Text:*

You have +1 allotted [click] on your turn.  
When this asset is trashed while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.

### *Creation and Control (10):*

You have 1 additional [click] to spend each turn.  
If Director Haas is trashed while being accessed, add her to the Runner's score area as an agenda worth 2 agenda points.

## Director Haas' Pet Project

### *Current Official Text:*

When you score this agenda, you may create a new remote server by installing up to 3 cards from HQ and/or Archives in the root of and/or protecting that server, ignoring all install costs.  
Limit 1 per deck.

### *Creation and Control (4):*

When you score Director Haas' Pet Project, you may create a new remote server by installing up to 3 cards from HQ and/or Archives in that server and/or protecting that server (*one at a time*), ignoring all install costs.  
Limit 1 Director Haas' Pet Project per deck.

## Disrupter

### *Current Official Text:*

[interrupt] → [trash]: Reduce the base trace strength of a trace to 0.

### *A study in Static (61):*

[trash]: Prevent a trace. That trace initiates again with a base trace strength of 0.

## Diversified Portfolio

*Current Official Text:*

Gain 1[c] for each remote server with a card in **its root**.

*Honor and Profit (26):*

Gain 1[c] for each remote server with a card installed in it.

## Diversion of Funds

*Current Official Text:*

As an additional cost to play this event, spend [click].

**Run** HQ. If successful, instead of **breaching HQ**, you may force the Corp to lose up to 5[c], then you may gain 1[c] for each credit lost.

*Kampala Ascendent (105):*

As an additional cost to play this event, spend [click].

Make a run on HQ. If successful, instead of accessing cards, you may force the Corp to lose up to 5[c], then you may gain 1[c] for each credit lost.

## Divide and Conquer

*Current Official Text:*

**Run** Archives. If successful, after **breaching** Archives, **breach** HQ, then **breach** R&D. **You cannot access cards in the root of HQ or R&D during these breaches.**

*Reign and Reverie (2):*

Make a run on Archives. If successful, after accessing Archives, access 1 card from HQ, then access the top card from R&D.

## Diwan

*Current Official Text:*

**When you install this program**, choose a server. As an additional cost to install a card in **the root of** or protecting that server, the Corp must pay 1[c].

**When** the Corp purges virus **counters**, **trash this program**.

*Business First (21):*

When Diwan is installed, choose a server. As an additional cost to install a card in or protecting that server, the Corp must pay 1[c].

Trash Diwan if the Corp purges virus counters.

## Drive By

*Current Official Text:*

As an additional cost to play this event, spend [click].

Expose 1 card installed in **the root of** a remote server. **If you do and** that card is an asset or **upgrade**, **trash it**.

*The Underway (64):*

As an additional cost to play this event, spend [click].

Expose 1 card installed in a remote server. Trash that card at no cost if it is an asset or upgrade.

### **e3 Feedback Implants**

*Current Official Text:*

Whenever you break a subroutine on a piece of ice, you may pay 1[c] to break 1 subroutine on that ice.

*Trace Amount (24):*

Whenever you break a subroutine on a piece of ice, you may pay 1[c] to break 1 additional subroutine on that ice.

### **Early Bird**

*Current Official Text:*

Play only as your first [click].

Gain [click]. Run any server.

*Honor and Profit (32):*

Play only as your first click.

Make a run and gain [click].

### **Early Premiere**

*Current Official Text:*

When your turn begins, you may pay 1[c]. If you do, place 1 advancement counter on 1 card you can advance in the root of a server.

*Old Hollywood (95):*

When your turn begins, you may pay 1[c]. If you do, place 1 advancement token on a card that can be advanced in a server.

### **Eater**

*Current Official Text:*

Interface → 1[c]: Break 1 subroutine. You cannot access cards for the remainder of this run.

1[c]: +1 strength.

*Order and Chaos (40):*

1[c]: Break ice subroutine. You cannot access more than 0 cards for the remainder of this run.

1[c]: +1 strength.

## Eden Shard

### *Current Official Text:*

Whenever you make a successful run on R&D, instead of **breaching R&D**, you may install **this program** from your grip, ignoring all costs.

**[trash]**: The Corp draws 2 cards.

Limit 1 per deck.

### *Upstalk (20):*

Whenever you make a successful run on R&D, instead of accessing cards, you may install Eden Shard from your grip, ignoring all costs.

**[trash]**: The Corp draws 2 cards.

Limit 1 per deck.

## Eli 2.0

### *Current Official Text:*

**Lose [click][click]**: Break up to 2 subroutines on **this ice**. Only the Runner can use this ability.

**[sub]** You may draw 1 card.

**[sub]** End the run.

**[sub]** End the run.

### *Terminal Directive (34):*

The Runner may spend **[click][click]** to break up to 2 subroutines on Eli 2.0.

**[sub]** The Corp may draw 1 card.

**[sub]** End the run.

**[sub]** End the run.

## Embezzle

### *Current Official Text:*

**Run** HQ. If successful, instead of **breaching HQ**, name asset, ice, operation or upgrade, then reveal 2 cards from HQ at random. Trash each revealed card that has the named type, then gain 4[c] for each card trashed this way.

### *Whispers in Nalubaale (84):*

Make a run on HQ. If successful, instead of accessing cards, name asset, ice, operation or upgrade, then reveal 2 cards from HQ at random. Trash each revealed card that has the named type, then gain 4[c] for each card trashed this way.

## Emergent Creativity

### *Current Official Text:*

As an additional cost to play this event, spend **[click]**.

Trash any number of programs **and/or** pieces of hardware from your grip. Search your stack for **1** program or piece of **hardware**. Install it, **paying X[c] less**. X is equal to the total install cost of the trashed cards.

*Down the White Nile (28):*

As an additional cost to play this event, spend [click].

Trash any number of programs or pieces of hardware from your grip. Search your stack for a program or piece of hardware and install it, lowering its install cost by the total install cost of the trashed cards. Shuffle your stack.

## Endless Hunger

*Current Official Text:*

Interface → **Trash 1 installed card:** Break 1 "[sub] End the run." subroutine.

*Data and Destiny (33):*

**Trash an installed card:** Break "[sub] End the run." subroutine.

## Enforcer 1.0

*Current Official Text:*

As an additional cost to rez **this ice**, forfeit 1 agenda.

**Lose [click]:** Break 1 subroutine on **this ice**. Only the Runner can use this ability.

[sub] Trash 1 installed program.

[sub] Do 1 brain damage.

[sub] Trash 1 **installed console**.

[sub] Trash all **installed virtual** resources.

*Old Hollywood (89):*

As an additional cost to rez Enforcer 1.0, the Corp must forfeit an agenda.

The Runner can spend [click] to break any subroutine on Enforcer 1.0.

[sub] Trash 1 program.

[sub] Do 1 brain damage.

[sub] Trash 1 console.

[sub] Trash all **virtual** resources.

## Engolo

*Current Official Text:*

Whenever you encounter a piece of ice, you may pay 2[c]. If you do, it gains **code gate** for the remainder of that encounter. Use this ability only once per turn.

Interface → **1[c]:** Break 1 **code gate** subroutine.

**2[c]:** +4 strength.

*Kampala Ascendent (108):*

When you encounter a piece of ice, you may pay 2[c] to have it gain **code gate** until the end of the encounter. Use this ability only once per turn.

1[c]: Break **code gate** subroutine.

2[c]: +4 strength.



## Engram Flush

### *Current Official Text:*

When the Runner encounters this ice, choose a card type. For the remainder of **this** encounter, whenever you reveal the grip **with** a subroutine on this ice, you may trash 1 revealed card of that type.

[sub] Reveal the grip.

[sub] Reveal the grip.

### *Uprising (108):*

When the Runner encounters this ice, choose a card type. For the remainder of the encounter, whenever you reveal the grip using a subroutine on this ice, you may trash 1 revealed card of that type.

[sub] Reveal the grip.

[sub] Reveal the grip.

## Escher

### *Current Official Text:*

**Run** HQ. If successful, instead of **breaching HQ**, rearrange any number of ice protecting all **servers**. (*Do not rez or derez any ice or change the number of ice protecting any server.*)

### *Creation and Control (31):*

Make a run on HQ. If successful, instead of accessing cards, rearrange any number of ice protecting all servers (without rezzing or derezzing the ice). The same number of ice must be protecting each server after the rearrangement as before.

## Estelle Moon

### *Current Official Text:*

Whenever you install a card in **the root of a remote** server, place 1 power counter on **this asset**.

**[trash]:** For each power counter on **this asset**, gain **2[c]** and **draw 1 card**.

### *Terminal Directive (32):*

Whenever you install a card in a server, place 1 power counter on Estelle Moon.

**[trash]:** Draw 1 card and gain **2[c]** for each power counter on Estelle Moon.

## Euler

### *Current Official Text:*

When you install this program, for the remainder of the turn it gains "**Interface → 0[c]: Break 1 code gate** subroutine."

**Interface → 2[c]:** Break up to 2 **code gate** subroutines.

**1[c]:** +1 strength.

### *Uprising (87):*

When you install this program, for the remainder of the turn it gains "**0[c]: Break code**

**gate** subroutine."

**2[c]**: Break up to 2 **code gate** subroutines.

**1[c]**: +1 strength.

## Executive Functioning

*Current Official Text:*

[sub] **Trace**[4]. If successful, do 1 brain damage.

*Terminal Directive (35):*

[sub] **Trace {4}**– Do 1 brain damage.

## eXer

*Current Official Text:*

Whenever you **breach** R&D, access 1 additional card.

**When** the Corp purges virus **counters**, **trash this program**.

*Council of the Crest (41):*

Whenever you access cards from R&D, access 1 additional card.

Trash eXer if the Corp purges virus counters.

## Expert Schedule Analyzer

*Current Official Text:*

**[click]: Run** HQ. If successful, instead of **breaching HQ**, you may reveal all cards in HQ.

*Mala Tempora (45):*

[click]: Make a run on HQ. If successful, instead of accessing cards, you may reveal all cards in HQ.

## Exploratory Romp

*Current Official Text:*

**Run any server**. If successful, instead of **breaching that server**, remove up to 3 advancement **counters** from 1 card in **the root of** or protecting the attacked server.

*Creation and Control (32):*

Make a run. If successful, instead of accessing cards, remove up to 3 advancement tokens from a single card in or protecting the attacked server.

## Expo Grid

*Current Official Text:*

When your turn begins, gain 1[c] if there is a rezzed asset installed in **the root of** this server.

Limit 1 **region** per server.

*The Universe of Tomorrow (119):*

When your turn begins, gain 1[c] if there is a rezzed asset installed in this server.  
Limit 1 **region** per server.

## **Faerie**

*Current Official Text:*

Interface → 0[c]: Break 1 **sentry** subroutine.

1[c]: +1 strength.

Whenever an encounter ends, if you used this program to break a subroutine during that encounter, trash this program.

*Future Proof (104), Revised Core Set (28), System Core 2019 (35):*

0[c]: Break **sentry** subroutine.

1[c]: +1 strength.

When an encounter with a piece of ice in which you used Faerie to break a subroutine ends, trash Faerie.

## **Fairchild 1.0**

*Current Official Text:*

**Lose [click]:** Break 1 subroutine on this ice. Only the Runner can use this ability.

[sub] The Runner must pay 1[c] or trash 1 of their installed cards.

[sub] The Runner must pay 1[c] or trash 1 of their installed cards.

*23 Seconds (10):*

The Runner can spend [click] to break any subroutine on Fairchild 1.0.

[sub] The Runner must pay 1[c] or trash 1 of his or her installed cards.

[sub] The Runner must pay 1[c] or trash 1 of his or her installed cards.

## **Fairchild 2.0**

*Current Official Text:*

**Lose [click][click]:** Break up to 2 subroutines on this ice. Only the Runner can use this ability.

[sub] The Runner must pay 2[c] or trash 1 of their installed cards.

[sub] The Runner must pay 2[c] or trash 1 of their installed cards.

[sub] Do 1 brain damage.

*Blood Money (31):*

The Runner can spend [click][click] to break up to 2 subroutines on Fairchild 2.0.

[sub] The Runner must pay 2[c] or trash 1 of his or her installed cards.

[sub] The Runner must pay 2[c] or trash 1 of his or her installed cards.

[sub] Do 1 brain damage.

## **Fairchild 3.0**

*Current Official Text:*

**Lose [click][click][click]:** Break up to 3 subroutines on this ice. Only the Runner can

use this ability.

[sub] The Runner must pay 3[c] or trash 1 of their installed cards.

[sub] The Runner must pay 3[c] or trash 1 of their installed cards.

[sub] Do 1 brain damage or end the run.

#### *Escalation (49):*

The Runner can spend [click][click][click] to break up to 3 subroutines on Fairchild 3.0.

[sub] The Runner must pay 3[c] or trash 1 of his or her installed cards.

[sub] The Runner must pay 3[c] or trash 1 of his or her installed cards.

[sub] Do 1 brain damage or end the run.

### **Fast Break**

#### *Current Official Text:*

Gain X[c]. Draw up to X cards. Install up to X cards in **the root of** and/or protecting a single remote **server**. X is **equal to** the number of agendas in the Runner's score area.

#### *Reign and Reverie (31):*

Gain X[c]. Draw up to X cards. Install up to X cards in and/or protecting a single remote server (paying all install costs). X is the number of agendas in the Runner's score area.

