

Base 001 – Uncommon

Bakdoor™

Program-Base Link-2 MU

⚙️: Base link 3
 ⚙️: +1 link
 Use only one base link card for each trace attempt made against you.

Illus. Kevin Taylor
 v1.0 © 1996 WoTC

Base 002 – Rare

Emergency Self-Construct

Program-1 MU

🛡️: Prevent yourself from being flatlined, though you still lose all cards in your hand. Remove all brain damage. For the remainder of the game, you have only three actions per turn, instead of four; your hand size is reduced by 1; and all meat damage is automatically prevented.

Illus. Mark Poole
 v1.0 © 1996 WoTC

Base 003 – Uncommon

Expert Schedule Analyzer

Program-1 MU

After you access cards from HQ, look at all cards stored in HQ.

Illus. Doug Shuler
 v1.0 © 1996 WoTC

Base 004 – Rare

False Echo

Program-1 MU

⚙️: The Corp must rez as much ice as possible on a fort, beginning with the outermost ice and working in. Use this ability only after a successful run on that fort.

Illus. Pete Venters
 v1.0 © 1996 WoTC

Base 005 – Uncommon

I Spy

Program-1 MU

🕵️: Put a Spy counter in a data fort. A Spy counter exposes all cards installed inside or on a fort containing it. The Corp may remove a Spy counter by taking an action to pay ⚙️. Use this ability only immediately after a successful run on that fort.

Illus. Mark Poole
 v1.0 © 1996 WoTC

Base 006 – Uncommon

Imp

Program-Daemon-1 MU

Imp can have up to 2 MU of programs installed in it. All icebreakers installed in this way have their strength reduced by 1. If Imp leaves play, trash all programs installed in it.

Illus. Mike Kimble
 v1.0 © 1996 WoTC

Base 007 – Common

Invisibility

Program-Stealth-1 MU

Put ⚙️ from the bank on Invisibility when it is installed. Use this bit only to pay for using icebreakers during runs, but not for using noisy icebreakers. If you use the bit, replace it at the start of your next turn.

Illus. Mark Tedin
 v1.0 © 1996 WoTC

Base 008 – Rare

Joan of Arc

Program-1 MU

🛡️: Prevent one or more of your other installed programs from being trashed.
 ⚙️: Prevent one or more of your other installed programs from being trashed, and bring Joan of Arc into your hand.

Illus. John Casebeer
 v1.0 © 1996 WoTC

Base 009 – Rare

Microtech AI Interface

Program-1 MU

Whenever you are about to access cards from R&D, you may first choose to cut any number of cards from the top of R&D to the bottom of R&D.

Illus. Doug Shuler
 v1.0 © 1996 WoTC

Base 010 - Rare

Netspace Inverter

collen

Program-1 MU

Reverse a fort's **ice** cards so that the outermost piece of **ice** becomes the innermost piece of **ice**, and so forth. Use this ability only immediately after a successful run on that data fort.

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 011 - Rare

Poltergeist

collen

Program-1 MU

Put on Poltergeist when it is installed. Use these bits only to pay for trashing **nodes**. If you use any of these bits, replace them at the start of your next turn.

Illus. Mark Tedin
v1.0 © 1996 WoTC

Base 012 - Uncommon

R&D-Protocol Files

collen

Program-1 MU

: Make a run on R&D, but instead of accessing cards, look at the top five cards of R&D.

Illus. Doug Shuler
v1.0 © 1996 WoTC

Base 013 - Uncommon

Rabbit

collen

Program-1 MU

Ice that attempts to trace you has its trace limit reduced by 1.

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 014 - Rare

Scatter Shot

collen

Program-1 MU

Put from the bank on Scatter Shot when it is installed. Use these bits only to pay for trashing **upgrades**. If you use any of these bits, replace them at the start of your next turn.

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 015 - Common

Shield

collen

Program-1 MU

Prevents up to 2 Net damage each turn.
Practice safe hacks: use Spartan® shields.

Illus. Kevin Taylor
v1.0 © 1996 WoTC

Base 016 - Uncommon

Speed Trap

collen

Program-Detection-1 MU

: Jack out before an **upgrade** or **node** takes effect. Use this ability only immediately after the Corp has rezzed that **upgrade** or **node**.

This program is solely intended for emergency extrication from hazards presented during inadvertent trespass; it in no way is intended to encourage willful trespass or other illegal action. ("Yeah, right.")

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 017 - Uncommon

Startup Immolator

collen

Program-1 MU

: Pay the rez cost of a piece of **ice** to trash that piece of **ice**. Use this ability only if you have just broken all the subroutines of that piece of **ice**.

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 018 - Uncommon

Zetatech Software Installer

collen

Program-1 MU

Put on Software Installer when it is installed. Use these bits only to pay for installing **programs**. You may use these bits to install a **program** overwriting Software Installer itself. If you use any of these bits, replace them at the start of your next turn.

Illus. Doug Shuler
v1.0 © 1996 WoTC

Base 019 – Common

Baedeker's Net Map

1

Program-Base Link-1 MU

⚙️: Base link 1
 ⚙️: +1 link

Use only one base link card for each trace attempt made against you.

"I knew I should have taken the left region from Albuquerque!"

Illus. Doug Shuler
 v1.0 © 1996 WoTC

Base 020 – Uncommon

Afreet

2

Program-Daemon-1 MU

Afreet can have up to 3 MU of **programs** installed in it. All **icebreakers** installed in Afreet have their strength reduced by 1. If Afreet leaves play, trash all **programs** installed in it.

Illus. Mike Kimble
 v1.0 © 1996 WoTC

Base 021 – Common

Force Shield

2

Program-1 MU

Prevents up to 2 Net and/or brain damage total each turn.

"Never use 'em; don't need 'em. My brain's been smoked so much that my myelin's vulcanized. That's why my ears are always dirty." —Rache Bartmoss

Illus. Doug Shuler
 v1.0 © 1996 WoTC

Base 022 – Uncommon

Mouse

2

Program-Detection-1 MU

🔍: Expose a card installed inside a data fort.

"If a man . . . make a better mousetrap than his neighbor, tho' he build his house in the woods, the world will make a beaten path to his door."
 —Ralph Waldo Emerson, quoted by Sarah S.B. Yule, Borrowings

Illus. Mark Collen
 v1.0 © 1996 WoTC

Base 023 – Rare

Self-Modifying Code

2

Program-2 MU

🔍: Search your stack for a **program** and install that **program**, if you can. Shuffle your stack afterwards. Use this ability only during a run.

"Now, if I could just do this with my DNA . . . on the fly . . . while eating." —Rache Bartmoss

Illus. Jonnie Wilder
 v1.0 © 1996 WoTC

Base 024 – Uncommon

Signpost

2

Program-1 MU

⚙️: +2 link. Use this ability only once during each trace attempt, and only after you and the Corp have revealed how much each of you spent.

Illus. Mark Collen
 v1.0 © 1996 WoTC

Base 025 – Common

Smarteye

2

Program-Detection-1 MU

Once during each run, you may expose a piece of unrezed **ice** as you approach it. You may then jack out before the Corp decides whether to rez the **ice**.

