Android: Netrunner

The Card Game



Rules of Play

ANDROID™

NETRUNNER™

THE CARD GAME

Over the course of 18 hours, the runners hit Jinteki, Haas-Bioroid, and Weyland Consortium with DOS attacks, datatheft, and a truly vulgar piece of cyber-vandalism. These attacks cost each megacorp millions upon millions of credits. NBN put together a holo-report inside half an hour. Thirty minutes after the third megacorp node went dark, Lily Lockwell was standing in front of the Beanstalk gravely lecturing on the evils of unregulated networks and the rise of cybercrime worldwide. Five minutes later, the runners had struck again; now Lockwell was reading out the Anarch's Manifesto. They hadn't bothered to make her lips synch with the new audio track. One in three feeds got a special bonus: Lockwell's head grafted onto a sense-star's scantily-clad body.

The talking heads said it was a legion of organized cybercriminals, Tri-Maf activity, Martian terrorists. They were wrong. It was three people–a g-mod from Heinlein, a cyborg New Angelino, and a baseline woman from BosWash–who knew one another by reputation only. But the heads were right about one thing: it was the start of a cyber war, one that neither side could afford to lose.

The Living Card Game

Android: Netrunner is a two-player game that can be played using only the contents of this box, known as the core set. However, *Android: Netrunner* is also a Living Card Game (LCG®) that evolves over time with regularly released expansions. Each expansion offers players many additional cards that add variety, new customization options, and rich themes to the game. Unlike most collectible card games, all LCG expansions have a fixed distribution–there is no randomization to their contents.

Introduction

Welcome to *Android: Netrunner*. It is the future. Humanity has spread itself across the solar system with varying degrees of success. The Moon and Mars are colonized. A plan to terraform the Red Planet is well underway, hindered only by a civil war that has broken out and locked down many of its habitation domes. On Earth, a massive space elevator has been built near the equator in the sprawling megapolis of New Angeles, stretching up into low orbit. It is the hub of trade in the solar system, and most people refer to it as the "Beanstalk."

Computers have continued to advance along with discoveries in the field of neurobiology. This has led to brain-mapping, a method by which a human mind can be stored electronically in sophisticated mind-machine interface devices. The physical mouse and keyboard are archaic relics; gestural interfaces and virt displays are commonplace. Elite users "jack in," plugging the computer directly into their brains.

Enormous megacorporations, called corps by most, influence every facet of daily life: food, threedee, music, career choices. Jinteki and Haas-Bioroid redefine life itself, making clones and bioroids with braintaped, artificially-intelligent minds. The Weyland Consortium owns a piece of everything that goes up or down the Beanstalk, and *everything* goes up or down the Beanstalk. And NBN shapes what you think and dream, with the most extensive media network ever conceived on Earth under their control.

Everyone relies on the network, the all-seeing, all-hearing grid that surrounds Earth and reaches out into the solar system beyond. More data flows through the network every second than was ever expressed in the first five thousand years of written language. It is a surveillance network, a financial system, a library–it is the backbone of modern civilization. And it is also the only weakness the corps have.

The network is forever evolving and moving, impossible to completely pinpoint or lock down. Rogue operators–computer specialists with the hardware, software, and raw talent to challenge the system–use the sprawl of the net to their advantage. Some want to expose the rot that lies at the heart of the system, and to awaken the teeming billions to the hypocrisy of their corporate masters. Others just want to earn a profit, or express themselves in the ultimate medium. Whatever their motivation, the actions of these individuals intersect in a common cause: that of digital independence. They are runners.

Game Overview

Android: Netrunner is a card game for two players set in the dystopian future of the Android universe. One player assumes the role of a **Runner**, a rogue hacker armed with bleeding-edge gear and software, while the other player controls a powerful **Corporation** that will stop at nothing to achieve its goals.

In *Android: Netrunner*, players alternate taking turns, beginning with the Corporation. During the Corporation's turn, he has three **clicks** to spend. The Corporation can spend his clicks to perform a variety of actions, including gaining credits, drawing cards, installing cards, and advancing agendas. The Corporation must carefully divide his efforts between defensive actions, such as protecting his servers from the Runner, and offensive actions, such as tracing the Runner or advancing agendas.

The Runner has four clicks to spend during his turn. The Runner can also spend his clicks to perform a variety of actions, including gaining credits, drawing cards, installing cards, and making runs. During a **run**, the Runner attempts to hack into the Corporation's servers in an effort to hinder the Corporation and steal his agendas. The Runner has several different targets to choose from when initiating a run; choosing where and when to run is a key part of an effective Runner strategy.

Object of the Game

The objective for both players is to score seven agenda points. The Corporation scores agenda points by advancing agendas; the Runner scores agenda points by stealing agendas from the Corporation. Agendas are cards that only appear in the Corporation's deck.

The Corporation also wins if the Runner is **flatlined** (see "Damage" on page 20) and the Runner wins if the Corporation must draw a card from his empty draw deck.



An agenda card worth 2 agenda points.

Corporate Factions

In *Android: Netrunner* there are four different Corporate factions to choose from. Corporate factions are important for deckbuilding (see "Deckbuilding" on page 24) and each Corporate faction has certain cards affiliated with it. These factions are:

- **Haas-Bioroid**
- **Jinteki**
- **NBN**
- **Weyland Consortium**

Runner Factions

In *Android: Netrunner* there are three different Runner factions to choose from. Factions are important for deckbuilding and each Runner faction has certain cards affiliated with it. These factions are:

- **Anarch**
- **Criminal**
- **Shaper**

Neutral Cards

Some Corporation and Runner cards have no faction affiliation. These cards are called **neutral cards** and can be used in any deck of the corresponding side.

Component Overview

The *Android: Netrunner* core set includes the following components:

Corporation Cards (134)



- 28 Haas-Bioroid Cards
- 28 Jinteki Cards
- 28 Weyland Consortium Cards
- 28 NBN Cards
- 22 Neutral Corporation Cards

Runner Cards (114)



- 33 Anarch Cards
- 33 Criminal Cards
- 33 Shaper Cards
- 15 Neutral Runner Cards

Reference Cards (2)

These cards show the actions a player can perform during his turn.



Click Tracker Tokens (2) & Cards (2)



Together these are used to track how many clicks a player has left to spend during his turn. The reference card with four spaces is the Runner's. The reference card with three is the Corporation's.



One-Credit \\ Advancement Token (51)

One side of this token represents one credit. Credits are the basic currency of *Android: Netrunner*.



One credit

The other side of this token is an advancement token. The Corporation uses advancement tokens to track the advancement of his installed cards.



Advancement

Five-Credit Token (8)

This token represents five credits.



Brain Damage Token (6)

This token represents one brain damage. The Runner can get brain damage through various card effects.



Bad Publicity \\ Tag Token (12)

One side of this token represents one point of bad publicity. The Corporation can get bad publicity through various card effects.



Bad publicity

The other side of this token represents one tag. The Runner can get tags through various card effects.



Tag

Generic Tokens (23)

One side of this token is purple, and the other side is red. Players use these tokens to track counters on cards as necessary. The most common counters are agenda counters, power counters, and virus counters.





Setup

To prepare a game of *Android: Netrunner*, carefully follow the steps below.

1. **Choose Sides:** The players decide who will play as the Runner and who will play as the Corporation. Then, each player places his identity card faceup in his play area and takes a corresponding deck.

   Note: New players should use the Shaper and Jinteki starter decks for their first game.

2. **Create Token Bank:** Gather the credits, advancement, brain damage, tag, bad publicity, and generic tokens into piles. Keep these piles within reach of both players.

3. **Collect Starting Credits:** Each player takes five credits from the bank.

4. **Shuffle Decks:** Each player shuffles his deck. After shuffling, each player offers his deck to his opponent for further shuffling.

5. **Draw Starting Hands:** Each player draws five cards from the top of his deck to form his starting hand. After drawing starting hands, the Corporation may choose to take a **MULLIGAN** by shuffling his hand back into his deck and then drawing a new starting hand. After the Corporation decides whether to mulligan, the Runner decides whether to mulligan as well. If a player takes a mulligan, he must keep his second hand as his starting hand. When the players are satisfied with their starting hands, each player places his deck facedown in his play area.

The Golden Rule

If the text of a card directly conflicts with the rules in this book, the card text takes precedence.



Starter Decks

The game can be enjoyed straight out of the box by building starter decks to play with.

To make a starter deck, take all the cards of a single Corporate or Runner faction and shuffle in all of the neutral cards for the chosen side. Starter decks are quick to build and are legal for tournament play.

Below are the card numbers for the Corporate factions, Runner factions, and Neutral cards that appear in the core set:

Corporation:

Haas-Bioroid Cards #54-66

Jinteki Cards #67-79

NBN Cards #80-92

Weyland Cards #93-105

Neutral Cards #106-113



This symbol identifies cards included in the core set. Every card in the core set has this symbol next to its card number.

Runner:

Anarch Cards #1-16

Criminal Cards #17-32

Shaper Cards #33-48

Neutral Cards #49-53



These boxes represent the quantity of a card in the core set and appear to the left of the core set symbol.

Important Vocabulary

Players should become familiar with the following terms before reading the rest of the rules. Refer to the "Glossary" on page 30 to look up other terms as needed.

ACTIVE: An active card's abilities affect the game and can be triggered.

INACTIVE: An inactive card's abilities do not affect the game and cannot be triggered.

INSTALL: This is the game term for playing a card onto the table.

CREDIT: This is the basic unit of wealth, represented by .

CLICK: This is the basic unit of work, represented by .

REZ: This is the act of flipping a facedown card faceup. The Corporation installs his cards facedown and must rez them in order to use them.

Play Areas

In *Android: Netrunner*, the play areas for the Corporation and the Runner differ significantly from one another. However, both players have a credit pool, identity card, score area, and click tracker.

Credit Pool
Each player has a credit pool where he keeps the credit tokens he has available to spend. Spent credits are returned to the token bank.

Identity Card
Each player has an identity card that is placed faceup in his play area. The identity card does not count toward his maximum hand or deck size, and is always active during the game.

Score Area
Each player has a score area that holds his scored or stolen agendas. Agendas in a score area add their agenda points to a player's score.

Click Tracker
Each player has a click tracker that he uses to track the number of clicks left that he has to spend on his turn. This is a game aid only and its use is optional.

Corporation Play Area

In addition to his credit pool, identity card, score area, and click tracker, the Corporation's play area includes his servers and his ice. There are two types of servers: **central servers** and **remote servers**.

Central Servers
The Corporation has three central servers: **Headquarters**, **Research and Development**, and **Archives**. Each central server also has a **root**.

Headquarters (HQ)– This is the Corporation's hand of cards. Cards in HQ are inactive. The Corporation begins the game with a maximum hand size of five cards. The Corporation identity card represents HQ for the purposes of card installation.

Research and Development (R&D)–
This is the Corporation's draw deck. R&D is kept facedown within reach of the Corporation. Cards in R&D are inactive.

Archives– This is the Corporation's trash pile. Archives is kept adjacent to R&D. This is where Corporation cards are placed when they are **trashed** or **discarded**. Cards in Archives are inactive.

Some cards enter Archives faceup, and some cards enter Archives facedown. Facedown cards in Archives should be oriented horizontally so that the Runner can easily see them. Both the Corporation and Runner may look through the faceup cards stored in Archives at any time, and do not need to maintain the order of its cards while doing so. The Corporation can also look at the facedown cards in Archives at any time; the Runner cannot.