### **Faust**

#### *Current Official Text:*

**Interface** → **Trash a card from your grip:** Break 1 subroutine.

**Trash a card from your grip:** +2 strength.

#### *The Underway (61):*

**Trash a card from your grip:** Break ice subroutine.

**Trash a card from your grip:** +2 strength.

### **Fawkes**

#### *Current Official Text:*

**Interface** → **1[c]:** Break 1 **sentry** subroutine.

**X[c]:** +X strength for the remainder of this run. Use this ability only by spending at least 1 credit from a **stealth** card.

#### *Quorum (108):*

**1[c]:** Break **sentry** subroutine.

**X[c]:** +X strength for the remainder of this run. Use this ability only by spending at least 1 credit from a **stealth** card.

### **Fear the Masses**

#### *Current Official Text:*

**Run** HQ. If successful, instead of **breaching HQ**, reveal **any number of** copies of Fear the Masses from your **grip**. **The Corp** trashes X cards from the top of R&D, where X is

equal to 1 plus the number of cards you revealed.

Limit 6 per deck.

*Fear the Masses (96):*

Make a run on HQ. If successful, instead of accessing cards, force the Corp to trash the top card of R&D. You may reveal X copies of Fear the Masses from your grip to force the Corp to trash X additional cards.

Limit 6 per deck.

## Feint

*Current Official Text:*

Run HQ. The first 2 times this run you encounter a piece of ice, bypass that ice. If successful, you cannot breach HQ.

*Honor and Profit (34):*

Make a run on HQ. Bypass the first 2 pieces of ice encountered during this run. If successful, you cannot access any cards.

## Find the Truth

*Current Official Text:*

Whenever you draw a card, reveal that card.

The first time each turn you make a successful run, you may look at the top card of R&D.

*Escalation (47):*

Whenever you draw a card, reveal that card.

The first time you make a successful run each turn, you may look at the top card of R&D.

## Flashbang

*Current Official Text:*

Interface → 6[c]: Derez the sentry you are encountering.

1[c]: +1 strength.

*Free Mars (85):*

6[c]: Derez a sentry currently being encountered.

1[c]: +1 strength.

## Flip Switch

*Current Official Text:*

You cannot use this hardware during the Corp's turn.

[trash]: Jack out.

[trash]: Remove 1 tag.

[interrupt] → [trash]: Reduce the base trace strength of a trace to 0.

### *Downfall (13):*

You cannot use this hardware during the Corp's turn.

**[trash]**: Jack out.

**[trash]**: Remove 1 tag.

Whenever a trace initiates during your turn, you may **[trash]** to reduce the base trace strength to 0.

## **Force of Nature**

### *Current Official Text:*

**Interface** → **2[c]**: Break up to 2 **code gate** subroutines.

**1[c]**: +1 strength.

### *A Study in Static (62), Revised Core Set (10), System Core 2019 (12):*

**2[c]**: Break up to 2 **code gate** subroutines.

**1[c]**: +1 strength.

## **Forger**

### *Current Official Text:*

+1[link]

**[interrupt]** → **[trash]**: Prevent 1 tag.

**[trash]**: Remove 1 tag.

Limit 1 **console** per player.

### *The Underway (65):*

+1[link]

**[trash]**: Avoid or remove 1 tag

Limit 1 **console** per player.

## **Forked**

### *Current Official Text:*

**Run any server**. The first time you **fully** break a **sentry** during **that** run, trash that **sentry**.

### *Order and Chaos (37):*

Make a run. The first time you break all subroutines on a **sentry** during this run, trash that **sentry**.

## **Formicary**

### *Current Official Text:*

**Whenever** the Runner approaches a server, you may rez **this ice**. If you do, move **this ice** to the innermost position **protecting the approached** server. The Runner **moves to this ice and encounters** it.

**[sub]** End the run unless the Runner suffers 2 net damage.

*Reign and Reverie (54):*

When the Runner approaches a server, you may rez Formicary. If you do, move it to the innermost position of that server. The Runner is now encountering it.  
[sub] End the run unless the Runner suffers 2 net damage.

## Franchise City

*Current Official Text:*

While the Runner is accessing an agenda from R&D, they must reveal it.  
When the Runner accesses an agenda, add this asset to your score area as an agenda worth 1 agenda point.

*The Universe of Tomorrow (114):*

When the Runner accesses an agenda, add Franchise City to your score area as an agenda worth 1 agenda point.

## Freedom Khumalo

*Current Official Text:*

Access → **Any X virus counters:** Trash the non-agenda card you are accessing. X is equal to that card's rez or play cost. Use this ability only once per turn.

*Whispers in Nalubaale (81):*

Once per turn, you may remove X virus counters from your installed cards to trash a card that you access at no cost (even if it cannot normally be trashed). X is that card's rez or play cost.

## Fully Operational

*Current Official Text:*

Gain 2[c] or draw 2 cards. Repeat this process for each remote server that has a card in its root and is protected by ice.

*Downfall (36):*

Gain 2[c] or draw 2 cards. Repeat this process for each remote server with at least 1 card in it and at least 1 piece of ice protecting it.

## Gagarin Deep Space

*Current Official Text:*

As an additional cost to access a card in the root of a remote server, the Runner must pay 1[c].

*Order and Chaos (2):*

As an additional cost to access a card in a remote server, the Runner must pay 1[c].

## Gang Sign

*Current Official Text:*

Whenever the Corp scores an agenda, **breach** HQ. You cannot access cards in the root of HQ during this breach.

*The Underway (67):*

Whenever the Corp scores an agenda, access 1 card from HQ.

## Garrote

*Current Official Text:*

**Interface** → **1[c]**: Break 1 **sentry** subroutine.  
**1[c]**: +1 strength.

*True Colors (65):*

**1[c]**: Break **sentry** subroutine.  
**1[c]**: +1 strength.

## Gauss

*Current Official Text:*

When you install this program, it gets +3 strength for the remainder of the turn.

**Interface** → **1[c]**: Break 1 **barrier** subroutine.  
**2[c]**: +2 strength.

*Downfall (24):*

When you install this program, it gets +3 strength for the remainder of the turn.

**1[c]**: Break **barrier** subroutine.  
**2[c]**: +2 strength.

## Gebrselassie

*Current Official Text:*

[click]: Host **this hardware** on an installed non-AI **icebreaker**.  
**Abilities that increase host icebreaker's strength last for the remainder of the turn (instead of any shorter duration).**

*Whispers in Nalubaale (87):*

[click]: Host Gebrselassie on an installed non-AI **icebreaker**.  
Host **icebreaker** returns to its base strength at the end of each turn rather than each encounter.

## Gingerbread

*Current Official Text:*

**Interface** → **1[c]**: Break 1 **tracer** subroutine.



**2[c]**: +3 strength.

*Honor and Profit (44):*

1[c]: Break **tracer** subroutine.

2[c]: +3 strength.

## Glut Cipher

*Current Official Text:*

Run Archives. If successful, instead of **breaching Archives**, the Corp **adds exactly 5** cards from Archives to HQ, if **able. If they do**, trash **5** cards from HQ at random.

*The Devil and the Dragon (61):*

Make a run on Archives. If successful, instead of accessing cards, force the Corp to choose 5 cards from Archives and add them to HQ, if able, then trash that many cards from HQ at random.

## God of War

*Current Official Text:*

When your turn begins, you may take 1 tag to place 2 virus counters on **this program**.

**Interface** → **Hosted virus counter**: Break **1** subroutine.

**2[c]**: +1 strength.

*Free Mars (82):*

When your turn begins, you may take 1 tag to place 2 virus counters on God of War.

**Hosted virus counter**: Break ice subroutine.

2[c]: +1 strength.

## Golden

*Current Official Text:*

**Interface** → 2[c]: Break up to 2 **sentry** subroutines.

**2[c]**: +4 strength.

**2[c]**, **add this program to your grip**: Derez **1 sentry** **this program fully broke** during **this** encounter.

*Blood Money (25):*

2[c]: Break up to 2 **sentry** subroutines.

2[c]: +4 strength.

2[c], **return Golden to your grip**: Derez a sentry. Use this ability only after using Golden to break all the subroutines on that **sentry** during a single encounter.

## GS Sherman M3

*Current Official Text:*

If you have at least 2[link], the memory cost of **this program is 0[mu]**, even if it is not installed.

**Interface** → **2[c]**: Break any number of **barrier** subroutines.

**2[c]**: +3 strength.

*Data and Destiny (50):*

If you have at least 2[link], the memory cost of GS Sherman M3 is 0, even if it is not installed.

2[c]: Break any number of **barrier** subroutines.

2[c]: +3 strength.

## GS Shrike M2

*Current Official Text:*

If you have at least 2[link], the memory cost of **this program is 0[mu]**, even if it is not installed.

**Interface** → **2[c]**: Break any number of **barrier** subroutines.

**2[c]**: +3 strength.

*Data and Destiny (49):*

If you have at least 2[link], the memory cost of GS Shrike M2 is 0, even if it is not installed.

2[c]: Break any number of **sentry** subroutines.

2[c]: +3 strength.

## GS Striker M1

*Current Official Text:*

If you have at least 2[link], the memory cost of **this program is 0[mu]**, even if it is not installed.

**Interface** → **2[c]**: Break any number of **code gate** subroutines.

**2[c]**: +3 strength.

*Data and Destiny (48):*

If you have at least 2[link], the memory cost of GS Striker M1 is 0, even if it is not installed.

2[c]: Break any number of **code gate** subroutines.

2[c]: +3 strength.

## Hades Shard

*Current Official Text:*

Whenever you make a successful run on Archives, instead of **breaching Archives**, you may install **this program** from your grip, ignoring all costs.

**[trash]**: Breach Archives. **You cannot access** cards in the root of Archives during this breach.

Limit 1 per deck.

*First Contact (59):*

Whenever you make a successful run on Archives, instead of accessing cards, you may install Hades Shard from your grip, ignoring all costs.

**[trash]**: Access all cards in Archives.

Limit 1 per deck.

## Harbinger

*Current Official Text:*

[interrupt] → When this program would be trashed, turn it facedown instead of adding it to your heap. *(It is still considered trashed.)*

*Data and Destiny (34):*

When Harbinger is trashed, install it facedown instead of adding it to your heap.

## Heimdall 1.0

*Current Official Text:*

**Lose [click]:** Break 1 subroutine on this ice. Only the Runner can use this ability.

[sub] Do 1 brain damage.

[sub] End the run.

[sub] End the run.

*Core Set (61), Revised Core Set (66), System Core 2019 (74):*

The Runner can spend [click] to break any subroutine on Heimdall 1.0.

[sub] Do 1 brain damage.

[sub] End the run.

[sub] End the run.

## Heimdall 2.0

*Current Official Text:*

**Lose [click][click]:** Break up to 2 subroutines on this ice. Only the Runner can use this ability.

[sub] Do 1 brain damage.

[sub] Do 1 brain damage and end the run.

[sub] End the run.

*Creation and Control (15):*

The Runner can spend [click][click] to break up to 2 subroutines on Heimdall 2.0.

[sub] Do 1 brain damage.

[sub] Do 1 brain damage and end the run.

[sub] End the run.

## Hippo

*Current Official Text:*

The first time each turn you fully break the outermost piece of ice protecting the attacked server during a run, you may remove this hardware from the game to trash that ice.

*Kampala Ascendant (103):*

The first time you break all subroutines on the outermost piece of ice during a run

each turn, you may remove Hippo from the game to trash that piece of ice.

## Hive

### *Current Official Text:*

This ice loses 1 of its printed "[sub] End the run." subroutines for each agenda point in your score area.

[sub] End the run.

[sub] End the run.

[sub] End the run.

[sub] End the run.

[sub] End the run.

### *Double Time (117), Revised Core Set (118):*

Hive loses an "[sub] End the run." subroutine for each agenda point in the Corp's score area.

[sub] End the run.

[sub] End the run.

[sub] End the run.

[sub] End the run.

[sub] End the run.

## Hivemind

### *Current Official Text:*

When you install this program, place 1 virus counter on it.

Each other **virus** program is considered to have 1 additional hosted virus counter for each virus counter on this program.

You can spend hosted virus counters as if they were hosted on any other installed **virus** program.

### *Order and Chaos (42):*

Place 1 virus counter on Hivemind when it is installed.

Virus counters on Hivemind are considered to be hosted on all other virus programs for the purposes of card effects (and can be spent as if on them).

## Holmegaard

### *Current Official Text:*

[sub] Trace[4]. If successful, the Runner cannot access cards or breach the attacked server for the remainder of this run.

[sub] Trash 1 installed **icebreaker**.

### *Terminal Directive (36):*

[sub] **Trace {4}**— The runner cannot access any cards during this run.

[sub] Trash 1 **icebreaker**.

## Houdini

*Current Official Text:*

**Interface** → **1[c]**: Break **1 code gate** subroutine.

**2[c]**: +4 strength for the remainder of this run. Use this ability only by spending at least 1 credit from a **stealth** card.

*Escalation (45):*

1[c]: Break **code gate** subroutine.

2[c]: +4 strength for the remainder of this run. Use this ability only by spending at least 1 credit from a **stealth** card.

## HQ Interface

*Current Official Text:*

Whenever you **breach** HQ, access 1 additional **card**.

*Humanity's Shadow (85), Revised Core Set (26), System Core 2019 (31):*

Whenever you access cards from HQ, access 1 additional card from HQ.