Illus. Mark Poole
 v1.0 © 1996 WoTC

Base 026 – Rare

Mystery Box

3

Program-1 MU

⚙️: Show the top five cards of your stack to the Corp. If any of those cards are **programs**, trash Mystery Box and then install one of those **programs**, at no cost. Shuffle your stack afterwards. Use this ability only during a run and only once each run.

Illus. Kevin Taylor
 v1.0 © 1996 WoTC

Base 027 – Common

SeeYa

3

Program-Detection-1 MU

🔍, ⚙️: Expose an installed card.

"It's like a pair of magic specs." —Urza Bloodrunner

Illus. Mark Collen
 v1.0 © 1996 WoTC

Base 028 – Rare

Succubus

3

Program-Daemon-1 MU
 Succubus can have up to 3 MU of **programs** installed in it. If Succubus leaves play, trash all **programs** installed in it.
"Hey, server . . ."

Illus. Anson Maddocks
 v1.0 © 1996 WotC

Base 029 – Common

Clown

4

Program-1 MU
 All **ice** is encountered with its strength reduced by 1.

Illus. Mark Collen
 v1.0 © 1996 WotC

Base 030 – Uncommon

Shredder Uplink Protocol

4

Program-2 MU
 [Icon]: Make a run on the Archives. If run is successful, do not access cards from the Archives; instead, treat run as a successful run on HQ.
"Gives a whole new meaning to the term 'trashing'."

Illus. Doug Shuler
 v1.0 © 1996 WotC

Base 031 – Common

Vevy Vevy Quiet

4

Program-Stealth-1 MU
 Put [Icon] from the bank on Vevy Vevy Quiet when it is installed. Use these bits only to pay for using **icebreakers** during runs, but not for using **noisy icebreakers**. If you use any of these bits, replace them at the start of your next turn.
"You know what I like? Sneaking all the way in, and then barking all the way out!" –Dog

Illus. Kevin Taylor
 v1.0 © 1996 WotC

Base 032 – Uncommon

Newsgroup Filter

5

Program-2 MU
 [Icon]: Gain [Icon].
You can find some useful stuff in the newsgroups if you can enlist an AI with the patience to wade through all the garbage.

Illus. Sue Ann Harkey
 v1.0 © 1996 WotC

Base 033 – Common

Cloak

7

Program-Stealth-1 MU
 Put [Icon] from the bank on Cloak when it is installed. Use these bits only to pay for using **icebreakers** during runs, but not for using **noisy icebreakers**. If you use any of these bits, replace them at the start of your next turn.
"Avoid a nettight if at all possible. You never know when your fortune will turn." –Spider Murphy

Illus. Doug Shuler
 v1.0 © 1996 WotC

Base 034 – Uncommon

Krash

0

Program-Icebreaker-1 MU
 [Icon]: Break ice subroutine.
 [Icon]: +1 strength

Illus. Jonnie Wilder
 v1.0 © 1996 WotC

Base 035 – Rare

Bartmoss Memorial Icebreaker

5

Program-Icebreaker-Random-1 MU
 [Icon]: Break ice subroutine.
 [Icon]: +1 strength
 After passing each piece of ice, roll a die if you used Bartmoss Memorial Icebreaker to break any subroutines of that ice. On a 1, trash Memorial Icebreaker.

Illus. Ash Arnett
 v1.0 © 1996 WotC

Base 036 – Uncommon

Dropp™

3

Program-Icebreaker-1 MU
 [Icon]: Break ice subroutine.
 [Icon]: +1 strength
 Using Dropp™ ends your run.

Illus. Todd Wade
 v1.0 © 1996 WotC

Base 037 – Uncommon

Blink

5

Program-Icebreaker-Random-1 MU

⚙️: Roll a die. On a 4, 5, or 6, break ice subroutine; otherwise, suffer that much Net damage. Use this ability only once on each subroutine during each encounter with a piece of ice.

5

Illus. Dave Pilurs
v1.0 © 1996 WoTC

Base 038 – Rare

Dupré

1

Program-Icebreaker-1 MU

⚙️: Break code gate subroutine.

⚙️: +1 strength

Put a +1 strength counter on Dupré after each run during which it was used to break a subroutine. All strength counters on Dupré are lost if you use Dupré on a fort other than the one you last used it on.

0

Illus. Robert McLees
v1.0 © 1996 WoTC

Base 039 – Vital

Codecracker

2

Program-Icebreaker-1 MU

⚙️: Break code gate subroutine.

⚙️: +1 strength

THIS PRODUCT FOR USE BY HOLDER OF CLASS-A LOCKSMITH CERTIFICATION. PROPAGATION OF THIS SOFTWARE AND USE WITHOUT PROPER CERTIFICATION ARE FELONY OFFENSES. ("Yeah, right.")

0

Illus. Doug Shuler
v1.0 © 1996 WoTC

Base 040 – Vital

Wizard's Book

5

Program-Icebreaker-1 MU

⚙️: Break code gate subroutine.

⚙️: +1 strength

Voluntas vincit omnia.

2

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

Base 041 – Vital

Tinweasel

5

Program-Icebreaker-1 MU

⚙️: Break code gate subroutine.

"Why, yes, I do speak fluent Navajo."

3

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 042 – Vital

Raffles

7

Program-Icebreaker-1 MU

⚙️: Break code gate subroutine.

⚙️: +1 strength

4

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 043 – Vital

Cyfermaster™

4

Program-Icebreaker-1 MU

⚙️: Break code gate subroutine.

⚙️: +1 strength

You can pick a lock; you can pick your friends. Now, thanks to Cyfermaster . . .

5

Illus. Mark Poole
v1.0 © 1996 WoTC

Base 044 – Uncommon

Grubb

0

Program-Icebreaker-Worm-1 MU

⚙️: Break wall subroutine.

⚙️: +1 strength for the remainder of this run

"Is it really more nauseating than Worm?"

"You've got to see it to believe it."

0

Illus. Norm Dwyer
v1.0 © 1996 WoTC

Base 045 – Vital

Jackhammer

1

Program-Icebreaker-Noisy-1 MU

⚙️: Break wall subroutine.

⚙️: +1 strength

Whenever you break a wall subroutine with Jackhammer, lose ⚙️, if you can, from a stealth card.

0

Illus. Norm Dwyer
v1.0 © 1996 WoTC

Base 046 – Vital

Hammer

2

Program-Icebreaker-Noisy-1 MU
 ⚙️: Break wall subroutine.
 ⚙️: +1 strength
 Whenever you break a wall subroutine with Hammer, lose a total of ⚙️ from **stealth** cards.

Illus. Mark Poole
 v1.0 © 1996 WoTC

2

Base 047 – Vital

Worm

4

Program-Icebreaker-Worm-1 MU
 ⚙️: Break wall subroutine.
 ⚙️: +1 strength
"It's hard to describe—but don't eat anything just before you watch it go into action."

Illus. Anson Maddocks
 v1.0 © 1996 WoTC

2

Base 048 – Rare

Japanese Water Torture

7

Program-Icebreaker-1 MU
 ⚙️: Break wall subroutine.
 ⚙️: +X strength, and forgo your next X actions.

