

Base 001 – Rare

### Artificial Security Directors

**Agenda-Research**

- Difficulty of **Black Ops** agendas is reduced by 1.
- "We noticed a while ago that security directors developing cyberpsychosis—becoming less and less human—increased the effectiveness of our Black Ops dramatically. Unfortunately, they quickly became too unstable to be useful. This new program should solve all these problems, and more."
- Erin Devlin, WuTech COO

Illus. Fellwalker & Tolen  
v1.0 © 1996 WoTC

Base 002 – Rare

### Executive Extraction

**Agenda-Black Ops**

- Difficulty of **Gray Ops** agendas is reduced by 1.
- Sometimes an executive gets tired of waiting for doors to open within her organization, so she asks a rival corp to open the wall for her instead.

Illus. Dan Frazier  
v1.0 © 1996 WoTC

Base 003 – Rare

### Genetics-Visionary Acquisition

**Agenda-Gray Ops**

- Difficulty of **Research** agendas is reduced by 1.
- "The more valuable you are to the corporation, the harder they fight to keep you: witness these casualty figures."

Illus. Doug Shuler  
v1.0 © 1996 WoTC

Base 004 – Vital

### Hostile Takeover

**Agenda-Gray Ops**

- Gain  $\otimes$  when you score Hostile Takeover.
- "Tell the Director I'm sorry, but I can't seem to find any reference to 'intact' in the mercenaries' contract."

Illus. Doug Shuler  
v1.0 © 1998 WoTC

Base 005 – Vital

### Project Babylon

**Agenda-Black Ops**

- Score 1 additional agenda point for every two advancement counters over Project Babylon's difficulty that are on Project Babylon when you score it.

Illus. Greg Staples  
v1.0 © 1996 WoTC

Base 006 – Vital

### Corporate Downsizing

**Agenda-Gray Ops**

- When you score Corporate Downsizing, show to Runner any number of **agenda** cards stored in HQ. Gain bits equal to twice the combined agenda points of these cards; then shuffle them into R&D.
- "Rightsizing." The word is 'rightsizing.'"

Illus. James Allen Higgins  
v1.0 © 1996 WoTC

Base 007 – Vital

### Marine Arcology

**Agenda-Asset**

- $\otimes$ ,  $\otimes$ : Gain  $\otimes$ .
- "We could have accepted that bid, but in Nipponese wet real estate there're ultimately two kinds of construction: tsunami spec . . . and bait bucket."

Illus. Ernie Chan  
v1.0 © 1996 WoTC

Base 008 – Rare

### Security Purge

**Agenda-Gray Ops**

- Show the top three cards of R&D to Runner when you score Security Purge. If any of those cards are **ice**, install and rez them, at no cost. Trash the rest of those cards.

Illus. Ramon Mascarenas  
v1.0 © 1996 WoTC

Base 009 – Vital

### Corporate War

**Agenda-Black Ops**

- If you have  $\otimes$  or more bits in your pool when you score Corporate War, gain  $\otimes$ ; otherwise, lose all bits.
- The greatest casualty of the early corporate wars was the middle class.

Illus. Greg Staples  
v1.0 © 1996 WoTC

Base 010 – Vital

### Detroit Police Contract

4

**Agenda-Black Ops**

- Put from the bank on Detroit Police Contract when you score it.
- Take from Detroit Police Contract, if it has any bits, at the start of each of your turns.

*Corporate security forces are infamous for employing lethal force as a means of reducing overhead.*

Illus. Doug Chaffee  
v1.0 © 1996 WoTC

1

Base 011 – Vital

### Data Fort Reclamation

4

**Agenda-Gray Ops**

- Gain and choose up to four cards stored in HQ when you score Data Fort Reclamation. Create a new data fort using the cards chosen. Install the cards one at a time; you may rez them when you install them. Then, return to the bank any of the not spent.

Illus. Jonnie Wilder  
v1.0 © 1996 WoTC

2

Base 012 – Vital

### Political Coup

4

**Agenda-Black Ops**

- Put from the bank on Political Coup when you score it.
- : Take from Political Coup, if it has any bits.

*"Assassination is the extreme form of censorship."*  
—George Bernard Shaw, The Rejected Statement

Illus. Ernie Chan  
v1.0 © 1996 WoTC

2

Base 013 – Rare

### Bioweapons Engineering

4

**Agenda-Research**

- Each source of meat damage inflicts +1 meat damage.

Illus. Doug Chaffee  
v1.0 © 1996 WoTC

3

Base 014 – Vital

### Corporate Retreat

4

**Agenda-Gray Ops**

- You lose the following ability as soon as you rez or install any card.
- : Gain .

*Hard work has a future payoff. Laziness pays off now.*

Illus. Doug Keith  
v1.0 © 1996 WoTC

3

Base 015 – Vital

### Employee Empowerment

4

**Agenda-Gray Ops**

- You may choose to draw an additional card at the start of each of your turns.
- : Draw two cards.

*"Be glad you don't get all the management the company pays for."*

Illus. Dan Frazier  
v1.0 © 1996 WoTC

3

Base 016 – Vital

### Main-Office Relocation

4

**Agenda-Gray Ops**

- Hand size +2

*Corporate relocation efforts have become a much riskier proposition since the advent of the corporate war. Often, a corp's security teams will have to arrange armored convoys to prevent thefts.*

Illus. Mike Kimble  
v1.0 © 1996 WoTC

3

Base 017 – Vital

### On-Call Solo Team

4

**Agenda-Asset**

- : Do 1 meat damage. Use this ability only if Runner is tagged.

*"Corporate solo teams operate much like government death squads, with the primary difference being that solo teams aren't clumsy enough to let themselves be exposed."*

Illus. Matt Wilson  
v1.0 © 1996 WoTC

3

Base 018 – Vital

### Tycho Extension

4

**Agenda-Asset**

- "Of course I fired him for playing games on duty! We can't have our sysops idling on the job. Remember the last time a corporation tried to extend the colony? A runner edited the blueprints, and the airlock system failed. Some asteroid miners spotted the bodies floating 'bout a month ago."*

Illus. Randy Gallegos  
v1.0 © 1996 WoTC

4

Base 019 – Rare

### AI Chief Financial Officer

5

**Agenda-Asset**

- ☑️: Shuffle cards stored in HQ and the Archives into R&D; then draw five cards.

*"I think it's 'preferred' stock because their AI financial adviser prefers not to risk changing the board of directors!"*

Illus. Pete Venters  
v1.0 © 1996 WoTC

2

Base 020 – Rare

### Black Ice Quality Assurance

5

**Agenda-Research-Black Ops**

All **black ice** has +2 strength.

Illus. James Allen Higgins  
v1.0 © 1996 WoTC

2

Base 021 – Vital

### Corporate Coup

5

**Agenda-Black Ops**

- ☑️ Put ⚙️ from the bank on Corporate Coup when you score it.
- ☑️ ☑️: Take ⚙️ from Corporate Coup, if it has any bits.

*"Here a new style of crime became manifest: death as administrative action." –Horst Krüger*

Illus. Dave Pilurs  
v1.0 © 1996 WoTC

2

Base 022 – Rare

### Encryption Breakthrough

5

**Agenda-Research**

- ☑️ All **code gates** have +1 strength. When you score Encryption Breakthrough, reveal as many **code gates** as you wish. Then, gain ⚙️ for each revealed or rezzed **code gate**.