## Hudson 1.0

*Current Official Text:*

**Lose [click]**: Break **1** subroutine on **this ice**. **Only the Runner can use this ability**.

[sub] The Runner cannot access more than **1** card during this run.

[sub] The Runner cannot access more than **1** card during this run.

*Mala Tempora (51), Revised Core Set (67):*

The Runner may spend [click] to break any subroutine on Hudson 1.0.

[sub] The Runner cannot access more than **1** card during this run.

[sub] The Runner cannot access more than **1** card during this run.

## Ichi 1.0

*Current Official Text:*

**Lose [click]**: Break **1** subroutine on **this ice**. **Only the Runner can use this ability**.

[sub] Trash **1** installed program.

[sub] Trash **1** installed program.

[sub] **Trace[1]**. If successful, give the Runner **1** tag and do **1** brain damage.

*Core Set (62), Revised Core Set (68), System Core 2019 (75):*

The Runner can spend [click] to break any subroutine on Ichi 1.0.

[sub] Trash **1** program.

[sub] Trash **1** program.

[sub] **Trace[1]**– If successful, give the Runner **1** tag and do **1** brain damage.

## Ichi 2.0

### *Current Official Text:*

**Lose [click][click]:** Break up to 2 subroutines on this ice. Only the Runner can use this ability.

[sub] Trash 1 installed program.

[sub] Trash 1 installed program.

[sub] **Trace[3]**. If successful, give the Runner 1 tag and do 1 brain damage.

### *Creation and Control (17):*

The Runner can spend [click][click] to break up to 2 subroutines on Ichi 2.0.

[sub] Trash 1 program.

[sub] Trash 1 program.

[sub] **Trace[3]**– If successful, give the Runner 1 tag and do 1 brain damage.

## Ika

### *Current Official Text:*

**2[c]:** Host this program on a piece of ice.

**Interface → 1[c]:** Break up to 2 subroutines on host sentry.

**2[c]:** +3 strength.

### *Reign and Reverie (19):*

2[c]: Host Ika on a piece of ice.

1[c]: Break up to 2 subroutines on host sentry.

2[c]: +3 strength.

## Immolation Script

### *Current Official Text:*

**Run Archives.** If successful, whenever you would access a faceup piece of ice in Archives this run, you may instead trash 1 rezzed copy of that ice. Use this ability only once this run.

### *Chrome City (41):*

Make a run on Archives. If successful, instead of accessing a piece of ice in Archives, trash a rezzed copy of that ice.

## Indexing

### *Current Official Text:*

**Run R&D.** If successful, instead of breaching R&D, you may look at the top 5 cards of R&D and arrange them in any order.

### *Future Proof (106), Revised Core Set (39):*

Make a run on R&D. If successful, instead of accessing cards you may look at the top 5 cards of R&D and arrange them in any order.

## Information Sifting

*Current Official Text:*

Run HQ. If successful, instead of breaching HQ, the Corp separates all cards in HQ into 2 facedown piles. Choose 1 of the piles. Access each card in the chosen pile.

*The Liberated Mind (79):*

Make a run on HQ. If successful, instead of accessing cards, the Corp separates all cards in HQ into 2 facedown piles. Access all of the cards in one of the piles; you cannot access any cards in the other pile this run.

## Injection Attack

*Current Official Text:*

Choose 1 installed icebreaker and run any server. During that run, the chosen icebreaker gets +2 strength.

*23 Seconds (9):*

Make a run and choose an icebreaker. That icebreaker has +2 strength for the remainder of this run.

## Inti

*Current Official Text:*

Interface → 1[c]: Break 1 barrier subroutine.  
2[c]: +1 strength for the remainder of this run.

*Creation and Control (48):*

1[c]: Break barrier subroutine.  
2[c]: +1 strength for the remainder of this run.

## Inversificator

*Current Official Text:*

The first time each turn you pass a piece of ice after an encounter during which this program fully broke that ice, you may swap it with another installed piece of ice.  
Interface → 1[c]: Break 1 code gate subroutine.  
1[c]: +1 strength.

*Earth's Scion (48):*

The first time you pass a piece of ice each turn in which you used Inversificator to break all subroutines, you may swap that ice with another piece of ice.  
1[c]: Break code gate subroutine.  
1[c]: +1 strength.

## Janus 1.0

*Current Official Text:*

Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.

[sub] Do 1 brain damage.  
[sub] Do 1 brain damage.  
[sub] Do 1 brain damage.  
[sub] Do 1 brain damage.

*What Lies Ahead (12):*

The Runner may spend [click] to break any subroutine on Janus 1.0.  
[sub] Do 1 brain damage.  
[sub] Do 1 brain damage.  
[sub] Do 1 brain damage.  
[sub] Do 1 brain damage.

## **Jesminder Sareen: Girl Behind the Curtain**

*Current Official Text:*

[interrupt] → The first time each run you would take 1 or more tags, prevent 1 tag.

*Kala Ghoda (6):*

Avoid the first tag during each run.

## **Jinja City Grid**

*Current Official Text:*

Whenever you draw a piece of ice, you may reveal it and install it protecting this server, paying 4[c] less.  
Limit 1 **region** per server.

*Down the White Nile (31):*

Whenever you draw a piece of ice, you may reveal it and install it protecting this server, lowering its install cost by 4[c].  
Limit 1 **region** per server.

## **Jinteki Biotech: Life Imagined**

*Current Official Text:*

Before taking your first turn, you may switch this identity with any copy of Jinteki Biotech.

[click][click][click]: Flip this identity.

The Brewery: When you flip this identity, do 2 net damage.

The Tank: When you flip this identity, shuffle all cards in Archives into R&D.

The Greenhouse: When you flip this identity, place 4 advancement counters on 1 installed card that you can advance.

*The Valley (12):*

Before taking your first turn, you may swap this card with any copy of Jinteki Biotech.

[click],[click],[click]: Flip this identity.



## Jumon

### *Current Official Text:*

When your turn ends, place 2 advancement counters on 1 card in the root of a remote server.

### *Reign and Reverie (35):*

When your turn ends, place 2 advancement tokens on a card installed in a server.

## Kakurenbo

### *Current Official Text:*

As an additional cost to play this operation, spend [click][click].  
Trash any number of cards from HQ. Turn all cards in Archives facedown. You may install 1 agenda, asset, or upgrade from Archives in the root of a remote server and place 2 advancement counters on it. Remove this operation from the game.

### *Uprising (111):*

As an additional cost to play this operation, spend [click][click].  
Trash any number of cards from HQ. Turn all cards in Archives facedown. You may install 1 agenda, asset, or upgrade from Archives in a remote server and place 2 advancement tokens on it. Remove this operation from the game instead of trashing it.

## Kamali 1.0

### *Current Official Text:*

**Lose [click]:** Break 1 subroutine on this ice. Only the Runner can use this ability.  
[sub] Do 1 brain damage unless the Runner trashes 1 installed resource.  
[sub] Do 1 brain damage unless the Runner trashes 1 installed piece of hardware.  
[sub] Do 1 brain damage unless the Runner trashes 1 installed program.

### *Whispers in Nalubaale (92):*

The Runner can spend [click] to break any subroutine on Kamali 1.0.  
[sub] Do 1 brain damage unless the Runner trashes an installed resource.  
[sub] Do 1 brain damage unless the Runner trashes an installed piece of hardware.  
[sub] Do 1 brain damage unless the Runner trashes an installed program.

## Kasi String

### *Current Official Text:*

The first time each turn a successful run on a remote server ends, if you breached the server but stole no agendas, you may place 1 power counter on this resource.  
When this resource has 4 or more hosted power counters, add it to your score area as an agenda worth 1 agenda point.

### *Kampala Ascendant (111):*

The first time a successful run on a remote server ends each turn, you may place 1 power counter on Kasi String if you accessed cards and stole no agendas.  
When Kasi String has 4 or more power counters on it, add it to your score area as an

agenda worth 1 agenda point.

## Keyhole

*Current Official Text:*

**[click]:** Run R&D. If successful, instead of **breaching R&D**, look at the top 3 cards of R&D. Trash 1 of those cards, **then** the Corp shuffles R&D.

*True Colors (61):*

[click]: Make a run on R&D. If successful, instead of accessing cards, look at the top 3 cards of R&D. Trash 1 of those cards at no cost (even if it cannot normally be trashed) and the Corp shuffles R&D.

## Khusyuk

*Current Official Text:*

Run R&D. If successful, instead of **breaching R&D**, choose a number greater than 0. For each installed card you have with a printed install cost matching that number, reveal 1 card from the top of R&D (max 6). Access **1** of the revealed cards, then the Corp shuffles R&D.

*Downfall (21):*

Run R&D. If successful, instead of accessing cards, choose a number greater than 0. For each installed card you have with a printed install cost matching that number, reveal 1 card from the top of R&D (max 6). Access one of the revealed cards, then the Corp shuffles R&D. You cannot access any other cards in R&D this run.

## Kill Switch

*Current Official Text:*

This card is not trashed until another **current** is played or an agenda is stolen. **While the Runner is accessing an agenda from R&D, they must reveal it.** Whenever an agenda is accessed or scored, **trace[3]**. If successful, do 1 brain damage.

*The Devil and the Dragon (70):*

This card is not trashed until another **current** is played or an agenda is stolen. Whenever an agenda is accessed or scored, **trace {3}**— If successful, do 1 brain damage.

## Kitsune

*Current Official Text:*

[sub] You may choose **1 card in HQ**. If you do, the Runner breaches HQ. During this breach, the Runner cannot access cards in the root of HQ, and the first card they access must be the chosen card. When the breach ends, trash this ice.

*First Contact (43):*

[sub] The Corp may choose a card in HQ. The Runner accesses that card. If he or she

does, trash Kitsune.

## Knifed

*Current Official Text:*

**Run any server.** The first time you **fully** break a **barrier** during **that** run, trash that **barrier**.

*Order and Chaos (38):*

Make a run. The first time you break all subroutines on a **barrier** during this run, trash that **barrier**.

## Knight

*Current Official Text:*

**Interface → 2[c]:** Break 1 subroutine on host ice.

**[click]:** Host **this program on a piece of ice** that is not **hosting a Caïssa** and is not directly **inward** or **outward from this program's** current host ice.

*Mala Tempora (43):*

2[c]: Break subroutine on host ice.

**[click]:** Host Knight on a piece of ice not hosting a **Caïssa**. If already hosted, Knight can be hosted only on ice that is not installed directly before or after the current piece of ice hosting Knight.

## La Costa Grid

*Current Official Text:*

Remote server only.

When your turn begins, place 1 advancement **counter** on 1 card installed in **the root of** this server.

Limit 1 **region** per server.

*Uprising (112):*

Remote server only.

When your turn begins, place 1 advancement token on a card installed in this server.

Limit 1 **region** per server.

## Laamb

*Current Official Text:*

**Whenever** you encounter a piece of ice, you may pay 2[c]. **If you do, it gains barrier for the remainder of that** encounter. Use this ability only once per turn.

**Interface → 2[c]:** Break any number of **barrier** subroutines.

**3[c]:** +6 strength.

*Whispers in Nalubaale (86):*

When you encounter a piece of ice, you may pay 2[c] to have it gain **barrier** until the end of the encounter. Use this ability only once per turn.

2[c]: Break any number of **barrier** subroutines.

3[c]: +6 strength.

## Laguna Velasco District

### *Current Official Text:*

Whenever you **take the basic action** to draw cards, increase the number of cards you draw by 1.

### *Terminal Directive (22):*

Whenever you spend [click] to draw 1 card (not through a card ability), draw 1 additional card.

## Letheia Nisei

### *Current Official Text:*

The first time each run the Runner approaches this server, you and the Runner secretly spend 0[c], 1[c], or 2[c]. Reveal spent credits. If you and the Runner spent a different number of credits, you may trash this **upgrade**. If you do, the Runner moves to the outermost **position** of this server. **The Runner may jack out.**

### *Downfall (46):*

The first time each run the Runner approaches this server, you and the Runner secretly spend 0[c], 1[c] or 2[c]. Reveal spent credits. If you and the Runner spent a different number of credits, you may trash this upgrade to force the Runner to approach the outermost piece of ice protecting this server.

## Leviathan

### *Current Official Text:*

**Interface** → **3[c]**: Break up to 3 **code gate** subroutines.

**3[c]**: +5 strength.

### *Second Thoughts (26):*

3[c]: Break up to 3 **code gate** subroutines.

3[c]: +5 strength.

## Loki

### *Current Official Text:*

When the Runner encounters **this ice**, choose another rezzed piece of ice. **For the remainder of this run, this ice** gains the subtypes of **the chosen** ice and **gains** the subroutines of that ice **in order** before all **its** other subroutines.

[sub] **The Runner must either** end the run or **shuffle all cards from the** grip into the stack.

### *Blood and Water (69):*

When the Runner encounters Loki, choose another rezzed piece of ice. Until the end of the run, Loki gains the subtypes of that ice and the subroutines of that ice before all

Loki's other subroutines.

[sub] End the run unless the Runner shuffles his or her grip into the stack.

## Lustig

*Current Official Text:*

**Interface** → **1[c]**: Break 1 **sentry** subroutine.

**3[c]**: +5 strength.

**[trash]**: Bypass the **sentry** you are encountering.

*Terminal Directive (7):*

1[c]: Break **sentry** subroutine.

3[c]: +5 strength.

