

# Card Text Updates Document

This rules document is to be used as reference material. It is not intended to be read straight through. For more information, visit <<https://nullsignal.games/rules/comp-rules>>. If you still have questions after consulting these documents, please ask us online via [email](#) or [Twitter](#).

This version of the Card Text Updates Document is effective **20 December 2022**.

## 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.

Cards marked with an asterisk (\*) have received new updates in the latest version of this document.

## Complete 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.

### Activist Support

*Current Official Text:*

**When the Corp's** turn begins, take 1 tag if you have no tags.  
When your turn begins, give the Corp 1 bad publicity if **they have** no bad publicity.

*True Colors (62):*

When the Corp turn begins, take 1 tag if you have no tags.  
When your turn begins, give the Corp 1 bad publicity if he or she has no bad publicity.

## 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: New Miracles for a New World**

*Current Official Text:*

**Trash the unrezzed piece of ice the Runner is approaching:** Choose a server other than the attacked 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.

## **Akshara Sareen**

*Current Official Text:*

Each player **gets +1 allotted [click] for each of their turns**.

*Democracy and Dogma (46):*

Each player has 1 additional [click] to spend during his or her turn.

## **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**. Use this ability only once per turn.

*Previous 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].

## Amped Up \*

*Current Official Text:*

Gain [click][click][click] and suffer 1 core damage. This damage cannot be prevented.

*Order and Chaos (31):*

Gain [click][click][click] and suffer 1 brain damage (cannot be prevented).

## An Offer You Can't Refuse

*Current Official Text:*

Choose a central server. The Runner may run that server. They cannot jack out during that run. If no run is made this way, add this operation to your score area as an agenda worth 1 agenda point.

*Old Hollywood (91):*

Choose a central server. The runner may initiate a run on that server during which he or she cannot jack out. Otherwise, add An Offer You Can't Refuse to your score area as an agenda worth 1 agenda point.

## 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.

## AR-Enhanced Security

### *Current Official Text:*

The first time each turn the Runner trashes a Corp card, give them 1 tag.

### *Crimson Dust (115):*

The first time the Runner trashes a Corp card each turn, give him or her 1 tag.

## Archangel

### *Current Official Text:*

While the Runner is accessing this ice in R&D, they must reveal it.  
When the Runner accesses this ice anywhere except in Archives, you may pay 3[c]. If you do, they encounter it.  
[sub] Trace[6]. If successful, add 1 installed Runner card to the grip.

### *Data and Destiny (13):*

If Archangel is accessed from R&D, the Runner must reveal it.  
If you pay 3[c] when the Runner accesses Archangel, he or she immediately encounters it. Ignore this ability if Archangel is accessed from Archives.  
[sub] Trace [6]– If successful, add 1 installed Runner card to his or her grip.

## 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.

## Argus Security: Protection Guaranteed

*Current Official Text:*

Whenever the Runner steals an agenda, they must take 1 tag or suffer 2 meat damage.

*Order and Chaos (1):*

Whenever the Runner steals an agenda, he or she must either take 1 tag or suffer 2 meat damage.

## Armored Servers

*Current Official Text:*

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

**Hosted agenda counter:** For the remainder of this run, the Runner must trash 1 card from the grip as an additional cost to jack out or break a subroutine. Use this ability only during a run.

*Terminal Directive (42):*

Place 1 agenda counter on Armored Servers when you score it.

**Hosted agenda counter:** For the remainder of this run, the Runner must trash a card from his or her grip as an additional cost to jack out or break a subroutine. Use this ability only during a run.

## 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 **an** installed card you can advance.

Limit 1 per deck.

*Previous 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.

## Authenticator

*Current Official Text:*

When the Runner encounters **this ice**, they may take 1 tag to bypass it.  
[sub] The Corp gains 2[c].  
[sub] End the run.

*Earth's Scion (55):*

When the Runner encounters Authenticator, he or she may take 1 tag to bypass it.  
[sub] The Corp gains 2[c].  
[sub] End the run.

## Award Bait

*Current Official Text:*

While the Runner is **accessing this agenda** in R&D, they must reveal it.  
When the Runner accesses **this agenda**, you may place up to 2 advancement counters on 1 **installed card** you can **advance**.

*Old Hollywood (93):*

If Award Bait is accessed from R&D, the Runner must reveal it.  
When the Runner accesses Award Bait, you may place up to 2 advancement tokens on a card that can be advanced.

## 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 or its root, 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.)

*Previous 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.

## **Biased Reporting**

*Current Official Text:*

Choose resource, hardware, or program. The Runner may trash any of their installed cards of the chosen type and gain 1[c] for each card trashed this way. Gain 2[c] for each card of the chosen type that is still installed.

*Free Mars (96):*

Choose resource, hardware, or program. The Runner may trash any of his or her cards of that type, and gain 1[c] for each card trashed. Gain 2[c] for each installed card of the chosen type.

## **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.

## **Bishop \***

*Current Official Text:*

Host ice gets -2 strength.  
**[click]:** Host this program on a piece of ice that is not hosting a **Caïssa** program. If this program is hosted on ice protecting a central server, its **[click]** ability can only be used to host it on ice protecting a remote server. If this program is hosted on ice protecting a remote server, its **[click]** ability can only be used to host it on ice protecting a central server.

**Note:** Should be "Program: Caïssa - Trojan"

*Second Thoughts (21):*

[click]: Host Bishop on a piece of ice not hosting a **Caïssa**. If already hosted, Bishop can be hosted only on ice protecting a central server if Bishop is on ice protecting a remote server, or on ice protecting a remote server if Bishop is on ice protecting a central server. Host ice has -2 strength.

## **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 Level Clearance \***

*Current Official Text:*

Whenever **the Runner makes** a successful run on this server, **they** must either **suffer 1 core** damage or jack out. If the Runner jacks **out this way**, gain 5[c], draw 1 card, and trash **this upgrade**.

*Terminal Directive (39):*

Whenever there is a successful run on this server, the Runner must either take 1 brain damage or jack out. If the Runner jacks out, gain 5[c], draw 1 card, and trash Black Level Clearance.

## **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.

## **Bloodletter**

*Current Official Text:*

[sub] The Runner must **trash** either 1 **installed** program or the top 2 cards **of the** stack.

*Terminal Directive (47):*

[sub] The Runner must either trash 1 program or trash the top 2 cards from his or her stack.

## **Bloom \***

*Current Official Text:*

[sub] You may **install** 1 piece of ice from HQ protecting another server, ignoring all costs.

[sub] You may **install** 1 **piece of ice from HQ directly inward from this ice, ignoring all costs.**

*Station One (32):*

[sub] You may install a piece of ice from HQ protecting another server, ignoring all costs.

[sub] You may install a piece of ice from HQ in the next innermost position, protecting this server, ignoring all costs.

## **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.

## **Botulus \***

*Current Official Text:*

Install only on a piece of ice.

When you install this program and when your turn begins, place 1 virus counter on this program.

**Hosted virus counter:** Break 1 subroutine on host ice.

**Note:** Should be "Program: Virus - Trojan".

*System Gateway (4):*

Install only on a piece of ice.

When you install this program and when your turn begins, place 1 virus counter on this program.

**Hosted virus counter:** Break 1 subroutine on host ice.

## **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.

## **Brain Cage \***

*Current Official Text:*

You get +3 maximum hand size.

When you install **this hardware**, suffer 1 **core** damage.

*Chrome City (49):*

When you install Brain Cage, suffer 1 brain damage.

Your maximum hand size is increased by 3.

## **Brain Rewiring**

*Current Official Text:*

When you score **this agenda**, you may pay X[c]. If you do, the Runner adds X cards

from the grip at random to the bottom of the stack, then draws 1 card.

*Terminal Directive (29):*

When you score Brain Rewiring, you may pay X[c] to force the Runner to add X cards from his or her grip to the bottom of his or her stack at random then draw 1 card.

## **Brainstorm \***

*Current Official Text:*

When the Runner encounters this ice, it gains X "[sub] Do 1 core damage." subroutines for the remainder of this run. X is equal to the number of cards in the grip.

*The Liberated Mind (86):*

When the Runner encounters Brainstorm, it gains "[sub] Do 1 brain damage." for each card in the Runner's grip for the remainder of this run.

## **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.

## **Breached Dome**

*Current Official Text:*

While the Runner is accessing this asset in R&D, they must reveal it.  
When the Runner accesses this asset, do 1 meat damage and trash the top card of the stack.

*Crimson Dust (113):*

If Breached Dome is accessed from R&D, the Runner must reveal it.  
When the Runner accesses Breached Dome, do 1 meat damage and trash the top card of the stack.

## **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].

## Bullfrog \*

### *Current Official Text:*

[sub] 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 and this ice is installed**, move **this ice to** the outermost position protecting another **server**. (*The run continues from this new position.*)

### *A Study in Static (73):*

[sub] 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, move Bullfrog so that it is the outermost piece of ice protecting another server (the Runner continues the run from this new position and is now running on this new server).



## 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.

## Caldera \*

### *Current Official Text:*

**[interrupt] → 3[c]**: Prevent 1 **core damage** or 1 net damage.

### *Crimson Dust (105):*

3[c]: Prevent 1 net or brain 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.

## Casting Call

### *Current Official Text:*

Install 1 agenda from HQ faceup and host this operation on that agenda as a condition counter with "Whenever the Runner accesses host agenda, they take 2 tags."

### *Old Hollywood (96):*

Install an agenda from HQ faceup and install Casting Call on that agenda as a hosted condition counter with text "Whenever the Runner accesses this agenda, he or she takes 2 tags."