Illus. Jonnie Wilder
 v1.0 © 1996 WoTC

2

Base 049 – Common

Dwarf

6

Program-Icebreaker-Worm-1 MU
 ⚙️: Break wall subroutine.
 ⚙️: +1 strength

Illus. Norm Dwyer
 v1.0 © 1996 WoTC

3

Base 050 – Vital

Ramming Piston

4

Program-Icebreaker-Noisy-1 MU
 ⚙️: Break wall subroutine.
 ⚙️: +1 strength
 Whenever you break a wall subroutine with Ramming Piston, lose a total of ⚙️ from **stealth** cards.

Illus. Norm Dwyer
 v1.0 © 1996 WoTC

5

Base 051 – Vital

Pile Driver

1

Program-Icebreaker-Noisy-1 MU
 ⚙️: Break up to four wall subroutines on a single piece of ice.
 ⚙️: +1 strength
 Whenever you use Pile Driver's break-walls subroutine, lose a total of ⚙️ from **stealth** cards.

Illus. Norm Dwyer
 v1.0 © 1996 WoTC

7

Base 052 – Vital

Wild Card

0

Program-Icebreaker-Killer-1 MU
 ⚙️: Break sentry subroutine.
 ⚙️: +1 strength
The survival of Al Capone's cronies into cyberspace has almost spiritual significance to many runners.

Illus. Tony Luke
 v1.0 © 1996 WoTC

0

Base 053 – Vital

Loony Goon

4

Program-Icebreaker-Killer-1 MU
 ⚙️: Break sentry subroutine.
 ⚙️: +1 strength
"Of course you realize... this means war."

Illus. Tony Luke
 v1.0 © 1996 WoTC

0

Base 054 – Rare

Snowball

10

Program-Icebreaker-Killer-1 MU
 Snowball has +1 strength for each subroutine it has broken during a run, until the end of that run.
 ⚙️: Break sentry subroutine.
 ⚙️: +1 strength

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

0

Base 055 - **Rare**

AI Boon

12

-Killer
Program-Icebreaker-Random-1 MU
 ⚙️: Break **sentry** subroutine.
 ⚙️: +1 strength
 At the start of each run, roll a die to determine AI Boon's strength* for that run.
"Everything was going great until a viral 18 wiped the instruction manual."

Illus. Higgins & King
 v1.0 © 1996 WoTC

0

Base 056 - **Vital**

Raptor

1

Program-Icebreaker-Killer-1 MU
 ⚙️: Break **sentry** subroutine.
 ⚙️: +1 strength
"There's nothing quite like the screech of a Raptor echoing through the data halls as it sweeps in for a kill."
 -Kiyote

Illus. Higgins & King
 v1.0 © 1996 WoTC

1

Base 057 - **Uncommon**

Flak

4

Program-Icebreaker-1 MU
 ⚙️: Break **AP** subroutine.
 ⚙️: +1 strength

Illus. Mark Collen
 v1.0 © 1996 WoTC

2

Base 058 - **Vital**

Shaka

4

Program-Icebreaker-Killer-1 MU
 ⚙️: Break **sentry** subroutine.
 ⚙️: +1 strength

Illus. Tony Luke
 v1.0 © 1996 WoTC

2

Base 059 - **Uncommon**

Replicator

5

Program-Icebreaker-1 MU
 ⚙️: Break **ice** subroutine that traces.
 ⚙️: +1 strength

Illus. Lawrence Brown
 v1.0 © 1996 WoTC

2

Base 060 - **Uncommon**

Dogcatcher

3

Program-Icebreaker-1 MU
 ⚙️: Break **pit bull, hellhound, bloodhound, or watchdog** subroutine.
 ⚙️: +1 strength

Illus. James Allen Higgins
 v1.0 © 1996 WoTC

3

Base 061 - **Rare**

Evil Twin

6

Program-Icebreaker-Killer-1 MU
 ⚙️: Break **sentry** subroutine.
 ⚙️: +1 strength
 Prevents up to 2 Net and/or brain damage total each turn.
"Haven't I seen you somewhere before?"

Illus. Mark Tedin
 v1.0 © 1996 WoTC

3

Base 062 - **Vital**

Codeslinger

7

Program-Icebreaker-Killer-1 MU
 ⚙️: Break **sentry** subroutine.
"There ain't enough bits in this here register for the both of us, pardner."

Illus. Tony Luke
 v1.0 © 1996 WoTC

3

Base 063 - **Rare**

Reflector

2

Program-Icebreaker-1 MU
 ⚙️: Break **stun, hellbolt, or knockout** subroutine.
"This icebreaker is basically a last-ditch defense for when your Killers aren't getting the job done. It takes advantage of a design flaw in these sorts of ice to reflect their unique signal back at them, crashing their detection routines."
 -Digital Dana

Illus. Kevin Taylor
 v1.0 © 1996 WoTC

4

Base 064 – Vital

Black Dahlia

10

Program-Icebreaker-Killer-1 MU

⚙️: Break **sentry** subroutine.
 ⚙️: +1 strength
"She broke my heart—but at least she showed it to me first."

5

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

Base 065 – Rare

Incubator

0

Program-Virus-Random-1 MU

Whenever you make a successful run, give the Corp an Incubate counter. Each Incubate counter necessitates a die roll at the start of each of your turns; on each 6, choose a **Virus** counter and exchange that counter for two counters of the same type.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Norm Dwyer
 v1.0 © 1996 WoTC

Base 066 – Uncommon

Pox

0

Program-Virus-1 MU

Whenever you make a successful run, put a Pox counter in the fort that was run. Every two Pox counters in a fort require the Corp to pay ⚙️, in addition to any other costs, to install a card inside or on that fort.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Norm Dwyer
 v1.0 © 1996 WoTC

Base 067 – Uncommon

Pattel's Virus

1

Program-Virus-1 MU

Whenever you make a successful run, put a Pattel counter on a piece of **ice** that had all its subroutines broken during that run. Each Pattel counter on a piece of **ice** reduces its strength by 1.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Sue Ann Harkey
 v1.0 © 1996 WoTC

Base 068 – Uncommon

Fait Accompli

1

Program-Virus-1 MU

Whenever you make a successful run on a subsidiary data fort, put a Fait counter in that fort. Every two Fait counters in a fort give +1 difficulty to all **agendas** installed inside that fort.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Kevin Taylor
 v1.0 © 1996 WoTC

Base 069 – Uncommon

Boardwalk

0

Program-Virus-1 MU

Whenever you make a successful run on HQ, give the Corp a Boardwalk counter. At the start of each of your turns, every two Boardwalk counters require the Corp to show you, at random, a card stored in HQ. If the Corp does not have enough cards stored in HQ, the Corp shows you as many cards as it has.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Sue Ann Harkey
 v1.0 © 1996 WoTC

Base 070 – Uncommon

Cockroach

0

Program-Virus-1 MU

Whenever you make a successful run on HQ, give the Corp a Cockroach counter. Two or more Cockroach counters cause all discards from HQ to become random.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Norm Dwyer
 v1.0 © 1996 WoTC

