

Proteus 001 - Common

### Project Zurich

3

**Agenda-Asset**

- For every two advancement counters over Project Zurich's difficulty that are on Project Zurich when you score it, gain  $\otimes$  at the start of each of your turns.
- "With only minor deviation from standard accounting practices, we can improve our bottom line significantly."

Illus. Moebius  
v2.1 © 1996 WoTC

2

Proteus 002 - Common

### Charity Takeover

4

**Agenda-Black Ops-Bad Publicity**

- Gain  $\otimes$  and 1 **Bad Publicity** point.
- If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.
- "We don't call them 'Black Ops' because they're immoral; we call them that because they put us in the black."

Illus. Matt Wilson  
v2.1 © 1996 WoTC

1

Proteus 003 - Common

### Marked Accounts

4

**Agenda-Gray Ops-Ambush**

- When Runner accesses Marked Accounts, give Runner a tag, even if it is not installed. If Marked Accounts is accessed from R&D, Runner must show it to you.
- "First Eurobank called, reporting a failed credit transfer from one of our marked funds. They're giving us the perp's address."
- "Good. So which fund was broken into?"
- "Heh. Get this: 'Counterintrusion Disbursements.'"

Illus. Doug Shuler  
v2.1 © 1996 WoTC

2

Proteus 004 - Rare

### Please Don't Choke Anyone

4

**Agenda-Gray Ops**

- For each 1 damage you successfully do, you may choose instead to prevent that damage and put a PDCA counter on Please Don't Choke Anyone.
- PDCA counter:** Gain an action. Use this ability only once per turn and only during your turn.
- "First, let's consider the problem not as a series of independent actions, Bob, but as a series of... Oh lord, just kill him."

Illus. Pete Venters  
v2.1 © 1996 WoTC

2

Proteus 005 - Common

### Project Venice

4

**Agenda-Asset**

- For every three advancement counters over Project Venice's difficulty that are on Project Venice when you score it, gain an action during each of your turns.
- "Attention all substations: Project Venice has crashed again due to server difficulties. Please observe safety precautions while unplugging any programmers or corprunners."

Illus. Mark Tedin  
v2.1 © 1996 WoTC

2

Proteus 006 - Common

### Viral Breeding Ground

4

**Agenda-Research-Ambush-Virus**

- When you score Breeding Ground, trash all cards installed in or on the fort Breeding Ground was installed in.
- When Runner accesses Breeding Ground, choose up to two **programs** for each advancement counter on Breeding Ground; Runner brings those programs into his or her hand.

Illus. Michael Kellner  
v2.1 © 1996 WoTC

2

Proteus 007 - Rare

### AI Board Member

5

**Agenda-Research-AI-Random**

- You may gain an action during each of your turns. At the start of each of your turns, roll a die to see what the action will be for that turn, and then decide whether to take it.
- On a 1, you may use the action only to install a card; on a 2 or 3, only to gain  $\otimes$ ; on a 4, 5, or 6, only to draw a card.
- "At least it won't be trying to get its family hired."

Illus. Moebius  
v2.1 © 1996 WoTC

3

Proteus 008 - Common

### Corporate Headhunters

5

**Agenda-Asset**

- Whenever Corporate Headhunters successfully does damage, Runner's hand size is reduced by 1.
- $\otimes$ : Do 1 meat damage. Use this ability only if Runner is tagged.
- "He wasn't much of a security risk, but we flatlined him anyway."

Illus. Rick Berry  
v2.1 © 1996 WoTC

3

Proteus 009 - Rare

### Fetal AI

5

**Agenda-Asset-AI-Ambush**

- When Runner accesses Fetal AI, do 2 Net damage, even if it is not installed. Ignore this effect if Runner accesses Fetal AI from the Archives. If Fetal AI is accessed from R&D, Runner must show it to you. Runner must pay  $\otimes$  to steal Fetal AI, in addition to any other costs.

Illus. Rick Berry  
v2.1 © 1996 WoTC

3



Proteus 010 - **Rare**

## World Domination

12

**Agenda-Black Ops**

- Score an additional 4 agenda points when you score World Domination.
- "So, Wilson, how in the frack did you know the fileset was secret plans for world domination?"
- "Cause it was labeled 'Secret Plans for World Domination.'"