Illus. Kim Francisco  
v1.0 © 1996 WoTC

2

Base 023 – Vital

### Netwatch Operations Office

5

**Agenda-Asset**

- ☑️ ☑️: **Trace**<sup>2</sup>—If trace is successful, give Runner a tag.

*"These Netwatch goons are okay, but I'm thinking we should have started our own police program instead."*

Illus. Christina Wald  
v1.0 © 1996 WoTC

2

Base 024 – Vital

### Ice Transmutation

5

**Agenda-Research**

- ☑️ Choose a piece of rezzed **ice** when you score Ice Transmutation. That **ice** now has +1 strength, and each subroutine on it is repeated once. Treat this as if each repeated subroutine appeared immediately after the original subroutine.

Illus. T. Brian Wagner  
v1.0 © 1996 WoTC

3

Base 025 – Vital

### Priority Requisition

5

**Agenda-Gray Ops**

- ☑️ You may rez a piece of **ice**, at no cost, when you score Priority Requisition.

*"I just gave the big guy a rundown of last month's security breaches, and bingo! we've got a new budget."*

Illus. Kevin Stein  
v1.0 © 1996 WoTC

3

Base 026 – Vital

### Security Net Optimization

5

**Agenda-Gray Ops**

- ☑️ Choose a fort when you score Security Net Optimization. That fort gives all **ice** installed on it +1 strength.

*"Obsolete? Upgrade it... yesterday."*

Illus. Chris Vande Voort  
v1.0 © 1996 WoTC

3

Base 027 – Vital

### Subsidiary Branch

6

**Agenda-Gray Ops**

- ☑️ Gain an action during each of your turns.

*"It's an off-site location for our creative talent; we call it 'the bomb shelter from bureaucracy.'"*

Illus. Anthony Petarca  
v1.0 © 1996 WoTC

1

Base 028 – Vital

## Corporate Boon

6

**Agenda-Asset**

- Put four Boon counters on Corporate Boon when you score it.
- Boon counter:** Gain an action. Use this ability only once per turn and only during your turn.

Illus. Mike Kimble  
v1.0 © 1996 WoTC

2

Base 029 – Vital

## Polymer Breakthrough

6

**Agenda-Research**

- Gain  $\otimes$  at the start of each of your turns.

Illus. Kevin Taylor  
v1.0 © 1996 WoTC

3

Base 030 – Rare

## Strike Force Kali

6

**Agenda-Asset**

- $\otimes$ : Do 2 meat damage. Use this ability only if Runner is tagged.
- "What's it mean? Kali's a hellacious goddess of destruction with multiple hands—you figure it out."*

Illus. Richard Thomas  
v1.0 © 1996 WoTC

3

Base 031 – Rare

## Superior Net Barriers

6

**Agenda-Research**

- All walls have +1 strength. When you score Superior Net Barriers, reveal as many walls as you wish. Then, gain  $\otimes$  for each revealed or rezzed wall.

Illus. Ramon Mascarenas  
v1.0 © 1996 WoTC

3

Base 032 – Vital

## Private Cybernet Police

7

**Agenda-Asset**

- $\otimes$ : **Trace<sup>5</sup>**—If trace is successful, give Runner a tag.
- "Seen a pink panda about yay high come through this BBS lately? No? Well, here's my hypercard anyway; if you notice anything unusual, just drop me a line."*

Illus. Brian Booker  
v1.0 © 1996 WoTC

2

Base 033 – Rare

## Political Overthrow

9

**Agenda-Black Ops**

- $\otimes$ : Gain  $\otimes$ .
- "You know, these small island countries are becoming less and less of a challenge."*

Illus. Doug Chaffee  
v1.0 © 1996 WoTC

6

Base 034 – Uncommon

## ACME Savings and Loan

0

**Node-Transactions**

- Rezzing ACME S&L costs 1 agenda point, in addition to the normal cost. When you rez ACME S&L, gain  $\otimes$  and trash ACME S&L. For the remainder of the game, pay  $\otimes$  at the end of each of your turns, or lose the game. You can remove this effect and score 1 agenda point by taking an action to pay  $\otimes$ .

Illus. Ramon Mascarenas  
v1.0 © 1996 WoTC

0

Base 035 – Rare

## Pacifica Regional AI

0

**Node-AI**

- You may advance Pacifica Regional AI before and after you rez it.
- Regional AI advancement counter:** Gain an action.

Illus. Chris Vande Voort  
v1.0 © 1996 WoTC

0

Base 036 – Common

## Setup!

0

**Node-Ambush**

- When Runner accesses Setup!, it does 2 Net damage, even if it is not installed. Ignore this effect if Runner accesses it from the Archives. If Setup! is accessed from R&D, Runner must show it to you.

Illus. Norm Dwyer  
v1.0 © 1996 WoTC

0

Base 037 — **Uncommon**

### Virus Test Site

0

**Node-Ambush**

You may advance Virus Test Site before and after you rez it. When Runner accesses Test Site, it does 2 Net damage per advancement counter on it, or 1 Net damage if it has no counters, even if it is not installed or rezed. Ignore this effect if Runner accesses it from the Archives. If Test Site is accessed from R&D, Runner must show it to you.

Illus. Mark Collen  
v1.0 © 1996 WotC

Base 038 — **Uncommon**

### TRAP!

0

**Node-Ambush**

If you pay  $\otimes$  when Runner accesses TRAP!, it does 3 Net damage and gives Runner a tag, even if TRAP! is not installed. Ignore this effect if Runner accesses it from the Archives. If TRAP! is accessed from R&D, Runner must show it to you.

Illus. Mark Collen  
v1.0 © 1996 WotC

Base 039 — **Rare**

### Encoder, Inc.

0

**Node**

Cost to rez **code gates** is reduced by  $\otimes$ . All **code gates** have an additional subroutine, “ $\rightarrow$  End the run,” after all other subroutines.

Illus. Todd Wade  
v1.0 © 1996 WotC

Base 040 — **Uncommon**

### Information Laundering

0

**Node-Transactions**

You may advance Information Laundering before and after you rez it.

$\otimes$ ,  $\otimes$ : Gain  $\otimes$  for each advancement counter on Information Laundering.  
“Information wants to be clean.”

Illus. Mike Kimble  
v1.0 © 1996 WotC

Base 041 — **Uncommon**

### Omniscience Foundation

0

**Node-Gray Ops**

Give Runner a tag at the end of each turn during which Runner received a tag.

Illus. Rob Dixon  
v1.0 © 1996 WotC

Base 042 — **Uncommon**

### South African Mining Corp

0

**Node-Transactions**

$\otimes$ ,  $\otimes$ ,  $\otimes$ : Gain  $\otimes$ .

Illus. Todd Wade  
v1.0 © 1996 WotC

Base 043 — **Uncommon**

### Vapor Ops

0

**Node**

You may advance Vapor Ops before and after you rez it.

**Vapor Ops advancement counter:** Gain  $\otimes$ .

$\otimes$ : Move any number of advancement counters from Vapor Ops to another installed card that can be advanced.

Illus. Craig Hooper  
v1.0 © 1996 WotC

Base 044 — **Uncommon**

### Hacker Tracker Central

0

**Node-Asset**

After each trace attempt, whether successful or not, put  $\otimes$  from the bank on Hacker Tracker Central. During a trace attempt, each bit you spend from Hacker Tracker Central increases by 1 both your trace strength and your trace limit.