## 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. Derezz this ice.

### *Core Set (74):*

[sub] The Runner approaches the outermost piece of ice protecting the attacked server. Derezz 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.

## **Cerebral Cast \***

*Current Official Text:*

Play only if the Runner made a successful run during their last turn.

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, they must suffer 1 **core** damage or take 1 tag.

*Previous Official Text:*

Play only if the Runner made a successful run during their last turn.

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, they must suffer 1 brain damage or take 1 tag.

*Honor and Profit (13):*

Play only if the Runner made a successful run during his or her last turn.

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, he or she chooses to suffer 1 brain damage or take 1 tag.

## Cerebral Overwriter \*

### *Current Official Text:*

You can advance this asset.

When the Runner accesses this **asset while it is installed**, you may pay 3[c]. If you do, do 1 **core** damage for each hosted advancement **counter**.

### *Uprising (99):*

You can advance this asset.

When the Runner accesses this asset, you may pay 3[c]. If you do, do 1 brain damage for each hosted advancement token.

### *Creation and Control (9):*

Cerebral Overwriter can be advanced.

If you pay 3[c] when the Runner accesses Cerebral Overwriter, do 1 brain damage for each advancement token on Cerebral Overwriter.

## Cerebral Static \*

### *Current Official Text:*

This **operation** is not trashed until another **current** is played or an agenda is stolen. The Runner's identity **loses its printed abilities**.

### *The Spaces Between (25):*

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

The Runner's identity text box is blank.

## Chairman Hiro

### *Current Official Text:*

The **Runner gets -2** maximum hand size.

**When this asset** is trashed **from anywhere** while being accessed, add **it** to the Runner's score area as an agenda worth 2 agenda points.

### *Honor and Profit (8):*

The Runner's maximum hand size is reduced by 2.

If Chairman Hiro is trashed while being accessed, add him to the Runner's score area as an agenda worth 2 agenda points.

## 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.

## **Chisel \***

### *Current Official Text:*

Install only on a piece of ice.

Host ice gets -1 strength for each hosted virus counter.

When you encounter host ice, if its strength is 0 or less, trash it. Otherwise, place 1 virus counter on this program.

**Note:** Should be "Program: Virus - Trojan".

### *Downfall (3):*

Install only on a piece of ice.

Host ice has -1 strength for each hosted virus counter.

When you encounter host ice, if its strength is 0 or less, trash it. Otherwise, place 1 virus counter on this program.

## **Chrome Parlor \***

### *Current Official Text:*

[interrupt] → Whenever you would suffer damage from a "when installed" ability on a piece of **cybernetic** hardware, prevent all of that damage.

### *Chrome City (44):*

Prevent all meat damage and brain damage from installing **cybernetics**.

## **Chronos Project**

### *Current Official Text:*

When you score **this agenda**, the Runner removes all cards in **the** heap from the game.

### *First Contact (49):*

When you score Chronos Project, the Runner removes all cards in his or her heap from the game.

## **Chrysalis**

### *Current Official Text:*

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

When the Runner accesses this ice anywhere except in Archives, they encounter it.

[sub] Do 2 net damage.

### *23 Seconds (13):*

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

When the Runner accesses Chrysalis, he or she encounters it. Ignore this ability if the Runner accesses Chrysalis from Archives.

[sub] Do 2 net damage.

## 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.

## City Surveillance

*Current Official Text:*

When the Runner's turn begins, give them 1 tag unless they pay 1[c].

*Mala Tempora (55):*

When the Runner's turn begins, give the Runner 1 tag unless he or she pays 1[c].

## 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.

## Closed Accounts

*Current Official Text:*

Play only if the Runner is tagged.  
The Runner loses all credits in their credit pool.

*Core Set (84), Revised Core Set (103), System Core 2019 (117):*

Play only if the Runner is tagged.  
The Runner loses all credits in his or her credit pool.

## 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 installed program you used during that run. Trashing a program this way cannot be prevented.

*Previous 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 Threat

*Current Official Text:*

Play only as your first **[click]**.

Choose a server. The Corp **may rez 1** piece of ice protecting **that** server. **If they do not**, run **that server**. The Corp cannot rez **ice** during **that run**.

*Upstalk (13):*

Play only as your first click.

Choose a server. The Corp can rez a piece of ice protecting this server. If he or she does not, make a run on that server, during which the Corp cannot rez ice.

## 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].

## Cyberdex Virus Suite

*Current Official Text:*

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.

**[trash]:** Purge virus counters.

*Order and Chaos (27):*

If Cyberdex Virus Suite is accessed from R&D, the Runner must reveal it.

When the Runner accesses Cyberdex Virus Suite, you may purge virus counters.

**[trash]:** Purge virus counters.

## 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].

## Data Hound

*Current Official Text:*

[sub] Trace[2]. If successful, look at the top X cards of the stack, where X is equal to the amount by which your trace strength exceeded the Runner's link strength. Trash 1 of those cards and arrange the rest in any order.

*Humanity's Shadow (96):*

[sub] Trace [2]– If successful, look at a number of cards from the top of the Runner's stack equal to the amount by which your trace strength exceeded his or her link strength. Trash 1 of those cards, and arrange the rest in any order.

## Data Loop

*Current Official Text:*

When the Runner encounters this ice, they add 2 cards from the grip to the top of the stack.

[sub] End the run if the Runner is tagged.

[sub] End the run.

*Free Mars (95):*

When the Runner encounters Data Loop, he or she must add 2 cards from his or her grip to the top of the stack.

[sub] End the run if the Runner is tagged.

[sub] End the run.

## Data Raven

### *Current Official Text:*

When the Runner encounters **this ice**, they must take 1 tag or end the run.

**Hosted power counter:** Give the Runner 1 tag.

[sub] **Trace[3]**. If successful, place 1 power counter on **this ice**.

### *Core Set (88), Revised Core Set (97), System Core 2019 (112):*

When the Runner encounters Data Raven, he or she must either take 1 tag or end the run.

**Hosted power counter:** Give the Runner 1 tag.

[sub] **Trace [3]**– If successful, place 1 power counter on Data Raven.

## Data Ward

### *Current Official Text:*

When the Runner encounters **this ice**, they take 1 tag unless they pay 3[c].

[sub] **End the run if the Runner is tagged.**

[sub] **End the run if the Runner is tagged.**

[sub] **End the run if the Runner is tagged.**

[sub] **End the run if the Runner is tagged.**

### *Intervention (75):*

When the Runner encounters Data Ward, he or she must pay 3[c] or take 1 tag.

[sub] **End the run if the Runner is tagged.**

[sub] **End the run if the Runner is tagged.**

[sub] **End the run if the Runner is tagged.**

[sub] **End the run if the Runner is tagged.**

## 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 operation is not trashed until another **current** is played or an agenda is stolen.

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

### *Previous Official Text:*

This operation 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 get +1 allotted [click] for each of your turns.  
When this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.

### *Previous Official Text:*

You have +1 allotted [click] on your turn.  
When this asset is trashed from anywhere 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.

## Disposable HQ

*Current Official Text:*

While the Runner is accessing this upgrade in R&D, they must reveal it.  
When the Runner accesses this upgrade, you may add any number of cards from HQ to the bottom of R&D.

*Business First (34):*

If Disposable HQ is accessed from R&D, the Runner must reveal it.  
When the Runner accesses Disposable HQ, you may add any number of cards from HQ to the bottom of R&D.

## 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 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 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.

## Dr. Lovegood \*

### *Current Official Text:*

When your turn begins, choose 1 of your installed cards. That card loses its printed abilities for the remainder of the turn.

### *Data and Destiny (42):*

When your turn begins, choose one of your installed cards. The text box of that card is blank for the remainder of the turn.

## 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 a card you can advance in the root of a server.

*Previous 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.

## Economic Warfare

*Current Official Text:*

Play only if the Runner made a successful run during their last turn.  
If the Runner has at least 4[c], they lose 4[c].

*Down the White Nile (36):*

Play only if the Runner made a successful run during his or her last turn.  
The Runner loses 4[c], if able.

## Eden Shard

*Current Official Text:*

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

[trash]: The Corp draws 2 cards.

Limit 1 per deck.

*Previous 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.

## **Edge of World \***

*Current Official Text:*

When the Runner accesses this asset while it is installed, you may pay 3[c]. If you do, do 1 core damage for each piece of ice protecting this server.

*Cyber Exodus (53):*

If Edge of World is installed and you pay 3[c] when the Runner accesses it, do 1 brain damage for each piece of ice protecting this server.

## **Egret \***

*Current Official Text:*

Install only on a rezzed piece of ice.

Host ice gains **barrier**, **code gate**, and **sentry**.

**Note:** Should be "Program: Trojan".

*Terminal Directive (19), System Update (32):*

Install only on a rezzed piece of ice.

Host ice gains **barrier**, **code gate**, and **sentry**.

## **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.

## EMP Device \*

### *Current Official Text:*

[trash]: The Corp cannot rez more than 1 piece of ice for the remainder of this run. Use this ability only during a run.

**Note:** Should be "Hardware: Weapon".

### *Business First (20):*

[trash]: The Corp cannot rez more than 1 piece of ice for the remainder of this run. Use this ability only during a run.

## Employee Strike \*

### *Current Official Text:*

This event is not trashed until another **current** is played or an agenda is scored. The Corp's identity loses its printed abilities.

### *Data and Destiny (53):*

This card is not trashed until another **current** is played or an agenda is scored. The Corp's identity text box is blank.

