

Chrysalid Matrix 001 — Common

## Project Metaframe

3

**Agenda-Gray Ops**  
Choose a fort when you score Project Metaframe.

[X]: During Runner's next turn, all pieces of ice on that fort get +1 strength. X is the number of pieces of ice on that fort. Use this ability only at the end of your turn.

Illus. Tatjana Jambrisak  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

2

Chrysalid Matrix 002 — Rare

## Critical Path Maintenance

4

**Agenda-Gray Ops**  
A or [4], [2], 1 agenda point, Discard a card at random, -1 hand size: Search your R&D for a card and bring it into HQ. Shuffle your R&D afterwards. Use this ability only if your hand size is 1 or more.  
Stick to the plan.

Illus. Sandrine Sims  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

1

Chrysalid Matrix 003 — Uncommon

## Contingency Plans Storage Vault

4

**Agenda-Asset**  
For each advancement counter over Contingency Plans Storage Vault's difficulty that is on Contingency Plans Storage Vault when you score it, you may search the Archives for an operation, or choose one from HQ. Show that operation to Runner and put it face down on Contingency Plans Storage Vault.  
You may play any operation card that is on Contingency Plans Storage Vault as though it were stored in HQ.  
*"Never let your left hand know what your right hand is doing." —Mason Rey, CEO, Roar-Sol Codifiers, Inc.*

Illus. Crashman  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

2

Chrysalid Matrix 004 — Uncommon

## Lobe Yank

0

**Node-Ambush-Virus**  
If Runner accesses Lobe Yank, give Runner a Yank counter, even if Lobe Yank is not installed. Ignore this effect if Runner accesses Lobe Yank from the Archives. If Lobe Yank is accessed from R&D, Runner must show it to you. Each Yank counter does 1 brain damage at the start of each run. Remove all Yank counters at the end of the turn.  
*"Gee. That's gotta hurt." —Bob Dundee, RSC Scan Technician*

Illus. A Pasiem  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

0

Chrysalid Matrix 005 — Uncommon

## Tangled Web

0

**Node-Ambush-Virus**  
If Runner accesses Tangled Web, give Runner a Tangle counter, even if Tangled Web is not installed. Ignore this effect if Runner accesses Tangled Web from the Archives. If Tangled Web is accessed from R&D, Runner must show it to you. Each Tangle counter does 3 Net damage at the start of each run. Remove all Tangle counters at the end of the turn.  
*"Don't think. FEEL! Bwahahahahaha!" —Dr Dreff*

Illus. unknown  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

0

Chrysalid Matrix 006 — Uncommon

## Targeted Obsolescence

0

**Node-Ambush-Virus**  
When Runner accesses Targeted Obsolescence, you may pay [2] to give Runner an Obsolescence counter, even if Targeted Obsolescence is not installed. Ignore this effect if Runner accesses Targeted Obsolescence from the Archives. If Targeted Obsolescence is accessed from R&D, Runner must show it to you. Every two Obsolescence counters reduce Runner's MU by 1. Runner may take an action to pay [4] to remove an Obsolescence counter.

Illus. Kevin Lee  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

0

Chrysalid Matrix 007 — Uncommon

## Background Profiler

0

**Node-Gray Ops**  
You cannot rez Background Profiler unless Runner is tagged.

[5]: Give Runner a tag. You cannot use this ability unless Runner is tagged.

A: Expose a hidden resource.  
*"It's a sort of bureaucratic black box. Do NOT try to figure out how they do it. There's a good reason why those guys are nuts." —Director Vallejo, RSC Security*

Illus. Vukasin Gajic  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

2

Chrysalid Matrix 008 — Common

## Golden Master Security

0

**Node-Asset**  
You may rez Golden Master Security whenever Runner attempts to trash a piece of ice.

[3]: Prevent a piece of installed ice from being trashed. Use this ability only during Runner's turn, only when Runner attempts to trash that piece of ice, and only once per attempt.

A, [1]: Search the Archives for any ice card, show it to Runner, and store it in HQ.  
*It uses latent redundancy to fool the Runner into thinking that all of the code is wiped. Then it rewrites itself.*

Illus. Lushpix Fotosearch  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

2

Chrysalid Matrix 009 — Common

## Interleaved Data Integrity

1

**Node**  
Runner must pay [1], in addition to any other costs, to trash each node, including this one.  
*Roar-Sol spends their resources on strengthening their infrastructure. It's their business, after all.*

Illus. Lushpix Fotosearch  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

0

Chrysalid Matrix 010 – Common

## Figure in the Shadows

1

**Node-Asset**

T. Choose from HQ a **sysop** for which you can pay for installing and rezzing it, install it in a fort it can be installed in, and rez it. You may use this ability at the start of a run.