**[trash]**: Bypass a piece of **sentry** ice currently being encountered, even if it has strength greater than

Lustig.

## Makler

*Current Official Text:*

**Interface** → **2[c]**: Break up to 2 **barrier** subroutines.

**2[c]**: +2 strength.

The first time each turn this **program fully breaks** a piece of **ice**, gain 1[c].

*Uprising (80):*

**2[c]**: Break up to 2 **barrier** subroutines.

**2[c]**: +2 strength.

The first time each turn that you break all subroutines on a piece of ice you are encountering using only this program, gain 1[c].

## Mammon

*Current Official Text:*

**Interface** → **Hosted power counter**: Break 1 subroutine.

**2[c]**: +2 strength.

When your turn begins, you may pay X[c] to place X power counters on **this program**.

When your turn ends, remove all hosted power counters.

*Terminal Directive (9):*

**Hosted power counter**: Break ice subroutine.

2[c]: +2 strength.

When your turn begins, you may pay X[c] to place X power counters on Mammon.

When your turn ends, remove all hosted power counters.

## Markus 1.0

*Current Official Text:*

**Lose [click]**: Break 1 subroutine on **this ice**. Only the Runner can use this ability.

[sub] The Runner trashes 1 of **their** installed cards.  
[sub] End the run.

#### *The Source (104):*

The Runner may spend [click] to break any subroutine on Markus 1.0.  
[sub] The Runner trashes 1 of his or her installed cards.  
[sub] End the run.

### **Mass-Driver**

#### *Current Official Text:*

Whenever **this program fully breaks a piece of ice**, the first 3 subroutines of the next encounter this run do not resolve.

**Interface** → **2[c]**: Break **1 code gate** subroutine.

**1[c]**: +1 strength.

#### *Blood and Water (67):*

Whenever you use Mass-Driver to break all subroutines on a piece of ice during a single encounter, the first 3 subroutines on the next piece of ice you encounter this run do not resolve.

**2[c]**: Break **code gate** subroutine.

**1[c]**: +1 strength.

### **Maven**

#### *Current Official Text:*

**This program gets** +1 strength for each installed program.

**Interface** → **2[c]**: Break **1** subroutine.

#### *Free Mars (87):*

Maven has +1 strength for each installed program.

**2[c]**: Break ice subroutine.

### **Maxwell James**

#### *Current Official Text:*

+1[link]

**[trash]**: Derez **1** piece of ice protecting a remote server. Use this ability only **during the next paid ability window** after a successful run on **HQ ends**.

#### *Terminal Directive (11):*

+1[link]

**[trash]**: Derez a piece of ice protecting a remote server. Use this ability only after a successful run on HQ.

### **MCA Informant**

#### *Current Official Text:*

After you resolve this operation, end your action phase.

Install **this operation** on a **connection resource** as a hosted condition counter with "The Runner is considered to have 1 additional tag. **Host connection gains '[click], 2[c]: Trash this card.'**"

*Station One (36):*

After you resolve this operation, end your action phase.

Install MCA Informant on a connection as a hosted condition counter with the text "The Runner is considered to have 1 additional tag. The host connection gains '[click], 2[c]: Trash this card.'"

## Medium

*Current Official Text:*

Whenever you make a successful run on R&D, place 1 virus counter on **this program**. **Whenever you breach R&D, choose a number less than the number of hosted virus counters. Access that many additional cards.**

*Core Set (10):*

Whenever you make a successful run on R&D, place 1 virus counter on Medium.

Each virus counter after the first on Medium allows you to access 1 additional card from R&D whenever you access cards from R&D.

## Midori

*Current Official Text:*

**Whenever** the Runner approaches a piece of ice protecting this server, you may swap that ice with **1** piece of ice from HQ. *(The new ice is installed **unrezzed**.)* **If you do, the Runner may jack out. Use this ability only once per turn.**

*Future Proof (113):*

Once per run, when the Runner approaches a piece of ice protecting this server, you may swap that ice with a piece of ice from HQ. The new ice is installed unrezzed.

## Mind's Eye

*Current Official Text:*

+1[mu]

Whenever you make a successful run on R&D, you may place 1 power counter on **this hardware**.

**[click], 3 hosted power counters: Breach R&D. You cannot access cards in the root of R&D during this breach.**

Limit 1 **console** per player.

*Reign and Reverie (17):*

+1[mu]

Whenever you make a successful run on R&D, you may place 1 power counter on Mind's Eye.

**[click], 3 hosted power counters: Access the top card of R&D.**

Limit 1 **console** per player.

## Mirāju

### *Current Official Text:*

Whenever an encounter with this ice ends, if the Runner broke its printed subroutine, the Runner moves to the outermost position of Archives instead of passing this ice. They may jack out. Derez this ice.

[sub] You may draw 1 card. Then, shuffle 1 card from HQ into R&D.

### *Blood and Water (71):*

If the Runner breaks the printed subroutine on Mirāju, he or she is now running on Archives instead of passing Mirāju and approaches the outermost ice, if any. Derez Mirāju.

[sub] The Corp may draw 1 card. Then, shuffle 1 card from HQ into R&D.

## MKUltra

### *Current Official Text:*

Whenever you encounter a **sentry**, you may install this program from your heap. **3[c]:** +2 strength. Then, if this program can interface with the **sentry** you are encountering, break up to 2 subroutines.

### *Martial Law (81):*

Whenever you encounter a **sentry**, you may install MKUltra from your heap (paying its install cost).

**3[c]:** +2 strength. Break up to 2 **sentry** subroutines, if able.

## Mongoose

### *Current Official Text:*

You cannot use this program to break subroutines on more than one ice per run.

**Interface** → **1[c]:** Break up to 2 **sentry** subroutines.

**2[c]:** +2 strength.

### *Kala Ghoda (5):*

You cannot use Mongoose to break subroutines on more than one ice per run.

**1[c]:** Break up to 2 **sentry** subroutines.

**2[c]:** +2 strength.

## Morning Star

### *Current Official Text:*

**Interface** → **1[c]:** Break any number of **barrier** subroutines.

### *What Lies Ahead (4), Revised Core Set (14):*

**1[c]:** Break any number of **barrier** subroutines.



## Mr. Li

*Current Official Text:*

**[click]:** Draw 2 cards. **When you do, add 1 of those** cards to the bottom of your stack.

*Future Proof (105), Revised Core Set (36):*

**[click]:** Draw 2 cards. Add 1 of these cards to the bottom of your stack.

## Mti Mwekundu

*Current Official Text:*

**Whenever** the Runner approaches a server, you may install **1 piece of ice from HQ** in the innermost **position** protecting that **server**, ignoring all costs. The Runner **moves to that ice and approaches it**. **If this is not the first time they have approached a piece of ice this run, they may jack out**. Use this ability only once per turn.

*Kampala Ascendent (114):*

Once per turn, when the Runner approaches a server, you may install a piece of ice protecting that server in the innermost position, ignoring all costs. The Runner is now approaching that ice.

## Mu Safecracker

*Current Official Text:*

Use this hardware only by spending credits from **stealth** cards.

Whenever you make a successful run on HQ, you may pay 1[c] to access 1 additional card **when you breach** HQ.

Whenever you make a successful run on R&D, you may pay 2[c] to access 1 additional card **when you breach** R&D.

*Uprising (76):*

Use this hardware only by spending credits from **stealth** cards.

Whenever you make a successful run on HQ, you may pay 1[c] to access 1 additional card from HQ.

Whenever you make a successful run on R&D, you may pay 2[c] to access 1 additional card from R&D.

## Muresh Bodysuit

*Current Official Text:*

**[interrupt] → The first time each turn you would take meat damage, prevent 1 meat damage.**

*Cyber Exodus (44):*

Prevent the first meat damage each turn.

## Musaazi

### *Current Official Text:*

Whenever you make a successful run, you may place 1 virus counter on [this program](#).  
[Interface](#) → **Any virus counter:** Break **sentry** subroutine.  
**Any virus counter:** +1 strength.

### *Kampala Ascendent (102):*

Whenever you make a successful run, you may place 1 virus counter on Musaazi.  
**Virus counter from any installed card:** Break **sentry** subroutine.  
**Virus counter from any installed card:** +1 strength.

## Museum of History

### *Current Official Text:*

This card costs 0 influence if you have 50 or more cards in your deck.  
When your turn begins, you may shuffle 1 card from Archives into R&D.

**Note:** Should be unique.

### *Kala Ghoda (19):*

This card costs 0 influence if you have 50 or more cards in your deck.  
When your turn begins, you may shuffle 1 card from Archives into R&D.

## Mushin No Shin

### *Current Official Text:*

As an additional cost to play this operation, spend [click].  
Install 1 asset, agenda, or upgrade from HQ in [the root of](#) a new server. Place 3 advancement [counters](#) on that card. You cannot score or rez that card until your next turn begins.

### *Honor and Profit (15):*

As an additional cost to play this operation, spend [click].  
Install an asset, agenda, or upgrade from HQ in a new remote server. Place 3 advancement tokens on that card. You cannot score or rez that card until your next turn begins.

## Mwanza City Grid

### *Current Official Text:*

[Root of HQ or R&D only.](#)  
Whenever the Runner [breaches](#) this server, [they access](#) 3 additional cards. [When the breach ends](#), gain 2[c] for each [time the Runner accessed](#) a card during [that breach](#).  
Limit 1 **region** per server.

### *Whispers in Nalubaale (96):*

Install only in the root of HQ or R&D.  
Whenever the Runner accesses cards from this server, he or she accesses 3

additional cards. After accessing, gain 2[c] for each card accessed. This applies even during the run on which the Runner trashes Mwanza City Grid.  
Limit 1 **region** per server.

## Na'Not'K

### *Current Official Text:*

During runs, this program gets +1 strength for each piece of ice protecting the attacked server.

Interface → 1[c]: Break 1 **sentry** subroutine.

3[c]: +2 strength.

### *Free Mars (88):*

During each run, Na'Not'K has +1 strength for each piece of ice protecting the attacked server.

1[c]: Break **sentry** subroutine.

3[c]: +2 strength.

## Najja 1.0

### *Current Official Text:*

**Lose [click]:** Break 1 subroutine on this ice. Only the Runner can use this ability.

[sub] End the run.

[sub] End the run.

### *Sovereign Sight (11):*

The Runner may spend [click] to break any subroutine on Najja 1.0.

[sub] End the run.

[sub] End the run.

## Nasir Meidan

### *Current Official Text:*

Whenever you encounter a piece of ice after an approach during which that ice was rezzed, lose all credits in your credit pool. Gain credits equal to the rez cost of that ice.

### *Upstalk (17):*

Whenever you encounter a piece of ice that was just rezzed, lose all credits in your credit pool. Gain credits equal to the rez cost of that ice.

## Navi Mumbai City Grid

### *Current Official Text:*

During runs on this server, the Runner cannot use paid abilities on their installed cards except for mid-access abilities and abilities on **icebreakers**.

Limit 1 **region** per server.

### *Fear the Masses (110):*

During a run on this server, the Runner cannot use paid abilities on non-**icebreaker**

cards.  
Limit 1 **region** per server.

## NeoTokyo Grid

*Current Official Text:*

The first time each **turn** an advancement **counter** is placed on a card in **the root of this server**, gain 1[c].  
Limit 1 **region** per server.

*Honor and Profit (21):*

The first time an advancement token is placed on a card in this server each turn, gain 1[c].  
Limit 1 **region** per server.

## Nerine 2.0

*Current Official Text:*

**Lose [click][click]: Break** up to 2 subroutines on **this ice**. Only the Runner can use this ability.  
[sub] Do 1 brain damage. You may draw 1 card.  
[sub] Do 1 brain damage. You may draw 1 card.

*Station One (30):*

The Runner can spend [click][click] to break up to 2 subroutines on Nerine 2.0.  
[sub] Deal 1 brain damage. The Corp may draw 1 card.  
[sub] Deal 1 brain damage. The Corp may draw 1 card.

## Nerve Agent

*Current Official Text:*

Whenever you make a successful run on HQ, place 1 virus counter on **this program**.  
**Whenever you breach HQ, choose a number less than the number of hosted virus counters. Access that many additional cards.**

*Cyber Exodus (41):*

Whenever you make a successful run on HQ, place 1 virus counter on Nerve Agent.  
Each virus counter after the first on Nerve Agent allows you to access 1 additional card from HQ whenever you access cards from HQ.

## Net Shield

*Current Official Text:*

[interrupt] → **The first time each turn you would take net damage, you may pay 1[c] to prevent 1 net damage.**

*Core Set (45):*

1[c]: Prevent the first net damage this turn.

## Neutralize All Threats

### *Current Official Text:*

The first time each turn you access a card with a trash cost, **reveal it**. You must trash **that card** by paying its trash cost, if able.

Whenever you **breach** HQ, access 1 additional card.

### *Data and Destiny (43):*

The first time each turn you access a card with a trash cost, you must trash it by paying its trash cost, if able.

Whenever you access cards from HQ, access 1 additional card.

## New Construction

### *Current Official Text:*

Install **only** faceup. (*This agenda is neither rezzed nor unrezzed.*)

Whenever you advance **this agenda**, you may install 1 card from HQ in **the root** of a new **server**. If there are 5 or more **hosted** advancement **counters**, rez that **card**, ignoring all **costs**.

### *Business First (35):*

Install New Construction faceup.

Whenever you advance New Construction, you may install a card from HQ in a new server (and rez that card ignoring all costs if there are 5 or more advancement tokens on New Construction).