Illus. Craig Hooper  
v2.1 © 1996 Wolfe

3

Proteus 011 - **Uncommon**

## Bel-Digmo Antibody

0

**Node-Ambush-Virus**

- Shuffle Bel-Digmo Antibody into R&D when it is rezzed. When Runner accesses Bel-Digmo Antibody from R&D, do 1 Net damage, and Runner must show it to you.

Illus. Corey Macourek  
v2.1 © 1996 Wolfe

0

Proteus 012 - **Rare**

## Stereogram Antibody

0

**Node-Ambush-Virus**

- When Runner accesses Stereogram Antibody from the Archives, do 1 Net damage and shuffle Stereogram Antibody into R&D.
- "Don't focus on it! Just let your deck's interface routines save you the headache... and the nosebleed from the feedback."

Illus. John Sledd  
v2.1 © 1996 Wolfe

0

Proteus 013 - **Uncommon**

## Doppelganger Antibody

0

**Node-Ambush-Virus**

- When Runner accesses Doppelganger Antibody, you may pay 2 to give Runner a Doppelganger counter, even if Doppelganger is not installed. Ignore this effect if Runner accesses Doppelganger from the Archives. Each Doppelganger counter causes Runner to lose 1 at the start of each of his or her turns. Runner may take an action to pay 2 to remove a Doppelganger counter. If Doppelganger is accessed from R&D, Runner must show it to you.

Illus. David Ho  
v2.1 © 1996 Wolfe

0

Proteus 014 - **Uncommon**

## Pattel Antibody

0

**Node-Ambush-Virus**

- When Runner accesses Pattel Antibody, you may pay 2 to put a Pattel counter on all installed icebreakers, even if Pattel Antibody is not installed. Ignore this effect if Runner accesses Pattel Antibody from the Archives. Each Pattel counter on an icebreaker reduces its strength by 1. If Pattel Antibody is accessed from R&D, Runner must show it to you.

Illus. Norm Dwyer  
v2.1 © 1996 Wolfe

0

Proteus 015 - **Rare**

## Executive Boot Camp

0

**Node**

- Discard a card at random:** Gain 2. Use this ability only during a run. At the end of the run, return to the bank any of the 2 you did not spend.
- "You're the one who said, 'When times are tough, everyone has to chip in!'"

Illus. Zak Plucinski  
v2.1 © 1996 Wolfe

2

Proteus 016 - **Common**

## Syd Meyer Superstores

0

**Node-Asset**

- Trash a rezzed piece of ice. Gain 2.
- "Let me get this straight: you ran the databanks of Syd Meyer Superstores with a 'breaker you bought at Syd's? Congrats, you just participated in their standard product-test program."

Illus. Mike Kimble  
v2.1 © 1996 Wolfe

2

Proteus 017 - **Rare**

## Department of Misinformation

0

**Node-Asset**

- You may rez Department of Misinformation when Runner attempts to expose a card.
- Prevent a card from being exposed.
- "I'm sorry, sir, the department you requested does not exist. Could I get your name and number and have them call you back?"

Illus. Doug Chaffee  
v2.1 © 1996 Wolfe

4

Proteus 018 - **Rare**

## LDL Traffic Analyzers

0

**Node-Asset**

- You may advance LDL Traffic Analyzers before and after you rez it. You may rez LDL Traffic Analyzers during a trace attempt.
- LDL Traffic Analyzers advancement counter:** Gain 2. Use this ability only during a trace attempt. When the trace attempt ends, return to the bank any of the 2 you did not spend.

Illus. Mark Maxwell  
v2.1 © 1996 Wolfe

4



Proteus 019 - **Rare**

### Cybertech Think Tank

1

**Node-Asset**  
 You may advance Cybertech Think Tank before and after you rez it.  
**Cybertech Think Tank advancement counter:** Increase by 1 the meat damage dealt by another source.