A. [2]: Choose a rezzed **sysop**, derez it, and move it to any other existing fort it can be installed in. You may then rez that **sysop**.

*"It's okay if they suspect something's coming—it's what they DON'T know that gives them the willies."* –Unknown

Illus. Viničius Menezes  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 011 – Rare

## A fist in the Jar

2

**Node-Ambush-Unique**

When Runner accesses A Fist in the Jar when it is installed, put a Jar counter in that fort if no fort contains already a Jar counter. Runner cannot run on any other fort than the one containing the Jar counter. Remove all Jar counters from the game when Runner makes a successful run on that fort.

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.

BACK AT THE GRID-WIDGET FACTORY, WE CALLED THAT A LOCKED REGISTER. –Krumz

Illus. Kambrie Balsar  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 012 – Common

## Bride of Krumz

2

**Node-AI**

Put [1] from the bank on Bride of Krumz when you rez it. Use this bit only to pay for traces. If you use this bit, replace it from the bank at the start of your next turn.

All **ice** that has only subroutines that trace gets +1 strength.

*"She's just like a daughter to me."* –Mason Rey, CEO, Roar-Sol Codifiers, Inc.

Illus. Masamune Shiroo  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 013 – Rare

## Word on the Street

3

**Node-Gray Ops-Unique**

Runner must pay [2], in addition to any other costs, to install **resources**. Ignore this effect unless Runner is tagged.

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.

*"Let me tell you what you've heard lately, Turk. Then I'll have Vilmar put you down."* –Kleiner Knott, Personal Assistant, Uncle Vito's Deli and Laundering Service

Illus. Andres Canals  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 014 – Rare

## Department of Plausible Deniability

X

**Node-Gray Ops**

You may rez Department of Plausible Deniability whenever Runner attempts to give you one or more **Bad Publicity** points. If you do so, X=1; otherwise, X=3.

[1], trash a rezzed **sysop**: Prevent 1 **Bad Publicity** point that Runner is about to give you.

A. [1]: Search the Archives for an **upgrade** card, show it to Runner, and store it into HQ.

Formerly Media Relations, but nobody else bought that either.

Illus. Dave King  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 015 – Uncommon

## Mother Hen

1

**Upgrade**

Install Mother Hen only in R&D or HQ.

All **nodes** and **upgrades** stored in this fort get +2 trash cost, even during the run in which Mother Hen is trashed.

*"Although human life is priceless, we always act as if something had an even greater price than life... But what is that something?"* –Antoine de Saint-Exupéry

Illus. Slawek Wojtowicz  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 016 – Rare

## lady@butterfield.bm

2

**Upgrade-Sysop**

Install lady@butterfield.bm only in HQ.

Take up to [2] from lady@butterfield.bm, if it has any bits, at the start of each of your turns.

If a Runner card effect forces you to lose bits from your bit pool, put from the bank an equal number of bits on lady@butterfield.bm.

A: For every [5] in your bit pool, put [1] from the bank on lady@butterfield.bm.

Illus. Deaddreamer  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 017 – Common

## Remote Retinal Scan

3

**Upgrade-Ambush**

If Runner accesses Remote Retinal Scan, Runner may not run on this fort for the remainder of the turn.

*"Ah, the elusive Mr Punter. Uncle Vito would like to have a word with you about the means by which you may offset the debt you have so clearly incurred."* –Kleiner Knott, Personal Assistant, Uncle Vito's Deli and Laundering Service

Illus. Mathew McEwan  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 018 – Rare

## Berlin City Grid

3

**Upgrade-Region**

[4], trash a card installed in or on this fort: Put an advancement counter on a card in this fort that can be advanced.

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. Slawek Wojtowicz  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 019 – Rare

## Deus Ex Machina

0

### Ice-Code Gate-Random

When you rez Deus Ex Machina, pay [X] to put X Deus counters on it. X must be greater than 1. Remove a Deus counter after each encounter with Deus Ex Machina. If you cannot, trash Deus Ex Machina; that trashing cannot be prevented.

