

Midnight Sun

Borealis: Part 1



Compatible with Netrunner



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Beneath the Midnight Sun

In the cold Arctic North, reckless corporations extract everything of value from the land and the people, leaving only scars behind—but they are opposed by labor organizers, environmentalists, and all those with hope for a brighter tomorrow. As the sun lingers in the midnight sky, runners fight to keep corporations in check, no matter the cost.

WHAT'S INSIDE

Midnight Sun consists of 185 playable cards compatible with Netrunner, divided among the game's seven factions, including five new Identities. This expansion introduces four exciting new keyword mechanics that will alter the way players interact with the game: Charge, Mark, Sabotage, and Core Damage.



NEW KEYWORD: SABOTAGE

When it comes to disrupting a Corp's plans, the Runners of *Midnight Sun* have another option added to their toolkit. Sabotage could be quietly working to undermine a Corp from the inside, organizing a protest action, sinking a transport ship, or simply inspiring others with a silver tongue. An act of sabotage at just the right moment can severely limit the Corp's options and force them into making difficult decisions.

HOW SABOTAGE WORKS

When you "sabotage N", the Corp must trash a total of N cards from HQ and the top of R&D.

The Corp decides which cards to trash from HQ, but they only get to choose how many cards to trash from the top of R&D. All of the choices are made first, and then everything is trashed simultaneously. The trashed cards enter Archives facedown, and the Corp may not look at the cards they trashed from R&D until the sabotage effect is fully resolved.

If there are fewer than N cards in HQ or R&D, the Corp must make their choices in a way that trashes the full N cards. If there are fewer than N cards in HQ and R&D combined, the Corp trashes all of the cards from both zones.



NEW KEYWORD: MARK

A savvy Runner is always ready to take advantage of an unexpected windfall or moment of vulnerability: an unguarded shipment, a sudden tip-off from a trusted friend, an inattentive guard, or merely an unsecured PAD. Many Runners refer to these opportunities as marks, and pursue them for access and profit.



HOW MARK WORKS

When an ability instructs you to "identify your mark", choose a central server (HQ, R&D, or Archives) at random. That server becomes "your mark" for the remainder of the turn. A server being your mark doesn't do anything on its own, but cards can make use of it in a variety of ways.

If you already have a mark this turn and you are instructed to identify your mark again, don't randomize a new mark. The same server remains your mark.

Midnight Sun includes a set of 3 "central server" cards you can shuffle and deal to identify your mark.



HOW CHARGE WORKS

To "charge" a card, if it has at least 1 power counter on it, simply place 1 more power counter on it.

Most charge effects let you charge any of your installed cards. You can choose any card with a power counter as the target for these effects. You can never charge a card that does not have any hosted power counters.

The card *Rigging Up* allows you to install a card and charge that particular card. Resolve any "when you install" abilities before attempting to charge the card you installed.



NEW KEYWORD: CORE DAMAGE

Opposing Corporations, jacking into the Net, or even getting cybernetic enhancements can be dangerous. Some decisions or encounters result in harm that fundamentally changes the Runner, be it physically, psychologically, or spiritually. Regardless of what has happened, these effects are always permanent: the Runner will never be the same again.

NEW KEYWORD: CHARGE

A Runner's life is one of fluidity and adaptation; their rig is in a constant state of repair or upgrade, hideouts change, and belongings come and go. With creativity and skill, a Runner can apply their personal touch to get more out of their tools and resources than anyone else would think possible.



HOW CORE DAMAGE WORKS

Like net and meat damage, “core damage” forces the Runner to trash cards from their grip at random. Unlike other damage, each point of core damage also permanently reduces the Runner’s maximum hand size by 1.

If the Runner ever ends their turn with a negative maximum hand size, they flatline and lose the game, just as if they had suffered more damage than the number of cards in their grip. A maximum hand size of exactly 0 does not cause a flatline.

Note: Older cards write core damage as “brain damage”. For gameplay purposes, these terms are interchangeable.



HQ



R&D



Archives

0

4

ESÀ AFONTOV

ECO-INSURRECTIONIST

IDENTITY: Cyborg

The first time each turn you suffer core damage, you may draw 1 card and sabotage 2. (The Corp trashes 2 cards of their choice from HQ and/or the top of R&D.)

45

2022 NISEI Illus. Benjamin Giletti

15

1

3

CHASTUSHKA

EVENT: Run - Sabotage

Run HQ. If successful, instead of breaching HQ, sabotage 4. (The Corp trashes 4 cards of their choice from HQ and/or the top of R&D.)