## 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 **core** damage.

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

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

*Previous 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.

## Enhanced Login Protocol

### *Current Official Text:*

This **operation** is not trashed until another **current** is played or an agenda is stolen. As an additional cost to **take the basic action** to run a **server** for the first time each turn, the Runner must spend **[click]**.

### *The Spaces Between (22):*

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

As an additional cost to make the first run not made through a card ability on his or her turn, the Runner must spend click.

## 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 core damage.

### *Previous 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.

## Explode-a-palooza

*Current Official Text:*

While the Runner is accessing this agenda in R&D, they must reveal it.  
When the Runner accesses this agenda, you may gain 5[c].

*Old Hollywood (94):*

If Explode-a-palooza is accessed from R&D, the Runner must reveal it.  
When the Runner accesses Explode-a-palooza, you may gain 5[c].

## 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 \*

*Current Official Text:*

[sub] End the run unless the Runner pays 4[c].

- [sub] End the run unless the Runner pays 4[c].
- [sub] End the run unless the Runner trashes 1 of their installed cards.
- [sub] End the run unless the Runner suffers 1 core damage.

*Previous Official Text:*

- [sub] End the run unless the Runner pays 4[c].
- [sub] End the run unless the Runner pays 4[c].
- [sub] End the run unless the Runner trashes 1 of their installed cards.
- [sub] End the run unless the Runner suffers 1 brain damage.

*Martial Law (89):*

- [sub] End the run unless the Runner pays 4[c].
- [sub] End the run unless the Runner pays 4[c].
- [sub] End the run unless the Runner trashes 1 of his or her installed cards.
- [sub] End the run unless the Runner suffers 1 brain damage.

## **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 core damage.

*Previous 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 **core** damage or end the run.

### *Previous 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.

## **Feedback Filter \***

*Current Official Text:*

**[interrupt]** → **3[c]:** Prevent 1 net damage.

**[interrupt]** → **[trash]:** Prevent up to 2 **core** damage.

*Creation and Control (37):*

**3[c]:** Prevent 1 net damage.

**[trash]:** Prevent up to 2 brain damage.

## **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.

## **Fenris \***

*Current Official Text:*

When you rez **this ice**, take 1 bad publicity.

[sub] Do 1 **core** damage.

[sub] End the run.

*True Colors (71):*

When you rez Fenris, take 1 bad publicity.

[sub] Do 1 brain damage.

[sub] End the run.

## Fester

### *Current Official Text:*

Whenever the Corp purges virus counters, if **the Corp has at least 2[c], they lose 2[c]**.

### *Up and Over (75):*

Whenever the Corp purges virus counters, he or she loses 2[c], if able.

## Fetal AI

### *Current Official Text:*

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

When the Runner accesses **this agenda anywhere except in Archives**, do 2 net damage.

As an additional cost to steal **this agenda**, the Runner must pay 2[c].

### *Trace Amount (32):*

If Fetal AI is accessed from R&D, the Runner must reveal it.

When the Runner accesses Fetal AI, do 2 net damage. Ignore this ability if the Runner accesses Fetal AI from Archives.

As an additional cost to steal Fetal AI, the Runner must pay 2[c].

## 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.

## Forced Connection

*Current Official Text:*

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

When the Runner accesses this upgrade anywhere except in Archives, **trace[3]**. If successful, give the Runner 2 tags.

*Down the White Nile (37):*

If Forced Connection is accessed from R&D, the Runner must reveal it.

When the Runner accesses Forced Connection, **trace [3]**– If successful, give the Runner 2 tags. Ignore this ability if the Runner accesses Forced Connection from Archives.

## 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 **in** 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.

*Previous 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: Crypto-Anarchist

*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.

## Ganked!

*Current Official Text:*

While the Runner is accessing this **upgrade in R&D**, they must reveal it.  
When the Runner accesses this **upgrade**, you may trash it to **choose** a rezzed piece of ice protecting this server. **The Runner encounters that ice.**

*Uprising (119):*

While the Runner is accessing this card from R&D, they must reveal it.  
When the Runner accesses this card, you may trash it to force the Runner to encounter a rezzed piece of ice protecting this server.

## 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.

## **Genetics Pavilion**

*Current Official Text:*

The Runner cannot draw more than 2 cards during **each of their turns**.

*The Universe of Tomorrow (113):*

The Runner cannot draw more than 2 cards during his or her turn.

## **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.

## Giordano Memorial Field

### *Current Official Text:*

Whenever the Runner **makes** a successful run on this server, end the run unless **they pay 2[c]** for each agenda in **their** score area.

### *Reign and Reverie (33):*

Whenever there is a successful run on this server, end the run unless the Runner pays 2[c] for each agenda in his or her score area.

## 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, they** 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 **sentry** 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 resource](#) 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.

## Hangeki

*Current Official Text:*

Play only if the Runner trashed a Corp card during **their** last turn.

Choose **1** of **your** installed **cards**. The Runner may access that card. If **they do**, remove **this operation** from the **game**; otherwise, add **this operation** to the Runner's score area as an agenda worth -1 agenda point.

*Reign and Reverie (40):*

Play only if the Runner trashed a Corp card during his or her last turn.

Choose an installed Corp card. The Runner may access that card. If he or she does, remove Hangeki from the game instead of trashing it; otherwise, add Hangeki to the Runner's score area as an agenda worth -1 agenda point.

## 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.

## Hard-Hitting News

*Current Official Text:*

After you resolve this operation, your action **phase ends**.

Play only if the Runner made a run during **their** last turn.

**Trace[4]**. If successful, give the Runner 4 tags.

*23 Seconds (16):*

After you resolve this operation, end your action phase.

Play only if the Runner made a run during his or her last turn.

**Trace [4]**– If successful, give the Runner 4 tags.

## Harishchandra Ent.: Where You're the Star

*Current Official Text:*

**While** the Runner is tagged, **they play** with **the** grip revealed.

*Fear the Masses (107):*

If the Runner is tagged, he or she plays with his or her grip revealed.

## **Harvester**

*Current Official Text:*

[sub] The Runner draws 3 cards and then discards down to their maximum hand size.

[sub] The Runner draws 3 cards and then discards down to their maximum hand size.

*Business First (32):*

[sub] The Runner draws 3 cards and then discards down to his or her maximum hand size.

[sub] The Runner draws 3 cards and then discards down to his or her maximum hand size.

## **Heimdall 1.0 \***

*Current Official Text:*

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

[sub] Do 1 core damage.

[sub] End the run.

[sub] End the run.

*Previous 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 core damage.

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

[sub] End the run.

*Previous 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.

## Heinlein Grid

*Current Official Text:*

Whenever the Runner loses or spends [click] during a run on this server, they lose all credits in their credit pool.

Limit 1 **region** per server.

*The Spaces Between (23):*

If the Runner loses or spends a click during a run on this server, he or she loses all credits in his or her credit pool.

Limit 1 **region** per server.

## Hellion Alpha Test

*Current Official Text:*

Play only if the Runner installed a resource during their last turn.

Trace[2]. If successful, add 1 installed resource to the top of the stack. If unsuccessful, take 1 bad publicity.

*Second Thoughts (31):*

Play only if the Runner installed a resource during his or her last turn.

Trace [2]– If successful, add 1 installed resource to the top of the Runner's stack. If unsuccessful, take 1 bad publicity.

## Hellion Beta Test

*Current Official Text:*

Play only if the Runner trashed a card while accessing it during their last turn.

Trace[2]. If successful, trash 2 installed non-program cards. If unsuccessful, take 1 bad publicity.

*Escalation (51):*

Play only if the Runner trashed an accessed Corp card during his or her last turn.

Trace [2]– If successful, trash 2 installed non-program cards. If unsuccessful, take 1 bad publicity.

## Henry Phillips

*Current Official Text:*

Whenever the Runner breaks a subroutine during a run on this server, gain 2[c] if they are tagged.

### *Earth's Scion (56):*

Whenever the Runner breaks a subroutine during a run on this server, gain 2[c] if he or she is tagged.

## **Herald**

### *Current Official Text:*

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

When the Runner accesses this ice anywhere except in Archives, they encounter it.

[sub] Gain 2[c].

[sub] You may pay up to 2[c] to place that many advancement counters on 1 installed card you can advance.

### *Quorum (115):*

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

When the Runner accesses Herald, he or she encounters it. Ignore this ability if the Runner accesses Herald from Archives.

[sub] The Corp gains 2[c].

[sub] The Corp may pay up to 2[c] to place that number of advancement tokens on a card that can be advanced.

## **Hijacked Router**

### *Current Official Text:*

Whenever the Corp creates a server, they lose 1[c].

Whenever you make a successful run on Archives, you may trash this hardware. If you do, the Corp loses 3[c].

### *Reign and Reverie (5):*

Whenever the Corp creates a server, he or she loses 1[c].

Whenever you make a successful run on Archives, you may trash Hijacked Router to force the Corp to lose 3[c].

## **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.

## **Hired Help**

### *Current Official Text:*

As an additional cost to run this server, the Runner must trash 1 agenda from their score area. Ignore this ability if the Runner made a successful run on HQ this turn.

Limit 1 per deck.

*Magnum Opus (8):*

As an additional cost to run this server, the Runner must trash an agenda in his or her score area. Ignore this ability if the Runner made a successful run on HQ this turn.

Limit 1 per deck.

## 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.

## 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**.

## Honeyfarm

*Current Official Text:*

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

When the Runner accesses this asset, they lose 1[c].