## NEXT Opal

### *Current Official Text:*

**This ice** gains "[sub] You may install 1 card from HQ." for each rezzed piece of **NEXT** ice.

### *Earth's Scion (50):*

NEXT Opal gains "[sub] Install 1 card from HQ, paying all costs." for each rezzed piece of NEXT ice.

## Nfr

### *Current Official Text:*

Whenever **this program fully breaks** a piece of **ice**, place 1 power counter on **this program**.

**This program gets** +1 strength for each power counter on it.

**Interface** → **1[c]**: Break 1 **barrier** subroutine.

### *Blood Money (23):*

When an encounter in which you used Nfr to break all subroutines on that piece of ice ends, place 1 power counter on Nfr.

Nfr has +1 strength for each power counter on it.

**1[c]**: Break **barrier** subroutine.

## Ninja

*Current Official Text:*

Interface → 1[c]: Break 1 **sentry** subroutine.  
3[c]: +5 strength.

*Core Set (27):*

1[c]: Break **sentry** subroutine.  
3[c]: +5 strength.

## Nyashia

*Current Official Text:*

When you install this program, place 3 power counters on it.  
Whenever you breach R&D, you may remove 1 hosted power counter to access 1 additional card.

*The Devil and the Dragon (67):*

Place 3 power counters on Nyashia when it is installed.  
Whenever you access cards from R&D, you may remove 1 hosted power counter to access 1 additional card from R&D.

## Oaktown Grid

*Current Official Text:*

The trash cost of each card in the root of this server is increased by 3.  
Limit 1 **region** per server.

*Chrome City (53):*

The trash cost of cards installed in this server is increased by 3.  
Limit 1 **region** per server.

## Obelus

*Current Official Text:*

+1[mu]  
You get +1 maximum hand size for each tag you have.  
The first time each turn a successful run on HQ or R&D ends, draw 1 card for each time you accessed a card during that run.  
Limit 1 **console** per player.

*Escalation (41):*

+1[MU]  
Your maximum hand size is increased by 1 for each tag you have.  
The first time a successful run on R&D or HQ ends each turn, draw 1 card for each card you accessed during that run.  
Limit 1 **console** per player.

## Oberth Protocol

### *Current Official Text:*

As an additional cost to rez **this upgrade**, forfeit 1 agenda.  
The first time each **turn** you advance a card in **the root of** or protecting this **server**, place 1 **more** advancement **counter** on **that card**.

### *Daedalus Complex (18):*

As an additional cost to rez Oberth Protocol, forfeit an agenda.  
The first time you advance a card in or protecting this server each turn, place an additional advancement token on it.

## Odore

### *Current Official Text:*

**Interface** → **2[c]**: Break any number of **sentry** subroutines.  
**Interface** → **0[c]**: Break 1 **sentry** subroutine. Use this ability only if you have 3 or more installed **virtual** resources.  
**3[c]**: +3 strength.

### *Uprising (71):*

**2[c]**: Break any number of **sentry** subroutines.  
**0[c]**: Break **sentry** subroutine. Use this ability only if you have 3 or more installed **virtual** resources.  
**3[c]**: +3 strength.

## Old Hollywood Grid

### *Current Official Text:*

**Persistent** → **The Runner** cannot **steal agendas** from this **server**. **Ignore this ability for any agenda the Runner has a copy of in their score area. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)**  
**Limit 1 region** per server.

### *Old Hollywood (97):*

Agendas accessed from this server cannot be stolen unless the Runner already has a copy of that agenda in his or her score area. This applies even during the run on which the Runner trashes Old Hollywood Grid.

## Omar Keung: Conspiracy Theorist

### *Current Official Text:*

**[click]**: Run Archives. If **that run would be declared** successful, **change the attacked server to HQ or R&D for the remainder of that run**. Use this ability only once per turn.

### *Escalation (43):*

**[click]**: Make a run on Archives. If successful, instead treat it as a successful run on another central server. Use this ability only once per turn.

## Omega

*Current Official Text:*

Interface → **1[c]**: Break 1 subroutine.

**1[c]**: +1 strength.

This program can only interface with the innermost piece of ice protecting a server

*Fear and Loathing (88):*

1[c]: Break ice subroutine.

1[c]: +1 strength.

Use Omega only on the innermost piece of ice protecting a server.

## Otoroshi

*Current Official Text:*

[sub] You may place up to 3 advancement counters on a card installed in the root of a remote server. If you do, the Runner accesses that card unless they pay 3[c].

*Reign and Reverie (38):*

[sub] You may place up to 3 advancement tokens on a card installed in a server. If you do, the Runner accesses that card unless he or she pays 3[c].

## Overmind

*Current Official Text:*

When you install this program, place 1 power counter on it for each unused MU. (Place counters after this program's MU cost applies.)

Interface → **Hosted power counter**: Break 1 subroutine.

**1[c]**: +1 strength.

*Honor and Profit (53):*

Place 1 power counter on Overmind when it is installed for each unused MU.

**Hosted power counter**: Break ice subroutine.

1[c]: +1 strength.

## Overseer Matrix

*Current Official Text:*

Persistent → Whenever the Runner trashes a card from this server, you may pay 1[c] to give the Runner 1 tag. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)

*Whispers in Nalubaale (100):*

Whenever the Runner trashes a card in this server, you may pay 1[c] to give the Runner 1 tag. This applies even during the run on which the Runner trashes Overseer Matrix.



## Paper Wall

*Current Official Text:*

When the Runner fully breaks this ice, trash it.  
[sub] End the run.

*Mala Tempora (59):*

If all subroutines on Paper Wall are broken during a single encounter, trash Paper Wall.  
[sub] End the run.

## Paperclip

*Current Official Text:*

Whenever you encounter a **barrier**, you may install this program from your heap.  
**X[c]:** +X strength. Then, if this program can interface with the **barrier** you are encountering, break up to X subroutines.

*Blood Money (24):*

Whenever you encounter a **barrier**, you may install Paperclip from your heap (paying its install cost).  
**X[c]:** +X strength. Break up to X **barrier** subroutines, if able.

## Passport

*Current Official Text:*

**Interface** → **1[c]:** Break 1 **code gate** subroutine.  
**2[c]:** +2 strength.  
This program cannot interface with ice protecting a remote server.

*Honor and Profit (46):*

**1[c]:** Break **code gate** subroutine.  
**2[c]:** +2 strength.  
Passport cannot be used on ice protecting a remote server.

## Patchwork

*Current Official Text:*

+1[mu]  
[interrupt] → Whenever you would play or install a card, you may trash 1 card from your grip. If you do, instead play or install that card paying 2[c] less. Use this ability only once per turn.  
Limit 1 **console** per player.

*Reign and Reverie (4), System Core 2019 (9):*

+1[mu]  
Once per turn, when you would play or install a card, you may trash 1 card from your grip to lower the play or install cost by 2.  
Limit 1 **console** per player.

## Patron

### *Current Official Text:*

When your turn begins, you may choose a server. The first time this turn you make a successful run on **the chosen server**, instead of **breaching it**, draw 2 cards.

### *Salsette Island (63):*

When your turn begins, you may choose a server.

The first time you make a successful run on that server this turn, instead of accessing cards, draw 2 cards.

## Pawn

### *Current Official Text:*

**[click]**: Host **this program on the** outermost piece of ice protecting a central server. Whenever you make a successful run **while this program is hosted on a piece of ice**, move **it** to the **next inward piece of ice**, if **able**. **If you cannot**, trash **this program** and install **1 other Caïssa** program from your grip or heap, ignoring all costs.

### *Opening Moves (2):*

**[click]**: Host pawn on an outermost piece of ice protecting a central server.

Whenever you make a successful run, move Pawn to the piece of ice directly after the current ice hosting Pawn, if able; otherwise, trash Pawn instead and install a Caïssa program from your grip or heap, ignoring all costs.

## Peacock

### *Current Official Text:*

**Interface** → **2[c]**: Break **1 code gate** subroutine.

**2[c]**: +3 strength.

### *What Lies Ahead (6), Revised Core Set (30):*

**2[c]**: Break **code gate** subroutine.

**2[c]**: +3 strength.

## Peeping Tom

### *Current Official Text:*

When the Runner encounters **this ice**, **choose** a card type, then reveal all cards in the grip. **For the remainder of this run**, **this ice** gains "[sub] End the run unless the Runner takes 1 tag." for each revealed card **of the chosen** type.

### *Reign and Reverie (45):*

When the Runner encounters Peeping Tom, name a card type, then reveal all cards in the grip. Peeping Tom gains "[sub] End the run unless the Runner takes 1 tag." for each revealed card that has the named type.

## Penrose

### *Current Official Text:*

When you install this program, for the remainder of the turn it gains "Interface → 1[c]: Break 1 **barrier** subroutine."

Interface → 1[c]: Break 1 **code gate** subroutine.

1[c]: +3 strength. Use this ability only by spending a credit from a **stealth** card.

### *Uprising (89):*

When you install this program, for the remainder of the turn it gains "1[c]: Break **barrier** subroutine."

1[c]: Break **code gate** subroutine.

1[c]: +3 strength. Use this ability only by spending a credit from a **stealth** card.

## Peregrine

### *Current Official Text:*

Interface → 1[c]: Break 1 **code gate** subroutine.

3[c]: +3 strength.

2[c], add this program to your grip: Derezz 1 **code gate** this program fully broke during this encounter.

### *Escalation (44):*

1[c]: Break **code gate** subroutine.

3[c]: +3 strength.

2[c], **return Peregrine to your grip**: Derezz a **code gate**. Use this ability only after using Peregrine to break all the subroutines on that **code gate** during a single encounter.

## Persephone

### *Current Official Text:*

Interface → 2[c]: Break 1 **sentry** subroutine.

1[c]: +1 strength.

Whenever you pass a **sentry after encountering it**, you may trash the top card of your stack. If you do, trash 1 card from the top of R&D for each subroutine on that **sentry** that resolved during that encounter.

### *Earth's Scion (42):*

2[c]: Break **sentry** subroutine.

1[c]: +1 strength.

Whenever you pass a **sentry**, you may trash the top card of the stack to trash one card from the top of R&D for each subroutine on that **sentry** that resolved.

## Personalized Portal

### *Current Official Text:*

When your turn begins, the Runner draws 1 card. You may gain 1[c] for every 2 cards in the grip.

*Council of the Crest (56):*

When your turn begins, the Runner draws 1 card, then you may gain 1[c] for every 2 cards in the grip.

## Pipeline

*Current Official Text:*

Interface → 1[c]: Break 1 **sentry** subroutine.  
2[c]: +1 strength for the remainder of this run.

*Core Set (46), Revised Core Set (51), System Core 2019 (55):*

1[c]: Break **sentry** subroutine.  
2[c]: +1 strength for the remainder of this run.

## Political Dealings

*Current Official Text:*

Whenever you draw an agenda, you may reveal and install it.

*Democracy and Dogma (51):*

Whenever you draw an agenda, you may reveal and install it.

## Political Graffiti

*Current Official Text:*

Run Archives. If successful, instead of **breaching Archives**, add **this operation** to an agenda in the Corp's score area as a hosted condition counter with "**Host agenda is worth 1 less agenda point. When the Corp purges virus counters, trash this counter.**"

*Democracy and Dogma (39):*

Make a run on Archives. If successful, instead of accessing cards, add Political Graffiti to an agenda in the Corp's score area as a hosted condition counter with the text "This agenda is worth -1 agenda points. Trash Political Graffiti if the Corp purges virus counters."

## Political Operative

*Current Official Text:*

Install only if you made a successful run on HQ this turn.  
[trash], X[c]: Trash 1 rezzed **card with** trash cost **equal to X**.

*Democracy and Dogma (43):*

Install only if you made a successful run on HQ this turn.  
[trash], pay the trash cost of a rezzed card: Trash that card.

## Port Anson Grid

### *Current Official Text:*

As an additional cost to jack out during a run on this server, the Runner must trash 1 installed program.  
Limit 1 **region** per server.

### *First Contact (44):*

The runner cannot jack out while running on this server unless he or she trashes 1 installed program.  
Limit 1 **region** per server.

## Progenitor

### *Current Official Text:*

You can install **virus** programs onto this program. Limit 1 hosted program.  
The memory cost of the hosted program does not count against your memory limit.  
[interrupt] → Whenever virus counters would be purged, prevent 1 virus counter on the hosted program from being removed.

### *Order and Chaos (43):*

You may host a single **virus** program on Progenitor.  
The memory cost of the hosted program does not count against your memory limit.  
Whenever virus counters are purged, remove all but 1 virus counter from the hosted card.

## Project Vacheron

### *Current Official Text:*

[interrupt] → When this agenda would be added to the Runner's score area from anywhere except Archives, instead it is added to their score area with 4 hosted agenda counters.  
While this agenda is in the Runner's score area with 1 or more hosted agenda counters, it is worth 0 agenda points and gains "When the Runner's turn begins, remove 1 hosted agenda counter."

### *Uprising (97):*

[interrupt] - When this agenda would be added to the Runner's score area from anywhere except Archives, instead it is added to their score area with 4 hosted agenda counters.  
While this agenda is in the Runner's score area with 1 or more hosted agenda counters, it is worth 0 agenda points and gains "When the Runner's turn begins, remove 1 hosted agenda counter."