Base 071 – Uncommon

Butcher Boy

2

Program-Virus-1 MU

Whenever you make a successful run on HQ, give the Corp a Butcher Boy counter. Every two Butcher Boy counters gain you ⚙️ at the start of each of your turns.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Norm Dwyer
 v1.0 © 1996 WoTC

Base 072 – Uncommon

Gremlins

2

Program-Virus-1 MU

Whenever you make a successful run on HQ, give the Corp a Gremlin counter. Every two Gremlin counters decrease the Corp's hand size by 1.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Doug Shuler
 v1.0 © 1996 WoTC

Base 073 – Rare

Deep Thought

0

Program-Virus-1 MU

Whenever you make a successful run on R&D, give the Corp a Thought counter. Three or more Thought counters allow you to look at the top card of R&D at the start of each of your turns.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Norm Dwyer
v1.0 © 1996 WoTC

Base 074 – Uncommon

Skivviss

3

Program-Virus-1 MU

Whenever you make a successful run on R&D, give the Corp a Skivviss counter. Each Skivviss counter requires the Corp to draw one extra card at the start of each of its turns.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Mike Kimble
v1.0 © 1996 WoTC

Base 075 – Uncommon

Cascade

4

Program-Virus-1 MU

Whenever you make a successful run on R&D, give the Corp a Cascade counter. Every two Cascade counters require the Corp to trash faceup one card stored in R&D, at the start of each of its turns.

The Corp may remove all Virus counters by forgoing its next three actions.

Illus. Doug Shuler
v1.0 © 1996 WoTC

Base 076 – Uncommon

Dermatech Bodyplating

0

Hardware-Cybernetics

Prevents 1 meat damage each turn.

"Is that the best you can do, corp boy?"

Illus. L.A. Williams
v1.0 © 1996 WoTC

Base 077 – Uncommon

"Drifter" Mobile Environment

0

Hardware-Vehicle

Put from the bank on Mobile Environment when it is installed. Use these bits only to pay for removing tags. If you use any of these bits, replace them at the start of your next turn.

Illus. Randy Gallegos
v1.0 © 1996 WoTC

Base 078 – Rare

Full Body Conversion

0

Hardware-Cybernetics

Prevents all meat damage. For each the Corp pays when meat damage is done, 1 point of meat damage is not prevented by this card.

"Don't use any big words when you talk to him: he's more hardware than software."

Illus. L.A. Williams
v1.0 © 1996 WoTC

Base 079 – Common

"Green Knight" Surge Buffers

0

Hardware

Prevents 1 Net damage each turn.

Illus. Lawrence Brown
v1.0 © 1996 WoTC

Base 080 – Common

Microtech Backup Drive

0

Hardware

Whenever one or more installed **programs** are being sent to the trash at the same time, you may instead choose to put any or all of the **programs** on top of Microtech Backup Drive in any order you choose. If Backup Drive is removed from play, trash any cards on it.

: Bring the top card on Backup Drive into your hand.

Illus. James Allen Higgins
v1.0 © 1996 WoTC

Base 081 – Rare

Record Reconstructor

0

Hardware

: Make a run on the Archives. If run is successful, do not access cards from the Archives; instead, shuffle the face-up pile of the Archives and then put the top two cards from that pile on R&D.

Illus. James Allen Higgins
v1.0 © 1996 WoTC

Base 082 – Common

Corolla Speed Chip

Hardware-Chip
 Put **1** from the bank on Corolla Speed Chip when it is installed. Use this bit only to pay for using killers during runs. If you use the bit, replace it at the start of your next turn.

Illus. Lawrence Brown
v1.0 © 1996 WoTC

Base 083 – Rare

Lifesaver™ Nanosurgeons

Hardware-Cybernetics
1: Draw two cards. Use this ability only if you were damaged during any of your last three actions.
2: Prevent 1 brain damage.

Illus. Doug Shuler
v1.0 © 1996 WoTC

Base 084 – Rare

Microtech Trode Set

Hardware
 Pay **1**, in addition to the normal cost, to break each ice subroutine. Ignore all AP subroutines except those that trace, or that do Net damage. Prevents all but 1 Net damage from each AP subroutine you do not break.

Illus. Randy Gallegos
v1.0 © 1996 WoTC

Base 085 – Uncommon

MRAM Chip

Hardware-Chip-Cybernetics
 Hand size +2
"Your brain's just like any other appliance, chummer. Works better if you plug it in."
 —Joey Two-Tails

Illus. Doug Chaffee
v1.0 © 1996 WoTC

Base 086 – Vital

Nasuko Cycle

Hardware-Vehicle
1: Avoid receiving a tag.
Puts the world into fast forward so you can skip the scenes that ain't so pretty.

Illus. L.A. Williams
v1.0 © 1996 WoTC

Base 087 – Common

WuTech Mem Chip

Hardware-Chip
 Provides +1 MU.
"Here at WuTech, we take pride in our quest to make memory cheaper than water."
 —Erin Devlin, WuTech COO

Illus. Jonnie Wilder
v1.0 © 1996 WoTC

Base 088 – Uncommon

"Armadillo" Armored Road Home

Hardware-Vehicle
 Put **2** from the bank on Armored Road Home when it is installed. Use these bits only to pay for removing tags. If you use any of these bits, replace them at the start of your next turn.
3: Prevent up to 3 meat damage.

Illus. Norm Dwyer
v1.0 © 1996 WoTC

Base 089 – Uncommon

Militech MRAM Chip

Hardware-Chip-Cybernetics
 Hand size +3
"I have a hard time remembering, when the chips are down."

Illus. James Allen Higgins
v1.0 © 1996 WoTC

Base 090 – Uncommon

Armored Fridge

Hardware
 Put seven Ablative counters on Armored Fridge when it is installed. When the last Ablative counter has been removed, trash Armored Fridge.
Ablative counter: Prevent 1 meat damage.
"I also once shut off the hot water line to my dishwasher and hid in there while it was running, but I'll never do that again."
 —Rache Bartmoss

Illus. Kim Francisco
v1.0 © 1996 WoTC

Base 091 – Common

Zetatech Mem Chip

3

Hardware-Chip
Provides +2 MU.
In 2019, sales dipped because of a rumor that the odd chip contained a miniature transmitter that sent the chip's data, encrypted, to the nearest Zetatech facility.

Illus. Lawrence Brown
v1.0 © 1996 WoTC

Base 092 – Common

HQ Interface

4

Hardware
Whenever you access cards from HQ, access an additional card from HQ.
"... from Arasaka to Cuernavaca to Oaxaca—to me the gear does come."

Illus. Lawrence Brown
v1.0 © 1996 WoTC

Base 093 – Common

R&D Interface

4

Hardware
Whenever you access cards from R&D, access an additional card from R&D.
"I have a friend in Oaxaca who sells to Ops in Cuernavaca who supply a tech at Arasaka..."