*Terminal Directive (54):*

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

When the Runner accesses Honeyfarm, he or she loses 1[c].

## 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.

## Housekeeping

*Current Official Text:*

This **operation** is not trashed until another **current** is played or an agenda is stolen. The first time each **turn** the Runner installs a **card**, **they** trash 1 card from **the** grip.

*Order and Chaos (20):*

This card is not trashed until another **current** is played or an agenda is stolen. The first time the Runner installs a card each turn, he or she must trash 1 card from his or her grip.

## 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.

## Hunter Seeker

*Current Official Text:*

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

Play only if the Runner stole an agenda during **their** last turn.

Trash 1 **installed** card.

*Terminal Directive (51):*

As an additional cost to play this operation, spend [click].  
Play only if the Runner stole an agenda during his or her last turn.  
Trash 1 card.

**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, do 1 **core damage** and give the Runner 1 **tag**.

*Previous 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, do 1 **core damage** and give the Runner 1 **tag**.

*Previous 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.

**Note:** Should be "Program: Icebreaker - Killer - Trojan".

*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.

## Inazuma

*Current Official Text:*

**[sub]** **During the next encounter this run, the** Runner cannot break subroutines on the **encountered ice.**  
**[sub]** The Runner cannot jack out **this run** until after **their next encounter with a piece of ice begins.**

*Honor and Profit (16):*

**[sub]** The Runner cannot break any subroutines on the next piece of ice he or she encounters during this run.  
**[sub]** The Runner cannot jack out until after encountering the next piece of ice during this run.

## Increased Drop Rates

*Current Official Text:*

While the Runner is accessing this **upgrade in R&D**, they must reveal it.  
When the Runner accesses this **upgrade**, remove 1 bad publicity unless they take 1 tag.

*Downfall (54):*

While the Runner is accessing this card from R&D, they must reveal it.  
When the Runner accesses this card, remove 1 bad publicity unless they take 1 tag.

## 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 Overload

*Current Official Text:*

When the Runner encounters this ice, trace[1]. If successful, give them 1 tag. This ice gains "[sub] The Runner trashes 1 of their installed cards." for each tag the Runner has.

*The Spaces Between (27):*

When the Runner encounters Information Overload, trace [1]– if successful, give the Runner 1 tag.

Information Overload gains "[sub] The Runner trashes 1 of his or her installed cards." for each tag the Runner has.

## 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.

## Intake

*Current Official Text:*

While the Runner is accessing this upgrade in R&D, they must reveal it. When the Runner accesses this upgrade anywhere except in Archives, trace[4]. If

successful, add 1 installed program or **virtual** resource to the grip.

*Whispers in Nalubaale (98):*

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

When the Runner accesses Intake, **trace [4]**– If successful, add an installed program or {b}virtual resource to the grip. Ignore this ability if the Runner accesses Intake from Archives.

## **Interrupt 0**

*Current Official Text:*

[sub] For the remainder of this run, as an additional cost to use an **icebreaker** ability to break subroutines, the Runner must pay 1[c].

[sub] For the remainder of this run, as an additional cost to use an **icebreaker** ability to break subroutines, the Runner must pay 1[c]

*Kala Ghoda (16):*

[sub] For the remainder of this run, the Runner must pay 1[c] as an additional cost each time he or she uses an icebreaker to break at least 1 subroutine.

[sub] For the remainder of this run, the Runner must pay 1[c] as an additional cost each time he or she uses an icebreaker to break at least 1 subroutine.

## **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.

## **Invasion of Privacy**

*Current Official Text:*

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

**Trace[2]**. If successful, reveal the **grip**. **Trash** up to **X** resources and/or events **revealed this way, where X is equal to** the amount by which your trace strength exceeded the Runner's link strength. If unsuccessful, take 1 bad publicity.

*Opening Moves (16):*

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

**Trace [2]**– If successful, reveal the Runner's grip and trash a number of resources and/or events from it up to the amount by which your trace strength exceeded the Runner's link strength. If unsuccessful, take 1 bad publicity.

## 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.

## IP Block

### *Current Official Text:*

When the Runner encounters **this ice, give them** 1 tag if there is an installed **AI program**.

**[sub] Trace[3]**. If successful, give the Runner 1 tag.

**[sub]** End the run if the Runner is tagged.

### *Martial Law (94):*

When the Runner encounters IP Block, give him or her 1 tag if there is an installed **AI**.

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

**[sub]** End the run if the Runner is tagged.

## It's a Trap!

### *Current Official Text:*

Whenever **this ice** is exposed, do 2 net damage.

**[sub]** The Runner trashes 1 of **their** installed cards. Trash **this ice**.

### *Old Hollywood (90):*

Whenever It's a Trap! is exposed, do 2 net damage.

**[sub]** The Runner trashes 1 of his or her installed cards. Trash It's a Trap!.

## Itinerant Protesters

### *Current Official Text:*

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

The **Corp gets -1** maximum hand size for each bad publicity **they have**.

### *Order and Chaos (33):*

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

The Corp's maximum hand size is reduced by 1 for each bad publicity he or she has.

## Janus 1.0 \*

### Current Official Text:

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

### Previous 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.

## Jemison Astronautics: Sacrifice. Audacity. Success. \*

### Current Official Text:

Whenever you forfeit an agenda, place X advancement counters on 1 installed card. X is equal to the agenda point value of the forfeited agenda plus 1.

**Note:** Should be: "Identity: Corp"

### Daedalus Complex (16):

Whenever you forfeit an agenda, place 1 advancement token on a card and 1 additional token for each agenda point the agenda was worth.

## 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.

## **Jua**

*Current Official Text:*

When the Runner encounters **this ice**, **they** cannot install cards for the remainder of the turn.

[sub] Choose 2 installed Runner cards, if able. The Runner must add 1 of **the chosen** cards to the top of the stack.

*Down the White Nile (34):*

When the Runner encounters Jua, he or she cannot install cards for the remainder of the turn.

[sub] Choose 2 installed Runner cards, if able. The Runner must add 1 of those cards to the top of the stack.

## **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.

## **K. P. Lynn**

*Current Official Text:*

Whenever the Runner passes all of the ice protecting this server, **they** must take 1 tag or end the run.

*Terminal Directive (52):*

Whenever the Runner passes all of the ice protecting this server, he or she must either take 1 tag or end the run.

## **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.

*Previous 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.

## **Kala Ghoda Real TV**

*Current Official Text:*

When your turn begins, you may look at the top card of the stack.  
**[trash]:** The Runner trashes the top card of **the stack**.

*Kala Ghoda (15):*

When your turn begins, you may look at the top card of the Runner's stack.  
[trash]: The Runner trashes the top card of his or her stack.

## **Kamali 1.0 \***

*Current Official Text:*

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

*Previous 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 operation is not trashed until another current is played or an agenda is stolen.



While the Runner is accessing an agenda in R&D, they must reveal it. Whenever an agenda is accessed or scored, trace[3]. If successful, do 1 core damage.

*Previous 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** program.

If this program is hosted on ice, its [click] ability cannot be used to host it on the next inward or outward piece of ice.

**Note:** Should be "Program: Icebreaker - AI - Caïssa - Trojan"

*Previous 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.

**Komainu \***

*Current Official Text:*

When the Runner encounters **this ice**, it gains X "[sub] Do 1 net damage." subroutines for the remainder of this run. X is equal to the number of cards in the grip.

*Honor and Profit (17):*

When the Runner encounters Komainu, it gains "[sub] Do 1 net damage." for each card in the Runner's grip for the remainder of this run.

**Kuwinda K4H1U3 \***

*Current Official Text:*

When your turn begins, you may trace[X], where X is equal to the number of hosted power counters. If successful, do 1 core damage and trash **this asset**. If unsuccessful, place 1 power counter on **this asset**.

*Council of the Crest (49):*

When your turn begins, you may trace [X]— If successful, do 1 brain damage and trash Kuwinda K4H1U3. If unsuccessful, place 1 power counter on Kuwinda K4H1U3. X is the number of power counters on Kuwinda K4H1U3.

**Kyuban \***

*Current Official Text:*

Install only on a piece of ice.

Whenever you pass host ice, gain 2[c].

**Note:** Should be "Program: Trojan".

*Reign and Reverie (20):*

Install Kyuban only on a piece of ice.

Gain 2[c] whenever you pass host ice.

**La Costa Grid**

*Current Official Text:*

Remote server only.

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

Limit 1 **region** per server.

*Previous 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.

## Liberated Chela

*Current Official Text:*

[click][click][click][click][click], **forfeit an agenda:** The Corp may forfeit an agenda to remove **this resource** from the game. If **they do not**, add **this resource** to your score area as an agenda worth 2 agenda points.

*The Liberated Mind (81):*

[click],[click],[click],[click],[click], **forfeit an agenda:** Add Liberated Chela to your score area as an agenda worth 2 agenda points. The Corp may forfeit an agenda to prevent this. If he or she does, remove Liberated Chela from the game.

## Load Testing

*Current Official Text:*

When the Runner's next turn begins, **they lose** [click].

*Station One (31):*

When the Runner's next turn begins, he or she loses [click].

## 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]**.

## Malia Z0L0K4 \*

### *Current Official Text:*

When you rez this asset, choose **1** installed non-**virtual** resource.  
The chosen resource loses **its** printed abilities.

### *Previous Official Text:*

When you rez this asset, choose an installed non-**virtual** resource.  
The chosen resource loses all printed abilities.

### *The Devil and the Dragon (69):*

When you rez Malia Z0L0K4, choose an installed non-**virtual** resource. The text box of that resource is blank.