Illus. Robert McLees  
v1.0 © 1996 WotC

Base 045 — **Rare**

### Krumz

0

**Node-AI**

Put  $\otimes$  from the bank on Krumz when you rez it. Use this bit only to pay for traces. If you use this bit, replace it at the start of your next turn.

Illus. Mark Collen  
v1.0 © 1996 WotC

Base 046 – Uncommon

### Rustbelt HQ Branch

0

**Node-Asset**  
Hand size +2

*"Systems are heavily monitored and computer crime treated with draconian ferocity." Sounds like Heaven."*

Illus. Anthony Petrarca  
v1.0 © 1996 WotC

2

Base 047 – Rare

### Skälderviken SA Beta Test Site

0

**Node**

Cost to rez **black ice** is reduced by 1.

*"When you rez this, it's very important you have its administrator be there for it to imprint on him."*

Illus. Chris Vande Voort  
v1.0 © 1996 WotC

2

Base 048 – Rare

### Corporate Negotiating Center

0

**Node-Asset**

At the start of each of your turns, gain 1 for each **agenda** card stored in HQ that you show to Runner.

*"That which does not get me fired makes me more valuable to the corporation." –Dave Michaels, Microtech Special Ops*

Illus. Roger Coad  
v1.0 © 1996 WotC

3

Base 049 – Uncommon

### Cowboy Sysop

0

**Node**

☞: Choose one of your installed cards to be uninstalled. Store it in HQ.

Illus. Mark Tedin  
v1.0 © 1996 WotC

3

Base 050 – Uncommon

### ESA Contract

0

**Node**

☞: Draw two cards.

*"You know that orange toothpaste that suppresses your appetite? Yup, that came out of the space program too."*

Illus. Ramon Mascarenas  
v1.0 © 1996 WotC

3

Base 051 – Rare

### Fortress Architects

0

**Node**

Cost to install **ice** is reduced by 1.

*"You want us to build that? Not even God has the money to afford that!"*

*"You're working for Saburo Arasaka, not God."*

Illus. Fellwalker & Tolen  
v1.0 © 1996 WotC

3

Base 052 – Uncommon

### Rescheduler

0

**Node-Gray Ops**

☞: Note the number of cards stored in HQ. Shuffle those cards into R&D, and then draw that many cards.

Illus. Mike Kimble  
v1.0 © 1996 WotC

3

Base 053 – Uncommon

### Solo Squad

0

**Node**

☞: Do 1 meat damage. Use this ability only if Runner is tagged.

*"We don't break kneecaps. We derm the perps with a mushroom derivative. It's more fun, more humane... and much more devastating to their fine reflexes and thus their careers."*

Illus. Ernie Chan  
v1.0 © 1996 WotC

3

Base 054 – Common

### BBS Whispering Campaign

0

**Node-Advertisement**

Put 1 from the bank on BBS Whispering Campaign when you rez it. When all the bits have been removed, trash BBS Whispering Campaign.

☞: Take 1 from BBS Whispering Campaign.

Illus. Kevin Taylor  
v1.0 © 1996 WotC

4

Base 055 – **Rare**

### Disinfectant, Inc.

0

**Node**  
 You may pay 1 to avoid receiving a **Virus** counter. Use this ability only once each turn.

Illus. Rob Dixon  
 v1.0 © 1996 WotC

4

Base 056 – **Uncommon**

### Newsgroup Taunting

1

**Node**  
 At the start of each run, Runner must pay 1, in addition to any other costs, or end the run.

Illus. Kevin Taylor  
 v1.0 © 1996 WotC

0

Base 057 – **Rare**

### Data Masons

1

**Node**  
 Cost to rez **walls** is reduced by 1. All **walls** have +1 strength.  
*“An eye on top of a pyramid? No, that’s not our Net logo; you must have us confused with another outfit.”*

Illus. Sue Ann Harkey  
 v1.0 © 1996 WotC

1

Base 058 – **Rare**

### City Surveillance

1

**Node-Gray Ops**  
 For each card Runner draws, give Runner a tag unless Runner pays 1, in addition to any other costs, to avoid receiving that tag. You may rez City Surveillance just before the card is drawn.

Illus. Sue Ann Harkey  
 v1.0 © 1996 WotC

2

Base 059 – **Uncommon**

### Investment Firm

1

**Node-Transactions**  
 Take 1 from Investment Firm, if it has any bits, at the start of each of your turns. Whenever 1 or more bits are added to your pool, you may put 1 from the bank on Investment Firm for each 1 you choose not to add to your pool. Effects that give you bits at the start of your turn cannot be used this way.

Illus. Anthony Petrarca  
 v1.0 © 1996 WotC

2

Base 060 – **Common**

### Spinn® Public Relations

1

**Node-Transactions**  
 Take 1 from Spinn® Public Relations, if it has any bits, at the start of each of your turns.  
 Put 1 from the bank on Spinn® Public Relations.  
*“Of course it’s true! I saw it on the ‘vid.”*

Illus. Todd Wade  
 v1.0 © 1996 WotC

4

Base 061 – **Uncommon**

### Corprunner’s Shattered Remains

2

**Node-Ambush**  
 You may advance Shattered Remains before and after you rez it. When Runner accesses Shattered Remains, it destroys one piece of **hardware** for each advancement counter on it.  
*“It’s not that I like screwing you up. It’s just that they got me wired so I feel the routines like bugs on my neck, so believe it, brother—I’m gonna swat!”*

Illus. Mark Collen  
 v1.0 © 1996 WotC

0

Base 062 – **Uncommon**

### Experimental AI

2

**Node-AI-Ambush**  
 You may advance Experimental AI before and after you rez it. When Runner accesses Experimental AI, it destroys one **program** for each advancement counter on it.

Illus. Mike Kimble  
 v1.0 © 1996 WotC

0

Base 063 – **Uncommon**

### Vacant Soukkiller

2

**Node-Ambush**  
 You may advance Vacant Soukkiller before and after you rez it. When Runner accesses Vacant Soukkiller, it does 1 brain damage for each advancement counter on it.  
*The original Soukkiller started as a matrix to contain artificial personalities, but Arasaka forced the original engineer to enhance the design for its own purposes.*

Illus. Larry Friedman  
 v1.0 © 1996 WotC

0

Base 064 – **Uncommon**

### Chicago Branch

2



**Node-Asset**

- Put 2 from the bank on Chicago Branch when you rez it. When all the bits have been removed, trash Chicago Branch.
- Take 2 from Chicago Branch when you rez it.

Illus. Anthony Petrarca  
v1.0 © 1996 WoTC

Base 065 – **Uncommon**

### Department of Truth Enhancement

2



**Node-Gray Ops**

- Put 2 from the bank on Department of Truth Enhancement.
- Take all the bits from Department of Truth Enhancement.

*"We don't lie. We use statistics."  
—Scott H. Warner, Department Coordinator*

Illus. Matt Wilson  
v1.0 © 1996 WoTC

Base 066 – **Uncommon**

### Euromarket Consortium

2



**Node**


- Hand size +2
- Draw two cards.

Illus. Doug Chaffee  
v1.0 © 1996 WoTC

Base 067 – **Rare**

### Schlaghund

2



**Node-Random-Black Ops**

- Roll a die. If you roll less than or equal to the number of tags Runner has, Schlaghund does 10 meat damage and you trash Schlaghund.