Illus. John Park
v1.0 © 1996 WoTC

Base 094 – Common

Tycho Mem Chip

5

Hardware-Chip
Provides +3 MU.
*"You know there was actually a time when three megabytes was considered a score to the black market."
"What's a megabyte?"*

Illus. Lawrence Brown
v1.0 © 1996 WoTC

Base 095 – Common

ZZ22 Speed Chip

5

Hardware-Chip
Put from the bank on ZZ22 Speed Chip when it is installed. Use these bits only to pay for using **killers** during runs. If you use any of these bits, replace them at the start of your next turn.

Illus. Jonnie Wilder
v1.0 © 1996 WoTC

Base 096 – Rare

Bodyweight™ Data Crèche

3

Hardware-Deck
Provides +1 MU. Once per turn, right after making a successful run, you can choose to make another run without taking an action to do so.
Only one deck can be in play at a time. Trash any older decks.
"I better hijack another order for a five-gallon saline feed... I might be in here a while."

Illus. Pete Venters
v1.0 © 1996 WoTC

Base 097 – Common

PK-6089a

4

Hardware-Deck
Provides +1 MU. Put from the bank on PK-6089a when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.
Only one deck can be in play at a time. Trash any older decks.
"Hey, this sucker can keep your deadline from becoming a flatline." —Dog

Illus. Chris Vande Voort
v1.0 © 1996 WoTC

Base 098 – Common

Parraline 5750

5

Hardware-Deck
Provides +1 MU. Put from the bank on Parraline 5750 when it is installed. Use this bit only to pay for using **icebreakers** during runs. If you use the bit, replace it at the start of your next turn.
Only one deck can be in play at a time. Trash any older decks.

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 099 – Uncommon

Pandora's Deck

6

Hardware-Deck
Provides +2 MU. Put from the bank on Pandora's Deck when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.
Only one deck can be in play at a time. Trash any older decks.

Illus. Jonnie Wilder
v1.0 © 1996 WoTC

Base 100 – Common

Raven Microcyb Eagle

6

Hardware-Deck
 Provides +1 MU. Prevents 1 Net damage each turn. Put from the bank on Microcyb Eagle when it is installed. Use this bit only to pay for using **icebreakers** during runs. If you use the bit, replace it at the start of your next turn.
 Only one deck can be in play at a time. Trash any older decks.

Illus. Mike Raabe
v1.0 © 1996 WoTC

Base 101 – Uncommon

Techtronica™ Utility Suit

6

Hardware-Deck
 Provides +1 MU. Prevents 1 meat damage each turn. Put on Techtronica™ Utility Suit when it is installed. Use these bits only to pay for increasing your link. If you use any of these bits, replace them at the start of your next turn.
 Only one deck can be in play at a time. Trash any older decks.

Illus. Doug Shuler
v1.0 © 1996 WoTC

Base 102 – Uncommon

Artemis 2020

10

Hardware-Deck
 Provides +2 MU. Put from the bank on Artemis 2020 when it is installed. Use these bits only to pay for using **icebreakers** during runs. If you use any of these bits, replace them at the start of your next turn.
 Only one deck can be in play at a time. Trash any older decks.

Illus. Doug Chaffee
v1.0 © 1996 WoTC

Base 103 – Rare

Arasaka Portable Prototype

11

Hardware-Deck
 Provides +3 MU. Installing Arasaka Portable Prototype costs 1 agenda point, in addition to the normal cost. Put from the bank on Arasaka Portable Prototype when it is installed. Use these bits only to pay for using **icebreakers** during runs. If you use any of these bits, replace them at the start of your next turn.
 Only one deck can be in play at a time. Trash any older decks.

Illus. James Allen Higgins
v1.0 © 1996 WoTC

Base 104 – Uncommon

Raven Microcyb Owl

11

Hardware-Deck-Stealth
 Provides +1 MU. Put from the bank on Microcyb Owl when it is installed. Use these bits only to pay for using **icebreakers** during runs, but not for using **noisy icebreakers**. If you use any of these bits, replace them at the start of your next turn.
 Only one deck can be in play at a time. Trash any older decks.

Illus. Doug Shuler
v1.0 © 1996 WoTC

Base 105 – Rare

Aujourd'Oui

0

Resource-BBS
 Look at the top five cards of your stack. You may bring any **program** cards among them into your hand. Pay for each card taken in this way, and show those cards to the Corp. Shuffle your stack.

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

Base 106 – Common

Back Door to Hilliard

0

Resource-Base Link
: Base link 2
: +1 link
 Use only one base link card for each trace attempt made against you.
Hilliard Registrar query confirmed for ICE UNIT CERBERUS BD62663-R. "Sorry, Mr. Cerberus, that class is full, though if you obtain authorization from your proctor, you may petition for entrance."

Illus. Robert McLees
v1.0 © 1996 WoTC

Base 107 – Vital

Back Door to Orbital Air

0

Resource-Base Link
: Base link 2
: +1 link
 Use only one base link card for each trace attempt made against you.
If you think the airlines are good at losing luggage, you should see what they can do with a trace attempt.

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 108 – Uncommon

Danshi's Second ID

0

Resource
: Remove up to three tags, at no cost.
"I'll take the complete package: apartment, ID number, passports, credit account, fake diplomas, fingerprints, retinas..."

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 109 – Uncommon

Databroker

Resource-Connection
 [Data], [Data], 1 agenda point: Gain [Data].
"Information does not want to be free; it wants to be liberated and expensive."

Illus. Craig Gilmore
 v1.0 © 1996 WoTC

Base 110 – Vital

Fall Guy

Resource
 [Data]: Avoid receiving a tag.
"What I like best about you, Neal, is that you trust me."

Illus. Mike Kimble
 v1.0 © 1996 WoTC

Base 111 – Rare

Field Reporter for Ice and Data

Resource-Position
 At the end of each of your turns, gain [Data] for each piece of ice the Corp rezzed during that turn.

Illus. Dan Frazier
 v1.0 © 1996 WoTC

Base 112 – Uncommon

Hell's Run

Resource
 Put [Data] from the bank on Hell's Run when it is installed. Use this bit only to pay for increasing your link. If you use the bit, replace it at the start of your next turn.

Illus. Pete Venters
 v1.0 © 1996 WoTC

Base 113 – Uncommon

Loan from Chiba

Resource
 Gain [Data] when Loan from Chiba is installed. At the start of each of your turns, lose [Data]. If Loan from Chiba leaves play, pay [Data] or lose the game. You may trash Loan from Chiba at the end of any of your turns.
"I hear their collection agents have organ preserva-paks. And dull scalpels."

Illus. James Allen Higgins
 v1.0 © 1996 WoTC

Base 114 – Rare

N.E.T.O.

Resource-BBS
 [Data]: Look at the top four cards of your stack. You may bring any prep or resource cards among them into your hand. Pay [Data] for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack.

Illus. Robert McLees
 v1.0 © 1996 WoTC

Base 115 – Rare

Preying Mantis

Resource-Connection
 Each of your turns, you may choose to gain an action. If you do, suffer 1 brain damage at the end of the turn. This damage cannot be prevented.
"First hit's free!"