## 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.

## Market Forces

*Current Official Text:*

Play only if the Runner is tagged.

The Runner loses 3[c] for each tag **they have**, then you gain 1[c] for each credit **lost this way**.

*Kampala Ascendant (117):*

Play only if the Runner is tagged.

The Runner loses 3[c] for each tag he or she has, then you gain 1[c] for each credit lost.

## 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.

## Mason Bellamy

*Current Official Text:*

Whenever an encounter with a piece of ice protecting this server **ends**, if the Runner broke at least **1 subroutine during that encounter**, they lose [click].

*Terminal Directive (40):*

Whenever an encounter with a piece of ice protecting this server ends in which the Runner broke at least one subroutine, he or she loses [click], if able.

## 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.

## **Mausolus \***

*Current Official Text:*

You can advance this ice.

[sub] Gain 1[c]. If there are 3 or more hosted advancement counters, instead gain 3[c].

[sub] Do 1 net damage. If there are 3 or more hosted advancement counters, instead do 3 net damage.

[sub] Give the Runner 1 tag. If there are 3 or more hosted advancement counters, instead give the Runner 1 tag and end the run.

*Martial Law (97):*

Mausolus can be advanced.

If Mausolus has 3 or more advancement tokens on it, do the parenthetical text instead (otherwise, do not resolve it).

[sub] The Corp gains 1credit. (The Corp gains 3credit.)

[sub] Do 1 net damage. (Do 3 net damage.)

[sub] Give the Runner 1 tag. (Give the Runner 1 tag and end the run.)

## **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 Austerity Policy

### *Current Official Text:*

**[click]**: Place 1 power counter on **this asset**. When the Runner's next turn begins, **they lose** [click]. Use this ability only once per turn.  
[click],[trash], **3 hosted power counters**: Gain [click][click][click][click].

### *Crimson Dust (111):*

[click]: Place 1 power counter on MCA Austerity Policy. When the Runner's next turn begins, he or she loses [click]. Use this ability only once per turn.  
[click],[trash], **3 hosted power counters**: Gain [click],[click],[click],[click].

## MCA Informant

### *Current Official Text:*

After you resolve this operation, your action **phase ends**.  
**Host** this operation on **an installed connection** resource as a condition counter with "The Runner is considered to have 1 additional tag. Host **resource** gains '**[click], 2[c]**: Trash this **resource**.'"

### *Previous 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.

## Meridian

### *Current Official Text:*

[sub] Gain 4[c] and end the run unless the Runner adds **this ice** to **their** score area as an agenda worth -1 agenda point.



*Reign and Reverie (28):*

[sub] Gain 4[c] and end the run unless the Runner adds Meridian to his or her score area as an agenda worth -1 agenda point.

## 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 run.

*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.

## Midseason Replacements

*Current Official Text:*

Play only if the Runner stole an agenda during their last turn.

Trace[6]. If successful, give the Runner X tags. X is equal to the amount by which your trace strength exceeded their link strength.

*Future Proof (116):*

Play only if the Runner stole an agenda during his or her last turn.

Trace [6]– If successful, give the Runner tags equal to the amount by which your trace strength exceeded his or her link strength.

## Midway Station Grid

*Current Official Text:*

During runs on this server, the Runner must pay 1[c] as an additional cost to use an icebreaker ability to break subroutines.

Limit 1 region per server.

*Upstalk (7):*

The Runner must pay 1[c] as an additional cost each time he or she uses an icebreaker to break at least 1 subroutine during a run on this server.

Limit 1 region per server.

## Mind Game

*Current Official Text:*

[sub] 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, choose another server. The Runner moves to the outermost position of that server instead of passing this ice. For the remainder of this run, the Runner must add 1 installed Runner card to the bottom of their stack as an additional cost to jack out. The Runner may jack out.

### *Martial Law (92):*

[sub] 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, choose another server. The Runner is now running on that server instead of passing Mind Game. For the remainder of the run, the Runner must add 1 installed card to the bottom of his or her stack as an additional cost to jack out.

## **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.

## Monolith \*

*Current Official Text:*

+3[MU]  
When you install **this hardware**, install up to 3 programs from your grip, **paying 4[c] less for each**.  
**[interrupt]** → **Trash 1 program from your grip**: Prevent 1 **core damage** or 1 net damage.  
Limit 1 **console** per player.

*Creation and Control (36):*

+3[MU]  
When you install Monolith, install up to 3 programs from your grip, lowering the install cost of each by 4[c].  
**Trash a program from your grip**: Prevent 1 brain or net damage.  
Limit 1 **console** per player.

## 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.

## Mumbad Virtual Tour

### *Current Official Text:*

This upgrade costs 0 influence if you have 7 or more assets in your deck.  
When the Runner accesses this upgrade while it is installed, they must trash it, if able.

### *Salsette Island (76):*

This card costs 0 influence if you have 7 or more assets in your deck.  
If the Runner accesses Mumbad Virtual Tour while it is installed, he or she must trash it, if able.

## Muresh Bodysuit \*

### *Current Official Text:*

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

### *Previous 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 **asset** 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 (♦).

*Previous 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.

*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.

## Negotiator \*

### *Current Official Text:*

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

[sub] **Gain** 2[c].

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

### *Previous Official Text:*

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

[sub] The Corp gains 2[c].

[sub] Trash 1 program.

### *The Valley (19):*

The Runner can pay 2[c] to break any subroutine on Negotiator.

[sub] The Corp gains 2[c].

[sub] Trash 1 program.

## 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 **core damage**. You may draw 1 card.

[sub] Do 1 **core damage**. You may draw 1 card.

*Previous 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 Quarantine**

*Current Official Text:*

**For the first trace each turn, the Runner's [link] is treated as 0. (They can still increase their link strength by spending credits.)**

Whenever the Runner **spends credits to increase their link strength**, gain 1[c] for every 2[c] **they** spent.

*Quorum (114):*

The Runner's base link strength is reduced to 0 during the first trace each turn.

Whenever the Runner increases his or her link strength by spending credits, gain 1[c] for every 2[c] spent.

## **Net Shield \***

*Current Official Text:*

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

*Previous 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.



## Neural EMP

### *Current Official Text:*

Play only if the Runner made a run during **their** last turn.  
Do 1 net damage.

### *Core Set (72), Revised Core Set (90), System Core 2019 (101):*

Play only if the Runner made a run during his or her last turn.  
Do 1 net damage.

## 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).

## News Team

### *Current Official Text:*

While the Runner is **accessing this asset** in R&D, **they** must reveal it.  
When the Runner accesses **this asset**, **they** must either take 2 tags or add **this asset** to **their** score area as an agenda worth -1 agenda point.

### *Data and Destiny (9):*

If News Team is accessed from R&D, the Runner must reveal it.  
When the Runner accesses News Team, he or she must either take 2 tags or add News Team to his or her score area as an agenda worth -1 agenda point.

## NEXT Diamond \*

### *Current Official Text:*

This rez cost of this ice is lowered by 1[c] for each other rezzed piece of NEXT ice.  
[sub] Do 1 core damage.  
[sub] Do 1 core damage.  
[sub] Trash 1 installed Runner card.

### *Kampala Ascendant (112):*

The rez cost of NEXT Diamond is lowered by 1 for each other rezzed piece of NEXT ice.  
[sub] Do 1 brain damage.  
[sub] Do 1 brain damage.  
[sub] Trash 1 installed Runner card.

## 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.

## NEXT Wave 2 \*

### *Current Official Text:*

When you score this agenda, if there is a rezzed piece of NEXT ice, you may do 1 core damage.

### *Daedalus Complex (9):*

If there is a rezzed piece of NEXT ice when you score NEXT Wave 2, you may do 1 brain damage.

## 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.

## Nihongai Grid \*

### *Current Official Text:*

Whenever the Runner **makes** a successful run on this server, if **they do** not have at least 2 cards in the grip and 6[c], you may look at the top 5 cards of R&D and swap 1 of those cards with 1 card in HQ.

Limit 1 **region** per server.

### *Previous Official Text:*

Whenever there is a successful run on this server, if the Runner does not have at least 2 cards in the grip and 6[c], you may look at the top 5 cards of R&D and swap 1 of those cards with 1 card in HQ.

Limit 1 **region** per server.

### *Martial Law (93):*

If the Runner has fewer than 6[c] or fewer than 2 cards in his or her grip when there is a successful run on this server, you may look at the top 5 cards of R&D and swap 1 of those cards with a card in HQ.

Limit 1 **region** per server.

## 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 or its root**. 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.

### *Previous 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**.

### *Previous 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 1 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 or its root**, 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.)*

*Previous 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.

## O<sub>2</sub> Shortage

*Current Official Text:*

The Runner may trash 1 card from **the** grip at random. If **they do** not, gain [click][click].

*Free Mars (90):*

The Runner may trash 1 card from his or her grip at random. If he or she does not, gain [click][click].

## 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.

## Parasite \*

*Current Official Text:*

Install only on a rezzed piece of ice.  
When your turn begins, place 1 virus counter on this program.  
Host ice gets -1 strength for each hosted virus counter.  
When the strength of host ice is 0 or less, trash it.

**Note:** Should be "Program: Virus - Trojan".

*Core Set (12):*

Install Parasite only on a rezzed piece of ice.  
Host ice has -1 strength for each virus counter on Parasite and is trashed if its strength is 0 or less.  
When your turn begins, place 1 virus counter on Parasite.