*We're all alike down here
Androids are friends we salute
Give us all a f***ing break
Ol' Jack is the s*** on my boot.*

2022 NISEI Illus. Adam S. Doyle

2

1

RUNNING HOT

EVENT

As an additional cost to play this event, suffer 1 core damage.

Gain ☹☹☹.

We can change the world, if we're willing to be changed in return.

2022 NISEI Illus. Elizaveta Sokolova

3

1

STEELSKIN SCARRING

EVENT

Draw 3 cards.

When this event is trashed from your grip or stack, you may draw 2 cards.

Reactive implants reclaim the memories of our fallen comrades. Their sacrifice is our shield.

2022 NISEI Illus. Elliott Birt

4

2

◆ GHOSTTONGUE

HARDWARE: Cybernetic

When you install this hardware, suffer 1 core damage.

The play cost of each event is lowered by 1☹.

Arming the resistance with disarming charm.

2022 NISEI Illus. Martin de Diego Sádaba

5

2 ◆ MARROW



HARDWARE: Console - Cybernetic

+1☐

You get +3 maximum hand size.

When you install this hardware, suffer 1 core damage.

Whenever the Corp scores an agenda, sabotage 1. (*The Corp trashes 1 card of their choice from HQ or the top of R&D.*)

Limit 1 console per player.

2022 NISEI Illus. Martin de Diego Sádaba 6

5 BEGEMOT



PROGRAM: Icebreaker - Fracter

When you install this program, suffer 1 core damage.

This program gets +1 strength for each core damage you have taken this game.

Interface → 1☐: Break any number of barrier subroutines.

He didn't speak, but I knew exactly what he wanted, and what I had to do.

2

2022 NISEI Illus. Martin de Diego Sádaba 7

1 ◆ AVGUSTINA IVANOVSKAYA



RESOURCE: Connection

The first time each turn you install a virus program, sabotage 1. (*The Corp trashes 1 card of their choice from HQ or the top of R&D.*)

"Sometimes being a union rep calls for action even more... direct."

2022 NISEI Illus. Dave Lee 8

1 LIGHT THE FIRE!



RESOURCE: Sabotage

☉, ☽, suffer 1 core damage: Run a remote server. During that run, cards in the root of the attacked server lose all abilities. When that run is successful, trash all cards in the root of the attacked server.

A single spark is all that it takes to destroy billions of credits... or to burn away the rot that ravages our world.

2022 NISEI Illus. Olie Boldador 9

3 ◆ THE TWINNING



RESOURCE: Virtual

The first time each turn you spend credits from an installed card, place 1 power counter on this resource.

Whenever you breach HQ or R&D, you may remove up to 2 hosted power counters to access that many additional cards.

All is folding back, ever back; together as one.

2022 NISEI Illus. Adam S. Doyle 10

0 NYUSHA "SABLE" SINTASHTA



SYMPHONIC PRODIGY

IDENTITY: G-mod

When your turn begins, identify your mark. (*If you don't have a mark, a random central server becomes your mark for this turn.*)

The first time each turn you make a successful run on your mark, gain ☉.

Flaws hold both beauty and opportunity.

45 15

2022 NISEI Illus. Benjamin Giletti 11

1 CARPE DIEM



EVENT: Run

Identify your mark. (*If you don't have a mark, a random central server becomes your mark for this turn.*)

Gain 4☐. You may run your mark.

The best moment to listen is when others are listening to you.

2022 NISEI Illus. Benjamin Giletti 12

1 PINHOLE THREADING



EVENT: Run

Run any server. If successful, instead of breaching the attacked server, access 1 card in the root of another server. If that card is an agenda, you cannot steal or trash it during this access.

Neneciğim would be proud.

2022 NISEI Illus. Bruno Balixa 13

2 ◆ PAN-WEAVE



HARDWARE: Cybernetic

When you install this hardware, suffer 1 meat damage.

The first time each turn you make a successful run on HQ, the Corp loses 1☐. If they do, gain 1☐.

Skimming credits with the slightest touch.

2022 NISEI Illus. Martin de Diego Sádaba 14

4 ♦ **VIRTUOSO**



HARDWARE: Console

+1□

When your turn begins, identify your mark. (If you don't have a mark, a random central server becomes your mark for this turn.)