*"Remember when your mother told you not to pet strange dogs? That's advice to live by."*

Illus. L.A. Williams  
v1.0 © 1996 WoTC

Base 068 – **Rare**

### I Got a Rock

3



**Node-Black Ops**

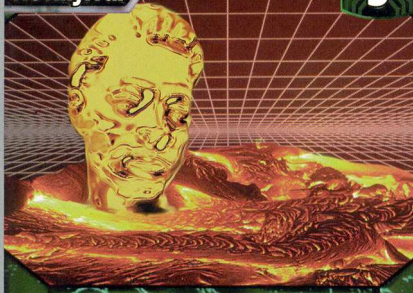
- 3 agenda points: Do 15 meat damage to Runner. Use this ability only if Runner has two or more tags.

Illus. Richard Thomas  
v1.0 © 1996 WoTC

Base 069 – **Rare**

### Nevinyrral

3



**Node-AI-Unique**

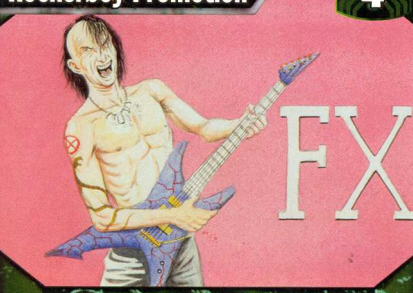
- Gain an action during each of your turns. If Nevinyrral leaves play while rezzed, you lose the game.
- Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Maria P. Cabardo  
v1.0 © 1996 WoTC

Base 070 – **Common**

### Rockerboy Promotion

4



**Node-Advertisement**

- Put 2 from the bank on Rockerboy Promotion when you rez it. When all the bits have been removed, trash Rockerboy Promotion.
- Take 2 from Rockerboy Promotion.

Illus. John Ramirez  
v1.0 © 1996 WoTC

Base 071 – **Common**

### Holovid Campaign

4



**Node-Advertisement**

- Put 2 from the bank on Holovid Campaign when you rez it. Take 2 from Holovid Campaign at the start of each of your turns. When all the bits have been removed, trash Holovid Campaign.

Illus. Zak Plucinski  
v1.0 © 1996 WoTC

Base 072 – **Uncommon**

### Remote Facility

5



**Node-Asset**

- Gain an action during each of your turns.

*"While moving corporate operations to a remote location increases processing costs, it becomes easier to defend vital information against attempts at hostile acquisition."  
—David Samms, corporate consultant*

Illus. Chris Vande Voort  
v1.0 © 1996 WoTC



Base 073 - **Rare**

### Blood Cat

6

**Node-AI**  
**Trace**<sup>5</sup>—If trace is successful, give Runner a tag.  
*"These break-ins are unacceptable. Put the Cat on him. I want this character tagged so tight we know when he sheds a hair!"*

Illus. Larry Friedman  
 v1.0 © 1996 WoTC

0

Base 074 - **Common**

### Braindance Campaign

6

**Node-Advertisement-Gray Ops**  
 Put **1** from the bank on Braindance Campaign when you rez it. Take **1** from Braindance Campaign at the start of each of your turns. When all the bits have been removed, trash Braindance Campaign.  
*"So it's a subliminal. What they don't know won't hurt them."*

Illus. Heather Hudson  
 v1.0 © 1996 WoTC

7

Base 075 - **Uncommon**

### Bizarre Encryption Scheme

0

**Upgrade**  
 Runner does not score any **agenda** (or **agendas**) on a run during which Bizarre Encryption Scheme is accessed; return that **agenda** to the fort instead. Runner scores the **agenda** at the start of his or her next turn if neither you nor Runner has scored it by then. This does not affect any further runs.

Illus. Mark Collen  
 v1.0 © 1996 WoTC

1

Base 076 - **Uncommon**

### Olivia Salazar

0

**Upgrade-Sysop**  
 For half cost, rounded down, rez a piece of **ice** installed on this fort. Derezz that **ice** at the end of the run. Use this ability only once during each run on this fort.

Illus. Randy Gallegos  
 v1.0 © 1996 WoTC

1

Base 077 - **Rare**

### Chester Mix

0

**Upgrade-Sysop**  
 Cost to install **ice** on this fort is reduced by **1**.  
*"Of course, he subscribes to the Platonic-solids school of ice-rendering, but he is cheap."*

Illus. Lawrence Snelly  
 v1.0 © 1996 WoTC

3

Base 078 - **Rare**

### Dieter Esslin

0

**Upgrade-Sysop-Ambush**  
 When Runner accesses Dieter Esslin, Dieter does 1 Net damage.  
*"Y'know, sometimes it worries me how much he enjoys his job."*

Illus. Matt Wilson  
 v1.0 © 1996 WoTC

3

Base 079 - **Uncommon**

### Dr. Dreff

0

**Upgrade-Sysop**  
 Whenever Runner makes a successful run on this fort, you may choose an **ice** card stored in HQ. Pay half of that card's rez cost, rounded down, to force Runner to encounter it; the run is not considered successful unless Runner passes that piece of **ice**. Trash that **ice** after the encounter ends. Use this ability only once during each run on this fort.

Illus. Doug Chaffee  
 v1.0 © 1996 WoTC

3

Base 080 - **Rare**

### Omni Kismet, Ph.D.

0

**Upgrade-Sysop**  
 Swap a piece of unrezzed **ice** on this fort with an **ice** card stored in HQ. The new **ice** card comes into play concealed. Use this ability only once during each run on this fort.  
*"What the...?! That wasn't in the plans!" -Epitaph*

Illus. Doug Shuler  
 v1.0 © 1996 WoTC

3

Base 081 - **Rare**

### Aardvark

0

**Upgrade**  
 Runner cannot use **worms** during runs on this fort. If Runner uses a **worm** during a run on this fort before Aardvark is rezzed, you may rez Aardvark to trash that **worm**, and any bits spent using that **worm** on the current piece of **ice** are lost to no effect. Runner may then use further **icebreakers** to break the **ice**.

Illus. Fellwalker & Tolen  
 v1.0 © 1996 WoTC

4

Base 082 - Rare

### Jenny Jett



**Upgrade-Sysop**  
Whenever Runner makes a successful run on this fort, you may choose an **ice** card stored in HQ. Install that piece of **ice** on this fort in the innermost position, paying an installation cost of 1 for each piece of **ice** already on the fort. Runner is now considered to be approaching that piece of **ice**. Use this ability only once during each run on this fort.

Illus. Lawrence Snelly  
v1.0 © 1996 WoTC

Base 083 - Unclassified

### Red Herrings



**Upgrade**  
Runner must pay 1, in addition to any other costs, to steal **agendas** accessed from this fort, even on the run during which Runner trashes Red Herrings.  
*"Frack! It's easier to find things on my floor than in this mess."*

Illus. Mark Collen  
v1.0 © 1996 WoTC

Base 084 - Rare

### Crybaby



**Upgrade-Ambush**  
When Runner accesses Crybaby, give Runner a Crying counter. Each Crying counter reduces Runner's link by 2 during each trace attempt. Runner can remove a Crying counter by taking an action to pay 1.

Illus. Kim Francisco  
v1.0 © 1996 WoTC

Base 085 - Unclassified

### Dedicated Response Team



**Upgrade-Ambush**  
When Runner accesses Dedicated Response Team, it does 3 meat damage. Ignore this effect unless Runner is tagged.  
*"Excuse me—that's my beeper."*

Illus. Pete Venters  
v1.0 © 1996 WoTC

Base 086 - Unclassified

### Turbeau Delacroix



**Upgrade-Sysop-Ambush**  
**Trace**<sup>10</sup>—If trace is successful, give Runner a tag. Use this ability only when Runner accesses Turbeau Delacroix, and only once during each run on this fort.