Illus. Dan Frazier
 v1.0 © 1996 WoTC

Base 116 – Uncommon

Smith's Pawnshop

Resource-Connection-Unique
 At the start of each of your turns, you may trash one of your other installed cards to gain [Data].
 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. Glenn Kim
 v1.0 © 1996 WoTC

Base 117 – Uncommon

Submarine Uplink

Resource-Base Link
 [Data]: Base link 4
 [Data]: +1 link
 You may use Submarine Uplink only during a run. Using Submarine Uplink forces you to jack out after the current encounter ends. Use only one base link card for each trace attempt against you.

Illus. John Ramirez
 v1.0 © 1996 WoTC

Base 118 – **Rare**

The Shell Traders

Resource

☞: Choose a **program** or **hardware** card from your hand. Set that card aside, and put a number of Shell counters on it equal to its installation cost. When the last Shell counter on that card has been removed, install that card, at no cost. Remove one Shell counter from one card at the start of each of your turns.

☀: Remove one Shell counter from a card.

Illus. Mike Kimble
v1.0 © 1996 WoTC

Base 119 – **Common**

The Springboard

Resource-BBS

☀: +1 link. Use this ability only once during each trace attempt, and only after you and the Corp have revealed how much each of you spent.

"Blow 600 eb or risk blowing your cortex—it's your choice." —Springboard advertisement

Illus. Sue Ann Harkey
v1.0 © 1996 WoTC

Base 120 – **Rare**

Top Runners' Conference

Resource

☀: Gain ☀ at the start of each of your turns. Trash Top Runners' Conference when you make a run.

"I have discovered a truly elegant codebreaking routine. Unfortunately, this chip is not large enough to contain it."

Illus. James Allen Higgins
v1.0 © 1996 WoTC

Base 121 – **Uncommon**

Trauma Team™

Resource

Put two Trauma counters on Trauma Team™ when it is installed.

Trauma counter: Prevent 1 meat damage.

☞: Put one Trauma counter on Trauma Team™.

Illus. Mike Kimble
v1.0 © 1996 WoTC

Base 122 – **Uncommon**

Umbrella Policy

Resource

☞: Prevent an installed **program** or **hardware** card from being trashed.

"I cashed in their warranty when my utility was trashed by their own ice!" —Spider Murphy

Illus. Zak Plucinski
v1.0 © 1996 WoTC

Base 123 – **Vital**

Access to Kiribati

Resource-Base Link

☀: Base link 1

☀: +1 link

Use only one base link card for each trace attempt made against you.

Third-World security and First-World bureaucracy—together at last.

Illus. Sue Ann Harkey
v1.0 © 1996 WoTC

Base 124 – **Rare**

Code Viral Cache

Resource

Play only if you made a successful run on HQ this turn. If the Corp forgoes actions to lose **Virus** counters, two counters of your choice are not removed. The Corp may trash Viral Cache by taking an action to pay ☀.

Illus. Robert McLees
v1.0 © 1996 WoTC

Base 125 – **Rare**

Diplomatic Immunity

Resource-Unique

Prevents all meat damage. The Corp may pay 1 agenda point to cancel this effect until end of turn.

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. Higgins & King
v1.0 © 1996 WoTC

Base 126 – **Uncommon**

Junkyard BBS

Resource-BBS

☞, ☀: Bring the top card from your trash into your hand.

"You wouldn't believe the stuff some people throw away!"

Illus. Sue Ann Harkey
v1.0 © 1996 WoTC

Base 127 - **Uncommon**

Restrictive Net Zoning

Resource

Choose a data fort when Restrictive Net Zoning is installed. The Corp must pay **2**, in addition to the normal cost, to install **ice** on that fort.

Corporations wishing to conduct business here should consider the cost of getting intrusion countermeasures to blend with the high-rez scenery of an AW-1 (Alice in Wonderland) Zone.

Illus. Jonnie Wilder
v1.0 © 1996 WoTC

Base 128 - **Common**

Short-Term Contract

Resource-Position

Put **1** from the bank on Short-Term Contract when it is installed. When all the bits have been removed, trash Short-Term Contract.

1: Take **1** from Short-Term Contract.

"Contrary to popular opinion, we are productive members of society. We just moonlight as data raiders." - Spider Murphy

Illus. James A. Higgins
v1.0 © 1996 WoTC

Base 129 - **Common**

The Short Circuit

Resource-BBS

1: Search your stack for a **program**. Show that **program** to the Corp, and then bring it into your hand. Reshuffle your stack afterwards.

Illus. Ray Winninger
v1.0 © 1996 WoTC

Base 130 - **Vital**

Access to Arasaka

Resource-Base Link

4: Base link 4
1: +1 link

Use only one base link card for each trace attempt made against you.

Illus. Robert McLees
v1.0 © 1996 WoTC

Base 131 - **Common**

Crash Everett, Inventive Fixer

Resource-Connection-Unique

Whenever you draw one or more cards from your stack, draw an extra card; then choose one of the cards drawn and either trash it or return it to the top of your stack.

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. Mike Kimble
v1.0 © 1996 WoTC

Base 132 - **Uncommon**

Karl de Veres, Corporate Stooge

Resource-Connection-Unique

Gain **1** each time you make a successful run.

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. Randy Gallegos
v1.0 © 1996 WoTC

Base 133 - **Common**

Leland, Corporate Bodyguard

Resource

1: Prevent 1 meat damage.
1: Avoid receiving a tag.

Friends help you move. Real friends help you move bodies.

Illus. Heather Hudson
v1.0 © 1996 WoTC

Base 134 - **Vital**

Nomad Allies

Resource-Connection

1: Remove a tag, at no cost.
1: Avoid receiving a tag.

"So, what are we calling you this month?"

Illus. Dan Frazier
v1.0 © 1996 WoTC

Base 135 - **Uncommon**

Technician Lover

Resource

1: Look at the top card of R&D.

"Enough about me. How's work?"

Illus. Randy Gallegos
v1.0 © 1996 WoTC

Base 136 – Common

Broker

3

Resource-Connection
 Each of your turns, you may take only one action to use Broker.
 ☛: Put ⚙ from the bank on Broker.
 ☛: Take all the bits from Broker.

Illus. Armand Cabrera
 v1.0 © 1996 WoTC

Base 137 – Rare

Corporate Ally

3

Resource-Connection-Unique
 Installing Corporate Ally costs 1 agenda point, in addition to the normal cost. The difficulty of all agendas is +1.
 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. Glenn Kim
 v1.0 © 1996 WoTC

Base 138 – Rare

Ronin Around

3

Resource-BBS
 ☛: Look at the top five cards of your stack. You may bring any hardware cards among them into your hand. Pay ⚙ for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack.
 ☛, ⚙: Expose any card.

Illus. Sue Ann Harkey
 v1.0 © 1996 WoTC

Base 139 – Rare

Quest for Cattekin

4

Resource-Random
 At the start of each of your turns, roll a die. On a 6, trash Quest for Cattekin, and you gain an action on each of your turns for the remainder of the game. On a 1, suffer 1 brain damage. On a 2, suffer 1 Net damage. Damage from Quest for Cattekin cannot be prevented.