Root– This is the area of a central server where **upgrades** for the server are installed. When an upgrade is installed in the root, it should be placed below the server. If a root has no cards installed in it, it is considered to be empty.

Remote Servers
The Corporation has no remote servers at the beginning of the game. The Corporation creates remote servers by installing cards. Cards in remote servers are active if rezzed and inactive if unrezzed.

There is no limit to the number of remote servers the Corporation can have at any given time.

Ice
The Corporation installs ice to protect his servers. Installed ice is always dedicated to a particular server and placed in front of that server. Ice can protect an empty server. Ice is active if rezzed and inactive if unrezzed.

Runner Play Area

In addition to his credit pool, identity card, score area, and click tracker, the Runner's play area includes his **grip**, his **stack**, his **heap**, and his **rig**.

Grip
This is the Runner's hand of cards. The Runner begins the game with a maximum hand size of five cards. Cards in the grip are inactive.

Stack
This is the Runner's draw deck. The stack is kept facedown within reach of the Runner. Cards in the stack are inactive.

Heap
This is the Runner's trash pile. The heap is kept adjacent to the Runner's identity card. This is where Runner cards are placed when they are trashed or discarded. Cards in the heap are faceup and inactive. Both the Runner and Corporation may look through the heap at any time, but must maintain the order of its cards.

Rig
This is where the Runner installs his cards. The rig is separated into three rows: one for programs, one for hardware, and one for resources. Cards in the rig are active.

CORPORATION PLAY AREA

SCORE AREA



CLICK TRACKER



HQ

ROOT



IDENTITY CARD



CREDIT POOL



ARCHIVES



R&D



REMOTE SERVER



REMOTE SERVER





ICE



ICE



ICE





TOKEN BANK



RUNNER PLAY AREA

Program Row







Hardware Row

RIG





Resource Row









IDENTITY CARD



STACK



HEAP



CREDIT POOL



CLICK TRACKER



SCORE AREA

Corporation Cards

There are six types of Corporation cards: identities, operations, agendas, ice, upgrades, and assets. All cards except the identity card are shuffled into the Corporation's deck at the beginning of the game. Corporation cards are installed facedown, and are inactive unless rezzed (see "Rezzed and Unrezzed Cards" on page 12).

Corporation Card Anatomy Key

1. Play cost
2. Title/Subtitle
3. Card type: Subtype
4. Text box
5. Faction affiliation
6. Influence value
7. Set info
8. Minimum deck size
9. Influence limit
10. Advancement requirement
11. Agenda points
12. Rez cost
13. Trash cost
14. Strength

Corporation Identity Card

Identity cards indicate which identity the Corporation has assumed.

The Corporation identity card defines the Corporation's faction and describes the identity's special ability. It also provides a minimum deck size that must be observed when deckbuilding **(8)** and the amount of influence available for spending on out-of-faction cards **(9)**. See "Deckbuilding" on page 24 for more information.

Note: The Corporation's identity card also represents his HQ for the purposes of card installation: ice protecting HQ is installed in front of the Corporation's identity card, and upgrades installed in the root of HQ are installed behind the Corporation's identity card.



Operations

Operations represent singular occurrences and are always trashed after being played.

The Corporation pays credits equal to the play cost **(1)** of an operation to play it. When played, an operation's abilities as listed in its text box **(4)** are resolved. Then, the operation is immediately trashed. Operations are never installed.



Agendas

Agendas are valuable pieces of the Corporation's data, and are the only cards in *Android: Netrunner* that are worth agenda points.

The Corporation installs agendas in remote servers. Agendas are the only cards in the game worth agenda points **(11)**. Agendas have an advancement requirement **(10)** that must be met before the Corporation can score them (see "Advancing a Card" on page 14).

Agendas cannot be rezzed and are only active while in a score area. There can be only one agenda **or** one asset installed in a remote server at a time.



Ice

Ice defends the Corporation's servers against intrusions by the Runner.

The Corporation installs ice in front of any server. Ice is not active until it is rezzed by paying credits equal to its rez cost **(12)**.

A piece of ice has one or more **SUBROUTINES** (↳) in its text box **(4)** that the Runner must break during a run or suffer their effects (see "Ice" on page 16) if the ice is rezzed.



Upgrades

Upgrades are improvements to a server that provide the Corporation with a wide variety of benefits and bonuses.

The Corporation installs upgrades in remote servers or the roots of central servers. Upgrades are the only card type that can be installed in the root of a central server. An upgrade is not active until it is rezzed by paying credits equal to its rez cost **(12)**.

There is no limit to the number of upgrades that can be installed in a server. When the Runner accesses an upgrade, he can trash it by paying credits equal to its trash cost **(13)**.



Assets

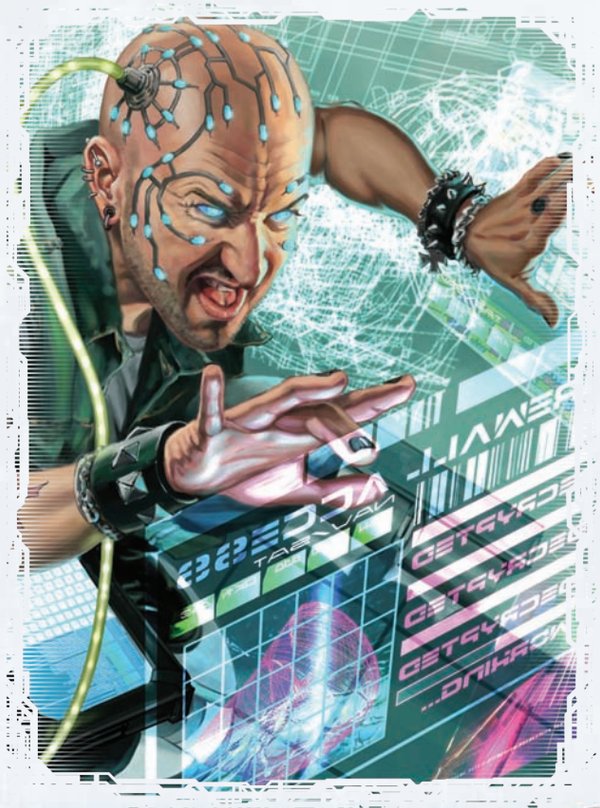
Assets provide the Corporation with resources and connections that help him advance and score his agendas.

The Corporation installs assets in remote servers. An asset is not active until it is rezzed by paying credits equal to its rez cost **(12)**.

Some assets can also be advanced, giving them the appearance of agendas and potentially misleading the Runner. When the Runner accesses an asset, he can trash it by paying credits equal to its trash cost **(13)**.

There can be only one agenda **or** one asset installed in a remote server at a time.





Runner Cards

There are five types of Runner cards: identities, hardware, resources, programs, and events. All cards except the identity card are shuffled into the Runner's deck at the beginning of the game. Runner cards are always active while installed.

Runner Card Anatomy Key

1. Title/Subtitle
2. Faction affiliation
3. Base link
4. Card type: Subtype
5. Text box
6. Minimum deck size
7. Influence limit
8. Set info
9. Install cost
10. Influence value
11. Memory cost
12. Strength
13. Play cost

Runner Identity Card

Identity cards indicate which identity the Runner has assumed.

The Runner identity card defines the Runner's faction and describes the identity's special ability. It also provides a minimum deck size that must be observed when constructing a deck **(6),** and the amount of influence available for spending on out-of-faction cards **(7)**. See "Deckbuilding" on page 24 for more information.



Hardware

Hardware is the array of physical tools at the Runner's disposal.

The Runner installs hardware in his rig by paying an install cost **(9).**

There is no limit to the amount of hardware the Runner can install in his rig.



Resources

Resources are a wide variety of connections, assets, and skills that aid the Runner.

The Runner installs resources in his rig by paying an install cost **(9).**

There is no limit to the number of resources the Runner can install in his rig.

When the Runner is **TAGGED** (see "Tags" on page 20), resources may be trashed by the Corporation.



Programs

Programs are digital tools at the Runner's disposal, primarily used as a means of intrusion.

The Runner installs programs in his rig by paying an install cost **(9).**

Programs are the only card type that have a memory cost **(11).** The memory cost of his installed programs can never exceed his current memory limit (see "Programs" on page 15).

The Runner uses a program subtype called an **ICEBREAKER (4)** to break ice subroutines during runs (see "Icebreakers" on page 16). An icebreaker's strength **(12)** must be equal to or greater than the ice it is interacting with.



Events

Events represent singular occurrences and are always trashed after being played.

The Runner pays credits equal to the play cost **(13)** of an event to play it. When played, an event's abilities as listed in its text box are resolved. Then, the event is immediately trashed. Events are never installed.



Paid Abilities

Some card abilities have trigger costs that a player must pay before the effect of the ability can be resolved. These abilities are called **PAID ABILITIES**. A card's trigger cost is always listed in its text box before the effect, following the format "cost: effect."

The most common costs are spending clicks (), spending credits (), trashing the card (), and spending hosted counters. Some effects feature a combination of costs.

Example: The Runner card Datasucker has the text "Hosted virus counter: Rezzed piece of ice currently being encountered has –1 strength until the end of the encounter." The Runner must spend 1 of the virus counters on Datasucker (returning it to the token bank) in order to trigger this ability, after which the strength of the chosen ice is lowered by 1.

If the player cannot pay the full cost of an ability, he cannot trigger it.

Unique Cards

Some cards have a unique symbol (♦) in front of their title. There can be only one unique card of the same title active at a time. If a card with a unique title becomes active, any other card that shares its title is immediately trashed. This trashing cannot be prevented.

Playing the Game

In *Android: Netrunner,* the Corporation and the Runner alternate taking turns. *Android: Netrunner* is unusual in that the Runner and the Corporation are governed by different rules. Players should familiarize themselves with the rules for both sides.

The Corporation always takes the first turn of the game.

Turn Overview

Each player, during his turn, takes **ACTIONS** by spending clicks. A player can only spend his clicks during his own Action phase, and he **must** spend all of his clicks in each Action phase. The Corporation begins his turn with three clicks (⏱ ⏱ ⏱) and the Runner begins his turn with four clicks (⏱ ⏱ ⏱ ⏱).

Corporation's Turn

The Corporation's turn consists of three phases, which he performs in the following order:

1. **Draw Phase:** The Corporation draws one card from R&D.
2. **Action Phase:** The Corporation has ⏱ ⏱ ⏱ with which to perform actions.
3. **Discard Phase:** The Corporation discards down to his maximum hand size, if necessary.

1. Draw Phase

The Corporation draws the top card of R&D. This does not cost the Corporation any clicks.

Note: If the Corporation's R&D is empty when he attempts to draw a card, the Runner immediately wins the game.

2. Action Phase

In his Action phase, the Corporation takes actions by spending ⏱ ⏱ ⏱. He can only take actions during his Action phase, and he must spend all three of his clicks during his Action phase.

The Corporation can perform any of the following actions as many times as he likes, and in any combination, provided he can pay for them. These are listed in the format of "cost: effect."

- ⏱: Draw one card from R&D.
- ⏱: Gain 1⟠ (one credit).
- ⏱: Install an agenda, asset, upgrade, or piece of ice.
- ⏱: Play an operation.
- ⏱, 1⟠: Advance a card.
- ⏱, 2⟠: Trash a resource in the Runner's rig if the Runner is **TAGGED**.
- ⏱ ⏱ ⏱: Purge virus counters.
- Trigger a ⏱ ability on an active card (cost varies).

Whenever the Corporation spends clicks on one of these actions, he is considered to be taking an action and cannot take another action until the current action fully resolves.