Illus. L.A. Williams  
v1.0 © 1996 WoTC

Base 087 - Rare

### Twenty-Four-Hour Surveillance



**Upgrade**  
During runs on this fort, Runner cannot use bits from **stealth** sources.

Illus. Mark Collen  
v1.0 © 1996 WoTC

Base 088 - Unclassified

### Antiquated Interface Routines



**Upgrade**  
All **ice** on this fort has +1 strength.

Illus. Mark Collen  
v1.0 © 1996 WoTC

Base 089 - Rare

### Chimera



**Upgrade-Ambush**  
When Runner accesses Chimera, trash a **daemon**.  
*"Watch this. She likes to play with it before she trashes it."*

Illus. Larry Friedman  
v1.0 © 1996 WoTC

Base 090 - Rare

### Tesseract Fort Construction



**Upgrade**  
All **ice** on this fort has an additional subroutine, "End the run unless Runner pays 1," after all other subroutines.  
*"So are you upside down, or am I?"*  
*"Depends on how you look at it."*

Illus. Mark Tedin  
v1.0 © 1996 WoTC

Base 091 – Uncommon

## Namatoki Plaza

3

**Upgrade**  
Rez Namatoki Plaza when you install it. Install Namatoki Plaza only if you can pay to rez it. Install only inside a subsidiary data fort. That fort may have an additional **agenda** or **node** installed inside it. If Namatoki Plaza leaves play while installed, and this results in the fort having too many **agendas** and **nodes** installed inside it, trash one of those **agendas** or **nodes**.

Illus. Chris Vande Voort  
v1.0 © 1996 WoTC

Base 092 – Rare

## Singapore City Grid

0

**Upgrade-Region**  
Swap a piece of unrezed **ice** on this fort with an **ice** card stored in HQ. The new **ice** card comes into play concealed. Use this ability only during each run on this fort.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Mike Kimble  
v1.0 © 1996 WoTC

Base 093 – Rare

## Tokyo-Chiba Infighting

0

**Upgrade-Region**  
Gain **▲** after each unsuccessful run on this fort.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Mark Collen  
v1.0 © 1996 WoTC

Base 094 – Rare

## New Galveston City Grid

1

**Upgrade-Region**  
All **nodes** and other **upgrades** installed inside this fort cost **▲** to trash, in addition to the normal cost.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Craig Hooper  
v1.0 © 1996 WoTC

Base 095 – Uncommon

## Rio de Janeiro City Grid

1

**Upgrade-Region-Random**  
Roll a die whenever Runner passes a piece of rezed **ice** during a run on this fort. On a 1, end the run.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

*"There's a new jungle in Brazil—the rusted-wire maze of telecom retrotech. Prepare to have your line dropped, and dropped, and dropped, and..."*

Illus. Pete Venters  
v1.0 © 1996 WoTC

Base 096 – Rare

## Jerusalem City Grid

2

**Upgrade-Region**  
Cost to rez **walls** on this fort is reduced by **▲**. All **walls** on this fort have +1 strength.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Chris Vande Voort  
v1.0 © 1996 WoTC

Base 097 – Uncommon

## Paris City Grid

2

**Upgrade-Region**  
Put **▲** from the bank on Paris City Grid when you rez it. Use these bits only to pay for traces made during runs on this fort. If you use any of these bits, replace them at the start of your next turn.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Mark Tedin  
v1.0 © 1996 WoTC

Base 098 – Rare

## Roving Submarine

3

**Upgrade-Region**  
Install only inside a subsidiary data fort. This fort may be run only if you installed or advanced a card inside or on this fort during your last turn.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Doug Chaffee  
v1.0 © 1996 WoTC

Base 099 – Uncommon

## Crystal Palace Station Grid

5

**Upgrade-Region**  
Runner must pay **▲**, in addition to the normal cost, to break each subroutine of each piece of **ice** encountered during runs on this fort.

Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. R. Talsorian Games Staff  
v1.0 © 1996 WoTC

Base 100 – Rare

## Washington, D.C., City Grid

7

**Upgrade-Region**  
The difficulty of **agendas** installed inside this fort is reduced by 1.  
Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Chris Vande Voort  
v1.0 © 1996 Wolf

6

Base 101 – Common

## Filter

0

**Ice-Code Gate**  
End the run.  
*Friendly even to numerically challenged employees, it accepts transposed numerals in the access code.*

Illus. Daniel Gelon  
v1.0 © 1996 Wolf

0

Base 102 – Common

## Sleeper

1

**Ice-Code Gate**  
End the run.

Illus. Daniel Gelon  
v1.0 © 1996 Wolf

1

Base 103 – Common

## Quandary

2

**Ice-Code Gate**  
End the run.  
*"So many decisions, so little ti—"*

Illus. Daniel Gelon  
v1.0 © 1996 Wolf

2

Base 104 – Rare

## Endless Corridor

4

**Ice-Code Gate**  
End the run.  
End the run.  
*The light at the end of the tunnel's been turned off to reduce overhead.*

Illus. Anthony Petrarca  
v1.0 © 1996 Wolf

2

Base 105 – Common

## Scramble

3

**Ice-Code Gate**  
End the run.

Illus. Daniel Gelon  
v1.0 © 1996 Wolf

3

Base 106 – Rare

## Cortical Scanner

7

**Ice-Code Gate**  
End the run.  
End the run.  
End the run.  
*Your brain's the key.*

Illus. Robert McLees  
v1.0 © 1996 Wolf

3

Base 107 – Common

## Keeper

4

**Ice-Code Gate**  
End the run.  
*All computers wait at the same speed.*

Illus. Daniel Gelon  
v1.0 © 1996 Wolf

4

Base 108 – Rare

## Nerve Labyrinth

6

**Ice-Code Gate**  
Do 2 Net damage.  
End the run.  
*"If you're authorized, it's a smooth ride through; if you're not, you get the brain-twist of someone else's idea of normalcy."  
—Spider Murphy*  
*"But it's a great training ground for navigating wilderness."  
—Rache Bartmoss*

Illus. Anson Maddocks  
v1.0 © 1996 Wolf

4

Base 109 - **Uncommon**

### Ball and Chain

2

**Ice-Code Gate**  
 ↻ For the remainder of the run, Runner must pay **2** when encountering a piece of **ice**, in addition to any other costs, or end the run.

Illus. Robert McLees  
 v1.0 © 1996 Walt

5

Base 110 - **Rare**

### Tutor

4

**Ice-Code Gate**  
 ↻ For the remainder of the run, all **ice** encountered has an additional subroutine, "↻ End the run," after all other subroutines.