Illus. Kevin Stein
 v1.0 © 1996 WoTC

Base 140 – Common

Rigged Investments

4

Resource
 Put ⚙ from the bank on Rigged Investments when it is installed. At the start of each of your turns, take ⚙ from Rigged Investments. When all the bits have been removed, trash Rigged Investments.

Illus. Armand Cabrera
 v1.0 © 1996 WoTC

Base 141 – Uncommon

Wilson, Weeflerunner Apprentice

4

Resource
 Each of your turns, you may choose to gain an action, which you may use only to make a run. You cannot spend more than ⚙ during that run to pay for using icebreakers or increasing your link. Use this ability only once per turn and only during your turn.
 ☛: Avoid receiving a tag.
 ☛: Prevent any amount of meat damage.

Illus. Dan Frazier
 v1.0 © 1996 WoTC

Base 142 – Uncommon

Floating Runner BBS

6

Resource-BBS-Position
 Gain ⚙ at the start of each of your turns.

Illus. James Allen Higgins
 v1.0 © 1996 WoTC

Base 143 – Rare

Silicon Saloon Franchise

8

Resource-Position
 ☛: Gain ⚙ and draw one card.
WANTED: Enterprising civilian with capital to invest in entertainment franchise. Management experience not required. Corporations, nomads, and AIs need not apply.

Illus. James Allen Higgins
 v1.0 © 1996 WoTC

Base 144 – Rare

Access through Alpha

9

Resource-Base Link
 ⚙: Base link 9
 Use only one base link card for each trace attempt made against you.
*"Wilderspace is made up of those areas of the Net that have not already been catalogued into one region or another."
 –Spider Murphy*

Illus. Mark Collen
 v1.0 © 1996 WoTC

Base 145 – Common

All-Nighter

Prep
Make a run; whether or not that run is successful, you may then make another run.
"Of course, you start to hallucinate if you string too many of these together."

Illus. Christina Wald
v1.0 © 1996 WoTC

Base 146 – Rare

Arasaka Owns You

Prep
Do not play Arasaka Owns You as a normal action; instead, play it when you would suffer enough damage to flatline you. Prevent all of that damage, trash Arasaka Owns You, remove any brain damage you have suffered, and then refresh your hand to its maximum size. Gain and remove all tags, at no cost. You forgo your next four actions, and you forfeit the next 3 agenda points you score.

Illus. Craig Gilmore
v1.0 © 1996 WoTC

Base 147 – Uncommon

Core Command: Jettison Ice

Prep-Sabotage
Play only if you made a successful run on HQ this turn. Pay the rez cost of a piece of rezzed ice to trash it.

Illus. Kevin Stein
v1.0 © 1996 WoTC

Base 148 – Rare

Deal with Militech

Prep
Play only if you liberated any **Research** agendas this turn. Put a Militech counter on each of your icebreakers. A Militech counter gives the icebreaker it is on +1 strength.

Illus. Pete Venters
v1.0 © 1996 WoTC

Base 149 – Rare

Desperate Competitor

Prep
Play only if you liberated any **Gray Ops** agendas this turn. Score 1 agenda point.
"We appreciate that you've already promised this property to someone else, and we wouldn't expect you to compromise your honor without proper compensation."

Illus. Craig Gilmore
v1.0 © 1996 WoTC

Base 150 – Common

Forgotten Backup Chip

Prep
Search your trash for a **program** and bring it into your hand.
"Solo teams are a crap shoot: sometimes they kill you; on the other hand, sometimes you find neat stuff while hiding in your flat."

Illus. Randy Gallegos
v1.0 © 1996 WoTC

Base 151 – Rare

Fortress Respecification

Prep-Sabotage
Play only if you made a successful run this turn. Rearrange the **ice** installed on the last fort on which you made a successful run. This does not expose any concealed **ice**.

Illus. Dave Pilurs
v1.0 © 1996 WoTC

Base 152 – Rare

Hot Tip for WNS

Prep
Score 1 agenda point if you liberated any **Black Ops** agendas this turn.
"A plot to assassinate Elvis—bizarre but true, and we'll tell you all about it at eleven."

Illus. Sue Ann Harkey
v1.0 © 1996 WoTC

Base 153 – Uncommon

Ice and Data's Guide to the Net

Prep
Expose the outermost **ice** of each data fort.
"Meet the ice without hitting the skids." —Advert

Illus. Sue Ann Harkey
v1.0 © 1996 WoTC

Base 154 – Common

If You Want It Done Right...

Prep
Look through the top five cards of your stack. Bring one of those cards into your hand, and arrange the rest in any order you choose.
“... you gotta do it yourself.”

Illus. Zak Plucinski
v1.0 © 1996 WoTC

Base 155 – Common

Jack 'n' Joe

Prep
Draw three cards.
“There’s too much blood in my caffeine system.”

Illus. Pete Venters
v1.0 © 1996 WoTC

Base 156 – Uncommon

Kilroy Was Here

Prep-Sabotage
Make a run on R&D; you may trash, at no cost, any cards you access that were stored in R&D, even if the cards cannot normally be trashed.
“Art is a form of catharsis.”

Illus. Sue Ann Harkey
v1.0 © 1996 WoTC

Base 157 – Common

Livewire’s Contacts

Prep
Gain ☀.
“Let’s get something clear, punk. Out there, you might be a big-shot chiphead with your uptown inputs, but down here you’re just another skinny geek from the wrong side of the barricades. So sit down, buy me a Fizz, and let me do all the talking.”

Illus. Lawrence Snelly
v1.0 © 1996 WoTC

Base 158 – Uncommon

Lucidrine™ Booster Drug

Prep
Make a run, and gain ☀, which you may use only during that run. After that run is completed, suffer 1 brain damage; this damage cannot be prevented. Then, return to the bank any of the ☀ not spent.

Illus. Pete Venters
v1.0 © 1996 WoTC

Base 159 – Rare

misc.for-sale

Prep-BBS
Trash any number of your installed cards. Gain ☀ for each card trashed in this way.
“Why throw it away when you can convince some half-brained weef to use it for creative suicide instead?”
—Rache Bartmoss

Illus. Robert McLees
v1.0 © 1996 WoTC

Base 160 – Common

Open-Ended® Mileage Program

Prep
Remove a tag, at no cost. You may pay ☀ when you play Open-Ended® Mileage Program to take it back into your hand instead of trashing it.

Illus. John Park
v1.0 © 1996 WoTC

Base 161 – Rare

Organ Donor

Prep
Trash up to five cards from your hand. Gain ☀ for each card trashed in this way.
“I really need the scratch, and well, I do have two of them. . . .”

Illus. Pete Venters
v1.0 © 1996 WoTC

Base 162 – Rare

Priority Wreck

Prep-Sabotage
Make a run on HQ. If run is successful, do not access cards from HQ; instead, pay any number of bits to force the Corp to lose that many bits.
“Your personal icon is unrecognized, Chairman; I cannot process this file. Please input authorization code within— Thank you. Filename ‘Suckers’ overwrite of HQ datacore commencing as requested.”

Illus. Dave Pilurs
v1.0 © 1996 WoTC

Base 163 – **Uncommon**

Private LDL Access

0

Prep
Make a run on HQ. If run is successful, do not access cards from HQ; instead, treat run as a successful run on R&D.