When the Corporation has spent all of his clicks, his Action phase ends and his Discard phase begins.

Rezzed and Unrezzed Cards

The Corporation's installed cards have two play states: **REZZED**, which means that the card is faceup and active, and **UNREZZED**, which means that the card is facedown and inactive. The Corporation can look at his unrezzed cards at any time. To rez an installed card, the Corporation pays its rez cost and turns the card faceup.

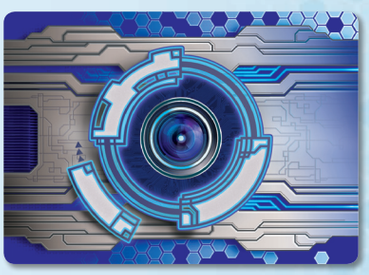
Note: Rezzing a card does not cost the Corporation a click.

To organize this hidden information for both players, it is important that the Corporation observes the following rules for card orientation:

- Agendas, assets, and upgrades are always installed in a vertical orientation.
- Ice is always installed in a horizontal orientation.



Installed Asset (rezzed)



Installed Ice (unrezzed)

Drawing One Card

For ⓓ, the Corporation draws the top card of R&D and adds it to HQ.

Gaining One Credit

For ⓒ, the Corporation takes 1 ⓒ from the bank and adds it to his credit pool.

Installing Cards

For ⓘ, the Corporation installs a single agenda, asset, upgrade, or piece of ice from HQ, placing it facedown on the table.

Note: When an asset or upgrade is installed, the Corporation can pay its rez cost to rez it at almost any time (see the "Timing Structures" on pages 32-33). Ice can only be rezzed when the Runner approaches it during a run (see "Approaching Ice" on page 17).

When installing a card in a server, the Corporation can first trash any cards already installed in that server. Trashed cards go to Archives faceup if they are rezzed, and facedown if they are unrezzed.

If the Corporation chooses to create a remote server when installing a card, he installs the card by placing it facedown in a discrete location in his play area. Agendas, assets, upgrades, and ice can all be used to create a new remote server. If the Corporation creates a remote server by installing ice, the server exists, but is considered to be **EMPTY**. An empty server can still be run against by the Runner.

Note: Installed cards cannot be rearranged or mixed-up by either player except through card effects.

The following entries describe the installation restrictions and associated costs of each card type:

Agendas– An agenda can only be installed in a remote server. After an agenda is installed, the Corporation can advance and ultimately score it (see "Advancing a Card" on page 14).

Note: A remote server can have only one agenda or asset installed in it at a time.

If the Corporation wants to install an agenda in a remote server that has an asset or an agenda already installed in it, he can install the card but ***must*** trash the existing card first as part of the install action. The Corporation does not have to trash upgrades in order to install an agenda or an asset.

Assets– An asset can only be installed in a remote server.

If the Corporation wants to install an agenda in a remote server that has an asset or an agenda already installed in it, he can install the card but ***must*** trash the existing card first as part of the install action.

Upgrades– An upgrade can be installed in any server. When an upgrade is installed in a central server, it is installed in the central server's root.

Unlike an agenda or asset, there is no limit to the number of upgrades the Corporation can install in any server, central or remote.

Note: The Corporation can only have one upgrade with the **region** subtype installed per server or server root, as listed in the text box of these cards.

Ice– Ice can be installed in front of any server in order to protect that server. After a piece of ice is installed in front of a server, it is dedicated to that server and cannot be moved or rearranged.

When the Corporation installs a piece of ice, he ***must*** install it in the outermost position in front of the server and pay an install cost equal to the number of pieces of ice already protecting that server. The outermost position is the position farthest from the server, in front of any other pieces of ice that are protecting the server.

When installing ice, the Corporation can first trash any ice protecting that server in order to reduce the install cost. Then, he installs the new piece of ice in the outermost position in front of the server.



Install Example

This remote server has a rezzed asset installed in it, protected by two pieces of ice. If the Corporation wants to install a third piece of ice to protect this server, he will have to pay 2 ⓒ (one for each piece of ice already installed) and place it in front of Ice Wall in the outermost position. The Corporation can trash one or both pieces of ice before installing to lower this cost.

Playing Operations

For ⓐ, the Corporation plays an operation from his hand by paying its play cost. He then places it faceup in his play area, immediately resolves the effects of the operation, and trashes it.

Advancing a Card

For ⓐ and 1⟲, the Corporation adds one advancement token to an installed card. Agendas can always be advanced while installed. Cards other than agendas can only be advanced if their text box allows it. There is no limit to the number of times a card can be advanced.

Note: If a card's text box says that the card can be advanced, the card can be advanced even when the card is unrezzed.

Scoring Agendas– When the number of advancement tokens on an agenda is equal to or higher than its advancement requirement, the agenda is **FULLY ADVANCED** and the Corporation can score it. The only times the Corporation can score an agenda is right before his turn begins, or after he completes an action.

To score an agenda, the Corporation turns it faceup and places it in his score area, resolving any conditional abilities on the agenda that use the language "When you score." The Corporation cannot score an agenda until it is fully advanced. Scoring an agenda does not cost a click and is not an action.

While an agenda is in the Corporation's score area, it is active and adds its agenda points to his score.

Advancing Assets

Some assets can be advanced. Advancing assets gives them the appearance of being agendas. This can be useful in bluffing the Runner into making runs which are not beneficial to him.

Delayed Scoring– An agenda sometimes has an ability that rewards advancement beyond the agenda's advancement requirement, or an ability that encourages the Corporation to delay scoring the agenda. The Corporation is not required to score an agenda immediately upon satisfying its advancement requirement. He may instead advance it more, or wait for a more opportune time to score it.

Trashing a Runner's Resource

If the Runner is tagged, the Corporation can spend ⓐ and 2⟲ to choose one of the Runner's resources and trash it (see "Tags" on page 20).

Purging Virus Counters

For ⓐ ⓐ ⓐ, the Corporation removes all virus counters **HOSTED** (see "Hosting" on page 22) on cards, returning them to the token bank.

Triggering ⓐ Abilities

Some cards have abilities with trigger costs that require the Corporation to spend one or more clicks. These abilities list the ⓐ icon in their trigger cost, and the Corporation can trigger these abilities only during his Action phase.

3. Discard Phase

The Corporation begins the game with a maximum hand size of five cards, but card effects can increase or decrease this limit. If the cards in HQ exceed the Corporation's current maximum hand size at the beginning of the Discard phase, he must **DISCARD** down to his maximum hand size.

Trashing and Discarding

A discarded card is not considered to have been trashed, and vice versa. Cards that prevent a card from being trashed cannot prevent a card from being discarded.

If the Corporation must discard more than one card from HQ, he chooses and discards cards from HQ one at a time until he is no longer above his current maximum hand size.

Cards discarded from HQ are always sent to Archives facedown, regardless of whether they have been previously accessed by the Runner.

After the Corporation completes his Discard phase, the Runner begins his turn.



Runner's Turn

The Runner's turn is divided into two phases, which he performs in the following order:

1. **Action Phase:** The Runner has [click][click][click][click] with which to perform actions.
2. **Discard Phase:** The Runner discards down to his maximum hand size, if necessary.

1. Action Phase

In his Action phase, the Runner takes actions by spending [click][click][click][click]. He can only take actions during his Action phase, and he must spend all four of his clicks during his Action phase.

The Runner can perform any of the following actions as many times as he likes, and in any combination, provided he can pay for them. These are listed in the format of "cost: effect."

- [click]: Draw one card from the stack.
- [click]: Gain 1[credit].
- [click]: Install a program, resource, or piece of hardware.
- [click]: Play an event.
- [click], 2[credit]: Remove one tag.
- [click]: Make a run.
- Trigger a [click] ability on an active card (cost varies).

Whenever the Runner spends clicks on one of these actions, he is considered to be taking an action and cannot take another action until the current action fully resolves.

When the Runner has spent all of his clicks, his Action phase ends and his Discard phase begins.

Drawing One Card

For [click], the Runner draws the top card from his stack and adds it to his grip.

Gaining One Credit

For [click], the Runner takes 1[credit] from the bank and adds it to his credit pool.

Installing Cards

For [click], the Runner installs a single program, resource, or piece of hardware faceup in his rig. An installed Runner card is active and does not have to be rezzed like a Corporation card.

Note: The Runner's cards are always installed faceup and in a vertical orientation.

Programs– To install a program, the Runner pays the program's install cost and places it in his program row. Each program also has a memory cost. The Runner cannot have programs installed that have a combined memory cost greater than his available **memory units** (MU). The Runner begins the game with four MU, though certain card effects can increase or decrease this value.

If the MU costs of the Runner's installed programs ever exceed his available MU, he must trash his installed programs until he is no longer exceeding his available MU.

The Runner can choose to trash any number of his installed programs at the beginning of an install program action.

Resources– To install a resource, the Runner pays the resource's install cost and places it in his resource row.

There is no limit to the number of resources a Runner can have installed.

Hardware– To install a piece of hardware, the Runner pays the hardware's install cost and places it in his hardware row.

There is no limit to the amount of hardware a Runner can have installed.

Note: The Runner can only have one piece of hardware with the **console** subtype installed at a time, as listed in the text box of these cards.

Playing Events

For [click], the Runner plays an event from his hand by paying its play cost. He then places it faceup in his play area, immediately resolves the effects of the event, and trashes it.

Removing Tags

For [click] and 2[credit], the Runner removes one of his tags.

Making a Run

For [click], the Runner initiates a run against the Corporation (see "Runs" on page 16) in order to steal the Corporation's agendas and trash his cards.

Triggering [click] Abilities

Some cards have abilities with trigger costs that require the Runner to spend one or more clicks. These abilities list the [click] icon in their trigger cost, and the Runner can trigger these abilities only during his Action phase.

2. Discard Phase

The Runner begins the game with a maximum hand size of five cards, but card effects can increase or decrease this limit (see "Brain Damage" on page 20). If the cards in the Runner's grip exceed his current maximum hand size at the beginning of the Discard phase, he must discard down to his maximum hand size.

If the Runner must discard more than one card from his grip, he chooses and discards cards from his grip one at a time until he is no longer above his current maximum hand size.

After the Runner completes his Discard phase, the Corporation begins his turn.

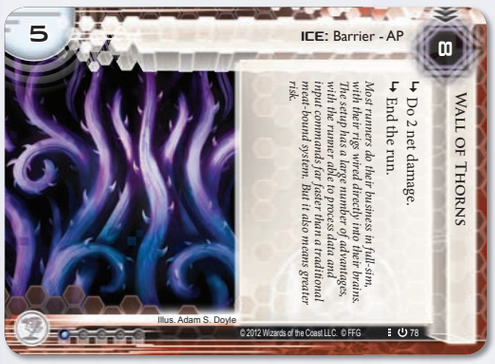
Runs

Runs are the heart of *Android: Netrunner*, and provide opportunities for the Runner to steal the Corporation's agendas and trash his cards. In a run, the Runner attacks one of the Corporation's servers in an attempt to access cards, using his installed programs to help him pass the Corporation's ice.

Because most runs pit the Runner's installed icebreaker programs against the Corporation's installed ice, it is vital that both players understand the functions and subtypes of the Corporation's ice and the Runner's icebreakers.

Ice

Ice is defensive software the Corporation installs in front of his servers to protect his valuable data. There are four main subtypes that can appear on a piece of ice: **sentry**, **barrier**, **code gate**, and **trap**. Ice also has separate abilities called **SUBROUTINES**.