Illus. Rick Berry  
 v2.1 © 1996 WotC

3

Proteus 020 - **Common**

### Government Contract

2

**Node-Asset**  
 You may advance Government Contract before and after you rez it.  
**Government Contract advancement counter:** Gain **♣**. Use these bits only to pay for installing or rezzing cards. When the turn ends, return to the bank any of the **♣** you did not spend.  
*"Of course they won't notice if we skim a little off the top. We're dealing with the government here."*

Illus. Doug Chaffee  
 v2.1 © 1996 WotC

2

Proteus 021 - **Uncommon**

### Siren

3

**Node**  
 Rez Siren when you install it. Install Siren only if you can pay to rez it.  
**♣:** If possible, Runner must make a run on the fort he or she was originally going to make a run on. Use this ability only at the start of a run.  
*"They'll come. Just leak one word: 'bops.'"*  
 —Magnificent Curtis

Illus. David Logan  
 v2.1 © 1996 WotC

0

Proteus 022 - **Rare**

### Lesley Major

0

**Upgrade-Sysop**  
 Install Lesley Major only in a subsidiary data fort.  
**♣:** Add two advancement counters, at no cost, to a card installed in this data fort. Use this ability only when Runner passes the last piece of **ice** on this fort, and only once per run.

Illus. Randy Gallegos  
 v2.1 © 1996 WotC

0

Proteus 023 - **Rare**

### Lisa Blight

0

**Upgrade-Sysop**  
**♣:** Discard a card at random: Repeat one subroutine on a piece of **ice** on this fort, until the end of the run. Treat the copy of the subroutine as if it appeared immediately after the original subroutine. Use this ability only during a run.  
*"What do you mean she dumped secret plans for world domination? Somebody's got to unplug that witch!"*

Illus. Phil Hale  
 v2.1 © 1996 WotC

2

Proteus 024 - **Rare**

### Marcel DeSoleil

0

**Upgrade-Sysop**  
**♣:** Trash the top two cards stored in R&D: Repeat one subroutine on a piece of **ice** on this fort, until the end of the run. Treat the copy of the subroutine as if it appeared immediately after the original subroutine. Use this ability only during a run.

Illus. Phil Hale  
 v2.1 © 1996 WotC

2

Proteus 025 - **Uncommon**

### Raymond Ellison

0

**Upgrade-Sysop**  
 Install Raymond Ellison only in a subsidiary data fort.  
**♣:** Remove any number of advancement counters from cards installed in this data fort. Gain **♣** for each advancement counter removed. Use this ability only during a run. At the end of the run, return to the bank any of the bits gained that you did not spend.

Illus. Phil Hale  
 v2.1 © 1996 WotC

2

Proteus 026 - **Uncommon**

### Herman Revista

1

**Upgrade-Sysop**  
**♣:** Rearrange the **ice** installed on this fort. Use this ability only at the start of a run on this data fort.  
*"So you say that only a fool would install the Watchdog and Jack Attack inside the black ice? Why don't you run it anyway, just for kicks."*

Illus. Zak Plucinski  
 v2.1 © 1996 WotC

4

Proteus 027 - **Uncommon**

### Panic Button

1

**Upgrade**  
 Install Panic Button only in HQ.  
**♣:** Draw a card. Use this ability only during a run on HQ.  
*"As a last resort, I'm trying something I learned from Marketing: bombard him with sexy options and chances are he'll choose something he doesn't need."*

Illus. Doug Shuler  
 v2.1 © 1996 WotC

4



Proteus 028 - **Rare**

### Pavit Bharat

**2**

**Upgrade-Sysop**  
Install Pavit Bharat only in a subsidiary data fort. When you rez Pavit Bharat, uninstall all cards installed in this fort and store them in HQ. Install an equal number of cards from HQ in this fort. Rez Pavit Bharat only when Runner has passed the last piece of ice on this fort.

*"Pavit" means "pious"—but hey, it's not like any parents predict their kid will grow up to be a ruthless security agent.*

Illus. Zak Plucinski  
v2.1 © 1996 WoTC

**0**

Proteus 029 - **Uncommon**

### Simon Francisco

**3**

**Upgrade-Sysop**  
Install Simon Francisco only in R&D or HQ. During a run in which Simon Francisco is accessed, Runner accesses one less card stored in this fort.