## Project Yagi-Uda

### *Current Official Text:*

When you score this agenda, place 1 agenda counter on it for each hosted advancement counter past 3.

**Hosted agenda counter:** Swap 1 card from HQ with 1 card in the root of or protecting the attacked server. The Runner may jack out. Use this ability only during a run.

*Downfall (40):*

When you score this agenda, place 1 agenda counter on it for each advancement token on it over 3.

**Hosted agenda counter:** Swap a card in HQ with a card in or protecting the attacked server. The Runner may jack out. Use this ability only during a run.

## Prāna Condenser

*Current Official Text:*

[interrupt] → Whenever you would do 1 or more net damage, you may prevent 1 net damage. If you do, place 1 power counter on this asset and gain 3[c].

[click][click],[trash]: Do 1 net damage for each hosted power counter.

*Uprising (107):*

[interrupt] - Whenever you would do 1 or more net damage, you may prevent 1 net damage. If you do, place 1 power counter on this asset and gain 3[c].

[click][click],[trash]: Do 1 net damage for each hosted power counter.

## Psych Mike

*Current Official Text:*

The first time each turn a successful run on R&D ends, you may gain 1[c] for each time you accessed a card in R&D during that run.

*Reign and Reverie (21):*

The first time a successful run on R&D ends each turn, you may gain 1[c] for each card you accessed from R&D.

## Puffer

*Current Official Text:*

Interface → 1[c]: Break 1 sentry subroutine.

2[c]: +1 strength.

[click]: Place 1 power counter on this program or remove 1 hosted power counter.

This program gets +1 strength and costs +1[mu] for each hosted power counter.

*Sovereign Sight (4):*

1[c]: Break sentry subroutine.

2[c]: +1 strength.

[click]: Place 1 power counter on Puffer or remove 1 power counter from Puffer.

Puffer's strength and memory cost are increased by 1 for each power counter on it.

## Q-Coherence Chip

*Current Official Text:*

+1[mu]

When an installed program is trashed, trash this hardware.

*Honor and Profit (52):*

+1[mu]

Trash Q-Coherence Chip when a program is trashed.

## Qianju PT

*Current Official Text:*

When your turn begins, you may lose [click]. If you do, prevent the first tag you would take until your next turn begins.

*Order and Chaos (54):*

When your turn begins, you may lose [click]. If you do, avoid the first tag you take until the beginning of your next turn.

## Queen's Gambit

*Current Official Text:*

As an additional cost to play this event, spend [click].

Place up to 3 advancement counters on 1 unrezzed card in the root of a remote server. Gain 2[c] for each counter placed this way. You cannot access that card for the remainder of the turn.

*Double Time (102), System Core 2019 (3):*

As an additional cost to play this event, spend [click].

Place up to 3 advancement tokens on an unrezzed card in a remote server. Gain 2[c] for each advancement token placed. You cannot access that card this turn.

## R&D Interface

*Current Official Text:*

Whenever you breach R&D, access 1 additional card.

*Future Proof (107), System Core 2019 (50):*

Whenever you access cards from R&D, access 1 additional card from R&D.

## Rachel Beckman

*Current Official Text:*

You have +1 allotted [click] on your turn.

If you are tagged, trash this resource.

*First Contact (60):*

You have 1 additional [click] to spend during your turn.

Trash this resource if you are tagged.

## Raman Rai

### *Current Official Text:*

This card costs 0 influence if you have 6 or more non-alliance [jinteki] cards in your deck.

Whenever you draw a card, you may lose [click]. If you do, reveal that card and 1 card in Archives of the same type. Swap those cards. Use this ability only once per turn.

### *Salsette Island (68):*

This card costs 0 influence if you have 6 or more non-alliance [jinteki] cards in your deck.

Once per turn, you may lose [click] when you draw a card. If you do, reveal that card and a card in Archives of the same type, then swap those cards.

## Raymond Flint

### *Current Official Text:*

Whenever the Corp takes bad publicity, breach HQ.

[trash]: Expose 1 card.

### *Mala Tempora (49):*

Whenever the Corp takes at least 1 bad publicity, access 1 card from HQ.

[trash]: Expose 1 card.

## Reboot

### *Current Official Text:*

Run Archives. If successful, instead of breaching Archives, install up to 5 cards from your heap facedown.

Remove this operation from the game.

### *Reign and Reverie (23):*

Make a run on Archives. If successful, instead of accessing cards, install up to 5 cards from your heap facedown. Remove Reboot from the game instead of trashing it.

## Record Reconstructor

### *Current Official Text:*

Whenever you make a successful run on Archives, instead of breaching Archives, you may add 1 faceup card from Archives to the top of R&D.

### *Second Thoughts (28):*

Whenever you make a successful run on Archives, instead of accessing cards you may choose 1 faceup card from Archives and add it to the top of R&D.



## Red Herrings

*Current Official Text:*

**Persistent** → As an additional cost to steal an agenda from this server, the Runner must pay 5[c]. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)

*Core Set (91), Revised Core Set (106), System Core 2019 (121):*

Each time the Runner accesses an agenda from this server, he or she must pay 5[c] as an additional cost in order to steal it. This applies even during the run on which the Runner trashes Red Herrings.

## Refractor

*Current Official Text:*

**Interface** → **1[c]**: Break 1 **code gate** subroutine.

**1[c]**: +3 strength. Use this ability only by spending a credit from a **stealth** card.

*First Contact (57):*

1[c]: Break **code gate** subroutine.

1[c]: +3 strength. Use this ability only by spending a credit from a **stealth** card.

## Respirocytes

*Current Official Text:*

When you install this hardware, suffer 1 meat damage.

The first time each turn you have no cards in your grip, draw 1 card and place 1 power counter on this hardware.

When this hardware has 3 or more hosted power counters, trash it.

**Note:** Should be "Hardware: Cybernetic".

*Crimson Dust (102):*

When you install Respirocytes, suffer 1 meat damage.

The first time you have 0 cards in your grip each turn, draw 1 card and place a power counter on Respirocytes. When Respirocytes has 3 or more power counters on it, trash it.

## Retrieval Run

*Current Official Text:*

**Run** Archives. If successful, instead of breaching Archives, you may install 1 program from your heap, ignoring all costs.

*Future Proof (101), Revised Core Set (3), System Core 2019 (5):*

Make a run on Archives. If successful, instead of accessing cards you may install a program from your heap, ignoring all costs.

## Rigged Results

### *Current Official Text:*

Secretly spend up to 2[c]. The Corp guesses how much you spent. Reveal spent credits. If the Corp **guessed** incorrectly, choose a **piece** of ice protecting a **server** and **run that server**. **The first time during that run you encounter the chosen ice, bypass it.**

### *Fear the Masses (102):*

Secretly spend up to 2[c]. The Corp guesses how much you spent. Reveal spent credits. If the Corp guesses incorrectly, make a run and choose a **peice** of ice protecting the attacked server. Bypass that ice when you encounter it.

## Rip Deal

### *Current Official Text:*

**Run HQ**. If successful, when you **determine the number of cards in HQ you are allowed to access during this run's breach of HQ**, you may add that many cards from your heap to your grip. **If you do, you cannot access any cards in HQ during this breach. (You can still access cards in the root of HQ.)**  
**When the run ends, remove this event from the game.**

### *Free Mars (84):*

Make a run on HQ. If successful, when you would access any number of cards from HQ, you may instead add that many cards from your heap to your grip. Remove Rip Deal from the game instead of trashing it.

## Rubicon Switch

### *Current Official Text:*

**[click], X[c]:** Derezz 1 piece of ice **with** printed rez cost **X[c] that was** rezzed this turn. Use this ability **only** once per turn.

### *Earth's Scion (43):*

**X[c],[click]:** Derezz a piece of ice rezzed this turn. X is its printed rez cost. Use this ability once per turn.

## Sadyojata

### *Current Official Text:*

**Interface → 1[c]:** Break 1 subroutine on a piece of ice with 3 or more subtypes.  
**1[c]:** +1 strength.  
**2[c]:** Swap **this program** with a **deva** program from your grip.

### *Democracy and Dogma (44):*

**1[c]:** Break ice subroutine on a piece of ice with 3 or more subtypes.  
**1[c]:** +1 strength.  
**2[c]:** Swap Sadyojata with a **deva** program from your grip.

## Sage

*Current Official Text:*

This program gets +1 strength for each unused MU.  
Interface → **2[c]**: Break 1 **code gate** or 1 **barrier** subroutine.

*The Source (117):*

Sage has +1 strength for each unused MU.  
2[c]: Break **code gate** or **barrier** subroutine.

## Saker

*Current Official Text:*

Interface → **1[c]**: Break 1 **barrier** subroutine.  
**2[c]**: +2 strength.  
**2[c], add this program to your grip**: Derez 1 **barrier** this program fully broke during this encounter.

*Intervention (64):*

1[c]: Break **barrier** subroutine.  
2[c]: +2 strength.  
2[c], **return Saker to your grip**: Derez a **barrier**. Use this ability only after using Saker to break all the subroutines on that **barrier** during a single encounter.

## Salsette Slums

*Current Official Text:*

Access → **Pay the trash cost of the card you are accessing**: Remove it from the game. Use this ability only once per turn.

*Salsette Island (59):*

Once per turn, when you pay the trash cost of an accessed card, remove that card from the game instead of trashing it.

## Salvaged Vanadis Armory

*Current Official Text:*

**[trash]**: The Corp trashes the top X cards of R&D. X is equal to the amount of damage you have suffered this turn. Use this ability **only during the next paid ability window** after **suffering any amount of damage**.

*Crimson Dust (103):*

[trash]: The Corp trashes the top X cards of R&D. X is the amount of damage you have suffered this turn. Use this ability immediately after having taken damage.

## Saraswati Mnemonics: Endless Exploration

*Current Official Text:*

**[click], 1[c]**: Install 1 card from HQ in **the root of** a remote server, then place 1

advancement **counter** on it. You cannot score or rez that card until your next turn begins.

*Reign and Reverie (34):*

[click],1[c]: Install a card from HQ in a remote server, then place 1 advancement token on it. You cannot score or rez that card until your next turn begins.

## Savant

*Current Official Text:*

This program gets +1 strength for each unused MU.  
Interface → 2[c]: Break 1 **sentry** or 2 **code gate** subroutines.

*Terminal Directive (18):*

Savant has +1 strength for each unused MU.  
2[c]: Break 1 **sentry** or 2 **code gate** subroutines.

## Scavenge

*Current Official Text:*

Trash 1 installed program. If you do, install 1 program from your grip or heap, paying X[c] less. X is equal to the install cost of the program you trashed.

*Creation and Control (34):*

As an additional cost to play this card, trash an installed program.  
Install a program from your grip or heap, lowering the install cost of that program by the cost of the program trashed.

## Sealed Vault

*Current Official Text:*

1[c]: Move any number of credits from your credit pool to this asset.  
[click]: Take any number of credits from this asset.  
[trash]: Take any number of credits from this asset.

*The Spaces Between (29):*

1[c]: Move any number of credits from your credit pool to Sealed Vault.  
[click] or [trash]: Move any number of credits from Sealed Vault to your credit pool.

## Security Testing

*Current Official Text:*

When your turn begins, you may choose a server. The first time this turn you make a successful run on that server, instead of breaching it, gain 2[c].

*Honor and Profit (48):*

When your turn begins, choose a server. The first time you make a successful run on that server this turn, instead of accessing cards, gain 2[c].

## Self-destruct

*Current Official Text:*

Remote server only.

**[trash]:** Trash all cards installed in the root of or protecting this server. Trace[X], where X is equal to the number of cards trashed. If successful, do 3 net damage. Use this ability only during a run on this server.

*The Source (112):*

Install only in a remote server.

**[trash]:** Trash all cards installed in or protecting this server and **trace {X}**— if successful, do 3 net damage. X is the number of cards trashed. Use this ability only during a run on this server.

## Severnius Stim Implant

*Current Official Text:*

**[click]:** Trash 2 or more cards from your grip. Run HQ or R&D. Whenever you breach that server during this run, access 1 additional card for every 2 cards you trashed.

**Note:** Should be "Hardware: Cybernetic".

*Station One (21):*

**[click]:** Make a run on R&D or HQ and trash 2 or more cards from your grip. Whenever you access cards from that server, access 1 additional card for every 2 cards trashed.

## Sharpshooter

*Current Official Text:*

Interface → **[trash]:** Break any number of **destroyer** subroutines.

**1[c]:** +2 strength.

*True Colors (67):*

**[trash]:** Break any number of **destroyer** subroutines.

**1[c]:** +2 strength.

## Sherlock 1.0

*Current Official Text:*

**Lose [click]:** Break 1 subroutine on this ice. Only the Runner can use this ability.

**[sub] Trace[4].** If successful, add 1 installed program to the top of the Runner's stack.

**[sub] Trace[4].** If successful, add 1 installed program to the top of the Runner's stack.

*Trace Amount (30):*

The Runner may spend [click] to break any subroutine on Sherlock 1.0.

**[sub] Trace[4]**— If successful, add 1 installed program to the top of the Runner's stack.

**[sub] Trace[4]**— If successful, add 1 installed program to the top of the Runner's stack.

## Sherlock 2.0

*Current Official Text:*

**Lose [click][click]:** Break up to 2 subroutines on **this ice**. Only the Runner can use this ability.

[sub] **Trace[4]**. If successful, add 1 installed program to the bottom of the Runner's stack.