## 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 **each** turn you make a successful run on the chosen server, instead of breaching it, draw 2 cards.

*Previous 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, **host it on** the next inward piece of **ice**. If you cannot, trash this program and install 1 other **Caïssa** program from your grip or heap, ignoring all costs.

**Note:** Should be "Program: Caïssa - Trojan"

*Previous 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 the 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.

## **Peace in Our Time**

### *Current Official Text:*

Play only as your first [click] and only if the Corp scored no agendas during **their** last turn.  
Gain 10[c]. The Corp gains 5[c]. You cannot **make** any runs this turn.

### *Quorum (109):*

Play only as your first click and only if the Corp scored no agendas during his or her last turn.  
Gain 10[c]. The Corp gains 5[c]. You cannot initiate any runs this turn.

## **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],** **{/b}add this program** to your **grip:{/b}** Derez **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:** Derez 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.

## **Personality Profiles**

### *Current Official Text:*

Whenever the Runner searches **the** stack or installs a card from **the** heap, **they** trash **1 card from the** grip at random.

### *Salsette Island (66):*

Whenever the Runner searches his or her stack or installs a card from his or her heap, he or she must trash a card from his or her grip at random.

## 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 Graffiti

### *Current Official Text:*

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

### *Previous Official Text:*

Run Archives. If successful, instead of breaching Archives, add this event 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.

## Populist Rally

### *Current Official Text:*

Play only if you have a **seedy** card installed.  
The Corp **gets -1 allotted** [click] **for their** next turn.

### *Business First (26):*

Play only if you have at least 1 **seedy** card installed.  
The Corp has 1 fewer [click] to spend on his or her next turn.

## 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.

## Power Grid Overload \*

### *Current Official Text:*

Play only if the Runner made a successful run during their last turn.  
Trace[2]. If successful, trash 1 **installed** piece of hardware with an install cost of X or less, where X is equal to the amount by which your trace strength exceeded the Runner's link strength.

### *Previous Official Text:*

Play only if the Runner made a successful run during their last turn.  
Trace[2]. If successful, trash 1 piece of hardware with an install cost of X or less, where X is equal to the amount by which your trace strength exceeded the Runner's link strength.

### *Trace Amount (37):*

Play only if the Runner made a successful run during his or her last turn.  
**Trace [2]**– If successful, trash 1 piece of hardware with an install cost equal to or less than the amount by which your trace strength exceeded the Runner's link strength.

## Power Shutdown

### *Current Official Text:*

Play only if the Runner made a run during **their** last turn.  
Trash **any number of** cards from the top of R&D. The Runner trashes **an** installed program or piece of hardware with an install cost **equal to or less than the number of cards you trashed this way.**

### *Mala Tempora (58):*

Play only if the Runner made a run during his or her last turn.

Trash X cards from the top of R&D. The Runner trashes 1 installed program or piece of hardware with an install cost of X or less.

## **Product Placement**

### *Current Official Text:*

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

When the Runner accesses this upgrade anywhere except in Archives, gain 2[c].

### *The Universe of Tomorrow (115):*

If the Runner accesses Product Placement from R&D, he or she must reveal it.

When the Runner accesses Product Placement, the Corp gains 2[c]. Ignore this effect if Product Placement is accessed from Archives.

## **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 Ares**

### *Current Official Text:*

When you score this agenda, the Runner trashes 1 of their installed cards for each hosted advancement counter past 4. If the Runner trashes at least 1 card this way, take 1 bad publicity.

### *Opening Moves (10), Revised Core Set (62):*

When you score Project Ares, the Runner trashes 1 of his or her installed cards for each advancement token on Project Ares over 4. If the Runner trashes at least 1 card, take 1 bad publicity.

## **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:*

This program gets +1 strength and costs +1[MU] for each hosted power counter.

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.

### *Previous 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.

## **Quantum Predictive Model**

### *Current Official Text:*

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

When the Runner accesses this agenda while they are tagged, add it to your score area.

### *Data and Destiny (7):*

If Quantum Predictive Model is accessed from R&D, the Runner must reveal it.  
If the Runner is tagged when Quantum Predictive Model is accessed, add it to your score area.

## **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 get +1 allotted [click] for each of your turns.  
If you are tagged, trash this resource.

### *Previous 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 asset 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.



*Previous 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.

## **Ramujan-reliant 550 BMI \***

*Current Official Text:*

[interrupt] → [trash]: Prevent up to X **core damage** or net damage. Trash cards from the top of your stack equal to the amount of damage prevented. X is **equal to** the number of **other** installed copies of Ramujan-reliant 550 BMI **plus 1**.

Limit 6 per deck.

*Kala Ghoda (2):*

[trash]: Prevent up to X net or brain damage. Trash cards from the top of your stack equal to the amount of damage prevented. X is the number of copies of Ramujan-reliant 550 BMI installed (including the one just trashed).

Limit 6 per deck.

## **Raymond Flint**

*Current Official Text:*

Whenever the Corp takes bad publicity, **breach HQ**. **You cannot access cards in the root of HQ during this breach**.

**[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 **event** from the game.

*Previous 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 or its root**, 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.)*

*Previous 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.

## **Reeducation**

*Current Official Text:*

When you score **this agenda, you may** add **X** cards from HQ to the bottom of R&D to draw **X** cards. The Runner adds **X cards from the grip at random** to the bottom of the stack, if able.

*Blood and Water (74):*

When you score Reeducation, add any number of cards from HQ to the bottom of R&D and draw that many cards. The Runner randomly adds the same number of cards from his or her grip to the bottom of the stack, if able.

## **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.

## Riot Suppression \*

*Current Official Text:*

Play only if the Runner trashed a Corp card during their last turn.

The Runner may suffer 1 **core** damage. If they do not, they get -3 allotted [click] for their next turn.

Remove this operation from the game.

*Previous Official Text:*

Play only if the Runner trashed a Corp card during their last turn.  
The Runner may suffer 1 brain damage. If they do not, they get -3 allotted [click] for their next turn.  
Remove this operation from the game.

*Kampala Ascendant (113):*

Play only if the Runner trashed at least 1 Corp card during his or her last turn.  
The Runner has 3 fewer [click] to spend during his or her next turn. The Runner may immediately suffer 1 brain damage to prevent this. Remove Riot Suppression from the game instead of trashing 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.

## Ronald Five

*Current Official Text:*

Whenever the Runner trashes a Corp card (including this asset), they lose [click].

*Old Hollywood (88):*

Whenever the Runner trashes a Corp card (including Ronald Five), he or she loses [click].

## Rook \*

*Current Official Text:*

While this program is hosted on ice, the rez cost of each piece of ice protecting this server is increased by 2.

[click]: Host this program on a piece of ice that is not hosting a **Caïssa** program. If this program is hosted on ice, its [click] ability can only be used to host it on ice protecting the same server or in the same position as its current host ice. (Count positions from the innermost ice.)

**Note:** Should be "Program: Caïssa - Trojan"

*Opening Moves (3):*

[click]: Host Rook on a piece of ice not hosting a **Caïssa**. If already hosted, Rook can

be hosted only on ice protecting this server or on ice in the same position (counting from the innermost spot) protecting another server.

The rez cost of each piece of ice protecting this server is increased by 2.

## 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.

## Rumor Mill \*

*Current Official Text:*

This card is not trashed until another **current** is played or an agenda is scored. Each unique (♦) non-**region** asset and upgrade **loses its printed abilities**.

*Blood Money (22):*

This card is not trashed until another **current** is played or an agenda is scored. The text box of each unique non-**region** asset and upgrade is blank.

## Ryon Knight \*

*Current Official Text:*

[trash]: Do 1 **core** damage. Use this ability only during a run **against** this server and only if the Runner has no unspent **[click]**.

*Chrome City (54):*

[trash]: Do 1 brain damage. Use this ability only during a run on this server and only if the Runner has no unspent clicks.

## 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.

## Salem's Hospitality

*Current Official Text:*

This operation costs 0 influence if you have 6 or more non-alliance {nbn} cards in your deck.  
Choose a card name. The Runner reveals the grip and trashes all cards with the chosen name revealed this way.

*Salsette Island (71):*

This card costs 0 influence if you have 6 or more non-alliance {nbn} cards in your deck.  
Name a card. The Runner reveals his or her grip and trashes all copies of the named card from his or her grip.

## 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.

## Sand Storm \*

*Current Official Text:*

[sub] *If this ice is installed, move it to the outermost position protecting another server. (The run continues from this new position.)* Trash this ice.

:

[sub] Move Sand Storm so that it is the outermost piece of ice protecting another server (the Runner continues the run from this new position and is now running on this new server). Trash Sand Storm.

## Sapper

*Current Official Text:*

*While the Runner is accessing this ice in R&D, they must reveal it.*  
When the Runner accesses *this ice anywhere except in Archives, they encounter it.*  
[sub] Trash 1 *installed* program.

*Martial Law (98):*

If Sapper is accessed from R&D, the runner must reveal it.  
When the Runner accesses Sapper, he or she encounters it. Ignore this ability if the Runner accesses Sapper from Archives.  
[sub] Trash 1 program.

## 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.

## SEA Source

*Current Official Text:*

Play only if the Runner made a successful run during their last turn.  
Trace[3]. If successful, give the Runner 1 tag.

*Core Set (86), Revised Core Set (105), System Core 2019 (119):*

Play only if the Runner made a successful run during his or her last turn.  
Trace [3]– If successful, give the Runner 1 tag.

## 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 each turn you make a successful run on the chosen server, instead of breaching it, gain 2[c].