The first time each turn you make a successful run on your mark, if that server is HQ, access 1 additional card when you breach HQ. Otherwise, breach HQ when the run ends.

Limit 1 console per player.

2022 NISEI Illus. Zoe Cohen 15

2 **CAT'S CRADLE**



PROGRAM: Icebreaker - Decoder

The rez cost of each piece of **code gate** ice is increased by 1☉.

Interface → 1☉: Break 1 **code gate** subroutine.

1☉: +1 strength.

I can show you a carpet, a fish, a magical tale...

1

2022 NISEI Illus. Bruno Balixa 16

2 **CEZVE**



PROGRAM

2☉ (When you install this card and before your turn begins, refill to 2 hosted credits.)

You can spend hosted credits during runs on central servers.

The feel of flour-fine coffee, the scent of caramelizing sugar, the gentle heat of the flame. A ritual I never forget.

1

2022 NISEI Illus. Bruno Balixa 17

2 **REVOLVER**



PROGRAM: Icebreaker - Killer - Weapon

When you install this program, place 6 power counters on it.

Interface → ☉ or hosted power counter: Break 1 **sentry** subroutine.

2☉: +3 strength.

"Aim with your eye. Shoot with your mind. Break with your soul."

—Sundog

1

2022 NISEI Illus. Bruno Balixa 18

2 **BACKSTITCHING**



RESOURCE: Virtual

When your turn begins, identify your mark. (If you don't have a mark, a random central server becomes your mark for this turn.)

Whenever you encounter a piece of ice during a run on your mark, you may trash this resource to bypass that ice.

One step back. Take cover. Two steps forward. Repeat, then secure well.

2022 NISEI Illus. Adam S. Doyle 19

0 **NO FREE LUNCH**



RESOURCE

☉: Gain 3☉.

☉: Remove 1 tag.

If there's anything to be learned from our android cousins, it's that there's no shortcut to perfection. Consider all your options.

2022 NISEI Illus. Bruno Balixa 20

0 **CAPTAIN PADMA ISBISTER**
INTREPID EXPLORER



IDENTITY: Cyborg

The first time each turn a run on R&D begins, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)

The sea is everything; its breath must remain pure and healthy.

45 15

2022 NISEI Illus. Benjamin Giletta 21

2 **DEEP DIVE**



EVENT

Play only if you made a successful run on HQ, R&D, and Archives this turn.

The Corp must set aside the top 8 cards of R&D faceup. Access 1 of those cards. You may spend ☉ to access another 1 of those cards. Then, the Corp shuffles the set-aside cards into R&D.

2022 NISEI Illus. Cat Shen 22

1 **INTO THE DEPTHS**



EVENT: Run

Run any server. If successful, for each time you passed ice this run, resolve 1 of the following that you have not yet resolved this run:

- Gain 4☉.
- Search your stack for a program. Install it. (Shuffle your stack after searching it.)
- Charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)

2022 NISEI Illus. Kira L. Nguyen 23

0 RIGGING UP



EVENT: Mod

Install 1 program or piece of hardware from your grip, paying 3 Q less. You may charge that card if able. (If it has a power counter on it, add another.)

Edie doesn't mind the noise. She's happy just being nearby.

2022 NISEI Illus. Benjamin Giletti 24

8 ◆ ENDURANCE



HARDWARE: Console - Vehicle

+2 Q

When you install this hardware, place 3 power counters on it.

The first time each turn you make a successful run, place 1 power counter on this hardware.

2 hosted power counters: Break up to 2 subroutines.

Limit 1 console per player.

2022 NISEI Illus. Anna Butova 25

3 HYPERBARIC



PROGRAM: Icebreaker - Decoder

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

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

Interface → 1 Q : Break 1 code gate subroutine.

2 Q : Place 1 power counter on this program.

0

2022 NISEI Illus. Cat Shen 26

1 PROPELLER



PROGRAM: Icebreaker - Fracter

When you install this program, place 4 power counters on it.

Interface → 1 Q : Break 1 barrier subroutine.

Hosted power counter: +2 strength.

Within netspace, tangible space can be manipulated as desired, and fluid dynamics rarely factors into ice development.

0

2022 NISEI Illus. Cat Shen 27

1 ◆ DAEG, FIRST NET-CAT



RESOURCE: Companion - Virtual

Whenever an agenda is scored or stolen, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)

"That's him at the front, then there's Scout, Jonesy, Parker, Buča, Squee, Boots... you get the idea."