[sub] **Trace[4]**. If successful, add 1 installed program to the bottom of the Runner's stack.

[sub] Give the Runner 1 tag.

*23 Seconds (11):*

The Runner can spend [click][click] to break up to 2 subroutines on Sherlock 2.0.

[sub] **Trace[4]**– If successful, add 1 installed program to the bottom of the Runner's stack.

[sub] **Trace[4]**– If successful, add 1 installed program to the bottom of the Runner's stack.

[sub] Give the Runner 1 tag.

## Shiro

*Current Official Text:*

[sub] Look at the top 3 cards of R&D and arrange them in any order.

[sub] You may pay 1[c]. If you do not, the Runner breaches R&D. They cannot access cards in the root of R&D during that breach.

*Honor and Profit (19):*

[sub] Look at the top 3 cards of R&D and arrange them in any order.

[sub] The Runner accesses the top card of R&D unless the Corp pays 1[c].

## Shiv

*Current Official Text:*

If you have at least 2[link], the memory cost of **this program is 0[mu]**, even if it is not installed.

Interface → **2[c]**: Break any number of **code gate** subroutines.

**2[c]**: +3 strength.

*The Underway (66):*

If you have at least 2[link], the memory cost of Shiv is 0, even if it is not installed.

Shiv has +1 strength for each installed **icebreaker**.

Interface → [trash]: Break up to 3 **sentry** subroutines.

## Showing Off

*Current Official Text:*

**Run** R&D. If successful, **when you breach** R&D, access cards from the bottom of R&D instead of **the top**.

*Order and Chaos (34):*

Make a run on R&D. If successful, instead of accessing cards from the top of R&D, access cards from the bottom of R&D (starting with the bottom card and working your way up).

## **Simone Diego**

*Current Official Text:*

2[recurring-credit]

You can spend hosted credits to take the basic action to advance cards in the root of or protecting this server.

*Humanity's Shadow (99):*

2[recurring-credit]

Use these credits to advance cards in or protecting this server.

## **Singularity**

*Current Official Text:*

As an additional cost to play this event, spend [click].

Run a remote server. If successful, instead of breaching that server, trash all cards installed in the root of that server.

*Double Time (101), Revised Core Set (4):*

As an additional cost to play this event, spend [click].

Make a run on a remote server. If successful, instead of accessing cards, trash all cards in the server at no cost (even if they cannot normally be trashed).

## **Skorpios Defense Systems: Persuasive Power**

*Current Official Text:*

[interrupt] → Whenever 1 or more Runner cards would be trashed (*from any location*), set those cards aside instead of adding them to the heap. You can look at those cards. You may remove 1 of them from the game. Then, add all of those cards that are still set aside to the heap. Ignore this ability if you have already removed a card from the game with it this turn.

*Terminal Directive (41):*

Whenever a Runner card is trashed (from any location), you may force the Runner to remove it from the game instead of adding it to the heap. Use this ability only once per turn.

## **Slipstream**

*Current Official Text:*

Whenever you pass a rezzed piece of ice, you may trash this resource. If you do, choose 1 piece of ice protecting a central server in the same position as the passed ice. Move to that ice and approach it. You may jack out.

*Whispers in Nalubaale (85):*

Whenever you pass a rezzed piece of ice, you may trash Slipstream. If you do, choose a piece of ice protecting a central server in the same position as the passed ice. You are now approaching that ice.

## Snowball

*Current Official Text:*

Interface → **1[c]**: Break **1 barrier** subroutine.

**1[c]**: +1 strength.

Whenever you use **this program** to break a subroutine, **this program gets** +1 strength for the remainder of **this** run.

*Trace Amount (27):*

1[c]: Break **barrier** subroutine.

1[c]: +1 strength.

Whenever you use Snowball to break a subroutine, it has +1 strength for the remainder of the run.

## Spike

*Current Official Text:*

If you have at least 2[link], the memory cost of **this program is 0[mu]**, even if it is not installed.

**This program gets** +1 strength for each installed **icebreaker**.

Interface → **[trash]**: Break up to **3 barrier** subroutines.

*The Valley (4):*

If you have at least 2[link], the memory cost of Spike is 0, even if it is not installed.

Spike has +1 strength for each installed **icebreaker**.

[trash]: Break up to **3 barrier** subroutines.

## Spooned

*Current Official Text:*

**Run any server**. The first time you **fully** break a **code gate** during **that** run, trash that **code gate**.

*Order and Chaos (39):*

Make a run. The first time you break all subroutines on a **code gate** during this run, trash that **code gate**.

## Standoff

*Current Official Text:*

When you score **this agenda**, the Runner may trash **1** of their installed cards. If they **do not**, draw 1 card and gain 5[c]. **Otherwise**, you may trash **1** of your installed cards to **repeat this process**.



*Blood and Water (77):*

When you score Standoff, each player, starting with the Runner, trashes 1 installed card until 1 player declines to trash a card. If the Runner declines, draw 1 card and gain 5[c].

## Stargate

*Current Official Text:*

**[click]:** Run R&D. If successful, instead of **breaching R&D**, reveal the top 3 cards of R&D. Trash 1 of the revealed cards. Use this ability only once per turn.

*Downfall (4):*

**[click]:** Run R&D. If successful, instead of accessing cards, reveal the top 3 cards of R&D. Trash 1 of the revealed cards. Use this ability only once per turn.

## Stimhack

*Current Official Text:*

Place 9[c] on this event, then run any server. During that run, hosted credits are considered to be in your credit pool. When the run ends, suffer 1 brain damage that cannot be prevented.

*Core Set (4), Revised Core Set (5), System Core 2019 (7):*

Make a run, and gain 9[c], which you may use only during this run. After the run is completed, suffer 1 brain damage (cannot be prevented) and return to the bank any of the 9[c] not spent.

## Strongbox

*Current Official Text:*

**Persistent** → As an additional cost to steal an agenda from this server, the Runner must spend **[click]**. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)

*Fear and Loathing (91), Revised Core Set (76):*

Each time the Runner accesses an agenda from this server, he or she must spend click as an additional cost in order to steal it. This applies even during the run on which the Runner trashes Strongbox.

## Study Guide

*Current Official Text:*

**Interface** → **1[c]:** Break 1 **code gate** subroutine.

**2[c]:** Place 1 power counter on this program.

This program gets +1 strength for each hosted power counter.

*Breaker Bay (28):*

Study Guide has +1 strength for each power counter on it.

**1[c]:** Break **code gate** subroutine.

2[c]: Place 1 power counter on Study Guide.

## Sundew

*Current Official Text:*

The first time the Runner spends 1 or more [click] during their turn, gain 2[c]. If those [click] were spent to take an action, the first time during that action a run on this server begins, pay 2[c].

*Mala Tempora (54), System Core 2019 (92):*

The first time the Runner spends at least 1[click] on his or her turn, gain 2[c] unless the Runner just initiated a run on this server.

## Surat City Grid

*Current Official Text:*

Whenever you rez another card in the root of or protecting this server, you may rez 1 card, paying 2[c] less.

Limit 1 region per server.

*Democracy and Dogma (57):*

Whenever you rez a card in or protecting this server (not including Surat City Grid), you may rez another card, lowering the rez cost by 2.

Limit 1 region per server.

## Susanoo-no-Mikoto

*Current Official Text:*

[sub] If the attacked server is not Archives, the Runner moves to the outermost position of Archives instead of passing this ice. The Runner cannot jack out this run until after they encounter a piece of ice.

*Honor and Profit (20):*

[sub] If not already running on Archives, the Runner is now running on Archives instead of passing Susanoo-no-Mikoto. The Runner cannot jack out until after he or she encounters a piece of ice.

## Switchblade

*Current Official Text:*

**Interface → 1[c]:** Break any number of **sentry** subroutines. Use this ability only by spending a credit from a **stealth** card.

**1[c]:** +7 strength. Use this ability only by spending a credit from a **stealth** card.

*Up and Over (77):*

1[c]: Break any number of **sentry** subroutines. Use this ability only by spending a credit from a **stealth** card.

1[c]: +7 strength. Use this ability only by spending a credit from a **stealth** card.

## SYNC BRE

*Current Official Text:*

[sub] Trace[4]. If successful, give the Runner 1 tag.

[sub] Trace[2]. If successful, whenever the Runner breaches a server for the remainder of this run, they access 1 fewer card.

*Daedalus Complex (15):*

[sub] Trace {4}– If successful, give the Runner 1 tag.

[sub] Trace {2}– If successful, the Runner accesses 1 fewer cards whenever he or she accesses cards.

## System Seizure

*Current Official Text:*

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

[interrupt] → The first time each turn you would increase the strength of an **icebreaker, for the remainder of the run that icebreaker gains "Abilities that increase this program's strength last for the remainder of the run (instead of any shorter duration)."**

*Station One (26):*

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

The first **icebreaker** whose strength you increase each turn does not return to its base strength until the end of the run.

## Sūnya

*Current Official Text:*

Whenever this program fully breaks a piece of ice, place 1 power counter on this program.

This program gets +1 strength for each power counter on it.

Interface → 2[c]: Break 1 **sentry** subroutine.

*Quorum (102):*

When an encounter in which you used Sūnya to break all subroutines on that piece of ice ends, place 1 power counter on Sūnya.

Sūnya has +1 strength for each power counter on it.

2[c]: Break **sentry** subroutine.

## Takobi

*Current Official Text:*

Whenever you fully break a piece of ice, you may place 1 power counter on this program.

**2 hosted power counters:** Choose 1 installed non-AI icebreaker. That icebreaker gets +3 strength for the remainder of the current encounter.

### *Down the White Nile (26):*

Whenever you break all subroutines on a piece of ice during a single encounter, you may place 1 power counter on Takobi.

**2 hosted power counters:** Choose a non-**AI icebreaker**. That **icebreaker** has +3 strength until the end of the current encounter.

## **The Black File**

### *Current Official Text:*

The Corp cannot win the game **except if you are flatlined**.

When your turn begins, place 1 power counter on **this resource**. If there are 3 or more **hosted power counters**, remove **this resource** from the game.

Limit 1 per deck.

### *Fear the Masses (99):*

The Corp cannot win the game unless the Runner is flatlined.

When your turn begins, place 1 power counter on The Black File. When there are 3 or more power counters on The Black File, remove it from the game.

Limit 1 per deck.

## **The Class Act**

### *Current Official Text:*

**When your discard phase ends, if you installed this resource this turn, draw 4 cards. [interrupt] → The first time each turn you would draw any number of cards, increase the number of cards you will draw by 1. When you draw those cards, add 1 of them to the bottom of your stack.**

### *Downfall (18):*

When the turn during which you installed this resource ends, draw 4 cards.

Immediately before you draw for the first time each turn, look at the top X cards of your stack. Add 1 of those cards to the bottom of your stack. X is equal to the number of cards you will draw plus 1.

## **The Cleaners**

### *Current Official Text:*

**[interrupt] → Whenever you would do meat damage, increase that damage by 1.**

### *Second Thoughts (36):*

Whenever you do meat damage, do 1 additional meat damage.

## **The Gauntlet**

### *Current Official Text:*

**+2[mu]**

Whenever you **breach HQ** during a run, access 1 additional card for each piece of ice protecting HQ that you **fully broke during that run**.

Limit 1 **console** per player.

*Intervention (63):*

+2[ $\mu$ ]

Whenever you access cards from HQ during a run, access 1 additional card for each piece of ice protecting HQ that you broke all subroutines on during this run.

Limit 1 **console** per player.

## The Turning Wheel

*Current Official Text:*

Whenever a run on HQ or R&D ends, place 1 power counter on **this resource** if you stole no agendas during **that** run.

**2 hosted power counters:** Choose HQ or R&D. For the remainder of this run, access 1 additional card **whenever you breach that server**.

*The Liberated Mind (85):*

Whenever a run on HQ or R&D ends, place 1 power counter on The Turning Wheel if you stole no agendas during the run.

**2 hosted power counters:** For the remainder of this run, access 1 additional card from HQ or R&D.

## Thimblorig

*Current Official Text:*

When your turn begins **and** whenever the Runner passes **this ice**, you may swap **this ice** with another installed piece of ice.

[sub] End the run.

*Reign and Reverie (39):*

When your turn begins or whenever the Runner passes Thimblorig, you may swap Thimblorig with another installed piece of ice.

[sub] End the run.

## Threat Level Alpha

*Current Official Text:*

As an additional cost to play this operation, spend [click].

**Trace[1]**. If successful, give the Runner 1 tag for each tag **they have or**, if the Runner has no tags, give **them** 1 tag.

*Crimson Dust (117):*

As an additional cost to play this operation, spend click.

**Trace {1}**— If successful, give the Runner 1 tag for each tag he or she has. If the Runner has no tags, give him or her 1 tag.

## Top Hat

*Current Official Text:*

Whenever you make a successful run on R&D, instead of **breaching R&D**, you may choose 1 of the top 5 cards in R&D and access it.

### *Intervention (67):*

Whenever you make a successful run on R&D, instead of accessing cards, you may choose 1 of the top 5 cards of R&D and access it. You cannot access any other cards in R&D during this run.

## **Torch**

### *Current Official Text:*

**Interface** → **1[c]**: Break **1 code gate** subroutine.  
**1[c]**: +1 strength.

### *Mala Tempora (47):*

**1[c]**: Break **code gate** subroutine.  
**1[c]**: +1 strength.

## **Tori Hanzō**

### *Current Official Text:*

**[interrupt]** → The first time you would do **1 or more** net damage during each run on this server, instead you may pay **2[c]** to do 1 brain damage.