*Previous 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].

*System Update 2021 (24):*

When your turn begins, choose a server.

The first time this turn you make a successful run on the chosen 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.

## **Sentinel Defense Program \***

*Current Official Text:*

Whenever the Runner suffers at least 1 core damage, do 1 net damage.

*Creation and Control (7):*

Whenever the Runner suffers at least 1 brain damage, do 1 net damage.

## **Service Outage**

*Current Official Text:*

This operation is not trashed until another **current** is played or an agenda is stolen. As an additional cost to run for the first time during their turn, the Runner must spend 1[c].

*Escalation (57):*

This card is not trashed until another **current** is played or an agenda is stolen. As an additional cost to make the first run on his or her turn (even through a card ability), the Runner must spend 1[c].

## 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.

## Shi.Kyū \*

### *Current Official Text:*

When the Runner accesses this asset anywhere except in R&D, you may pay X[c]. The Runner must either **suffer** X net damage or add this asset to their score area as an agenda worth -1 agenda point.

### *Previous Official Text:*

When the Runner accesses this asset anywhere except in R&D, you may pay X[c]. The Runner must either take X net damage or add this asset to their score area as an agenda worth -1 agenda point.

### *Honor and Profit (11):*

When the Runner accesses Shi.Kyū, you may pay X[c]. The Runner must take either X net damage or add Shi.Kyū to his or her score area as an agenda worth -1 agenda point. Ignore this ability if the Runner accesses Shi.Kyū from R&D.

## Shipment from Tennin

### *Current Official Text:*

Play only if the Runner did not make a successful run during **their** last turn.  
Place 2 advancement **counters** on 1 **installed** card.

### *Blood and Water (72):*

Play only if the Runner did not make a successful run during his or her last turn.  
Place 2 advancement tokens on 1 card.

## 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.

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

Interface → **[trash]:** Break up to 3 **sentry** subroutines.

*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.

## **Shock!**

*Current Official Text:*

While the Runner is accessing this asset in R&D, they must reveal it.  
When the Runner accesses this asset, do 1 net damage.

*True Colors (73):*

If Shock! is accessed from R&D, the Runner must reveal it.  
When the Runner accesses Shock!, do 1 net damage, even if it is not installed.

## **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.

## Skulljack \*

*Current Official Text:*

When you install this hardware, suffer 1 core damage.  
The trash cost of each Corp card is lowered by 1.

*Chrome City (42):*

When you install Skulljack, suffer 1 brain damage.  
The trash cost of all cards is lowered by 1.

## 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.

## Snare!

*Current Official Text:*

While the Runner is accessing this asset in R&D, they must reveal it.  
When the Runner accesses this asset anywhere except in Archives, you may pay 4[c].  
If you do, give the Runner 1 tag and do 3 net damage.

*System Update 2021 (54):*

While the Runner is accessing this card from R&D, they must reveal it.  
When the Runner accesses this card from anywhere except Archives, you may pay 4[c]. If you do, give the Runner 1 tag and do 3 net damage.

## 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.

## Space Camp

*Current Official Text:*

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

When the Runner accesses **this asset**, you may place 1 advancement **counter** on an **installed card you can advance**.

*Order and Chaos (10):*

If Space Camp is accessed from R&D, the Runner must reveal it.

When the Runner accesses Space Camp, you may place 1 advancement token on a card that can be advanced.

## 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.

## Spinal Modem \*

*Current Official Text:*

+1[MU], 2[recurring-credit]

You can spend **hosted** credits to **use icebreakers**.

Whenever there is a successful trace during a run, suffer 1 **core** damage.

Limit 1 **console** per player.

*What Lies Ahead (2), Revised Core Set (7):*

+1[MU], 2[recurring-credit]

Use these credits to pay for using **icebreakers**.  
Whenever there is a successful trace during a run, suffer 1 brain damage.  
Limit 1 **console** per player.

## Spoilers

*Current Official Text:*

Whenever the Corp scores an agenda, **they trash** the top card of R&D.

*Old Hollywood (82):*

Whenever the Corp scores an agenda, he or she trashes the top card of R&D.

## 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**.

## SSL Endorsement

*Current Official Text:*

**When this agenda** is scored or stolen, place 9[c] on it.  
When the Corp's turn begins, **they** may take 3[c] from **this agenda**. This ability is active even while **this agenda** is in the Runner's score area.

*Down the White Nile (38):*

When SSL Endorsement is scored or stolen, place 9[c] from the bank on it.  
When the Corp's turn begins, he or she may take 3[c] from SSL Endorsement. This ability is active even while SSL Endorsement is in the Runner's score area.

## Standard Procedure

*Current Official Text:*

Play only if the Runner made a successful run **during their** last turn.  
**Choose** a card type, then reveal the grip. Gain 2[c] for each card **of the chosen type revealed this way**.

*Whispers in Naluubale (97):*

Play only if the Runner made a successful run on his or her last turn.  
Name a card type, then reveal the grip. Gain 2[c] for each card in the grip that has the named type.

## 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.

## Stim Dealer \*

### *Current Official Text:*

When your turn begins, if there are 2 or more **hosted power counters**, remove all of them and suffer 1 **core damage**. This damage cannot be prevented. Otherwise, place 1 power counter on **this resource** and gain [click].

### *Order and Chaos (51):*

When your turn begins, if there are 2 or more power counters on Stim Dealer, remove all power counters from it and suffer 1 brain damage (cannot be prevented); otherwise, place 1 power counter on Stim Dealer and gain [click].

## 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 **that run ends**, suffer 1 **core damage**. This damage cannot be prevented.

### *Previous 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 or its root**, the Runner must spend [click]. *(If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)*

### *Previous 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.

## **Student Loans**

### *Current Official Text:*

As an additional cost to play an **event**, if there is a copy of that event in **the** heap, the Runner must pay 2[c].

### *Breaker Bay (38):*

As an additional cost to play an event that there is a copy of in his or her heap, the Runner must pay 2[c].

## **Study Guide \***

### *Current Official Text:*

This program gets +1 strength for each hosted power counter.  
Interface → **1[c]**: Break 1 **code gate** subroutine.  
**2[c]**: Place 1 power counter on this program.

### *Previous 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.

## Successful Demonstration

### *Current Official Text:*

Play only if the Runner made an unsuccessful run during **their** last turn.  
Gain 7[c].

### *Creation and Control (14):*

Play only if the Runner made an unsuccessful run during his or her last turn.  
Gain 7[c].

## 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 Outage

*Current Official Text:*

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

Whenever the Corp draws 1 or more cards, if it is not the first time they have drawn cards this turn, they lose 1[c].

*23 Seconds (1):*

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

Whenever the Corp draws 1 or more cards, he or she loses 1[c] if it is not the first time he or she has drawn cards this turn.

## System Seizure

*Current Official Text:*

This **event** 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*)."

*Previous 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.

## **Tempus \***

### *Current Official Text:*

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

When the Runner accesses this upgrade anywhere except in Archives, **trace**[3]. If successful, the Runner must lose [click][click] or suffer 1 **core** damage.

### *Previous Official Text:*

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

When the Runner accesses this upgrade anywhere except in Archives, **trace**[3]. If successful, the Runner must lose [click][click] or suffer 1 brain damage.

### *The Devil and the Dragon (71):*

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

When the Runner accesses Tempus, **trace** [3]– If successful, the Runner must lose [click][click] or suffer 1 brain damage. Ignore this ability if the Runner accesses

Tempus from Archives.

## Tennin Institute: The Secrets Within

### *Current Official Text:*

When your turn begins, if the Runner did not make a successful run during **their** last **turn**, you may place 1 advancement **counter** on **an installed card**.

### *Honor and Profit (3):*

When your turn begins, you may place 1 advancement token on a card if the Runner did not make a successful run during his or her last turn.

## TGTBT

### *Current Official Text:*

**While the Runner is accessing this agenda in R&D, they** must reveal it.  
When the Runner accesses **this agenda**, give **them** 1 tag.

### *Revised Core Set (95):*

If TGTBT is accessed from R&D, the Runner must reveal it.  
When the Runner accesses TGTBT, give the Runner 1 tag.

## 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 Board

### *Current Official Text:*

Each agenda in the Runner's score area is worth 1 **less** agenda point.  
**When this asset is trashed from anywhere** while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.

### *Order and Chaos (11):*

Each agenda in the Runner's score area is worth 1 fewer agenda point.  
If The Board is trashed while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.

## 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, 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.

### *Previous 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, if you drew at least 2, 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 Price of Freedom

### *Current Official Text:*

As an additional cost to play this event, trash 1 installed connection resource.  
The Corp cannot advance cards during their next turn.  
Remove this event from the game.

### *Fear the Masses (100):*

As an additional cost to play this event, trash an installed **connection**.

The Corp cannot advance cards during his or her next turn. Remove The Price of Freedom from the game instead of trashing it.

## **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.

## **Toth**

### *Current Official Text:*

When the Runner encounters **this ice**, give **them** 1 tag.

[sub] **Trace [4]**. If successful, do 1 net damage for each tag the Runner has.

[sub] **Trace [4]**. If successful, the Runner loses 1[c] for each tag **they have**.

### *Martial Law (95):*

When the Runner encounters Toth, give him or her 1 tag.

[sub] **Trace [4]**– If successful, do 1 net damage for each tag the Runner has.

[sub] **Trace [4]**– If successful, the Runner loses 1[c] for each tag he or she has.

## **Threat Assessment**

### *Current Official Text:*

Play only if the Runner trashed **a** Corp card during **their** last turn.