*"No, no, we don't have enforcers here at Futokora. You must've met one of our customer service reps."*

Illus. Randy Gallegos  
v2.1 © 1996 WoTC

**3**

Proteus 030 - **Rare**

### Obfuscated Fortress

**4**

**Upgrade**  
At the start of a run on this fort, Runner must announce the number of bits he or she will spend during the run. Runner cannot spend more than this during that run. If Runner does not spend that many bits during that run, the Runner loses the remainder once the run is complete. You may rez Obfuscated Fortress at the start of a run on this fort.

Illus. Mark Rattin  
v2.1 © 1996 WoTC

**0**

Proteus 031 - **Uncommon**

### Rasmin Bridger

**4**

**Upgrade-Sysop**  
After Runner passes each piece of ice on this fort, Runner must pay 1 or end the run.

*"Fifty for the Shotgun Wire, twenty to get past the Filter—even the Hellhound wanted a cool three hundred! That place is worse than a third-world bureaucracy! We should seriously rethink their merger proposal." —Erin Devlin, WuTech COO*

Illus. Brice Parker  
v2.1 © 1996 WoTC

**2**

Proteus 032 - **Rare**

### Networked Center

**4**

**Upgrade-Region-Asset**  
The difficulty of **Gray Ops** agendas installed in 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.

*The LANs and WANs of the late 20th century gave way to SWANs (Super-Wide-Area Networks), which were as graceful at data relay as their acronym suggested.*

Illus. Romas Kukalis  
v2.1 © 1996 WoTC

**3**

Proteus 033 - **Rare**

### Research Bunker

**4**

**Upgrade-Region-Asset**  
The difficulty of **research** agendas installed in 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.

*"I want this Proteus ice tested by dawn."  
"But, Dr. Kordite, it's already dawn."  
"Do you think anyone in R&D knows that?"*

Illus. Brice Parker  
v2.1 © 1996 WoTC

**3**

Proteus 034 - **Rare**

### Weapons Depot

**4**

**Upgrade-Region-Asset**  
The difficulty of **Black Ops** agendas installed in 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. David Seeley  
v2.1 © 1996 WoTC

**3**

Proteus 035 - **Rare**

### Roadblock

**2**

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

When Runner encounters Roadblock, roll a die. On a 6, derez Roadblock, and Runner automatically passes it; otherwise, add the result to Roadblock's strength for that encounter.

*"Do you have any stolen data to declare?"*

Illus. Daniel Gelon  
v2.1 © 1996 WoTC

**0**

Proteus 036 - **Common**

### Misleading Access Menus

**0**

**Ice-Code Gate**  
End the run unless Runner pays 1.

Gain 1 when you rez Misleading Access Menu.

*"You wouldn't believe how many suckers try to access 'Tools/Certain Death.'"*

Illus. Mike Kimble  
v2.1 © 1996 WoTC

**1**



Proteus 037 - Common

### Riddler

2

**Ice-Code Gate**  
 ⚙️ Riddler has one "End the run" subroutine for the present encounter. Use this ability only when Runner encounters Riddler.  
*"Why is a raven like a write-protect?"*

Illus. Daniel Gelon  
 v2.1 © 1996 Wolf

4

Proteus 038 - Common

### Gatekeeper

3

**Ice-Code Gate**  
 Gatekeeper has one "End the run" subroutine for every ⚙️ you pay, above the rez cost, when you rez it.  
*"The icon alone does most of the work for us."*

Illus. Mark Poole  
 v2.1 © 1996 Wolf

4

Proteus 039 - Common

### Twisty Passages

3

**Ice-Code Gate**  
 ↻ End the run.  
 If Runner passes Twisty Passages, pay ⚙️, or uninstall it and store it in HQ.  
*It's got routines that specifically target Smarteye; the eyeball becomes a little eight ball that says, "You see a little file here. Do you want to go (n)orth or (s)outh?"*

Illus. Daniel Gelon  
 v2.1 © 1996 Wolf

4

Proteus 040 - Common

### Tumblers

5

**Ice-Code Gate**  
 ↻ End the run.  
 If Runner passes Tumblers, you may choose to uninstall it, store it in HQ, and gain ⚙️.  
*"They're not pistons. They just put the flattened icon in as a sick joke."*