A piece of ice

Subroutines

Subroutines are abilities of a piece of ice marked by the ↳ symbol. If the Runner encounters a piece of rezzed ice and does not or cannot break its subroutines, the unbroken subroutines trigger and resolve one by one.

In addition to preventing the Runner's access to the Corporation's servers by ending his run, subroutines can pose other hazards if allowed to trigger, such as damaging the Runner or initiating trace attempts (see "Traces and Tags" on page 20).

Icebreakers

ICEBREAKERS are programs with the **icebreaker** subtype that the Runner can use to overcome ice encountered during a run. Each icebreaker has a strength, an install cost, and one or more subtypes that reflect which kind of ice subroutine it is designed to break.

The Runner uses icebreakers to interact with and break subroutines on ice. An icebreaker can only interact with ice that has equal or lower strength than the icebreaker.

In addition to this strength requirement, many icebreaker abilities can only be used to break subroutines on particular subtypes of ice. For example, an icebreaker that has the ability "1: Break **barrier** subroutine" can only use this ability to break subroutines on a piece of ice with the barrier subtype. It does not matter if the ice has additional subtypes, provided it has ***any*** subtypes referred to by the icebreaker's ability. If an ability does not restrict itself to a subtype (i.e., "Break ice subroutine"), it can be used against any piece of ice.



An icebreaker

Increasing an Icebreaker's Strength

Many icebreakers allow the Runner to temporarily increase the icebreaker's strength by spending credits. This helps the Runner deal with stronger pieces of ice, provided he has enough credits to spend. This strength increase lasts ***only*** while the current piece of ice is being encountered, unless otherwise noted by card abilities. After an encounter with a piece of ice, the icebreaker's strength returns to the value shown on its card. This applies to any other strength modifiers given by icebreakers as well.



Phases of a Run

Runs typically transpire in three phases. Not every run will include all of these phases. Players are encouraged to use the following text in combination with the "Timing Structure of a Run" diagram on page 33 in order to fully understand the intricacies of runs.

1. **Initiation Phase**

2. **Confrontation Phase**

3. **Access Phase**



Bad Publicity

Some cards and events in *Android: Netrunner* give the Corporation bad publicity. For each point of bad publicity the Corporation has, the Runner gains 1 credit at the beginning of each run. The Runner may spend these credits during his run as if they were in his credit pool, but any unspent bad publicity credits return to the bank at the end of the run. Bad publicity always generates revenue for the Runner at the beginning of a run, even when the Runner makes multiple runs in a single turn.

1. Initiation Phase

To initiate a run, the Runner declares the server that he is attacking. The Runner can only initiate a run against a single server per run action.

After the Runner declares the server he is attacking, he gains 1 credit to spend during the run for each point of bad publicity the Corporation has. Then, both players check to see if there is ice protecting the attacked server.

If there is ice protecting the server, the run proceeds to the Confrontation phase.

If there is no ice protecting the server, the run proceeds to the Access phase.

2. Confrontation Phase

The Confrontation phase consists of **APPROACHING** a piece of ice and then potentially **ENCOUNTERING** that ice. A Runner approaches each piece of ice protecting the server one at a time, starting with the outermost piece. The Runner must **PASS** each piece of ice in order to approach the next piece of ice protecting the server, continuing until all pieces of ice have been passed or until the run ends. If the Runner passes all pieces of ice protecting the attacked server, the run proceeds to the Access phase.

Approaching Ice

When the Runner approaches a piece of ice, he must first decide whether he wishes to continue the run or **JACK OUT**. If he decides to jack out, he ends his run and the run is considered unsuccessful. **The Runner cannot jack out while approaching the first piece of ice during a run.**

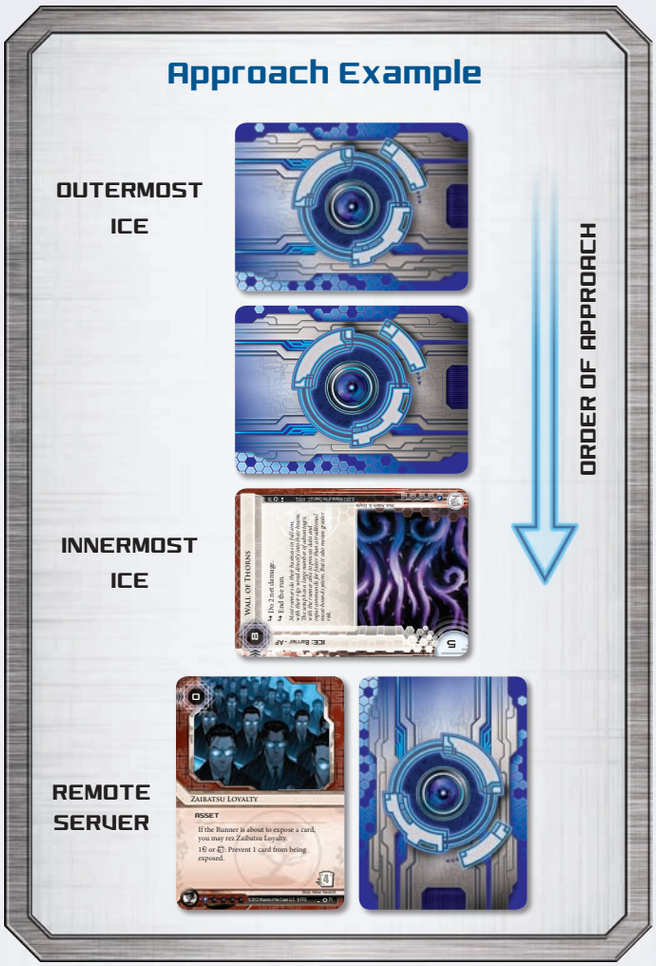
If the Runner decides to continue instead of jacking out, the Corporation has the opportunity to rez the approached piece of ice and any other non-ice cards.

Note: The Corporation can only rez ice when it is approached.

If the approached piece of ice is rezzed after the Corporation has the opportunity to rez cards, then the Runner encounters it.

If after rezzing cards the approached piece of ice is not rezzed, then the Runner passes it. He then continues the run by either approaching the next piece of ice protecting the server or proceeding to the Access phase if there is no more ice to approach.

Approach Example



Encountering Ice

When the Runner encounters a piece of ice, he has the opportunity to break any subroutines on that piece of ice. After the Runner finishes breaking any subroutines that he wishes to break, each unbroken subroutine on that ice triggers in the order as listed on the card. If a subroutine ends the run, then the run ends immediately and no further subroutines on that piece of ice trigger.

Breaking Subroutines– To break a subroutine, the Runner uses abilities on his installed icebreakers. The Runner can break the subroutines on the encountered ice in any order he chooses. There is no limit to the number of installed cards a Runner can use to interact with the encountered ice, but he generally only needs one icebreaker. Remember that before an icebreaker can interact with a piece of ice, the icebreaker's strength must be equal to or higher than the encountered ice's strength.

Note: Breaking all subroutines on a piece of ice does not mean the ice is trashed. A passed piece of ice remains installed and is approached during every subsequent run against the server it protects.

After the Runner breaks all of the ice's subroutines and/or any effects from unbroken subroutines resolve without ending the run, he has passed that piece of ice. He then continues the run by either approaching the next piece of ice protecting the server or proceeding to the Access phase if there is no more ice to approach.

3. Access Phase

After the Runner has passed all of the ice protecting the attacked server, he has one final opportunity to jack out. If he chooses to continue, the Corporation has one final opportunity to rez cards. After rezzing cards, the run is considered to be successful and the Runner **ACCESSES** the Corporation's cards by looking at them. The type of server attacked determines the degree and method of access, and the Runner must access cards according to the following rules:

- **R&D:** The Runner accesses the top card of R&D, and any upgrades in its root. Unless the Runner scores, trashes, or is forced by a card's text to reveal the card, he does not show cards accessed from R&D to the Corporation.
- **HQ:** The Runner accesses one random card from HQ and any upgrades in its root. Any cards the Runner does not score or trash return to HQ.
- **Archives:** The Runner accesses all cards in Archives and any upgrades in its root. The Runner turns all cards faceup when accessing them, and does not need to keep them in order. The Runner steals all agendas in Archives and cannot trash cards that are already in Archives. After accessing Archives, all cards in Archives return to Archives faceup.
- **Remote Server:** The Runner accesses all cards in the server.

Note: Installed ice is not in a server and is never accessed.

Stealing Agendas

If the Runner accesses an agenda, he steals it and places it faceup in his score area, resolving any conditional abilities on the agenda that use the language "When you steal." While an agenda is in the Runner's score area, it adds its agenda points to his score. The Runner cannot decline to steal agendas he accesses.

Trashing Cards

If the Runner accesses a card with a trash cost, he may pay credits equal to its trash cost in order to trash it to Archives faceup.

Accessing Multiple Cards

When accessing multiple cards, the Runner accesses them one at a time in any order he likes. For example, the Runner may access a card from HQ, then an upgrade installed in the root of HQ, and then another card from HQ, if he has the ability to do so.

When accessing multiple cards from R&D, the Runner must draw them in order from the top of the deck, and must return any cards not scored or trashed in reverse order, so as to preserve their positions in R&D.

The Runner must fully resolve his access to a card (steal it, pay to trash it, etc.) before accessing the next card. If the Runner scores an agenda that gives him seven or more points, he immediately wins the game, even if he would otherwise access more cards.

Concluding the Run

After the Runner has accessed all required cards, he returns any cards not stolen or trashed to their original play states. For example, an unrezzed card in a remote server returns facedown to that server, and a card accessed from HQ returns to HQ.

After a Runner finishes accessing cards, the run ends. The Runner returns any unspent bad publicity credits to the token bank, and the Runner resumes his Action phase.



Run Example

Spending his last click, Bart the Runner initiates a run against Olivia's remote server. Bart has a Gordian Blade, Crypsis, Sacrificial Construct, and The Toolbox installed. He has 5[credit]. The remote server has two unrezzed cards in it and three pieces of ice protecting it, one rezzed. One of the cards has an advancement counter on it. Olivia has 7[credit].

Since the first piece of ice protecting the attacked server is rezzed, Bart must encounter it. The Gordian Blade is already at strength 2, and Bart spends 1[credit] from The Toolbox to break Enigma's second subroutine, "End the run," and declares he is finished breaking subroutines **(1)**. The first subroutine, "The Runner loses [click], if able" resolves, but Bart has no clicks to lose.

Since the ice was passed, Bart approaches the next piece of ice protecting the server and can either continue the run or jack out. He still has 5[credit] in his credit pool and 1[credit] on The Toolbox, and decides to continue. Olivia has the opportunity to rez cards, but declines to do so. Bart then passes that piece of ice and approaches the innermost piece of ice protecting the server.

Bart once again chooses to continue the run, feeling confident with his credits and his programs in play. Olivia, with 7[credit], again has the opportunity to rez cards. She decides to rez the upgrade installed in the server by spending 1[credit], and flips over Akitaro Watanabe **(2)**. This leaves her with only 6[credit]. Her third piece of ice is a Wall of Thorns. While normally this ice would be too expensive for her to rez, Akitaro Watanabe lowers the rez cost of ice protecting that server by 2. She rezzes the piece of ice by paying 6[credit], leaving her with no credits **(3)**.

Bart encounters Wall of Thorns, spending 1[credit] from The Toolbox and 4[credit] from his pool to boost the strength of Crypsis to 5 **(4)**. With only 1[credit] left he cannot break both subroutines on the Wall of Thorns. He breaks the "End the run" subroutine by spending 1[credit] **(5)**, and then must either remove 1 hosted virus counter from Crypsis or trash it. Since there are no virus counters on Crypsis, Bart decides to use his Sacrificial Construct and triggers its prevent effect, trashing it instead of Crypsis **(6)**.