At the start of each encounter with Deus Ex Machina, roll X dice. If you rolled at least a 1 or a 2 in this way, end the run.

@ Pay [1] to end the run.  
*"And stay out!" –Rico Parantano, RSC Ice Technician*

Illus. martiatian1 v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 020 – Common

## Hecate

4

### Ice-X-Random

If X is not defined, then X is the keyword code gate. At the start of each encounter with Hecate, roll a die. On a 1 or 2, X is the keyword sentry. On a 3 or 4, X is the keyword wall. On a 5 or 6, X is the keyword code gate.

@ End the run.  
*You are lucky! Full moon tonight.*

Illus. Khalid Iszard v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 021 – Uncommon

## Chinese Finger Puzzle

5

### Ice-Code Gate

Whenever you rez Chinese Finger Puzzle, put two Puzzle counters on it. Each Puzzle counter gives -1 strength to the ice or icebreaker it is on. If Runner successfully passes Chinese Finger Puzzle, remove a Puzzle counter from it; then put a Puzzle counter on an icebreaker used during this encounter, if any, unless Runner forgoes his or her next action or pays [3]. Trash Chinese Finger Puzzle if there is no Puzzle counters on it. That trashing cannot be prevented.

@ End the run.

Illus. John Sledd v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 022 – Common

## Turnstile

3

### Ice-Code Gate

On Turnstile, ignore any effect or counter that increases its strength; for all other effects or counters, treat Turnstile as though it had also the keywords wall and sentry.

If Runner breaks all subroutines on Turnstile and successfully passes it, gain [1].

@ End the run.  
*"If we track the data carefully enough, we can get them to debug our security system for free." –Madeleine Vallejo, RSC Security Director*

Illus. unknown v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 023 – Common

## Accounting Firewall

3

### Ice-Wall

@ Gain [2].  
 @ Gain [2].

*"This is what happens when you decentralize Security—every CPA thinks he can build his own ICE." –Madeleine Vallejo, RSC Security Director*

Illus. Lushpix Fotoserach v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 024 – Rare

## Voicemail

7

### Ice-Wall-Random-Bad Publicity

@ If you pay [1], Runner must jack out, or approach the outermost piece of ice on another random data fort instead of passing Voicemail. The run is now considered to be a run on that data fort. If there is no ice on that fort, Runner is considered to have passed the last piece of ice on that fort.

@ If you pay [1], end the run.  
 @ End the run.  
 When you rez Voicemail, gain 1 Bad Publicity point.  
*"...If you wish to speak to a customer service representative, please enter the serial number of the item you are asking about and wait where you are..."*

Illus. Deadreamer v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 025 – Uncommon

## Acid Wall

6

### Ice-Wall

Whenever you rez Acid Wall, put two Acid counters on it. Each Acid counter gives -1 strength to the ice or icebreaker it is on. If Runner successfully passes Acid Wall, remove an Acid counter from it; then put an Acid counter on an icebreaker used during this encounter, if any, unless Runner forgoes his or her next action or pays [3]. Trash Acid Wall if there is no Acid counters on it. That trashing cannot be prevented.

@ End the run.

Illus. EK Mosher v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 026 – Uncommon

## Juniper Samurai

5

### Ice-Sentry

At the start of each encounter with Juniper Samurai, count the total combined number of installed programs and hardware cards. X is half that number, rounded down. Juniper Samurai gets +X strength and has X "@ End the run" subroutines for that encounter.

*It's patched directly into Edgerunner's personnel database. The better the intruder's resume, the more resistance they encounter.*

Illus. William Hammock v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 027 – Common

## Little Blinking Light

4

### Ice-Sentry

@ Put a -1 strength counter on an installed icebreaker.

@ End the run.

Illus. Radip Chakraborty v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 028 – Common

## Gargoyle

6

**Ice-Sentry-AP-Sword**  
 @ Do 1 Net damage.  
 @ End the run.

[1]: Move Gargoyle to the outermost position of any other data fort that contains a rezzed wall. Use this ability only at the start of a run. You may use this ability even if Gargoyle is unrezzed, in which case you reveal it.