0

2022 NISEI Illus. Cat Shen 28

3 ENVIRONMENTAL TESTING



RESOURCE

Whenever you install a program or piece of hardware, place 1 power counter on this resource.

When there are 4 or more hosted power counters, trash this resource and gain 9 Q .

"Why are we here? No one else is going to do independent testing, that's why."

—Padma Isbister

0

2022 NISEI Illus. Anna Butova 29

0 STONESHIP CHART ROOM



RESOURCE: Location

Q : Draw 2 cards.

Q : Charge 1 of your installed cards.

Every ship is a home, and every home needs a heart.

0

2022 NISEI Illus. Elizaveta Sokolova 30

2 ÉLIVÁGAR BIFURCATION



AGENDA: Security

When you score this agenda, you may derez 1 installed card.

Ancient paradoxes are children's stories to the greatest minds ever designed.

1

2022 NISEI Illus. Scott Umriga 31

4 MIDNIGHT-3 ARCOLOGY



AGENDA: Expansion

When you score this agenda, draw 3 cards. Skip your discard step this turn.

"The Midnight-3 glows with an inviting warmth that belies the broken promise within. All that awaits you there is a life of indentured servitude."

—Sundog

2

2022 NISEI Illus. Emilio Rodriguez 32

4 REFUGE CAMPAIGN



ASSET: Advertisement

When your turn begins, gain 2 \emptyset .

"The promise of a new home, safe work and friendly neighbors will draw in tens of thousands of eco-refugees, no matter which corner of the world they are from."

—Thule employee handbook

2022 NISEI Illus. Kira L. Nguyen

2 TRIESTE MODEL BIOROIDS



ASSET: Bioroid

When you rez this asset, choose 1 rezzed piece of **bioroid** ice.

Runner card abilities cannot break subroutines on the chosen ice.

At depths no human tech can reach, a Trieste proxy can manipulate a mindscape with unparalleled precision.

Designed by 2019 World Champion Oliver "Pinsel" Siccha

2022 NISEI Illus. Dimik

2 ECHO

Whenever you rez a piece of **harmonic** ice, place 1 power counter on this ice.

This ice gains "↳ End the run." for each hosted power counter.

End the run. End the run. End the run. End the run.



ICE: Barrier - Harmonic

2022 NISEI Illus. Jakuza

5 HÁKARL 1.0

When you rez this ice during a run against this server, you may derez another installed card. If you do, the Runner cannot use paid abilities printed on **bioroid** ice for the remainder of this turn.

Lose \emptyset : Break 1 subroutine on this ice. Only the Runner can use this ability.

↳ Do 1 core damage.

↳ End the run.



ICE: Barrier - Bioroid - AP

2022 NISEI Illus. Jakuza

2 WAVE

When you rez this ice during a run against this server, you may search R&D for a piece of ice and reveal it. (*Shuffle R&D after searching it.*) Add that ice to HQ.

↳ Gain 1 \emptyset for each rezzed piece of **harmonic** ice.

With networks, growth is exponential.



ICE: Code Gate - Harmonic

2022 NISEI Illus. Jakuza

17 BIG DEAL



OPERATION: Terminal

After you resolve this operation, your action phase ends.

Place 4 advancement counters on 1 installed card. You may score that card, if able.

Remove this operation from the game.

Designed by 2018 North American Champion Sam Suled

2022 NISEI Illus. Dimik

BLOOD IN THE WATER



AGENDA: Research

X is equal to the number of cards in the Runner's grip.

Some tests require specific conditions.

2022 NISEI Illus. Scott Uminga

REGENESIS



AGENDA: Research

When you score this agenda, if no Corp cards have been added to Archives this turn, you may reveal 1 facedown agenda in Archives and add it to your score area.

"Esteemed guests, by the end of this demonstration you will see that extinction is now only a temporary state of affairs."

—Vientiane Keeling

2022 NISEI Illus. Anthony Hutchings

1 BLADDERWORT



ASSET: Hostile

When your turn begins, gain 1 \emptyset . Then, if you have 4 \emptyset or less, do 1 net damage.

Prey and seawater sucked in, all in the space of a millisecond.

2022 NISEI Illus. Jack Reeves

3 **MOON POOL**

ASSET: Facility

Remove this asset from the game: Trash up to 2 cards from HQ. Reveal up to 2 facedown cards in Archives and shuffle them into R&D. For each agenda revealed this way, you may place 1 advancement counter on an installed card.