Choose 1 installed Runner card. The Runner must take **2 tags or** add that card to the top of the **stack**.

Remove **this operation** from the **game**.

*Down the White Nile (35):*

Play only if the Runner trashed at least 1 Corp card during his or her last turn.  
Choose an installed Runner card. The Runner must either add that card to the top of the stack or take 2 tags. Remove Threat Assessment from the game instead of trashing it.

## 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 **against** this server, instead you may pay 2[c] to do 1 **core** damage.

*Previous 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, you **may** choose a server.

**[click], 2[c]:** Run the **chosen server**. The first time a subroutine would resolve during **that** run, prevent it from resolving.

*Previous 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.

**Tranquilizer \***

*Current Official Text:*

Install only on a piece of ice.

When you install this program and when your turn begins, place 1 virus counter on this program. Then, if there are 3 or more hosted virus counters, derez host ice.

**Note:** Should be "Program: Virus - Trojan".

*System Gateway (17):*

Install only on a piece of ice.

When you install this program and when your turn begins, place 1 virus counter on this program. Then, if there are 3 or more hosted virus counters, derez host ice.

## Tribunal

*Current Official Text:*

[sub] The Runner trashes 1 of their installed cards.  
[sub] The Runner trashes 1 of their installed cards.  
[sub] The Runner trashes 1 of their installed cards.

*Quorum (73):*

[sub] The Runner trashes 1 of his or her installed cards.  
[sub] The Runner trashes 1 of his or her installed cards.  
[sub] The Runner trashes 1 of his or her installed cards.

## Trojan Horse

*Current Official Text:*

Play only if the Runner accessed a card during their last turn.  
**Trace[4]**. If successful, trash 1 installed program with an install cost of X or less, where X is equal to the amount by which your trace strength exceeded the Runner's link strength.

*Council of the Crest (59):*

Play only if the Runner accessed at least 1 card during his or her last turn.  
**Trace [4]**– If successful, trash 1 installed program with an install cost equal to or less than the amount by which your trace strength exceeded the Runner's link strength.

## Trypano \*

*Current Official Text:*

Install only on a piece of ice.  
When your turn begins, you may place 1 virus counter on this program.  
When there are 5 or more hosted virus counters, trash host ice.

**Note:** Should be "Program: Virus - Trojan".

*Whispers in Nalubaale (82):*

Install Trypano only on a piece of ice.  
When Trypano has 5 or more virus counters on it, trash host ice.  
When your turn begins, you may place 1 virus counter on Trypano.

## Turnpike

*Current Official Text:*

When the Runner encounters this ice, they lose 1[c].  
[sub] **Trace[5]**. If successful, give the Runner 1 tag.

*Data and Destiny (18):*

When the Runner encounters Turnpike, he or she loses 1[c].  
[sub] **Trace [5]**– If successful, give the Runner 1 tag.

## 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 **core** damage.

[sub] Trash 1 installed Runner card. Gain 3[c].

[sub] End the run.

*Previous 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).

## Under the Bus \*

### *Current Official Text:*

Play only if the Runner accessed a card during their last turn.  
Trash 1 installed connection resource and take 1 bad publicity.

### *Previous Official Text:*

Play only if the Runner accessed a card during their last turn.  
Trash 1 connection resource and take 1 bad publicity.

### *Reign and Reverie (57):*

Play only if the Runner accessed at least 1 card during his or her last turn.  
Trash 1 connection resource and take 1 bad publicity.

## 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 [resource](#) from your grip, ignoring all costs.

**[trash]**: The Corp discards 2 cards from HQ at random.

Limit 1 per deck.

### *Previous 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 from HQ, ignoring all costs. You cannot install that card in the root of **this server**.

### *Previous 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 from HQ, 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.

## **Victoria Jenkins**

### *Current Official Text:*

The Runner **gets** -1 allotted [click] **for each of their turns**.  
When this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.

### *Previous Official Text:*

The Runner has -1 allotted [click] on their turn.  
When this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.

### *Data and Destiny (11):*

The Runner has 1 fewer [click] to spend during his or her turn.  
If Victoria Jenkins is trashed while being accessed, add her to the Runner's score area as an agenda worth 2 agenda points.

## **Vigil**

### *Current Official Text:*

+1[MU]  
When your turn begins, if the Corp has cards in HQ equal to **their** maximum hand **size**, draw 1 **card**.  
Limit 1 **console** per player.

### *Order and Chaos (47):*

+1[MU]  
When your turn begins, draw 1 card if the Corp has cards in HQ equal to his or her maximum hand size.  
Limit 1 **console** per player.

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

### *Previous 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 **core** damage.
- [sub] End the run.

#### *Previous 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 **core** damage.
- [sub] Trace[2]. If successful, place 1 power counter on this ice.
- [sub] End the run.

#### *Previous 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.

### **Waiver**

#### *Current Official Text:*

- [sub] **Trace[5]**. If successful, the Runner reveals **the** grip. Trash each **card revealed**



this way with a play or install cost of X or less. X is equal to the amount by which your trace strength exceeded the Runner's link strength.

*The Liberated Mind (91):*

[sub] **Trace [5]**– If successful, the Runner reveals his or her grip. Trash each of those cards with a play or install cost equal to or less than the amount by which your trace strength exceeded his or her link strength.

## Wake Up Call

*Current Official Text:*

Play only if the Runner trashed a Corp card during their last turn.  
Choose 1 installed piece of hardware or non-virtual resource. The Runner must either trash that card or suffer 4 meat damage.  
Remove this operation from the game.

*Sovereign Sight (19):*

Play only if the Runner trashed at least 1 Corp card during his or her last turn.  
Choose an installed piece of hardware or non-virtual resource. The Runner must either trash that card or suffer 4 meat damage. Remove Wake Up Call from the game instead of trashing it.

## 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, from its root, or protecting it, trace[4]. If successful, the Runner trashes 2 of their installed cards.

*Previous 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.

## Weir

### *Current Official Text:*

[sub] The Runner loses [click].  
[sub] The Runner trashes 1 card from **their** grip.

### *Terminal Directive (56):*

[sub] The Runner loses [click], if able  
[sub] The Runner trashes 1 card from his or her grip.

## Wetwork Refit \*

### *Current Official Text:*

**Host this operation** on a rezzed piece of **bioroid** ice as a condition counter with "Host ice gains '[sub] Do 1 **core damage.**' before all its other subroutines."

### *Intervention (71):*

Install Wetwork Refit on a rezzed piece of bioroid ice as a condition counter with the text "Host ice gains "[sub] Do 1 brain damage." before all its other subroutines."

## 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.

## Will-o'-the-Wisp \*

### *Current Official Text:*

Whenever **the Runner makes** a successful run on this server, you may trash this upgrade. If you do, choose 1 installed **icebreaker** that was used to break at least 1 subroutine during this run. The Runner adds that **icebreaker** to the bottom of the stack.

### *Previous Official Text:*

Whenever there is a successful run on this server, you may trash this upgrade. If you do, choose 1 installed **icebreaker** that was used to break at least 1 subroutine during this run. The Runner adds that **icebreaker** to the bottom of the stack.

### *The Spaces Between (32):*

Whenever there is a successful run on this server, you may trash Will-o'-the-Wisp. If you do, choose an **icebreaker** that was used to break at least 1 subroutine during this run. The Runner adds that **icebreaker** to the bottom of his or her stack.

## Wireless Net Pavilion \*

### *Current Official Text:*

As an additional cost to take the basic action to trash 1 **installed** resource, the Corp must pay 2[c].

**Note:** Should be unique (♦).

### *Previous Official Text:*

As an additional cost to take the basic action to trash 1 resource, the Corp must pay 2[c].

### *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].

## Wotan \*

### *Current Official Text:*

[sub] End the run unless the Runner spends [click][click].

[sub] End the run unless the Runner pays 3[c].

[sub] End the run unless the Runner trashes 1 installed program.

[sub] End the run unless the Runner **suffers 1 core** damage.

### *Second Thoughts (30):*

[sub] End the run unless the Runner spends [click][click].

[sub] End the run unless the Runner pays 3[c].

[sub] End the run unless the Runner trashes 1 installed program.

[sub] End the run unless the Runner takes 1 brain damage.

## Worm

### *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 **[click]** to break a subroutine during this run, do 1 core damage.

**[sub]** If the Runner has lost **[click]** to break a subroutine during this run, do 1 core damage.

*Previous 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 [click] to break a subroutine during this run, do 2 **core** damage.

#### *Previous 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.

# Acknowledgements

- *Netrunner* Original Game Design: Richard Garfield
- *Android: Netrunner*
  - Game Development: Lukas Litzsinger
  - Expansion Development: Lukas Litzsinger, Damon Stone, and Michael Boggs
  - Rules by: Adam Baker, Michael Boggs, and Erik Dahlman
  - Android Universe created by: Kevin Wilson with Daniel Lovat Clark
- Null Signal Games
  - Rules Manager: Jamie Perconti
  - Rules Associates: Ruben P. Pieters and Justin Prentice
  - Rules Editors: Kayli Ammen and Jonny Foster
  - Additional Contributions: Noah Bogart, Pat Chapman, Tim Vaduva, and Olive Wesley

Netrunner is a ™ of R. Talsorian Games, Inc. Android is ™ & © Fantasy Flight Games.

Although these rules are made to be compatible with cards from *Android: Netrunner*, they are not in any way associated with or endorsed by Fantasy Flight Games, R. Talsorian Games, or Wizards of the Coast.