Illus. Daniel Gelon  
 v2.1 © 1996 Wolf

4

Proteus 041 - Uncommon

### Sphinx 2006

6

**Ice-Code Gate**  
 ↻ End the run.  
 When you rez Sphinx 2006, you may pay ⚙️, above the rez cost, to make it a sentry instead of a code gate.  
*"What runs on four megs in the morning, two megs in the afternoon, and three megs in the evening?"*

Illus. Daniel Gelon  
 v2.1 © 1996 Wolf

5

Proteus 042 - Common

### Snowbank

0

**Ice-Wall**  
 ↻ End the run unless Runner pays ⚙️.  
 Gain ⚙️ when you rez Snowbank.  
*"Sure you can jump right through, but let me tell you a story about a kid on my street who jumped off his fire escape into a snowbank. . ."*

Illus. Doug Shuler  
 v2.1 © 1996 Wolf

0

Proteus 043 - Common

### Scaffolding

2

**Ice-Wall**  
 ↻ End the run.  
 If Runner passes Scaffolding, you may choose to uninstall it, store it in HQ, and gain ⚙️.  
*"Usually it's not the scaffolding that's the problem but whatever it is they're repairing on the other side."*

Illus. Kim Francisco  
 v2.1 © 1996 Wolf

0

Proteus 044 - Common

### Walking Wall

5

**Ice-Wall**  
 ↻ End the run.  
 ⚙️ Move Walking Wall and insert it in a different position on this data fort. Use this ability only at the start of a run on this data fort. You may use this ability even if Walking Wall is unrezed, in which case, you reveal it.

Illus. John Sledd  
 v2.1 © 1996 Wolf

3

Proteus 045 - Rare

### Mobile Barricade

6

**Ice-Wall**  
 ↻ Do 1 Net damage.  
 ↻ End the run.  
 ⚙️ Move Mobile Barricade and insert it in a different position on this data fort. Use this ability only at the start of a run on this data fort. You may use this ability even if Mobile Barricade is unrezed, in which case, you reveal it.

Illus. Michael Kellner  
 v2.1 © 1996 Wolf


3



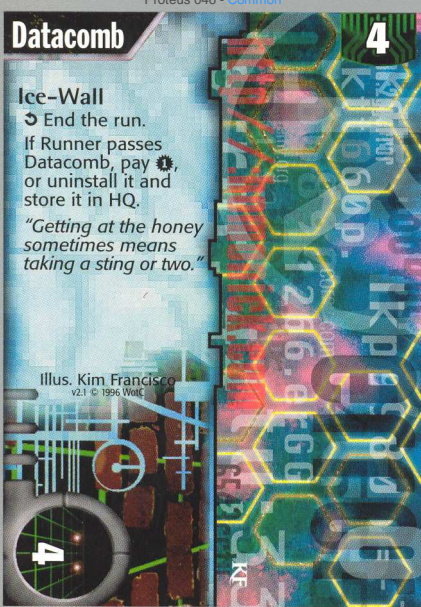
Proteus 046 - Common

### Datacomb

4

**Ice-Wall**  
 ↻ End the run.  
 If Runner passes Datacomb, pay , or uninstall it and store it in HQ.  
*"Getting at the honey sometimes means taking a sting or two."*

Illus. Kim Francisco  
 v2.1 © 1996 WoTC



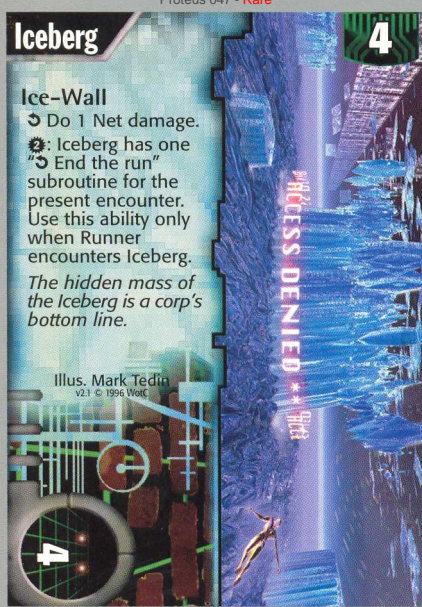
Proteus 047 - Rare

### Iceberg

4

**Ice-Wall**  
 ↻ Do 1 Net damage.  
 ⚙️ Iceberg has one "↻ End the run" subroutine for the present encounter. Use this ability only when Runner encounters Iceberg.  
*The hidden mass of the Iceberg is a corp's bottom line.*