### *Honor and Profit (22):*

The first time you would do any amount of net damage during each run on this server, instead you may pay **2[c]** to do 1 brain damage.

## **Tracker**

### *Current Official Text:*

When your turn begins, choose a server.  
**[click], 2[c]**: Run the server you chose this turn. The first time a subroutine would resolve during this run, prevent it from resolving.

### *Quorum (105):*

When your turn begins, choose a server.  
**[click], 2[c]**: Make a run on the chosen server. Prevent the first subroutine that would resolve this run from resolving.

## **Tranquility Home Grid**

### *Current Official Text:*

Remote server only.  
The first time each turn you install a card in **the root of** this server, gain **2[c]** or draw 1 card.  
Limit 1 **region** per server.

### *Uprising (105):*

Remote server only.  
The first time each turn you install a card in this server, gain **2[c]** or draw 1 card.  
Limit 1 **region** per server.

## Tycoon

*Current Official Text:*

**Interface** → **1[c]**: Break up to 2 **barrier** subroutines.

**2[c]**: +3 strength.

Whenever an encounter ends, if you used **this program** to break a subroutine **during that encounter**, the Corp gains 2[c].

*Reign and Reverie (12):*

Whenever an encounter with a piece of ice in which you used Tycoon to break a subroutine ends, the Corp gains 2[c].

1[c]: Break up to 2 **barrier** subroutines.

2[c]: +3 strength.

## Tyr's Hand

*Current Official Text:*

**[interrupt]** → **When a subroutine would be broken on a piece of bioroid ice** protecting this server, you may rez **this upgrade**.

**[interrupt]** → **[trash]**: Prevent 1 subroutine from being broken on a piece of **bioroid ice** protecting this server.

*Creation and Control (22):*

If the Runner is about to break a subroutine on a piece of bioroid ice protecting this server, you may rez Tyr's hand.

**[trash]**: Prevent a subroutine from being broken on a piece of bioroid ice protecting this server.

## Tyr

*Current Official Text:*

**Lose [click]**: Break 1 subroutine on this ice. The Corp gets +1 allotted [click] for their next turn. **Only the Runner can use this ability.**

[sub] Do 2 brain damage.

[sub] Trash 1 installed Runner card. Gain 3[c].

[sub] End the run.

*Uprising (102):*

The Runner can spend [click] to break any subroutine on this ice. Each time they do, increase your allotted click for your next turn by 1.

[sub] Do 2 brain damage.

[sub] Trash 1 installed Runner card. Gain 3[c].

[sub] End the run.

## Ultraviolet Clearance

*Current Official Text:*

As an additional cost to play this operation, spend [click][click]. Gain 10[c] and draw 4 cards. **You may install 1 card from HQ.**

### *Terminal Directive (38):*

As an additional cost to play this operation, spend [click][click].  
Gain 10[c] and draw 4 cards. Install 1 card (paying all costs).

## **Underway Grid**

### *Current Official Text:*

Ice protecting this server cannot be bypassed.  
Cards in **the root of and/or** protecting this server cannot be exposed.  
Limit 1 **region** per server.

### *The Underway (80):*

Ice protecting this server cannot be bypassed.  
Cards in and protecting this server cannot be exposed.  
Limit 1 **region** per server.

## **Universal Connectivity Fee**

### *Current Official Text:*

[sub] **If the Runner is not tagged, they lose 1[c]. If the Runner is tagged, they lose all credits in their credit pool and you trash this ice.**

### *Up and Over (67):*

[sub] The Runner loses 1[c] unless the Runner is tagged. If the Runner is tagged, he or she loses all credits in his or her credit pool and the Corp trashes Universal Connectivity Fee.

## **Unregistered S&W '35**

### *Current Official Text:*

Use **this hardware** only if you have made a successful run on HQ this turn.  
**[click][click]:** Trash 1 rezzed **bioroid, clone, executive, or sysop** in **the root of a remote server**.

### *Honor and Profit (39):*

Use Unregistered S&W '35 only if you have made a successful run on HQ this turn.  
[click], [click]: Trash 1 rezzed bioroid, clone, executive, or sysop in a server without paying its trash cost.

## **Utae**

### *Current Official Text:*

**Interface → X[c]:** Break X **code gate** subroutines. Use this ability only once per run.  
**Interface → 1[c]:** Break 1 **code gate** subroutine. Use this ability only if you have 3 or more installed **virtual** resources.  
**1[c]:** +1 strength.

### *Downfall (5):*

**X[c]:** Break X **code gate** subroutines. Use this ability only once per run.



**1[c]:** Break **code gate** subroutine. Use this ability only if you have 3 or more installed **virtual** resources.

**1[c]:** +1 strength.

## Utopia Shard

*Current Official Text:*

Whenever you make a successful run on HQ, instead of **breaching HQ**, you may install **this program** from your grip, ignoring all costs.

**[trash]:** The Corp discards 2 cards from HQ at random.

Limit 1 per deck.

*All That Remains (100):*

Whenever you make a successful run on HQ, instead of accessing cards, you may install Utopia Shard from your grip, ignoring all costs.

**[trash]:** The Corp discards 2 cards from HQ at random.

Limit 1 per deck.

## Valley Grid

*Current Official Text:*

Whenever the Runner **fully** breaks a piece of ice protecting this server, **they get -1** maximum hand size until the beginning of your next turn.

Limit 1 **region** per server.

*The Valley (15):*

Whenever the Runner breaks all subroutines on a piece of ice protecting this server, his or her maximum hand size is reduced by 1 until the beginning of your next turn.

Limit 1 **region** per server.

## Vamadeva

*Current Official Text:*

**Interface** → **1[c]:** Break 1 subroutine on a piece of ice with exactly 1 subroutine.

**1[c]:** +1 strength.

**2[c]:** Swap **this program** with a **deva** program from your grip.

*Salsette Island (61):*

**1[c]:** Break ice subroutine on a piece of ice with exactly 1 subroutine.

**1[c]:** +1 strength.

**2[c]:** Swap Vamadeva with a **deva** program from your grip.

## Vamp

*Current Official Text:*

**Run** HQ. If successful, instead of **breaching HQ**, you may **spend X[c]**. If you do, the Corp **loses X[c]**. If you spent credits, take 1 tag.

*Trace Amount (21):*

Make a run on HQ. If successful, instead of accessing cards you may pay X[c] to force the Corp to lose up to X[c], then take 1 tag.

## Vaporframe Fabricator

*Current Official Text:*

**[click]:** Install 1 card from HQ, ignoring all costs. Use this ability only once per turn. When the Runner trashes this asset, you may install 1 card, ignoring all costs. You cannot install that card in the root of the server from which this asset was trashed.

*Uprising (100):*

[click]: Install 1 card, ignoring all costs. Use this ability only once per turn. When the Runner trashes this asset, you may install 1 card, ignoring all costs. You cannot use this ability to install a card in this server.

## Vikram 1.0

*Current Official Text:*

**Lose [click]:** Break 1 subroutine on this ice. Only the Runner can use this ability.  
[sub] The Runner cannot use programs for the remainder of this run.  
[sub] Trace[4]. If successful, do 1 brain damage.  
[sub] Trace[4]. If successful, do 1 brain damage.

*Kala Ghoda (12):*

The Runner can spend [click] to break any subroutine on Vikram 1.0.  
[sub] The Runner cannot use programs for the remainder of this run.  
[sub] **Trace[4]**– If successful, do 1 brain damage.  
[sub] **Trace[4]**– If successful, do 1 brain damage.

## Viktor 1.0

*Current Official Text:*

**Lose [click]:** Break 1 subroutine on this ice. Only the Runner can use this ability.  
[sub] Do 1 brain damage.  
[sub] End the run.

*Core Set (63), Revised Core Set (70), System Core 2019 (78):*

The Runner can spend [click] to break any subroutine on Viktor 1.0.  
[sub] Do 1 brain damage.  
[sub] End the run.

## Viktor 2.0

*Current Official Text:*

**Lose [click][click]:** Break up to 2 subroutines on this ice. Only the Runner can use this ability.  
**Hosted power counter:** Do 1 brain damage.  
[sub] Trace[2]. If successful, place 1 power counter on this ice.

[sub] End the run.

#### *Creation and Control (19):*

The Runner can spend [click][click] to break up to 2 subroutines on Viktor 2.0.

**Hosted power counter:** Do 1 brain damage.

[sub] **Trace[4]**– If successful, place 1 power counter on Viktor 2.0.

[sub] End the run.

### **Wanton Destruction**

#### *Current Official Text:*

**Run** HQ. If successful, instead of **breaching HQ**, you may spend any number of [click] to force the Corp to trash **that many** cards from HQ at random.

#### *Order and Chaos (35):*

Make a run on HQ. If successful, instead of accessing cards, you may spend any number of [click] to force the Corp to trash an equal number of cards from HQ at random.

### **Warroid Tracker**

#### *Current Official Text:*

Whenever the Runner trashes **at least 1 card from** this server or protecting it, **trace[4]**. If successful, the Runner **trashes** 2 of **their** installed cards.

#### *Blood and Water (68):*

Whenever the Runner trashes 1 or more cards in or protecting this server (including Warroid Tracker), **trace {4}**– If successful, the Runner must trash 2 of his or her installed cards.

### **Weyland Consortium: Builder of Nations**

#### *Current Official Text:*

The first time each **turn an encounter** with **an advanced** piece of ice **ends**, do 1 meat damage.

#### *Blood Money (38):*

The first time the Runner encounters a piece of ice with at least 1 advancement token on it each turn, do 1 meat damage.

### **Wireless Net Pavilion**

#### *Current Official Text:*

As an additional cost to **take the basic action** to trash **1 resource**, the Corp must pay 2[c].

**Note:** Should be unique.

*The Universe of Tomorrow (108):*

As an additional cost to spend [click] to trash a resource (not through a card ability), the Corp must pay 2[c].

## Wurm

*Current Official Text:*

Interface → **3[c]**: Break **1** subroutine on a piece of ice with 0 or less strength.

Interface → **1[c]**: The ice you are encountering gets -1 strength for the remainder of this encounter.

**1[c]**: +1 strength.

*Core Set (13):*

3[c]: Break ice subroutine on a piece of ice with 0 or less strength.

1[c]: Ice has -1 strength.

1[c]: +1 strength.

## Wyvern: Chemically Enhanced

*Current Official Text:*

Draft format only.

You must maintain the order of your heap.

Whenever you trash a Corp card, if you have more [anarch] cards installed than any other faction, shuffle the top card of your heap into your stack.

*Hardwired Draft Starter:*

Draft format only.

If you have more [anarch] cards installed than any other faction, whenever you trash a Corp card, shuffle the top card of your heap into your stack.

## Yog.0

*Current Official Text:*

Interface → **0[c]**: Break **1 code gate** subroutine.

*Core Set (14):*

0[c]: Break **code gate** subroutine.

## Yusuf

*Current Official Text:*

Whenever you make a successful run, you may place 1 virus counter on this program.

Interface → **Any virus counter**: Break **1 barrier** subroutine.

**Any virus counter**: +1 strength.

*Sovereign Sight (2):*

Whenever you make a successful run, you may place 1 virus counter on Yusuf.

**Virus counter from any installed card**: Break **barrier** subroutine.

**Virus counter from any installed card**: +1 strength.

## Zaibatsu Loyalty

*Current Official Text:*

[interrupt] → When a card would be exposed, you may rez this asset.

[interrupt] → 1[c] or [trash]: Prevent 1 card from being exposed.

*Core Set (71):*

If the Runner is about to expose a card, you may rez Zaibatsu Loyalty.

1[c] or [trash]: Prevent 1 card from being exposed.

## Zed 1.0

*Current Official Text:*

**Lose [click]:** Break 1 subroutine on this ice. Only the Runner can use this ability.

[sub] If the Runner has lost a [click] to break a subroutine during this run, do 1 brain damage.

[sub] If the Runner has lost a [click] to break a subroutine during this run, do 1 brain damage.

*Creation and Control (20):*

The Runner can spend [click] to break any subroutine on Zed 1.0.

[sub] If the Runner has spent at least 1[click] to break a subroutine during this run, do 1 brain damage.

[sub] If the Runner has spent at least 1[click] to break a subroutine during this run, do 1 brain damage.

## Zed 2.0

*Current Official Text:*

**Lose [click][click]:** Break up to 2 subroutines on this ice. Only the Runner can use this ability.

[sub] Trash 1 installed piece of hardware.

[sub] Trash 1 installed piece of hardware.

[sub] If the Runner has lost a [click] to break a subroutine during this run, do 2 brain damage.

*Daedalus Complex (10):*

The Runner can spend [click][click] to break up to 2 subroutines on Zed 2.0.

[sub] Trash 1 hardware.

[sub] Trash 1 hardware.

[sub] If the Runner has spent at least 1 click to break a subroutine during this run, do 2 brain damage.

## ZU.13 Key Master

*Current Official Text:*

If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.

Interface → 1[c]: Break 1 code gate subroutine.

1[c]: +1 strength.

*What Lies Ahead (7):*

If you have at least 2[link], the memory cost of ZU.13 Key Master is 0, even if it is not installed.

1[c]: Break **code gate** subroutine.

1[c]: +1 strength.

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