"At first, I thought it was complex and elegant. Now I think it's complicated and gothic." –Markus, Apprentice Sysop

Illus. Sam Chavan  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 029 – Uncommon

## Leech

6

**Ice-Sentry**  
 Whenever you rez Leech, put two Leech counters on it. Each Leech counter gives -1 strength to the ice or Icebreaker it is on. If Runner successfully passes Leech, remove a Leech counter from it; then put a Leech counter on an Icebreaker used during this encounter, if any, unless Runner forgoes his or her next action or pays [3]. Trash Leech if there is no Leech counters on it. That trashing cannot be prevented.

@ End the run.

Illus. Will Paras  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 030 – Rare

## Perpetual Motion Machine

5

**Ice-Sentry-AI**  
 @ You may pay [1] to put one advancement counter on an installed card in this fort that can be advanced.

"They put so much wonderful energy into their efforts—seems a shame to waste it."  
 –Mason Rey, CEO, Roar-Sol Codifiers, Inc.

Illus. Dave van Deperre  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 031 – Uncommon

## Quick and Dirty Media Wipe

0

**Operation**  
 Remove up to two Virus counters. You may pay [6] to play Quick and Dirty Media Wipe at the start of your turn, without taking an action to do so.

"Break the connection and hand me that de-polarizer."  
 "But—but—that databank holds the pensions for all our retirees!"  
 "ZAT!"  
 "What retirees would those be?"

Illus. NIS  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 032 – Common

## Top-Down Micromanagement

0

**Operation**  
 Choose two installed pieces of ice and swap them. You may rez either or both pieces of ice after moving them.

"Regardless of your past association with our so-called nemesis, Director Vallejo, I want you to find Habeas Punter and put him out of our misery. If you don't, I will."  
 –Mason Rey

Illus. Lance W Card  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 033 – Uncommon

## Isolated Partition Scheme

2

**Operation**  
 Pay [X] to put X Partition counters on a rezzed node or upgrade. X cannot be greater than 2. Each Partition counter on a card gives +[1] trash cost to it.

"My legacy to capitalism will be an end to vandalism as we know it."  
 –Mason Rey, CEO, Roar-Sol Codifiers, Inc.

Illus. wallpaperstock  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 034 – Rare

## Voluntary Recall

2

**Operation**  
 Forgo your next action when you play Voluntary Recall.

Pay any number of agenda points to remove that many Bad Publicity points.

"We apologize for any inconvenience this situation may have caused. No hard feelings, eh?."  
 –standard Roar-Sol press release

Illus. Igino Giordano  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 035 – Common

## Outsourced Multicompile

4

**Operation**  
 Play only if you can pay for installing and rezzing all the cards chosen as follows.

Choose from HQ up to five copies of a card that can be rezzed; then install and rez those cards.

"Those guys are a buncha yahoos. I used to work with 'em and they hardcode everything. Ya cain't teach 'em more'n one good trick at a time."  
 –Pug Underwood

Illus. Larry Poulton  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 036 – Rare

## Forced Recall

5

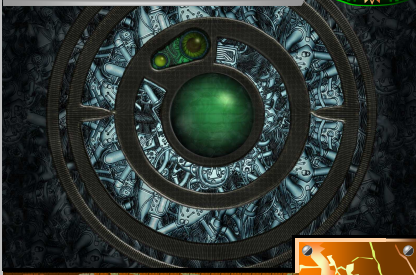
**Operation-Gray ops**  
 Play only if Runner has two or more tags and only if he or she has made at least two runs during this game.

Choose an installed non-stealth non-daemon program or a non-cybernetics non-chip piece of hardware. If Runner has more than one copy of that card in play, pay [1] for each installed copy of that card, including the original chosen, to uninstall all of those cards and force Runner to bring them back into his or her hand.

Illus. Lushpix Fotosearch  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011

## Selective Power Spike



### Operation-Gray Ops

Do not play Selective Power Spike as an action; instead, play it when Runner pays for using an **Icebreaker** to break any number of subroutines on a piece of **ice** he or she is encountering, and only if no other Selective Power Spike has been played this run.

**Trace**—If trace is successful, prevent the first of these subroutines from being broken. Runner may attempt to break that subroutine again, but must pay [4], in addition to any other costs, to do so. X is twice the strength of the encountered **ice**. After the encounter, if trace has been successful, forgo your next action and trash that piece of **ice**. That trashing cannot be prevented.

Illus. Zed  
v1.1e2

Card created by Skipper Pickle, 1998-2003, corrected 2011