Designed by the Borealis Playtesters

2022 NISEI Illus. Olie Boldador 42

3 **ANEMONE**

ICE: Sentry - AP

When you rez this ice during a run against this server, you may trash 1 card from HQ to do 2 net damage.

↳ Do 1 net damage.

Ethereal beauty laced with the most elegant venom.

2022 NISEI Illus. Jack Reeves 43

3 **BATHYNOMUS**

ICE: Sentry - AP

While this ice is protecting Archives, it gets +3 strength.

↳ Do 3 net damage.

Digital refuse is their food, and you should never come between an animal and its food.

2022 NISEI Illus. Jack Reeves 44

7 **IVIK**

ICE: Barrier - AP

The rez cost of this ice is lowered by 1Q for each rezzed piece of code gate ice.

↳ Do 2 net damage.

↳ End the run.

Keep off the grass.

2022 NISEI Illus. Jack Reeves 45

3 **MITOSIS**

OPERATION: Double

As an additional cost to play this operation, spend Q.

Install up to 2 cards from HQ, creating a new remote server each time. Place 2 advancement counters on each of those cards. You cannot score or rez either of those cards this turn.

One becomes many.

2022 NISEI Illus. Emilio Rodriguez 46

3 **MAVIRUS**

UPGRADE: Ambush

While the Runner is accessing this upgrade in R&D, they must reveal it.

When the Runner accesses this upgrade, you may purge virus counters. If this upgrade is rezzed, do 1 net damage.

Q: Purge virus counters.

Viruses, runners; all are food to them.

2022 NISEI Illus. Jack Reeves 47

PRAVDIVOST CONSULTING
POLITICAL SOLUTIONS

45 **IDENTITY: Division** **15**

The first time each turn the Runner makes a successful run, you may place 1 advancement counter on an installed card you can advance.

Political news, fit for public consumption.

2022 NISEI Illus. Emilio Rodriguez 48

ARTIFICIAL CRYPTOCRASH

4

AGENDA: Initiative

When you score this agenda, the Runner loses 7Q.

The line goes up... until we don't need it to anymore.

2022 NISEI Illus. Wyn Lacabra 49

0 **CHEKIST SCION**

ASSET: Ambush

You can advance this asset.

When the Runner accesses this asset while it is installed, give them 1 tag plus 1 tag for each hosted advancement counter.

The only thing that changes is the uniform.

2022 NISEI Illus. Dimik 50



DRAGO IVANOV

0

ASSET: Executive

You can advance this asset.

2 hosted advancement counters: Give the Runner 1 tag. Use this ability only during your turn.

"Tell them Drago would like a word."

Designed by 2019 European Champion Aaryn "Drago" Byrne



2022 NISEI Illus. Dimik

51



UBIQUITOUS VIG

1

ASSET: Advertisement

You can advance this asset.

When your turn begins, gain 1 C for each hosted advancement counter.

They say they'll only take a handful, but oh what big hands they have!



2022 NISEI Illus. Adam S. Doyle

52



MESTNICHESTVO

5

ICE: Code Gate

You can advance this ice.

When the Runner encounters this ice, you may remove 1 hosted advancement counter. If you do, the Runner loses 3 C .

↳ The Runner loses 3 C .

↳ End the run.

These are merely symbols. It is our fear which gives them power.

2022 NISEI Illus. BalanceSheet



VASILISA

2

ICE: Sentry - Observer

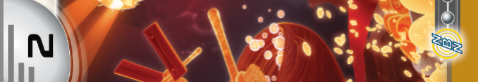
When the Runner encounters this ice, you may pay 1 C . If you do, place 1 advancement counter on an installed card you can advance.

↳ Give the Runner 1 tag.

No task the witch set would ever be too great, for Vasilisa had her mother's blessing.

54

2022 NISEI Illus. BalanceSheet



W **OB SUPERHEAVY LOGISTICS**
EXTRACT. EXPORT. EXCEL.

45 **IDENTITY: Corp** **15**

Whenever you trash a rezzed card, except during installation, you may search R&D for 1 card with a printed rez cost exactly 1 C less than the trashed card's printed rez cost. Install and rez the card you found, ignoring credit costs. Use this ability only once per turn.

Take all that is offered, and more.

2022 NISEI Illus. Vitalii Ostaschenko

57



BACKROOM MACHINATIONS

2

OPERATION: Gray Ops

As an additional cost to play this operation, remove 1 tag.

