



HOT PURSUIT

2

EVENT: Run

Make a run on HQ. If successful, gain 9 and take 1 tag.

"We have you surrounded! For real, this time."

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PARAGON

3

HARDWARE: Console

+1

The first time you make a successful run each turn, you may gain 1 and look at the top card of your stack. If you do, you may add that card to the bottom of your stack.

Limit 1 console per player.

Illus. Martin Diego Sadaba

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BANKROLL

1

PROGRAM

Whenever you make a successful run, you may place 1 from the bank on Bankroll.

Take all credits from Bankroll.

"With the rise of crypto, banking has become much more complicated. Financial crime has not only kept pace, but exploded exponentially." -After the Flash: A History of the War-That-Wasn't

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TYCOON

1

PROGRAM: Icebreaker - Fracter

Whenever an encounter with a piece of ice in which you used Tycoon to break a subroutine ends, the Corp gains 2.

1: Break up to 2 barrier subroutines.

2: +3 strength.

"Any piece of ice is really just a paywall." -Lisa Talking Thunder

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THUNDER ART GALLERY

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RESOURCE: Location - Ritzy

The first time you avoid or remove a tag each turn, you may install a card from your grip, lowering its install cost by 1.

A classy alibi.

Illus. Marko Fiedler

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MISS BONES

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RESOURCE: Connection

Place 12 from the bank on Miss Bones when she is installed. When there are no credits left on Miss Bones, trash her.

Use these credits to trash installed cards.

"If I can't kill it, I know who can."

Illus. Marko Fiedler

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AKIKO NISEI

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HEAD CASE

IDENTITY: Clone

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

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12

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INSIGHT

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EVENT: Double

As an additional cost to play this event, spend .

The Corp may look at the top 4 cards of R&D and arrange them in any order.

Reveal the top 4 cards of R&D.

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MIND'S EYE

3

HARDWARE: Console

+1

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

3 hosted power counters: Access the top card of R&D.

Limit 1 console per player.

Illus. JB Casacop

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HYPERLOOP EXTENSION 3



AGENDA: Expansion

When Hyperloop Extension is scored or stolen, the Corp gains 30.

"Our analysis shows significant support from both the public and private sectors."

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MERIDIAN 3

ICE: Barrier

Gain 40 and end the run unless the Runner adds Meridian to his or her score area as an agenda worth -1 agenda point.

You don't cross it—it crosses you.



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GATEKEEPER 3

ICE: Code Gate

Gatekeeper has +6 strength if you rezzed it this turn.

Draw up to 3 cards. Reveal up to 3 agendas in HQ and/or Archives, then shuffle those agendas into R&D.

End the run.

Banana who?



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DIVERT POWER 2



OPERATION

Derez any number of cards. You may rez a card, lowering its rez cost by 3 for each card that you derezzed this way.

If that doesn't work, try reversing the polarity.

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FAST BREAK 4



OPERATION

Gain X0. Draw up to X cards. Install up to X cards in and/or protecting a single remote server (paying all install costs). X is the number of agendas in the Runner's score area.

"Oh, my! He's on fire!"

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GAME CHANGER 6



OPERATION

Gain 0 for each agenda in the Runner's score area. Remove Game Changer from the game instead of trashing it.

Coach Walden's pep talks were renowned for improving in direct proportion to the amount by which his team was losing.

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GIORDANO MEMORIAL FIELD 3



UPGRADE: Facility

Whenever there is a successful run on this server, end the run unless the Runner pays 20 for each agenda in his or her score area.

The world changed. Concession prices did not.

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SARASWATI MNEMONICS 3

ENDLESS EXPLORATION



IDENTITY: Division

0, 10: Install a card from HQ in a remote server, then place 1 advancement token on it. You cannot score or rez that card until your next turn begins.

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JUMON 6



AGENDA: Research

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

"Jumon, all too Jumon..."

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• API-S KEEPER ISOBEL

ASSET: Character

When your turn begins, you may remove an advancement token from an installed card to gain 3.

"Superdure is all part of our scheduled maintenance."

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NEUROSTASIS

ASSET: Ambush

Neurostasis can be advanced.

If you pay 3 when the Runner accesses Neurostasis, choose 1 installed Runner card for each advancement token on Neurostasis. The Runner must shuffle the chosen cards into the stack.

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ICE: Sentry

OTOROSHI

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

"If the sysop offers you a link, it's because they want you to go there. But if you wanted to go where the sysop suggested, you wouldn't be trying to break in at all." -How Not to Get Fraggd



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ICE: Code Gate

THIMBLERIG

When your turn begins or whenever the Runner passes Thimblorig, you may swap Thimblorig with another installed piece of ice.

↳ End the run.

Step right up!



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HANGEKI



OPERATION: Reprisal - Gray Ops

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

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

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DARUMA



UPGRADE

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

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ACME CONSULTING

THE TRUTH YOU NEED



IDENTITY: Subsidiary

The Runner is considered to have 1 additional tag (even if they have 0) during encounters with the outermost piece of ice protecting any server.

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FLY ON THE WALL



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AGENDA: Initiative

When you score Fly on the Wall, give the Runner 1 tag.

Only half as annoying as the real thing.

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• SIU



ASSET

When your turn begins, you may trash SIU to trace¹. If successful, give the Runner 1 tag.

"What's so special about the Special Investigations Unit?"

"Their budget, for starters."

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