Illus. Mark Tedin  
 v2.1 © 1996 WoTC



Proteus 048 - Common

### Sandstorm

4

**Ice-Wall**  
 Sandstorm has one "↻ End the run" subroutine for every  you pay, above the rez cost, when you rez it.  
*"Like a snow crash, only much grittier."*

Illus. Kim Francisco  
 v2.1 © 1996 WoTC



Proteus 049 - Common

### Galatea

6

**Ice-Wall**  
 ↻ End the run.  
 When you rez Galatea, you may pay , above the rez cost, to make it a **code gate** instead of a wall.  
*"She's stonewalling."*

Illus. Jonnie Wilder  
 v2.1 © 1996 WoTC



Proteus 050 - Uncommon

### Caryatid

7

**Ice-Wall**  
 ↻ End the run.  
 When you rez Caryatid, you may pay , above the rez cost, to make it a **code gate** instead of a wall.  
*"All the form and twice the function of our previous model—the Galatea."*

Illus. Mike Kimble  
 v2.1 © 1996 WoTC



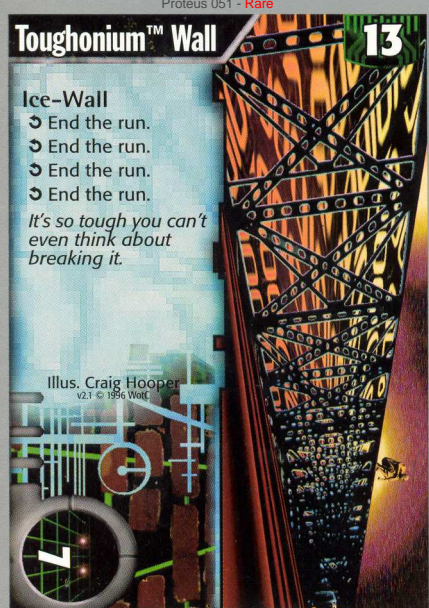
Proteus 051 - Rare

### Toughonium™ Wall

13

**Ice-Wall**  
 ↻ End the run.  
 ↻ End the run.  
 ↻ End the run.  
 ↻ End the run.  
*It's so tough you can't even think about breaking it.*

Illus. Craig Hooper  
 v2.1 © 1996 WoTC



Proteus 052 - Common

### Chihuahua

0

**Ice-Sentry-AP-Hellhound**  
 ↻ **Trace**<sup>1</sup>—If trace is successful, do 1 Net damage.  
 Gain  when you rez Chihuahua.  
*"Almost too cute to kick. Almost."*

Illus. Kevin Taylor  
 v2.1 © 1996 WoTC



Proteus 053 - Uncommon

### Washed-Up Solo Construct

0

**Ice-Sentry-Killer**  
 ↻ Trash a **program** unless Runner pays .  
 Gain  when you rez Washed-Up Solo Construct.  
*"Before they made my construct, they told me, 'You're getting too slow for street work, but we can transfer you into software security.' How was I to know?"*  
 Illus. David Logan  
 v2.1 © 1996 WoTC



Proteus 054 - Common

### Marionette

3

**Ice-Sentry-Killer**  
 ↻ Trash a **program**.  
 ↻ End the run.  
 If Runner passes Marionette, pay , or uninstall it and store it in HQ.  
*"The Marionette's not such a big deal; it's who's pulling the strings."*

Illus. Mark Rattin  
 v2.1 © 1996 WoTC





Proteus 055 - **Uncommon**

### Dog Pile

5

**Ice-Sentry-AP**  
 Do 1 Net damage for each rezzed piece of **ice** installed outside Dog Pile.  
 End the run.  
 Dog Pile has +1 strength for each rezzed piece of **ice** installed outside it.