The first subroutine on Wall of Thorns then triggers and resolves, doing 2 net damage. Bart must trash two random cards from his grip. He does so, leaving him with a single card.

Now that Bart has passed every piece of ice protecting the server, he has one last opportunity to jack out. He once again decides to continue the run. Olivia can now rez cards. Since the unrezzed card in the server is an agenda, she declines.

The run is then considered to be successful and Bart gets to access cards. The Runner chooses the order in which cards are accessed in, and Bart chooses the unrezzed card first. He flips over the agenda, steals it, and adds it to his score area **(7)**, and then takes 1 net damage from Jinteki's identity card ability. This trashes the last card from his grip. He then accesses the upgrade, but since he cannot pay the trash cost, Akitaro Watanabe remains installed. The run then ends.







Traces and Tags

Though the Corporation spends much of the game repelling the Runner's intrusions, traces and tags give the Corporation opportunities to attack the Runner.

Traces

Some card abilities initiate a trace on the Runner. Traces are marked by the language "**Trace**[X]" on a card, with X equaling the base trace strength of the trace. Traces pit the Corporation's trace strength against the Runner's link strength, both of which are increased by spending credits.

The Corporation acts first during a trace, openly spending any number of credits to increase his **trace strength** by one point for each credit he spends. There is no limit to the number of credits the Corporation can spend on the trace.

After the Corporation spends his credits, the Runner has the opportunity to openly spend credits to increase his **link strength**. The Runner's base link strength is equal to the number of **links** (🔗) he has in play. The Runner increases his link strength by one point for each credit he spends. There is no limit to the number of credits the Runner can spend on the trace.

After the Runner finishes increasing his link strength, it is compared to the Corporation's trace strength. If the trace strength exceeds the link strength, the trace is successful and any "If successful" effects associated with the trace are resolved. If the link strength is equal to or greater than the trace strength, then the trace is unsuccessful, and any "If unsuccessful" effects associated with the trace are resolved.

Trace Example

A Runner encounters Data Raven, and is unable to break the trace subroutine. The Runner's identity card is Kate "Mac" McCaffrey (link of 1) and he has one copy of Access to Globalsec (link of 1) in his rig, for a base link strength of 2. The Data Raven has a base trace strength of 3, and the Corporation decides to spend 2◈, increasing the Data Raven's trace strength to 5. This means that the Runner would need to spend 3◈ in order to make the trace unsuccessful. The Runner has 7◈ in his pool and decides to spend 3◈, matching the Corporation's trace strength. Because the trace was unsuccessful, no power counter is placed on Data Raven.



Tags

Certain card effects result in a tag being placed on the Runner. As long as the Runner has at least one tag, he is considered to be **tagged**. While the Runner is tagged, the Corporation may, as an action, spend ⓒ and 2◈ to trash one of the Runner's resources. Certain card effects can also trigger off of the Runner being tagged, and it is usually dangerous for the Runner to remain tagged for very long.

While tagged, the Runner may, as an action, spend ⓒ and 2◈ to remove the tag, returning it to the token bank. The Runner can repeat this action as many times he likes, provided he has the clicks and credits to pay its cost, and as long as he has a tag to remove.

Damage

Many cards and ice subroutines inflict damage on the Runner. The Runner can receive the following three types of damage:

- **Meat damage:** The Runner randomly trashes one card from his grip for each point of meat damage done to him.
- **Net damage:** The Runner randomly trashes one card from his grip for each point of net damage done to him.
- **Brain damage:** The Runner randomly trashes one card from his grip for each point of brain damage done to him, and his maximum hand size is permanently reduced by one card. The Runner takes a brain damage token to track this.

Note: The only differences between net and meat damage are the cards that inflict and prevent them.

When the Runner trashes multiple cards for damage, the cards are placed in his heap in the order they were randomly trashed.

If the Runner takes more damage than the number of cards in his grip, or if he has a maximum hand size of less than zero at the end of his turn, then he is **flatlined** and the Corporation wins the game.

Winning the Game

If at any time a player has seven agenda points in his score area, he immediately wins the game.

If R&D contains no cards and the Corporation attempts to draw a card, the Runner immediately wins the game.

If the Runner is flatlined (see "Damage" above), the Corporation wins the game.



Additional Rules

The following sections describe additional important rules and information not addressed in the previous sections.

Card Abilities

There are two different types of card abilities in *Android: Netrunner*: **CONSTANT ABILITIES** and **TRIGGERED ABILITIES**. The following information explains how these abilities function in the game.

Constant Abilities

Constant abilities continually affect the game as long as the card they appear on is active and any other specified conditions are met. They are not triggered and do not have costs associated with them. An example of a constant ability is the card Experiential Data, which reads, "All ice protecting this server has +1 strength."

Triggered Abilities

In order to use a triggered ability a prerequisite must be met. This prerequisite is either a trigger cost that must be paid (**PAID ABILITY**) or a trigger condition that must be met (**CONDITIONAL ABILITY**). Once an ability is triggered, its effect is resolved immediately and can only be stopped by **PREVENT** or **AVOID** effects. Players must follow all restrictions on the cards when triggering abilities.

Paid abilities– In order to trigger a paid ability, a trigger cost must be paid. The most common trigger costs are spending clicks, credits, or hosted counters, and trashing cards. A card's trigger cost is always listed in its text box before the effect, following the format "cost: effect." A paid ability can be triggered an unlimited number of times as long as the cost is paid and any restrictions specified by the effect are observed. Paid abilities can be triggered at the beginning of each turn, before and after each player action, and at certain points during a run, unless the ability requires a click, in which case it must be triggered as an action. An example of a paid ability is the card Magnum Opus, which reads, "⏱: Gain 2⏲."

Conditional abilities– In order for a conditional ability to trigger, a trigger condition must be met. A conditional ability can only be resolved ***once*** per trigger condition. Trigger conditions commonly use the terms "When" or "Whenever" in their card text. An example of a conditional ability is the card PAD Campaign, which reads, "Gain 1⏲ when your turn begins."

If a conditional ability uses the word "may" in its description, it is an optional conditional ability. The decision to trigger the ability belongs to the player who controls the card, provided the ability's trigger condition is met. If a conditional ability does not use the word "may" in its description, it is a required conditional ability. It must be triggered when its trigger condition is met, although the exact time of resolution may vary (see "Simultaneous Effects" on page 22).

Note: Ice subroutines are required conditional abilities that can be broken, in which case they do not resolve.

Other Terms and Concepts

There are several other terms and concepts that players should know when resolving abilities.

Timing Priority

Whenever there is an opportunity to trigger paid abilities, rez cards and/or score agendas (usually at the beginning of a turn and after each action), the player who is currently taking his turn gets the first opportunity to act. He can trigger as many abilities, rez as many cards, and/or score as many agendas as he wishes in the order of his choosing. When he is finished, the other player gets the opportunity to act. When that player is finished, the first player gets the opportunity to act once again.

After both players have had at least one opportunity to act and a player declines to act, then the players cannot trigger more abilities, rez more cards, or score more agendas until the next opportunity to do so.

For more information on the intricacies of triggering card abilities, rezzing cards, and scoring agendas, consult the timing diagrams on pages 32-33.

Prevent or Avoid

Some card abilities use the words "prevent" or "avoid." Prevent or avoid effects are the only effects which can disrupt another effect. A prevent or avoid effect states what it is preventing or avoiding, and an effect that is prevented or avoided is not resolved. Prevent or avoid effects can be triggered whenever the effect they are preventing or avoiding is resolving.

Self-referential Language

Unless otherwise noted, a card with text that refers to its own card title only refers to itself and does not refer to other copies of cards with that title.

Negative Effects

If an effect prohibits a player from doing something, usually by using the word "cannot," it always takes precedence over other effects unless another effect explicitly overrides it.

Trashing
When trashing a card as part of a trigger cost for its own paid ability (), the effect on that card will resolve even though the card is no longer active.

Expose
Some effects expose one or more cards. Generally, only unrezzed installed cards can be exposed, unless an ability specifies otherwise. An exposed card is revealed to all players, and then returned to its previous state. If multiple cards are exposed by one effect, they are considered to be exposed simultaneously.

Simultaneous Effects
When one or more abilities have the same timing trigger or can be triggered at the same time, each player chooses the order his own abilities trigger. A player can trigger an optional conditional ability before a required conditional ability if they both have the same trigger condition.

Simultaneous Effect Example
The Runner has Aesop's Pawnshop and Wyldside installed and both have the same trigger condition of "When your turn begins." The Runner begins his turn and can choose to trigger the optional conditional ability on Aesop's Pawnshop first, gaining 3 by trashing Wyldside. This stops Wyldside's required conditional ability from triggering, keeping the Runner from losing .

If players ever want to perform simultaneous effects at the same time, the player whose turn it is resolves all of his effects first.

Hosting
Some cards can only be installed on other cards; others allow cards to be installed on them. A card that has other cards installed on it is called the "host card," while the card installed on it is called the "hosted card." Hosted cards can leave play without affecting their host.

Cards can also host counters and tokens. Hosted counters or tokens can be spent, or leave play, without affecting their host. If a trigger cost requires one or more hosted counters, those counters must be spent (returned to the token bank) from the card that the ability appears on.

If a host leaves play, then all cards and counters hosted also leave play. This cannot be prevented.

Forfeiting Agendas
Some card abilities require the Corporation or Runner to forfeit an agenda. When a player forfeits an agenda, he selects any agenda in his score area and permanently removes it from the game (it does not go to Archives or the heap). He no longer scores points for the forfeited agenda.



Symbols
The following symbols appear on cards:

: This symbol stands for **CREDIT**. It always appears with a numeral, such as 1, which means "one credit," or 3, which means "three credits."

: This symbol stands for a single **CLICK**. Multiple clicks are represented by multiple symbols, such as , which means "two clicks."

: This symbol stands for **RECURRING CREDIT**. It always appears with a numeral, such as 1, which means "one recurring credit," or 3, which means "three recurring credits." Any recurring credits a player spends are replaced on their host card at the beginning of that player's turn. A player can only spend these credits as instructed by their host card.

: This symbol stands for **LINK**. It is always used with a quantity, such as +1, which means "plus 1 link."

: This symbol stands for **MEMORY UNIT**. It always appears with a quantity, such as + 2 which means "plus 2 memory units."

: This symbol stands for **SUBROUTINE** and only appears on ice. Each symbol marks a single subroutine on a piece of ice.

: This symbol stands for **TRASH**. It is used as a self-referential trigger cost in a card text, such as ": Draw 2 cards," which means "trash this card to draw 2 cards."



Deckbuilding

In a Living Card Game, players can customize their decks by adding and removing cards, creating a unique play experience.

Why deckbuild?

Deckbuilding is a great way to experience the game in a completely new way. Instead of adapting to the game, you can force the game to adapt to you. Deckbuilding opens up new strategies, new experiences, and ultimately can lead to more exciting games where you feel more invested. When you deckbuild, you do not just participate in the game; you actively shape how the game is played.

When first building a deck, it is usually a good idea to modify one of the starter decks rather than start from scratch. After playing *Android: Netrunner* a few times with different decks, you should have a general idea of what the various cards do. Pick your favorite faction, and then modify that faction's starter deck by switching out some cards for cards from other factions. In most cases you will want to build a deck at the minimum deck size, as it makes your deck more efficient. Don't worry about building the perfect deck–enjoy the process and try out cards that are appealing to you and seem fun to play with.