Illus. Roger Coad  
 v1.0 © 1996 Walt

5

Base 111 - **Uncommon**

### Mazer

5

**Ice-Code Gate**  
 ↻ End the run.  
*"Some Greek software house makes a variant that includes a killer with a minotaur motif. If you take too long to get through, it sics the minotaur on you, instead of cutting your connection. Lame clichés never die, I guess."  
 -Spider Murphy*

Illus. Daniel Gelon  
 v1.0 © 1996 Walt

5

Base 112 - **Rare**

### Haunting Inquisition

8

**Ice-Code Gate**  
 ↻ Runner cannot make another run during his or her next six actions.  
 ↻ End the run.  
*"It's just another nightmare, Johnny. Towel off and go back to sleep."*

Illus. Robert McLees  
 v1.0 © 1996 Walt

6

Base 113 - **Common**

### Data Wall

1

**Ice-Wall**  
 ↻ End the run.

Illus. Jonnie Wilder  
 v1.0 © 1996 Walt

0

Base 114 - **Common**

### Data Wall 2.0

2

**Ice-Wall**  
 ↻ End the run.  
*"Can't those chimps in Marketing come up with a different name? This isn't just version 2.0—it's a completely different program!"*

Illus. Jonnie Wilder  
 v1.0 © 1996 Walt

1

Base 115 - **Common**

### Wall of Static

3

**Ice-Wall**  
 ↻ End the run.

Illus. Kim Francisco  
 v1.0 © 1996 Walt

2

Base 116 - **Rare**

### Laser Wire

4

**Ice-Wall**  
 ↻ Do 1 Net damage.  
 ↻ End the run.

Illus. Kim Francisco  
 v1.0 © 1996 Walt

2

Base 117 - **Common**

### Crystal Wall

4

**Ice-Wall**  
 ↻ End the run.  
*"Yeah, the 'crystal' stuff is about as thick as walls get. But that just means the crunching noises are that much more gratifying when I hammer through it."  
 -Kiyote*

Illus. John Casebeer  
 v1.0 © 1996 Walt

5

Base 118 – Rare

### Razor Wire

6

Ice-Wall

- Do 2 Net damage.
- End the run.

Illus. John Casebeer  
v1.0 © 1996 WoTC

5

Base 119 – Common

### Fire Wall

5

Ice-Wall

- End the run.

*"Heat without tissue damage, compliments of nerve induction."*

Illus. Kim Francisco  
v1.0 © 1996 WoTC

4

Base 120 – Rare

### Reinforced Wall

8

Ice-Wall

- End the run.
- End the run.

Illus. Kim Francisco  
v1.0 © 1996 WoTC

4

Base 121 – Uncommon

### Rock Is Strong

6

Ice-Wall

- End the run.

*"I hear we have to watch out for a new icebreaker called 'Paper is True.'"*

Illus. Anson Maddocks  
v1.0 © 1996 WoTC

5

Base 122 – Rare

### Shotgun Wire

8

Ice-Wall

- Do 2 Net damage.
- End the run.

Illus. Kim Francisco  
v1.0 © 1996 WoTC

5

Base 123 – Rare

### Wall of Ice

13

Ice-Wall

- Do 2 Net damage.
- Do 2 Net damage.
- End the run.
- End the run.

Illus. Mark Tedin  
v1.0 © 1996 WoTC

6

Base 124 – Common

### Banpei

4

Ice-Sentry-Killer

- Trash a program.
- End the run.

*The survival of Bushido into cyberspace has spiritual significance to many execs.*

Illus. Doug Shuler  
v1.0 © 1998 WoTC

0

Base 125 – Common

### Ice Pick Willie

5

Ice-Sentry-Killer

- Trash a program.
- End the run.

*"Nice 'breaker you got there. Hate to see anything happen to it."*

Illus. Mark Poole  
v1.0 © 1996 WoTC

1

Base 126 – Common

### D' Arc Knight

6

Ice-Sentry-Killer

- Trash a program.
- End the run.

*"Do your worst, churl! I do not fear your best killers, your fastest evasion programs, your canniest AI routines. All of these I will face, and defeat."*

Illus. Doug Shuler  
v1.0 © 1998 WoTC

2

Base 127 – Common

**Fetch 4.0.1** 0

**Ice-Sentry-Bloodhound**  
 ↳ Trace<sup>3</sup>—If trace is successful, give Runner a tag.

Illus. Kim Francisco  
 v1.0 © 1996 WoTC

Base 128 – Uncommon

**Shock.r** 1

**Ice-Sentry-AP-Stun**  
 ↳ Runner cannot break any subroutines of the next piece of ice encountered during the run, and cannot jack out until after that encounter.

Illus. Mark Collen  
 v1.0 © 1996 WoTC

Base 129 – Rare

**Too Many Doors** 1

**Ice-Sentry**  
 ↳ Secretly spend 0, 1, or 2; Runner does the same. Then you and Runner reveal how much each of you spent. End the run unless you spent as many bits as Runner spent.

Illus. Pete Venters  
 v1.0 © 1996 WoTC

Base 130 – Uncommon

**Jack Attack** 3

**Ice-Sentry-AP**  
 ↳ For the remainder of the run, Runner cannot jack out.  
 ↳ Trace<sup>5</sup>—If trace is successful, give Runner a tag.

Illus. Anson Maddocks  
 v1.0 © 1996 WoTC

Base 131 – Common

**Rex** 4

**Ice-Sentry-Pit Bull**  
 ↳ Trace<sup>3</sup>—If trace is successful, end the run, and Runner cannot run again until Runner takes an action to pay 1.

Illus. Brian Booker  
 v1.0 © 1996 WoTC

Base 132 – Uncommon

**Data Darts** 5

**Ice-Sentry-AP-Hellbolt**  
 ↳ Do 3 Net damage.  
 ↳ Runner cannot break any subroutines of the next piece of ice encountered during the run.

Illus. Robert McLees  
 v1.0 © 1996 WoTC

Base 133 – Common

**π in the 'Face** 5

**Ice-Sentry-DeckCrash**  
 ↳ End the run.  
 “Nyuk, nyuk, nyuk . . .”

Illus. Robert McLees  
 v1.0 © 1996 WoTC

Base 134 – Uncommon

**Viral 15** 5

**Ice-Sentry**  
 ↳ For the remainder of the run, Runner must pay 1 to jack out, in addition to any other costs.  
 ↳ For the remainder of the run, Runner trashes an installed program after passing each piece of rezzed ice, including Viral 15, unless Runner jacks out.

Illus. Robert McLees  
 v1.0 © 1996 WoTC

Base 135 – Common

**Cortical Scrub** 7

**Ice-Sentry-Black Ice-AP-Brainwipe**  
 ↳ Do 1 brain damage.  
 ↳ End the run.  
 “Sounds nice and hygienic, eh?”

Illus. Mark Tedin  
 v1.0 © 1996 WoTC

Base 136 – Common

### Triggerman

7

**Ice-Sentry-Killer**  
 ↳ Trash a **program**.  
 ↳ End the run.

*"Sweetheart, the emotional processing of two lonely ROM constructs isn't allocated a megabyte of RAM in this crazy world."*

5

Illus. Robert McLees  
 v1.0 © 1996 WoTC

Base 137 – Uncommon

### Canis Major

0

**Ice-Sentry-Watchdog**  
 ↳ For the remainder of the run, all further **ice** is encountered at +2 strength.

4

Illus. Ash Arnett  
 v1.0 © 1996 WoTC

Base 138 – Rare

### Fatal Attractor

1

**Ice-Sentry-Black Ice-AP**  
 ↳ The next time Runner encounters a piece of **ice** during the run, do 3 Net damage unless Runner breaks all subroutines of that piece of **ice**.