0

Illus. Doug Shuler  
v2.1 © 1996 WoTC

Proteus 056 - **Uncommon**

### Mastermind

7

**Ice-Sentry-Black Ice-AP-Zombie**  
 Do 1 brain damage for each rezzed piece of **ice** installed outside Mastermind.  
 End the run.  
 Mastermind has +1 strength for each rezzed piece of **ice** installed outside it.

0

Illus. Kino  
v2.1 © 1996 WoTC

Proteus 057 - **Common**

### Brain Wash

3

**Ice-Sentry-Black Ice-AP-Brainwipe**  
 Do 1 brain damage.  
 "I can see clearly now my brain is gone."

2

Illus. Doug Shuler  
v2.1 © 1996 WoTC

Proteus 058 - **Uncommon**

### Bug Zapper

6

**Ice-Sentry-AP-Hellbolt**  
 Do 2 Net damage for each rezzed piece of **ice** installed outside Bug Zapper.  
 End the run.  
 "Try it for a month, and if it doesn't flatline anyone, send it back at our expense!"

2

Illus. Corey Macourek  
v2.1 © 1996 WoTC

Proteus 059 - **Common**

### Death Yo-Yo

7

**Ice-Sentry-Black Ice-AP-Brainwipe**  
 Do 1 brain damage.  
 End the run.  
 If Runner passes Death Yo-Yo, you may choose to uninstall it, store it in HQ, and gain **€**.  
 "This is a trick I call 'walkin' the dog.'"

2

Illus. Norm Dwyer  
v2.1 © 1996 WoTC

Proteus 060 - **Common**

### Coyote

0

**Ice-Sentry-Watchdog**  
 For the remainder of the run, all further **ice** is encountered at +1 strength, unless Runner pays **€** while passing Coyote.  
 Gain **€** when you rez Coyote.

3

Illus. Jonnie Wilder  
v2.1 © 1996 WoTC

Proteus 061 - **Common**

### Food Fight

4

**Ice-Sentry-Decrash**  
 Food Fight has one "End the run" subroutine for every **€** you pay, above the rez cost, when you rez it.  
 "Frack, Hans, end the run! It's the Food Fight!"

3

Illus. Mark Rattin  
v2.1 © 1996 WoTC

Proteus 062 - **Common**

### Credit Blocks

6

**Ice-Sentry**  
 End the run.  
 When you rez Credit Blocks, you may pay **€**, above the rez cost, to make it a **wall** instead of a **sentry**.  
 "At the right frequency, the bull-and-bear pulse of a seasoned corp's financial curve will paralyze a sane mind."

3

Illus. James Allen Higgins  
v2.1 © 1996 WoTC

Proteus 063 - **Uncommon**

### Hunting Pack

1

**Ice-Sentry-Bloodhound**  
 For each rezzed piece of **ice** installed outside Hunting Pack, Hunting Pack has one subroutine as follows: "Trace"  
 If trace is successful, give Runner a tag."

4

Illus. Norm Dwyer  
v2.1 © 1996 WoTC



Proteus 064 - **Uncommon**

### Minotaur

6

**Ice-Sentry**  
 For each rezzed **code gate** or **wall** installed outside Minotaur, Minotaur has one "End the run" subroutine.

4

Illus. Craig Hooper  
v2.1 © 1996 WoTC

Proteus 065 - **Common**

### Lesser Arcana

7

**Ice-Sentry**  
 End the run.  
 When you rez Lesser Arcana, you may pay 1, above the rez cost, to make it a **wall** instead of a **sentry**.  
 "You'd think a hammer would blow through a wall of cards without even slowing down."  
 "You're taking the Net too literally again, kid."

4

Illus. Kino  
v2.1 © 1996 WoTC

Proteus 066 - **Uncommon**

### Sumo 2008

8

**Ice-Sentry**  
 End the run.  
 When you rez Sumo 2008, you may pay 1, above the rez cost, to make it a **wall** instead of a **sentry**.  
 "I see the kanji characters on his belt translate to 'wide load.'"  
 "Plus, if you look real close, you can see I coded a smiley face in his navel."