When building a deck from scratch, it is generally helpful to sort your cards by faction. Once you have sorted the factions, choose one and separate those cards by card type. You will want to make sure you have a good mix of card types in your deck. Adding cards from a second core set greatly increases the number of options you will have.

One thing to consider when building a deck in *Android: Netrunner* is how to spend your influence. It is a good idea to use as much of it as possible, since there are many powerful cards in other factions. If you aren't sure what to add, look for broadly applicable cards like icebreakers or ice. For the Corporation, a surprise rez of an out-of-faction ice can be an important turning point in the game!

Another thing the Corporation should consider is how much ice you have in your deck. You will want to make sure you put in enough to stop the Runner. We recommend building about 17-20 pieces of ice into a 45-49 card deck. Also make sure you have enough ways to generate credits quicker than the regular "⓪ for 1⓪" action. Having a strong economy will give you plenty of credits to spend and put a lot of pressure on your opponent.

Once you've built your deck, it is time to play some games! This is where you will begin to understand whether or not your deck is working. Do you have enough resources? Is your ice too expensive? Are you drawing your icebreakers fast enough? Figure out what the weak points of your deck are, and try switching out some cards. Looking through your cards again, you may even have another idea for a different deck!

Restrictions

When building a deck for organized play, players must observe the following restrictions:

- A deck must be associated with a single identity card, and cannot contain fewer cards than the minimum deck size value listed on the chosen identity card. There is no maximum deck size, but the deck must be able to be sufficiently randomized in a short period of time. Identity cards, reference cards, and click tracker cards are never counted as part of a deck and do not count against the minimum deck size.
- A deck cannot have more than three copies of a single card (by title) in it.
- A deck associated with a Runner identity can never contain Corporation cards, and vice versa.
- A deck cannot contain out-of-faction cards with a total influence value that exceeds the influence limit listed on the chosen identity card (see "Influence" below). Cards that match the faction of the identity card do not count against this limit.
- A Corporation deck must have a specific number of agenda points in it based on the size of the deck, as follows:

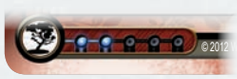
  - 40 to 44 cards requires 18 or 19 agenda points. (**Note:** Identities in this set have a 45 card minimum)
  - 45 to 49 cards requires 20 or 21 agenda points.
  - 50 to 54 cards requires 22 or 23 agenda points.

  For decks larger than this, add 2 additional agenda points to the 54 card deck requirements **each time** the number of cards in the deck reaches a multiple of 5 (55, 60, 65, etc.).

  For example, a 66 card deck requires 6 additional agenda points (2 at 55, 2 at 60, and 2 at 65 cards). This gives a final requirement of either 28 or 29 agenda points.

Influence

A player may wish to include cards in his deck that do not match the faction of his identity card. He is restricted, however, by the influence limit on his identity card. The combined influence value of out-of-faction cards in his deck cannot exceed this limit. Each card's influence value is represented by small blue orbs near the bottom of the card.



A card with 2 influence.

Neutral cards are not part of any faction, can be used in any deck of the side they are affiliated with, and generally have an influence value of zero.

Note: Some cards do not have any influence value (this is different than a card that has an influence value of zero). These cards are identified by their lack of an influence box. A card without an influence value cannot be used with an identity card that has a different faction affiliation.

Deckbuilding Example

Jenny has decided to build a Criminal deck by modifying the Criminal starter deck. She lays out all of the Criminal and Runner neutral cards, and knows that she currently has 47 cards and is spending 0 of Gabriel Santiago's 15 influence.

Jenny really likes a lot of the Shaper cards, and so she decides to browse through those and pick out some to add to her deck. After browsing, she adds the following cards to her potential card pool:

- 3x Diesel, 3x Gordian Blade, 1x The Toolbox, 2x The Maker's Eye, 2x Akamatsu Mem Chip, 3x Tinkering, 2x Magnum Opus

These cards have a combined influence of 35, and she has only 15 influence to spend. Looking at the Criminal cards, Jenny decides that she needs Gordian Blade the most, since it is a decoder, something her deck currently does not have. She puts in 2x Gordian Blade for six influence, figuring she doesn't need 3x with Special Order in the Criminal deck.



Gordian Blade

After adding in Gordian Blade, Jenny does the math and finds that in order to install all of the programs she wants to install, she will need more memory. She decides to add in 2x Akamatsu Mem Chip and 1x The Toolbox. This takes her up to 10 influence. She has only five influence left to spend.

Looking at her deck again, Jenny feels like she really wants more card draw. Since Diesel is only two influence, she could add 2x Diesel, which would put her at 14 influence. Adding in 3x Diesel would be too much influence. Looking at the cards she has already spent influence on, Jenny notices that the Akamatsu Mem Chip is only worth one. She decides to drop one of the Akamatsu Mem Chips in order to add in 3x Diesel and reach 15 influence. She really wants to add in The Maker's Eye, but decides to try the deck with just Diesel first. Having spent the 15 influence, she has now added the following cards:



Diesel

- 2x Gordian Blade, 1x Akamatsu Mem Chip, 1x The Toolbox, 3x Diesel

After maxing out her influence, Jenny counts up the current number of cards she has in her deck. She currently has 54 cards, and Gabriel Santiago has a minimum deck size of 45. She now wants to cut nine cards from the deck to reach the minimum deck size, as this makes the deck more efficient.

The first card Jenny decides to cut is 1x Desperado, since she wants to play with The Toolbox and a player can only ever have one console installed at a time. Next, Jenny decides to cut out 1x Data Dealer, since she doesn't like forfeiting agendas.

Now the decisions get tougher. Since Jenny now has a decoder, she feels like 3x Crypsis is no longer necessary, but she doesn't want to get rid of all of them. She decides to cut 2x Crypsis. Looking over her programs and icebreakers, she decides she is happy with them and sets them aside.

This leaves her with resources, hardware and events. Looking at her hardware, Jenny decides that she doesn't need 2x Lemuria Codecracker with 3x Infiltration to expose cards. She considers dropping both Lemuria Codecrackers, but one of her friends she plays with *does* like to use ambush cards. She decides to keep one in the deck, just in case. Counting up the cards she has cut, she finds that she has cut five cards, putting her current deck size at 49. If she wants to get to 45, she must cut out four more cards!

Jenny then takes a look at her resource cards. She definitely wants to keep 3x Armitage Codebusting, but she is unsure about the 2x Crash Space and 2x Decoy. These cards are great against Weyland and NBN, but not so good against Jinteki or Haas-Bioroid. She wants to cut them, but remembers the card Scorched Earth and decides to leave them in and cut 2x Access to Globalsec instead, since she feels like the Decoys will better protect her from tags.



Access to Globalsec

This leaves events. She needs to cut two more cards, and looking at the events she decides Forged Activation Orders is the weakest of the bunch. She removes two of them and breathes a sigh of relief. She has removed the following cards:

- 1x Desperado, 1x Data Dealer, 2x Crypsis, 1x Lemuria Codecracker, 2x Access to Globalsec, 2x Forged Activation Orders

She is now ready to play some games with her new deck!

Haas-Bioroid

"Effective. Reliable. Humane."

With headquarters in New Angeles and major branch offices in Chicago, Cologne, Heinlein, Johannesburg, and Sydney, Haas-Bioroid is the world leader in cybernetics and artificial intelligence. The most iconic and recognizable products made by Haas-Bioroid are the bioroids themselves, androids built with cybernetic technology and with artificially-intelligent minds designed around sophisticated imaging of human brains.

Bioroids are a new technology but have already changed humanity forever. As android labor becomes cheaper and more widely available, ordinary humans, mostly in the lower class, find themselves unemployed and replaced by a bioroid or clone. Although bioroids are less controversial than the humanlike clones, they attract a good deal of vitriol, hatred, and even violence.

The "labor solutions" market is controlled by Haas-Bioroid and their chief competitor, Jinteki. Both corporations have become enormously wealthy through their joint monopoly. Haas-Bioroid holds the patent on bioroids and most of the necessary technology for developing a proper artificial intelligence. They aggressively protect their patents and their market position through any legal means available–and, if certain alarmist watchdog organizations and fringe elements are to be believed, any illegal means available as well.

In addition to the creation of artificially-intelligent bioroids, Haas-Bioroid has been experimenting with specialized bioroids dedicated to network security and other tasks that are traditionally the role of software agents (so-called "weak" AI). Bioroids tasked for purely network usage have a proven ability to interact with the brains of users employing a neural interface, with occasionally lethal results. There are also some indications that these bioroids are less "well-adjusted" than others who possess a body and may interact with human beings in a more traditional manner. Haas-Bioroid denies any allegations that their software-purposed bioroids are unstable or have ever been implicated in the brain damage of human users.

Haas-Bioroid prides itself on quality craftsmanship and superior design. In addition to bioroids, Haas-Bioroid and its subsidiaries produce commercial-grade and medical cybernetics, prosthetics, industrial robots and machinery, mind-machine interface devices, and consumer electronics.

Jinteki

"When you need the human touch."

The traditionally conservative Jinteki corporation is now being led by an aggressive new chairman of the board, Chairman Hiro, through a series of upheavals and transitions. Alongside rapid developments in the field of cloning and biotechnology in the last decade, the corporation has relocated its headquarters from Tokyo, Japan to New Angeles, acquired or built laboratories on Mars, and shifted its recruitment policies to diversify its research and sales forces. Branch offices have also been granted more autonomy and localized marketing has increased sales of consumer-model clones (though most clone sales are still business-to-business).

This upheaval mirrors unrest in society at large in the past decades, and the cause is the same: androids. Jinteki owns the patent on the process that creates humanlike clones, biological androids tailor-made by the "genegineers" of Jinteki. As this controversial technology becomes cheaper and more robust, more and more humans find themselves replaced in the workforce by cheaper android labor. While some Jinteki corporation products (such as the vacuum-tolerant "turtleback" clones sometimes seen in Heinlein or on the Beanstalk) bear only a faint resemblance to human beings, others are virtually indistinguishable, marked only by barcode tattoos on the backs of their necks.

Jinteki markets its clones as more personable and person-like than the robotic bioroids built by their chief competitor. Clones are inherently adaptable and intuitive, just like a real person, and are able to establish empathy with real humans more easily than other androids. They excel in service industry positions, although heavy-labor and industrial-process clones are also readily available. Rumors exist of clone projects that explore the potential of human psionic ability, but such claims are dismissed by serious scientists. Jinteki has performed extensive research on the human brain and mind-machine interface technologies, but this is because so-called "braintaping" technology is essential to their production process.

The new, sleeker, more modern Jinteki prides itself on adaptability, aesthetics, and a connection to the natural world. Jinteki is proud of its heritage as a Japanese corporation and embraces a traditional aesthetic as part of its corporate identity. In addition to clones, Jinteki and its subsidiaries specialize in biotechnology, cloned organs, pharmacology, agriculture, and medical equipment.



NBN

"Someone is always watching."

The largest media conglomerate in the world is NBN, which at various times in the company's history has stood for Network Broadcast News, Net Broadcast Network, and Near-Earth Broadcast Network. Now simply known as NBN, the corporation is headquartered right on Broadcast Square in New Angeles after relocating from SanSan in the early 30s. NBN also has offices and broadcast equipment along the entire length of the New Angeles Space Elevator, particularly at Midway Station and the terminal space station known as the Castle.