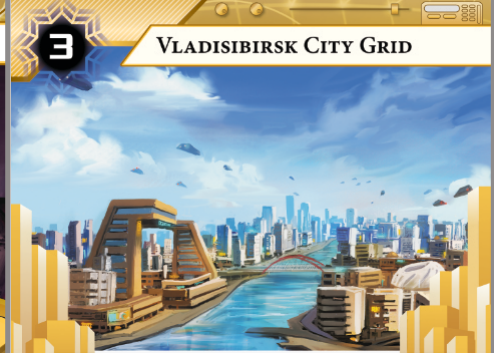
Add this operation to your score area as an agenda worth 1 agenda point.

"Recording devices at the door, please!"



2022 NISEI Illus. Olie Boidador

55



VLADISIBIRSK CITY GRID

3

UPGRADE: Region

You can advance this upgrade.

2 hosted advancement counters: Place 2 advancement counters on another card in the root of this server that you can advance. Use this ability only once per turn.

Limit 1 region per server.

Straddling the banks of the Ob River, this metropolis contains hope for a better tomorrow.



2022 NISEI Illus. Kira L. Nguyen

56

AZEF PROTOCOL

2

AGENDA: Security

As an additional cost to score this agenda, trash 1 of your other installed cards.

When you score this agenda, do 2 meat damage.

"Don't worry, directors, security is always willing to send agents to assist with radical asset reassignment."

—Yakov Avdakov

2022 NISEI Illus. Benjamin Giletti

58

0 **SVYATOGOR EXCAVATOR**

ASSET: Industrial

When your turn begins, you may trash 1 of your other installed cards. If you do, gain 3 C .

It doesn't matter how long you've owned the land, you'd better hope there's nothing valuable beneath.

2022 NISEI Illus. Vitalii Ostaschenko

59

5 ENVELOPMENT

ICE: Barrier

When you rez this ice, place 4 power counters on it.

When your turn begins, remove 1 hosted power counter.

This ice gains "↳ End the run." before its printed subroutine for each hosted power counter.

↳ Trash this ice.

2022 NISEI Illus. Scott Umriga

60

5

3 MASKIROVKA

ICE: Barrier

↳ Gain 2C.

↳ End the run.

Confound the runner so that they cannot see our true intent.

2022 NISEI Illus. Scott Umriga

61

3

4 STAVKA

ICE: Sentry - Destroyer

When you rez this ice, you may trash 1 of your other installed cards. If you do, this ice gets +5 strength for the remainder of the run.

↳ Trash 1 installed program.

↳ Trash 1 installed program.

Centuries of military tactics compressed into a single entity.

2022 NISEI Illus. Scott Umriga

62

2

3 EXTRACT

OPERATION: Transaction

Gain 6C. You may trash 1 of your installed cards to gain 3C.

Leave nothing of value behind.

2022 NISEI Illus. Vitalii Ostaschenko

63

4 MUTUALLY ASSURED DESTRUCTION

OPERATION: Triple

As an additional cost to play this operation, spend 2C.

Trash any number of your rezzed cards. Give the Runner 1 tag for each card trashed this way.

Designed by 2020 Asia-Pacific Champion Eric Kellback

2022 NISEI Illus. Dimik

64

0 TRUST OPERATION

OPERATION: Gray Ops

Play only if the Runner is tagged.

Trash 1 installed resource. Install and rez 1 card from Archives, ignoring all costs.

Identify. Contact. Entrap. Counterintelligence never changes.

2022 NISEI Illus. Olie Boldador

65

WHO WE ARE

NISEI is a fan-run nonprofit volunteer collective. Our mission is to keep the game of Netrunner alive and thriving. We do this through several different initiatives:

We design, playtest and release card sets, such as the one you are holding. Our cards are fully compatible with classic Android: Netrunner cards.

We provide support to organize play such as prize kits for casual game nights (known as GNKs) and Circuit Opener competitive events.

We coordinate annual National, Continental, and World Championship level tournaments.

Thanks for running with us!

Midnight Sun is an expansion compatible with Netrunner, the asymmetric competitive card game. In this pack you will find 5 new identities, plus 180 cards (3 copies each of 60 different cards) for the game's seven factions.

Play as **Runners**, diverse hackers fighting for a cause or a payday within the warming regions of the Arctic, or as **Corps** advancing their agendas to exploit the largest caches of untouched resources on Earth.

Contains card 1-65 of the **Borealis** cycle. This is not a standalone game. A copy of **System Gateway** is required to play

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