5

Illus. Mike Kimble  
v2.1 © 1996 WoTC

Proteus 067 - **Rare**

### Colonel Failure

17

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

6

*War is the continuation of business by other means.*

Illus. Mark Tedin  
v2.1 © 1996 WoTC

Proteus 068 - **Uncommon**

### Homing Missile

4

**Ice-Sentry**  
 Trace<sup>X</sup>—If trace is successful, end the run, and Runner cannot make another run until Runner takes an action to pay 1.  
 Pay 1, above the rez cost, when you rez Homing Missile. X is Homing Missile's strength and trace limit, and X cannot be greater than 8.

X

Illus. John Sledd  
v2.1 © 1996 WoTC

Proteus 069 - **Uncommon**

### Digiconda

6

**Ice-Sentry-AP-Sword**  
 Do 2 Net damage.  
 End the run.  
 Pay 1, above the rez cost, when you rez Digiconda. X is Digiconda's strength, and X cannot be greater than 6.  
 "See that lump? It's still digesting the data from the last weeflerunner icon it caught."

X

Illus. David Ho  
v2.1 © 1996 WoTC

Proteus 070 - **Uncommon**

### Corporate Guard® Temps

0

**Operation**  
 Pay two times 1 when you play Corporate Guard® Temps, to gain an action during each of your next X turns. Forfeit the next 1 you gain.  
 "Now do you see why they never bill in advance?"

Illus. Craig Hooper  
v2.1 © 1996 WoTC

Proteus 071 - **Uncommon**

### Rent-to-Own Contract

0

**Operation-Transactions**  
 Rez a piece of **ice**, at no cost. Put on that **ice** a number of Term counters equal to its rez cost. At the start of each of your turns, if you have at least 1, lose 1 and remove one of these Term counters; otherwise, put a Term counter on that piece of **ice**.

REZZING RENTAL ICE ROUTINE  
 TIME REMAINING ON CONTRACT: 3 MONTHS TO EXPIRATION

Illus. Doug Shuler  
v2.1 © 1996 WoTC

Proteus 072 - **Common**

### Data Sifters

4

**Operation**  
 Play only if Runner trashed any **nodes** during his or her last turn.  
 Give Runner a tag.  
 "The runner tried to crash the entire file structure, but the black-box routines on the login records held."

Illus. James Allen Higgins  
v2.1 © 1996 WoTC



Proteus 073 - Common

### Manhunt

4

**Operation-Gray Ops**  
 Play only if Runner attempted a run during his or her last turn.  
**Trace**<sup>6</sup>—If trace is successful, give Runner one tag for each point by which your trace exceeded his or her link.  
*"I want his friends dead! I want his family dead! I want his deck dead!"*

Illus. Thomas Gianni  
 v2.1 © 1996 WotC

Proteus 074 - Uncommon

### Schlaghund Pointers

6

**Operation**  
 Play only if Runner has attempted a run this game.  
**Trace**<sup>3</sup>—If trace is successful, give Runner a tag. Pay 1, in addition to the normal cost, for each point of trace above 0.  
*"The mark lives in a city that lets wild dogs run around as a way of curbing the homeless presence, and these puppies will blend right in."*

Illus. Ciro Tota  
 v2.1 © 1996 WotC

Proteus 075 - Common

### Underworld Mole

6

**Operation-Gray Ops**  
 Play only if Runner installed any resources during his or her last turn.  
**Trace**<sup>4</sup>—If trace is successful, trash a resource Runner installed during his or her last turn and give Runner a tag.  
*Everybody knows somebody who knows a little too much about anybody.*

Illus. David Seeley  
 v2.1 © 1996 WotC

Proteus 076 - Common

### Credit Consolidation

10

**Operation-Transactions**  
 Gain 1.  
*"Here's the balance sheet on our hidden accounts. I suggest we have Finance consolidate the newly decriminalized activities with the legitimate loan."*

Illus. Doug Alexander  
 v2.1 © 1996 WotC

Proteus 077 - Uncommon

### Emergency Rig

X

**Operation-Transactions**  
 Rez a piece of ice, at no cost. Put X Kludge counters on that piece of ice; X cannot be 0. At the start of each of your turns, remove a Kludge counter. Trash that piece of ice when the last Kludge counter is removed from it.

Illus. Romas Kukalis  
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