NBN owns or operates five of the ten top-rated content streams worldwide. From music to threedee, news broadcasting to sitcoms, classic movies to interactive sensies, NBN does it all. NBN produces or licenses more content every day than a human being could consume in a year and boasts sophisticated secretary software agents to aid the consumer in locating the highest-quality content that best matches his user profile.

NBN's revenue streams are as complex as the web of network and broadcast infrastructure it owns. Its broad array of content and sophisticated, user-friendly delivery systems have garnered NBN an enormous number of subscribers at various membership levels in a variety of media markets. By collecting and collating viewership information and habits, NBN is also the world's leading media and marketing research firm, with zettabytes of information on such subjects as the buying habits of thirty-year-old college-educated single mothers. NBN can sell this data to other corporations, and also provide precision-targeted advertising to that same subscriber list. NBN-produced advertising uses psychographic profiling and the latest neuroscience and braintaping techniques to promote message penetration and brand retention.

The market dominance of NBN means that in most markets even non-subscribers must use NBN-owned infrastructure to access the network at all. As a result, a large percentage of data and media in all of human society passes through NBN. Privacy advocates worry that NBN has too much access and control over communications and media, and condemn NBN for its cooperation with repressive Mediterranean regimes. Some worry that NBN is using its wealth of data for purposes more nefarious than advertising, and that there is a reason why no antitrust laws were ever enforced against the corporation by U.S. or world governments.

NBN is a model of corporate efficiency, agile and responsive to an ever-changing marketplace. It does more than simply read the market; it steers it.



Weyland Consortium

"Moving Upwards"

Aside from its dramatic and public association with the New Angeles Space Elevator, better known as "Jack's Beanstalk" or simply "the Beanstalk" after designer Jack Weyland, the extent of the Weyland Consortium's holdings is little known among the general population. This shadowy organization owns or invests in other corporations, leveraging the enormous assets granted them by the Beanstalk to buy and sell smaller megacorps at an alarming rate.

For the past several decades, the Weyland Consortium's obvious specialty has been construction, a legacy of its involvement in the Space Elevator project. Many of its subsidiaries are construction companies, often on a local level, or suppliers for construction companies. By some estimates, half the arcologies in New Angeles were built by a Weyland Consortium-controlled company, and cunning accounting and business practices ensure that even when the client companies fold, the Consortium somehow comes out ahead.

Part of the secret of the Weyland Consortium's success lies in its ability to secure government contracts and lobby for favorable legislation, especially in the United States and China. It is often a war profiteer, securing lucrative reconstruction bids in the Mediterranean, United Korea, and the Sub-Saharan League nations. In the wake of the Lunar War, Weyland snatched up almost 70% of the orbital reconstruction contracts on Earth and nearly all of the Heinlein contracts. Unfortunately for Weyland, its apparent magic with local governments does not appear to extend to the Martian separatists, who consider the Weyland Consortium a corporate extension of Earth's hegemony.

Still, Weyland remains confident that the bright future of the human race is in outer space. The Consortium is a major source of funding for space exploration and continues to acquire aerospace and orbital construction companies. Some suggest that the Weyland Consortium seeks a monopoly in outer space, that it wants to control all human habitation outside Earth's atmosphere. Many of these alarmists are Martians who distrust the Weyland Consortium on principle.

Given the Weyland Consortium's proclivity for operating in war-torn regions, it should be no surprise the corporation is comfortable playing hardball. While little has been proven, some mysterious deaths are blamed on elements within the Consortium. Weyland favors a brute-force approach to most problems, using its vast resources to get their way.

Runners

Runners are a fractious and varied group. It's nearly impossible to generalize about them, except to say that individuality is core to their identity. By definition they live outside the law, and as a consequence they mostly lead a solitary existence. They do not have overarching organizations or affiliations, or indeed much of anything that makes any one runner similar to another. They come from all walks of life, vary dramatically in skill sets, goals, and available resources, and don't even have a dress code.

Anarchs

Anarchs have strong contempt for the corporate oligarchs, the whole corrupt system, and often for society in general. Whatever the exact target of their rage, their unifying characteristic is their anger. At their worst, Anarchs just want to watch the world burn. At their best, Anarchs are tireless champions for the downtrodden and oppressed. They're very good at breaking things, spreading viruses, and trashing Corporation assets and programs.

Criminals

Criminals are in it for themselves. All runners are technically criminals, at least if you ask the corps, but these runners embrace it. They make self-interest an art form and don't care who gets hurt so long as they get ahead. Many Criminals engage in more traditional forms of crime as well, stealing data and money with equal gusto. Criminals are good at covering their tracks and employing a variety of dirty tricks to attack from an unexpected angle.

Shapers

To others, **Shapers** seem like idealistic naifs. They're not motivated by rage against the corporate injustice that is a daily fact of life for the underclass. They're not in it for the money. Many never understand why Shapers do what they do, but it's not actually very complicated. Shapers are motivated by curiosity and a certain amount of pride. A Shaper may orchestrate a data raid as underhanded and destructive as the most frothing Anarch, but his goals are different: the Shaper just wants to see if he can do it. Shapers are also tinkerers and builders, and they push their hardware and software beyond their limits.



Noise

Hacker Extraordinaire

"I guess I'm just the classic example of the man who had every advantage going tragically wrong." Reilly grinned a cocksure, infuriating grin that made him look ten years younger on his already young-looking face.

"You did," said Brady, flicking through the file that hung in the air between them. "Ji Reilly. Says here you're a g-mod from birth. Mommy and daddy must have loved you very much to tinker with your brain like that."

"Oh, sure," said Reilly. "They loved me so much they planned everything out. You know I was born on Heinlein, but I went to school downstalk. Mommy and daddy lived on the moon, but there I was, living in an arcology in New Angeles. I could look out the window at night and wave at my mom and dad."

"Don't sell me that line of bull."

"It's all there in the file, Detective." Reilly flicked one long-fingered hand at the shimmering virt display. "All planned out. Internship with Jinteki's AI research division. Management position by 25. VP by 30."

"You were not a Jinteki VP."

"Oh, hell no, can you imagine?" He laughed, a short, sharp bark of a laugh. "That company would never survive me." And then the grin again. "Still might not."

"So you had every goddamn advantage a boy could dream of," sneered Brady. "And yet here you are." Reilly shrugged, doing his best to look innocent. The cuffs spoiled both effects. "So why the life of crime, Reilly?"

"Why the life of crime." Reilly wrapped his mouth and lips around each word, tasting them, weighing the ideas contained within. "Why not?"

Brady sneered, dropping his PAD to the cold steel of the table. "I know why. You get plenty rich off these little capers."

"There's what you know, and what you think you know, Detective. And there's two things you should know before we go any further."

"Yeah?"

"The first thing is that arresting me over and over does not mean that I'm a criminal. Not until you can find a charge that'll stick."

"You're no good, Reilly. The techs are going to find that stolen data on one of your datacores, somewhere. You won't be a top-flight runner anymore; they're gonna pull the cyberware out of your head and if you so much as touch a PAD they'll break your fingers. You'll just be Ji Reilly. Nobody."

"That's the other thing, Detective." He stood, resting his hands on the table. All the flippant gestures, all the mocking smiles were gone. His eyes blazed like foxfire. "My name is Noise."

Brady held his gaze until his PAD chirped. He frowned and glanced down at it. The device tracked his eye line and the virt display bloomed to life. Orders.

"So," said Noise. "I guess I'll be going now?" He offered his cuffs and grinned. Brady scowled.



Gabriel Santiago
Consummate Professional

Gabriel was hungry. Nothing new. Grew up hungry. Grew up lean. Grew up mean on the streets of New Angeles. You don't get much schooling on the streets but you do get an education. Gabriel grew up speaking three languages and cursing in three more. He learned how to spot a cop or a spydrone, how to palm a PAD from a ristie's coat pocket, how to crack the case and burn out the auto-locator without scragging the valuable electronics inside.

Being hungry gave him an edge. Had to want it more. Had to need it. Had to be willing to do what it took to get ahead. So, yeah. Gabriel was hungry. He liked it that way. Kept himself hungry. Cracking PADs turned into cracking code, turned into cracking networks. Could've gone straight, worked for HB or one of the small software startups that bloom and die like mushrooms on a corpse all through New Angeles. Gotten fat. Complacent. Lost the edge.

"Better this way," Gabriel said, hanging upside down outside the 124th floor of the Hu-Jintao arcology. A green light blinked on the small black box affixed to the window by his head, claiming the alarm was successfully disabled. Gabriel ignored it; it was linked to his cortical implant and he'd know if it needed his attention. He focused on carefully removing the cut glass from the window before him. Couldn't drop it, couldn't let the wind snatch it away. He used his good hand, his flesh-and-blood hand, for the operation. Deftly he tucked the circle of glass, about the size of his palm, into the front pocket on his vest. Then the laser probe had to be placed just so, with the beam striking the optical port on the sarariman's desk inside, and then he was in to the network.

He pulled a cable from the laser probe and socketed it into his wrist–his bad wrist, his metal wrist. An optical connection established, his implant came to life, flooding his mind with data. His sense of his body fell away; he wasn't hanging upside down a mile above the street with the wind tearing at his clothes anymore. He was in a river of data, a bodiless phantasm, a ghost in the machine.

But he was still hungry.





Kate "Mac" McCaffrey
Digital Tinker

"I like to think of myself as an artist," she said. Said. Out loud. With her vocal cords. Unplugged, perched on the edge of a stool so old it was made of wood. Her "desk" was a polywood flat laid over two sawhorses and strewn with humming, glowing electronic devices. One of these devices projected a virt display of a girl's plastic doll face, fixed in a permanent plastic grin. The face spoke back from the small speaker at the base of the projector.

"An artist of…pixels? Qubits? Bytes?"

"Ideas," said Mac. She gestured and a virt screen, a luminous panel showing bricks of raw code, floated up in front of her face. "The bits and bytes and qubits aren't the data. It's just how it's written. Like a word isn't just a collection of letters. There's an idea behind it."

"So you use digital storage media as a means to express your ideas?"

Mac ignored the question. Her own anonymizer program was probably showing her as an old film or sensie star; she couldn't remember if she'd set it for Marilyn Monroe, Charlie Chaplin, or Miranda Rhapsody. The code was good. She rested her hand flat on an induction interface panel and let the device synch with the nanowiring implanted under her skin. "There's great potential in the network, ways for us to communicate with each other, maybe new ways to structure our society. I just want to reach out and see what it can do."

"And what are you doing tonight?"

"Reaching out." She sent one final command and lifted her hand. "Are you listening?"

"I'm listening," said the doll.

Mac turned on her stool, looking out the window at the New Angeles skyline. She grinned as her handiwork wrote itself across the sky. "Try looking out the window, Ms. Lockwell."

"Why do you think I'm–oh my god." The mile-high Gila Heights arcology, all its lights flickering according to Mac's design. They circled and streaked, bloomed and exploded in a pattern of light and dark. The cycle looped three times before someone at Gila Heights managed to return control and shut it down. "Did you just flash that to all of New Angeles?" came the voice from the projector.

"Maybe," said Mac. "It would be easy. As easy as tracing you back to your office at Broadcast Square."

"You cracked the NBN firewall!? You can't do that! This is why people think you're reckless criminals. This is why–" Mac killed the feed.

"Can't do that," she mused. She gestured and the virt displays clustered on her desk showed her a great big tower of data, the inaccessible NBN network, its spine running up the Beanstalk, its ports guarded by the best ice money could buy. The diagram spun slowly in front of her. Mac grinned and cracked open a new can of Diesel. "I wonder," she said, and called up a new window full of code.