4

Illus. Mark Tedin  
 v1.0 © 1996 WoTC

Base 139 – Uncommon

### Virizz

2

**Ice-Sentry**  
 ↳ For the remainder of the run, Runner must pay an additional ⚙️ to break each **ice** subroutine.

4

Illus. Doug Shuler  
 v1.0 © 1996 WoTC

Base 140 – Common

### Asp

4

**Ice-Sentry-Flatline**  
 ↳ **Trace**<sup>5</sup>—If trace is successful, end the run, and Runner cannot run again until Runner takes an action to pay ⚙️.

*Oh how sharper than a serpent's tooth is one of these suckers clamped onto the boot sector of a drive!*

4

Illus. Mark Poole  
 v1.0 © 1996 WoTC

Base 141 – Common

### Neural Blade

4

**Ice-Sentry-AP-Sword**  
 ↳ Do 1 Net damage.  
 ↳ Runner cannot break any subroutines of the next piece of **ice** encountered during the run.

4

Illus. Mark Poole  
 v1.0 © 1996 WoTC

Base 142 – Common

### Fang

5

**Ice-Sentry-Pit Bull**  
 ↳ **Trace**<sup>4</sup>—If trace is successful, end the run, and Runner cannot run again until Runner takes an action to pay ⚙️.

*"We provide guide dogs for the morally blind." —Arthur Cohn, JYD Security Enterprises*

4

Illus. Kim Francisco  
 v1.0 © 1996 WoTC

Base 143 – Uncommon

### Fragmentation Storm

6

**Ice-Sentry-Flatline**  
 ↳ **Trace**<sup>4</sup>—If trace is successful, end the run and trash a **program**, and Runner cannot run again until Runner takes an action to pay ⚙️.

4

Illus. Fellwalker & Tolen  
 v1.0 © 1996 WoTC

Base 144 – Common

### Bolter Cluster

7

**Ice-Sentry-AP-Hellbolt**  
 ↳ Do 4 Net damage.  
 ↳ Runner cannot break any subroutines of the next piece of **ice** encountered during the run.

4

Illus. Norm Dwyer  
 v1.0 © 1996 WoTC



Base 145 – **Uncommon**

### Pocket Virtual Reality

7

**Ice-Sentry**

- Trace<sup>6</sup>—If trace is successful, give Runner a tag.
- Trace<sup>6</sup>—If trace is successful, give Runner a tag.

Whenever Pocket Virtual Reality is encountered, gain **4**. Use these bits only to pay for the above traces. When the encounter ends, return to the bank any of the **4** you did not spend.

Illus. Fellwalker & Tolen  
v1.0 © 1996 WoTC

Base 146 – **Common**

### TKO 2.0

7

**Ice-Sentry-AP-Knockout**

- End the run, and Runner forgoes his or her next action.

*"There's nothing like a right hook to the left side of your brain to throw you for a loop." —Digital Dana*

Illus. John Casebeer  
v1.0 © 1996 WoTC

Base 147 – **Uncommon**

### Sentinels Prime

8

**Ice-Sentry-Killer**

- Trash a **program**.
- End the run.

Illus. Kevin Taylor  
v1.0 © 1996 WoTC

Base 148 – **Common**

### Zombie

9

**Ice-Sentry-Black Ice-AP-Zombie**

- Do 1 brain damage.
- Do 1 brain damage.
- End the run.

*Every time a runner encounters a Zombie again, she's gotta be sayin' to herself, "You used to be smarter than this!"*

Illus. Pete Venters  
v1.0 © 1996 WoTC

Base 149 – **Uncommon**

### Canis Minor

0

**Ice-Sentry-Watchdog**

- For the remainder of the run, all further **ice** is encountered at +1 strength.

Illus. Mark Collen  
v1.0 © 1996 WoTC

Base 150 – **Uncommon**

### Hunter

2

**Ice-Sentry-Bloodhound**

- Trace<sup>5</sup>—If trace is successful, give Runner a tag.

Illus. Kim Francisco  
v1.0 © 1996 WoTC

Base 151 – **Rare**

### Vacuum Link

3

**Ice-Sentry-Random**

- Roll a die. If you roll a 1, 2, or 3, Runner resumes the run from that many pieces of rezzed **ice** back, or jacks out. If there are not that many pieces of **ice**, Runner returns to the first piece of **ice**.

Illus. Robert McLees  
v1.0 © 1996 WoTC

Base 152 – **Uncommon**

### Data Raven

5

**Ice-Sentry**

- Trace<sup>5</sup>—If trace is successful, give Runner a tag and a Data Raven counter. Each Data Raven counter gives Runner a tag at the start of each of his or her turns. Runner may remove a Data Raven counter by taking an action to pay **4**.

Illus. Matt Milberger  
v1.0 © 1996 WoTC

Base 153 – **Common**

### Fang 2.0

6

**Ice-Sentry-Pit Bull**

- Trace<sup>5</sup>—If trace is successful, end the run, and Runner cannot run again until Runner takes an action to pay **4**.

Illus. Anson Maddocks  
v1.0 © 1996 WoTC

Base 154 - Common

### Homewrecker™ 7

Ice-Sentry-Black Ice-AP-Firestarter

- Trace<sup>5</sup>—If trace is successful, end the run, trash a piece of **hardware**, and do 2 meat damage. This damage cannot be prevented.

*"It does more than discourage intrusions—it keeps our fire department contract in the black."*

5

Illus. Mark Tedin  
v1.0 © 1996 WoTC

Base 155 - Uncommon

### Data Naga 9

Ice-Sentry-Killer

- Trash a **program**.
- End the run.

*"As it says in the Upanishads, O thief: You have a right to your labor, but not to the fruits of your labor."*

5

Illus. Kaja Foglio  
v1.0 © 1996 WoTC

Base 156 - Uncommon

### Code Corpse 10

Ice-Sentry-Black Ice-AP-Zombie

- Do 1 brain damage.
- Do 1 brain damage.
- End the run.

*Nothing turns a wannabe into a coulda-been faster than rewriting the forebrain from the inside out.*

5

Illus. Brian Booker  
v1.0 © 1996 WoTC

Base 157 - Common

### Cerberus 11

Ice-Sentry-Black Ice-AP-Hellhound

- Do 3 Net damage.
- Trace<sup>5</sup>—If trace is successful, give Runner a Cerberus counter. Each Cerberus counter does 2 Net damage at the start of each run. Runner may remove a Cerberus counter by taking an action to spend.
- End the run.

5

Illus. Robert McLees  
v1.0 © 1996 WoTC

Base 158 - Uncommon

### Mastiff 12

Ice-Sentry-Black Ice-AP-Hellhound-Watchdog

- Do 1 brain damage.
- Do 1 Net damage.
- For the remainder of the run, all ice is encountered at +1 strength.
- Trace<sup>5</sup>—If trace is successful, give Runner a Mastiff counter. Each Mastiff counter does 1 brain damage at the start of each run. Runner may remove a Mastiff counter by taking an action to spend.
- End the run.

5

Illus. Doug Shuler  
v1.0 © 1996 WoTC

Base 159 - Uncommon

### Cinderella 8

Ice-Sentry-Black Ice-AP-Firestarter

- Trace<sup>6</sup>—If trace is successful, end the run, trash a piece of **hardware**, and do 2 meat damage. This damage cannot be prevented.

6

Illus. Kaja Foglio  
v1.0 © 1996 WoTC

Base 160 - Uncommon

### Liche 14

Ice-Sentry-Black Ice-AP

- Do 1 brain damage.
- Do 1 brain damage.
- Do 1 brain damage.
- End the run.