Illus. John Park
v1.0 © 1996 WoTC

Base 164 – **Uncommon**

Security Code WORM Chip

0

Prep-Sabotage
Play only if you made a successful run on HQ this turn. Trash a piece of unrezzed ice.

Illus. Robert McLees
v1.0 © 1996 WoTC

Base 165 – **Uncommon**

Valu-Pak Software Bundle

0

Prep
Gain up to five consecutive actions, which you may use only to install programs, and gain \odot . If you do not spend the bit during these actions, return it to the bank afterwards.

Illus. John Park
v1.0 © 1996 WoTC

Base 166 – **Uncommon**

Weather-to-Finance Pipe

0

Prep-Sabotage
Make a run on HQ. If run is successful, do not access cards from HQ; instead, the Corp loses \odot .
Fractal weather system modeling is best routed to Accounts Receivable if you want to cause a stir; a route to Market Research is likely to go unnoticed.

Illus. Sue Ann Harkey
v1.0 © 1996 WoTC

Base 167 – **Common**

Edited Shipping Manifests

1

Prep-Sabotage
Make a run on HQ. If run is successful, and the Corp has any bits when you would access HQ, do not access cards from HQ; instead, the Corp loses \odot and gives you a tag, and you gain \odot .
"It's another delivery to that warehouse in Chiba for Smith. What does he do with all that product?"

Illus. Dave Pilurs
v1.0 © 1996 WoTC

Base 168 – **Rare**

Forged Activation Orders

1

Prep-Sabotage
Choose a piece of ice. The Corp either rezzes that piece of ice or trashes it.

Illus. Dave Pilurs
v1.0 © 1996 WoTC

Base 169 – **Common**

Hunt Club BBS

1

Prep-BBS
Expose up to three installed cards.
"The Hunt Club got its name from the original programmers, who were self-described 'hunters,' corporate programmers who moonlighted as freelance counter-intrusion agents." —Rache Bartmoss

Illus. Anthony Petrarca
v1.0 © 1996 WoTC

Base 170 – **Rare**

Playful AI

1

Prep-AI-Random
Roll a die. On a 1, 2, or 3, gain that many bits, set aside that many dice to roll again, or choose some combination thereof. Repeat until you have rolled all the dice you set aside.
"Gaming is a mode of transferring property without producing any intermediate good." —Samuel Johnson

Illus. Pete Venters
v1.0 © 1996 WoTC

Base 171 – **Uncommon**

Social Engineering

1

Prep
Hide at least \odot from your pool in your hand; the Corp then guesses how many bits you hid. If the Corp guesses correctly, lose that many bits. Otherwise, choose a data fort and a piece of ice on that fort. Then make a run on that fort, during which you automatically pass that piece of ice.

Illus. Zak Plucinski
v1.0 © 1996 WoTC

Base 172 - Common

Temple Microcode Outlet

1

Prep-BBS
Search your stack for a **program**. Show that **program** to the Corp, and then bring it into your hand. Reshuffle your stack afterwards.

Illus. Dave Pilurs
v1.0 © 1996 WoTC

Base 173 - Uncommon

Bodyweight™ Synthetic Blood

2

Prep
Draw five cards.

Illus. Anthony Judge
v1.0 © 1996 WoTC

Base 174 - Common

Custodial Position

2

Prep
Make a run on R&D. If run is successful, access two additional cards from R&D.

Illus. James Allen Higgins
v1.0 © 1996 WoTC

Base 175 - Common

Executive Wiretaps

2

Prep
Make a run on HQ. If run is successful, access two additional cards from HQ.

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 176 - Common

Gideon's Pawnshop

2

Prep
Search your trash for a card and bring it into your hand.
"The runner stuff's cheap 'cause their next of kin don't know what it's worth any better than the shop owners do."

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 177 - Uncommon

Inside Job

2

Prep
Make a run. You automatically pass the first piece of **ice** you encounter during that run.
"Preparation beats expiration, if you ask me." -Edger

Illus. Ernie Chan
v1.0 © 1996 WoTC

Base 178 - Uncommon

Romp through HQ

2

Prep-Sabotage
Make a run on HQ; you may trash, at no cost, any cards you access that were stored in HQ, even if the cards cannot normally be trashed.
"I love the sound of screaming crystal. Sadly, I seem to be the only one to hear it." -Rache Bartmoss

Illus. Kevin Taylor
v1.0 © 1996 WoTC

Base 179 - Rare

Stumble through Wilderspace

2

Prep
Make a run. You have +9 link for every trace attempt made during that run.
"So I guess what Wilderspace really is to me is the Net in the raw." -Edger, "Wilderspace is Nothing"

Illus. Sue Ann Harkey
v1.0 © 1996 WoTC

Base 180 - Rare

Terrorist Reprisal

2

Prep
Play only if the Corp scored any **Black Ops agendas** during its last turn. The Corp discards five cards at random.
"So what did you tell Hiro when he asked if you'd accept half?"
"I said, 'No problem. Which half of your daughter do you want back?'"

Illus. Mark Collen
v1.0 © 1996 WoTC

Base 181 – Rare

Anonymous Tip

3

Prep-Sabotage
 Derezz a piece of **black ice** of your choice.
"Netwatch doesn't take hints about corporate infractions. If you really want them to apply some heat to a patch of black ice, get a Hellhound to follow your link back to their offices."

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

Base 182 – Common

Mantis, Fixer-at-Large

3

Prep
 Search your stack for a card, and bring it into your hand. Reshuffle your stack afterwards.
"Yeah, I can get it for you, and if you want me to break a few fingers, I'll throw that in for free."

Illus. Ernie Chan
 v1.0 © 1996 WoTC

Base 183 – Rare

MIT West Tier

3

Prep
 Shuffle your hand, trash, and stack together, and then draw five cards. When you play MIT West Tier, remove it from the game instead of trashing it.

Illus. John Park
 v1.0 © 1996 WoTC

Base 184 – Rare

Sneak Preview

3

Prep
 Choose a **program** from your trash or search your stack for a **program**. Install that **program**, at no cost. Shuffle your stack afterwards. At the end of the turn, take the **program** into your hand.

Illus. Sue Ann Harkey
 v1.0 © 1996 WoTC

Base 185 – Rare

Total Genetic Retrofit

3

Prep
 Remove all tags, at no cost, and automatically avoid receiving your next tag.
"Twenty years ago it would have been just a new set of fingerprints."

Illus. Doug Chaffee
 v1.0 © 1996 WoTC

Base 186 – Rare

Synchronized Attack on HQ

4

Prep
 Play only if you made a successful run on HQ this turn. The Corp discards all cards. The Corp can retain cards by paying ⚙ for each card not discarded.
"You just take out the guards. Let me worry about the doors and elevators."

Illus. Craig Gilmore
 v1.0 © 1996 WoTC

Base 187 – Common

Score!

5

Prep
 Gain ⚙.
"If someone has consistently good luck, it ain't luck." —Spider Murphy

Illus. Zak Plucinski
 v1.0 © 1996 WoTC