Glossary

Accessing: The act of a Runner looking at a Corporation card as part of a successful run, which he can then trash or steal.

Action: What a player performs on his turn whenever he spends one or more clicks.

Active: A state in which a card's effects and abilities are able to be used and affect the game.

Advancing: The act of putting one advancement token on a card that can be advanced. Agendas can always be advanced.

Advancement Requirement: The number of advancement tokens that must be on an agenda before the Corporation can score it.

Agenda: A Corporation card type that is installed in remote servers and is worth agenda points.

Agenda Counter: A counter used to track various effects on agenda cards.

Agenda Points: A value on agenda cards. This value is how many points an agenda is worth while it is in a score area.

Anarch: One of the three Runner factions available to a player in *Android: Netrunner.*

Approach: The step of a run in which the Runner makes contact with a piece of ice and decides whether or not to continue the run.

Archives: The Corporation's trash pile. A central server.

Asset: A Corporation card type which is installed in his remote servers and grants him various benefits.

Avoid effect: An effect that stops another effect from resolving.

Barrier: One of the four subtypes of ice which the Corporation can use to defend his servers.

Click (◎): The basic unit of work in *Android: Netrunner*. Players spend their clicks to perform actions and trigger abilities.

Code gate: One of the four subtypes of ice that the Corporation can use to defend his servers.

Constant Ability: An ability that continually affects the game provided its card is active.

Corporation: One of the two sides available to the player in *Android: Netrunner*; the opponent of the Runner. Referred to as "the Corp" on card text.

Credit (◈): The basic unit of wealth in *Android: Netrunner*.

Credit, Recurring (◈): A credit that, when spent, returns to its host card at the start of that player's next turn. A player can only spend recurring credits as instructed by their host.

Credit bank: The supply of credits not yet in play.

Credit pool: The supply of credits currently available to a player for spending.

Criminal: One of the three Runner factions available to a player in *Android: Netrunner.*

Damage, Brain: A unit of damage that requires the Runner to trash one card from his grip at random, and reduces his maximum hand size by one card.

Damage, Meat or Net: A unit of damage that requires the Runner to trash one card from his grip at random.

Derez: The act of flipping a rezzed card facedown, inactive.

Discard: The act by which a player moves a card to his trash pile at the end of his turn if he has exceeded his maximum hand size.

Effect: The resolution of a card ability.

Event: A single-use card type that is played by the Runner during his turn and is trashed when its effects are resolved.

Expose: The act of revealing a card to all players. Only unrezzed installed cards can be exposed unless otherwise noted. An exposed card returns to its previous state after being exposed.

Flatline: A condition that results from the Runner being forced to trash more cards than he has in his grip, or from having a maximum hand size that is below zero at the end of his turn, and which causes the Runner to immediately lose the game.

Grip: The Runner's hand of cards.

Hardware: A Runner card type which is installed in the Runner's play area and grants him various abilities.

Haas-Bioroid: One of the four Corporation factions available to a player in *Android: Netrunner.*



Heap: The Runner's trash pile.

Host: A card that is currently holding other cards or counters.

Headquarters (HQ): The Corporation's hand of cards. A central sever.

Ice: A Corporation card type which protects his servers from the Runner.

Icebreaker: A program subtype which enables the Runner to break ice.

Inactive: A state in which a card's effects and abilities are ignored.

Influence: A value that appears on certain cards which is used in deckbuilding. Influence restricts the number of out-of-faction cards in a deck.

Install: The act of placing an agenda, asset, ice, upgrade, hardware, program or resource card onto the table. The Runner installs cards in his rig, the Corporation in his servers.

Install cost: The cost which must be paid in order for a card to be installed.

Jack out: The process by which a Runner voluntarily ends his own run.

Jinteki: One of the four Corporation factions available to a player in *Android: Netrunner.*

Link (⿻): A value that increases the Runner's link strength during a trace.

Link strength: The Runner's total strength during a trace; the sum of his links and the amount of credits the Runner spends on the trace.

Maximum Hand Size: The maximum number of cards a player can have in his hand during his discard phase.

Memory Unit (MU): A unit of space available to the Runner to install programs. The Runner begins the game with four memory units.

Mulligan: The act of drawing a new hand at the start of the game. Each player gets one mulligan per game.

NBN: One of the four Corporation factions available to a player in *Android: Netrunner.*

Operation: A single-use card type that is played by the Corporation during his turn and is trashed when its effects are resolved.

Power Counter: A counter used to track various effects on cards.

Program: A Runner card type that is installed and grants him various abilities.

Prevent effect: An effect that stops another effect from resolving.

Research and Development (R&D): The Corporation's draw deck. A central server.

Resource: A Runner card type that is installed and grants the Runner various benefits.

Rez: The process by which the Corporation reveals his installed cards and allows them to take effect; once rezzed, a card is turned faceup.

Rez cost: The credits that the Corporation must pay in order to rez a card.

Root: The portion of the central server where the Corporation installs upgrades.

Runner: One of the two sides available to the player in *Android: Netrunner*; the opponent of the Corporation.

Score (noun): The number of agenda points a player has on agendas in his score area.

Score (verb): The act of the Corporation turning an installed agenda faceup and adding it to his score area. An agenda must have at least as many advancement tokens on it as its advancement requirement to be scored.

Score Area: A place where each player places his scored or stolen agendas.

Sentry: One of the four subtypes of ice which the Corporation uses to defend his servers.

Server, Central: A type of server which includes R&D, HQ, and Archives.

Server, Remote: A server built by the Corporation. Assets and agendas can only be installed in remote servers.

Shaper: One of the three Runner factions available to a player in *Android: Netrunner.*

Stack: The Runner's draw deck.

Steal: The act of the Runner adding an accessed agenda to his score area.

Strength: An attribute of programs and ice.

Subroutine (↳): An ability of a piece of ice which interferes with the Runner if allowed to trigger during a run.

Subtype: A card descriptor.

Tag: An effect that, when acquired by the Runner, can allow the Corporation to trash the Runner's resources.

Tagged: A state which describes a Runner when he has one or more tags.

Trace: An attempt by the Corporation to tag or damage the Runner.

Trace Strength: The Corporation's total strength during a trace; the sum of the base trace strength on the card initiating the trace and the amount of credits the Corporation spends on the trace.

Trap: One of the four subtypes of ice which the Corporation can use to defend his servers.

Trash: The act of moving a card to its owner's trash pile.

Triggered Ability: An ability that has a prerequisite that must be met or paid before it is used.

Upgrade: A Corporation card type that is installed in any server and grants the Corporation various abilities.

Virus Counter: A counter used to track various effects on virus cards.

Weyland Consortium: One of the four Corporation factions available to a player in *Android: Netrunner.*

TIMING STRUCTURE OF TURNS

↻ = **Paid abilities can be triggered** ✹ = **Cards can be rezzed** = **Agendas can be scored**

1. Corporation's Draw Phase

↻ ✹

Turn begins *("When your turn begins" conditionals meet their trigger conditions)*

Draw one card

2. Corporation's Action Phase

Take actions

After each action: ↻ ✹

Phase ends after abilities are triggered following the last spent action

3. Corporation's Discard Phase

Discard down to maximum hand size

End of turn ↻ ✹

1. Runner's Action Phase

↻ ✹

Turn begins *("When your turn begins" conditionals meet their trigger conditions)*

Take actions

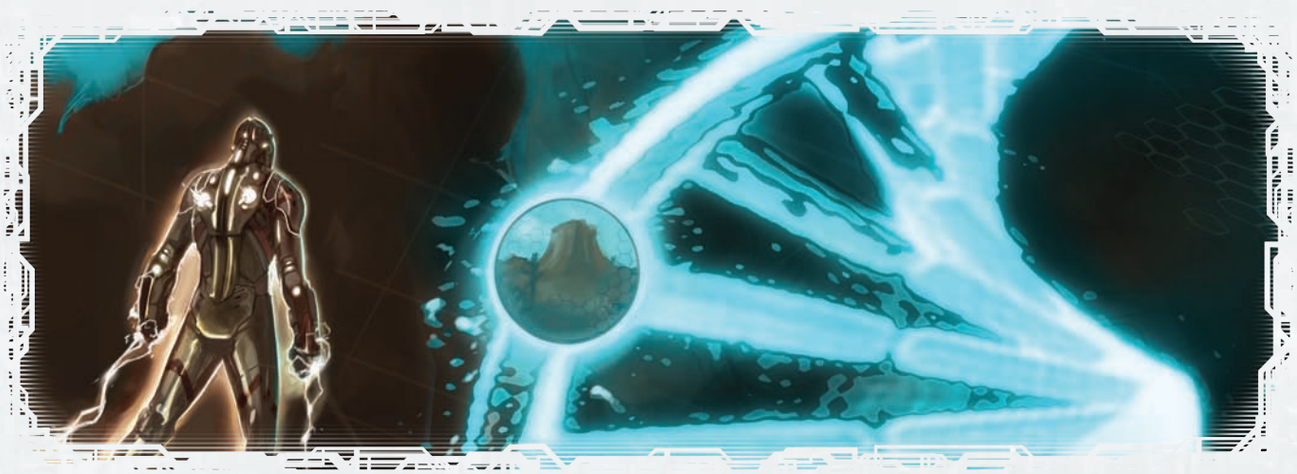
After each action: ↻ ✹

Phase ends after abilities are triggered following the last spent action

2. Runner's Discard Phase

Discard down to maximum hand size

End of turn ↻ ✹



TIMING STRUCTURE OF A RUN

↻ = **Paid abilities can be triggered** ✹ = **Cards can be rezzed**

1. The Runner initiates a **RUN** and declares the **ATTACKED SERVER**.

   • If the attacked server has one or more pieces of ice protecting it, go to [2]. If the attacked server does not have ice protecting it, go to [4].

2. The Runner **APPROACHES** the outermost piece of ice not already approached on the attacked server. ↻

   ...Either the Runner **JACKS OUT**: go to [5] *(cannot jack out if this is the first ice approached this run)*

   ...Or the Runner continues the run: if the approached ice is **REZZED,** go to [3]; if the approached ice is **UNREZZED,** go to [2.1].

   2.1 ↻ ✹ *(only time the approached ice can be rezzed)*

   ...Either the Corporation **REZZES** the approached ice: go to [3]

   ...Or the Corporation does not rez the approached ice and the runner **PASSES** it: go to [2] if there is another piece of ice protecting the server, go to [4] if there is not another piece of ice protecting the server.

3. The runner **ENCOUNTERS** a piece of ice. ↻

   3.1. The Runner can break **SUBROUTINES** on the encountered ice. ↻

   3.2. Resolve all subroutines not broken on the encountered ice.

   ...Either the run ends: go to [5]

   ...Or the run continues: if there is another piece of ice installed protecting the server, go to [2]; if there is not another piece of ice protecting the server, go to [4].

4. The Runner decides whether to continue the run. ↻

   ...Either the Runner **JACKS OUT**: go to [5]

   ...Or the Runner continues the run: go to [4.1].

   4.1. ↻ ✹

   4.2 The run is considered to be **SUCCESSFUL**.

   • Trigger any abilities resulting from successful run.

   4.3. Access cards, then go to [6].

   • If an **AGENDA** is accessed, the Runner **STEALS** it. If a card with a **TRASH COST** is accessed, the Runner may pay its trash cost to **TRASH** it.

   • All accessed cards not stolen or trashed are returned to the server in their previous states.

5. The run ends and is considered to be **UNSUCCESSFUL**.

   • Trigger any abilities resulting from unsuccessful run.

6. The run ends.

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