6

Illus. Mark Poole  
v1.0 © 1996 WoTC

Base 161 - Uncommon

### Annual Reviews 0

Operation

Draw three cards.

*"Just between you and me, this wouldn't be a bad time to impress the boss with your initiative."*

Illus. John Ramirez  
v1.0 © 1996 WoTC

Base 162 - Common

### Audit of Call Records 0

Operation

Play only if Runner attempted two or more runs during his or her last turn.

Trace<sup>5</sup>—If trace is successful, give Runner a tag.

Illus. Tony Luke  
v1.0 © 1996 WoTC

Base 163 – Uncommon

### Day Shift

**Operation**  
 Draw two cards and gain .  
*"I'm sick of punching the clock. I want to punch my supervisor."*

Illus. Zak Plucinski  
 v1.0 © 1996 WoTC

Base 164 – Common

### Efficiency Experts

**Operation-Transactions**  
 Gain .  
*Waste not, want not.*

Illus. John Ramirez  
 v1.0 © 1996 WoTC

Base 165 – Common

### Netwatch Credit Voucher

*Cash Tronic*  
 Pay Bearer

DATE: January 5  
 LOCATION: Black M...  
 SUSPECTS: Duroche...  
 METHOD: Synapse G...

**Operation-Gray Ops**  
 Play only if Runner is tagged. Give Runner a tag, and gain .

Illus. Margaret Organ-Kean  
 v1.0 © 1996 WoTC

Base 166 – Rare

### New Blood

**Operation**  
 Conceal all revealed but unrezzed **ice**; then rearrange your installed **ice** by swapping pairs of **ice** while Runner looks away.  
*"I hate newbie sysops. They always rearrange our ice into some weird configuration just because it matches some stupid question on their finals."*

Illus. Mike Kimble  
 v1.0 © 1996 WoTC

Base 167 – Common

### Night Shift

**Operation**  
 Gain and draw one card.  
*"It wasn't until my certification boards that it began to dawn on me that nights aren't infinitely long."*

Illus. Zak Plucinski  
 v1.0 © 1996 WoTC

Base 168 – Uncommon

### Off-Site Backups

**Operation**  
 Bring any card from the Archives into HQ.  
*Data saved is eurobucks earned.*

Illus. Zak Plucinski  
 v1.0 © 1996 WoTC

Base 169 – Common

### Planning Consultants

**Operation-Gray Ops**  
 Look at the top five cards of R&D and arrange them in any order you choose.  
*"Chance favors the prepared mind."  
 –Sir Isaac Newton*

Illus. Christina Wald  
 v1.0 © 1996 WoTC

Base 170 – Uncommon

### Punitive Counterstrike

**Operation-Black Ops**  
 Play only if Runner is tagged. Do 2 meat damage.  
*"Violence isn't always the best approach, but it's often the most direct."  
 –Anonymous WuTech VP*

Illus. Dave Pilurs  
 v1.0 © 1996 WoTC

Base 171 – Rare

### Silver Lining Recovery Protocol

**Operation**  
 If any **agendas** were stolen during Runner's last turn, gain bits equal to three times the number of advancement counters those **agendas** had.

Illus. Jonnie Wilder  
 v1.0 © 1996 WoTC

Base 172 – **Uncommon**

### Closed Accounts



**Operation-Gray Ops**  
 Play only if Runner is tagged. Runner loses all bits.

*"Watch out for the blast shelters First Eurobank builds around its ATMs. They may be great for the rubes, but if some corp has marked your account as illegal, the shelter will seal you in until the cops come." –Kiyote*

Illus. Randy Gallegos  
 v1.0 © 1996 WoTC

Base 173 – **Uncommon**

### Corporate Detective Agency



**Operation**  
 Play only if Runner is tagged. Trash up to two **resources**, at no cost.

Illus. Zak Plucinski  
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Base 174 – **Uncommon**

### Datapool® by Zetatech



**Operation-Gray Ops**  
 Play only if Runner is tagged. Give Runner two tags.

*The enemy of your enemy is sometimes also your enemy.*

Illus. James Allen Higgins  
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Base 175 – **Uncommon**

### Edgerunner, Inc., Temps



**Operation**  
 Gain three consecutive actions, which you may use only to install cards. You are not required to take all three of these actions.

*"Just remember to sweep the fort for back doors once they're done."*

Illus. Zak Plucinski  
 v1.0 © 1996 WoTC

Base 176 – **Rare**

### Falsified-Transactions Expert



**Operation**  
 Move up to three advancement counters from one card to another installed card that can be advanced.

Illus. Craig Gilmore  
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Base 177 – **Uncommon**

### Team Restructuring



**Operation**  
 Add one advancement counter to each of up to two installed cards that can be advanced.

*Executive ability is deciding quickly and getting somebody else to do the work.*

Illus. Craig Gilmore  
 v1.0 © 1996 WoTC

Base 178 – **Common**

### Chance Observation



**Operation**  
 Play only if Runner attempted a run during his or her last turn.

**Trace<sup>3</sup>**—If trace is successful, give Runner a tag.

Illus. John Ramirez  
 v1.0 © 1996 WoTC

Base 179 – **Common**

### Trojan Horse



**Operation**  
 Play only if Runner stole any **agendas** during his or her last turn.

Give Runner a tag.

*The high-tech equivalent of a teller slipping a paint bomb into a money bag.*

Illus. Mike Kimble  
 v1.0 © 1996 WoTC

Base 180 – **Uncommon**

### Scorched Earth



**Operation-Black Ops**  
 Play only if Runner is tagged. Do 4 meat damage.

Illus. Greg Staples  
 v1.0 © 1996 WoTC

Base 181 – **Uncommon**

### Overtime Incentives

4

**Operation**  
Gain two actions.  
*"Hey, the door is stuck."*

Illus. Zak Plucinski  
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Base 182 – **Common**

### Accounts Receivable

5

**Operation-Transactions**  
Gain .  
*"If we don't receive payment in full by tomorrow, we'll be obliged to repossess."  
"But . . . but the equipment's already been installed in our employees."*

Illus. Zak Plucinski  
v1.0 © 1996 WoTC

Base 183 – **Common**

### Systematic Layoffs

5

**Operation**  
Add two advancement counters to any combination of installed cards that can be advanced.  
*"Yes, but what have you done for us this week?"*

Illus. Zak Plucinski  
v1.0 © 1996 WoTC

Base 184 – **Common**

### Urban Renewal

6

**Operation-Black Ops**  
Play only if Runner is tagged. Do 5 meat damage.  
*"The paper work has been clearly posted in the basement closet of City Hall since last Thursday."*

Illus. Doug Chaffee  
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Base 185 – **Common**

### Management Shake-Up

10

**Operation**  
Add three advancement counters to any combination of installed cards that can be advanced.  
*Don't be irreplaceable. If you can't be replaced, you can't be promoted.*

Illus. Zak Plucinski  
v1.0 © 1996 WoTC

Base 186 – **Uncommon**

### Project Consultants

12

**Operation**  
Add four advancement counters to any combination of installed cards that can be advanced.

Illus. Mike Raabe  
v1.0 © 1996 WoTC

Base 187 – **Uncommon**

### Power Grid Overload

X

**Operation-Gray Ops**  
Play only if Runner is tagged. Trash X pieces of **hardware**, other than **cybernetics**.

Illus. Randy Gallegos  
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