

Proteus 001 – Common

Enterprise, Inc., Shields

0

Program-1 MU

- ⚙️: Prevent up to 2 Net damage.
- ⚙️: Prevent 1 brain damage.

"I know I always feel more enterprising when my shields are up." –Advert

Illus. Mark Rattin
v2.1 © 1996 WoTC

Proteus 002 – Common

Lockjaw

0

Program-1 MU

- ⚙️: Give one of your **icebreakers** +2 strength for the remainder of this run. Use this ability only during an encounter with a piece of **ice**.

"Yeah, but it's a little bit too loyal; it just doesn't know when to get out of the way."

Illus. David Logan
v2.1 © 1996 WoTC

Proteus 003 – Common

Skullcap

0

Program-1 MU

- ⚙️: Prevent any amount of Net or brain damage.

"Just the superficial sort of icon that someone grounded too far in 'reality' would think up. TURN UP THE FEED, YOU WIGGLY MEAT THINGS! THIS IS THE NET! NOTHING'S REAL! YOU HAVE NO HEAD!" –Rache Bartmoss

Illus. Craig Hooper
v2.1 © 1996 WoTC

Proteus 004 – Uncommon

Disintegrator

6

Program-2 MU

- ⚙️: Derezz a piece of **ice** and end your run. Use this ability only when you have just broken all the subroutines of that piece of **ice** and have successfully passed it.

"Every time Dahlia laid out a sentry, I'd hand her Disintegrator and say, 'You do the honors.' But that got old in a hurry."

Illus. Christopher Rush
v2.1 © 1996 WoTC

Proteus 005 – Uncommon

Fubar

10

Program-Icebreaker-Noisy-1 MU

- ⚙️: Break a subroutine of the type chosen for Fubar.
- ⚙️: +1 strength
- ⚙️: Choose whether Fubar breaks **code gates**, **sentries**, or **walls**. Use this ability only once.

Whenever you break an **ice** subroutine with Fubar, lose ⚙️ from a **stealth** card.

Illus. David Logan
v2.1 © 1996 WoTC

Proteus 006 – Uncommon

Morphing Tool

10

Program-Icebreaker-1 MU

- ⚙️: Break a subroutine of the type last chosen for Morphing Tool.
- ⚙️: +1 strength
- ⚙️: Choose whether Morphing Tool breaks **code gates**, **sentries**, or **walls**.

When you install Morphing Tool, choose whether it breaks **code gates**, **sentries**, or **walls**.

Illus. Rick Barry
v2.1 © 1996 WoTC

Proteus 007 – Common

Skeleton Passkeys

3

Program-Icebreaker-1 MU

- ⚙️: Break **code gate** subroutine.
- ⚙️: +4 strength

"Sometimes I'd rather have bare bones working for me than an army of muscle." –Max Forward

Illus. Michael Kellner
v2.1 © 1996 WoTC

Proteus 008 – Common

Corrosion

3

Program-Icebreaker-Worm-1 MU

- ⚙️: Break **wall** subroutine.
- ⚙️: +1 strength

Sometimes all it takes is a little drip to make a big hole.

Illus. James Allen Higgins
v2.1 © 1996 WoTC

Proteus 009 – Common

Wrecking Ball

4

Program-Icebreaker-Noisy-1 MU

- ⚙️: Break **wall** subroutine.
- ⚙️: +1 strength

Whenever you break a **wall** subroutine with Wrecking Ball, lose ⚙️ from a **stealth** card.

"Form of a Dwarf!" "Shape of a Pile Driver!" I'm sick of this Proteus crap. Gimme a good, old-fashioned hammer program any day."

Illus. Doug Shuler
v2.1 © 1996 WoTC

Proteus 010 – Uncommon

Bulldozer

7

Program-Icebreaker-Noisy-1 MU
 ⚙️: Break wall subroutine.
 ⚙️: +1 strength
 If Bulldozer breaks all the subroutines of a wall, and the next piece of ice encountered during this run is a sentry, break one of the subroutines of that sentry, at no cost. Whenever you break a wall subroutine with Bulldozer, lose a total of ⚙️ from stealth cards.

4

Illus. Michael Kellner
v2.1 © 1996 WoTC

Proteus 011 – Common

Boring Bit

6

Program-Icebreaker-Worm-1 MU
 ⚙️: Break wall subroutine.
 ⚙️: +1 strength
 "An effective drill, but pretty dull."

5

Illus. Michael Kellner
v2.1 © 1996 WoTC

Proteus 012 – Uncommon

Forward's Legacy

9

Program-Icebreaker-Killer-1 MU
 -Random
 ⚙️: Break sentry subroutine.
 At the start of each run, roll a die and add the result to Legacy's strength for that run.
 Forward was a good runner, but wandered a little too close to the edge. . . .

0

Illus. Mark Rattin
v2.1 © 1996 WoTC

Proteus 013 – Uncommon

Black Widow

9

Program-Icebreaker-Killer-1 MU
 ⚙️: Break sentry subroutine.
 ⚙️: +1 strength
 Choose an installed piece of ice when you install Black Widow. Black Widow gets +5 strength during each encounter with that piece of ice.
 "When she pours on the charm, a piece of ice falls hard."

2

Illus. Doug Shuler
v2.1 © 1996 WoTC

Proteus 014 – Common

Redecorator

9

Program-Icebreaker-Killer-1 MU
 ⚙️: Break up to two sentry subroutines on a single piece of ice.
 ⚙️: +1 strength
 "I've wanted to name a Killer this ever since my SATs went out claiming to schools that I planned to become an interior decorator."

3

Illus. Mark Tedin
v2.1 © 1996 WoTC

Proteus 015 – Common

Big Frackin' Gun

2

Program-Icebreaker-Killer-1 MU
 ⚙️: Break up to five sentry subroutines on a single piece of ice.
 ⚙️: +1 strength
 "Does that have to be your solution to everything?"
 "Well . . . yes, now stand back."

7

Illus. Doug Shuler
v2.1 © 1996 WoTC

Proteus 016 – Uncommon

Crumble

3

Program-Virus-1 MU
 After each successful run on HQ, give the Corp a Crumble counter. Two or more Crumble counters allow you trash, at no cost, any cards accessed from HQ, even if the cards cannot normally be trashed.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Illus. Mark Rattin
v2.1 © 1996 WoTC

Proteus 017 – Rare

Scaldan

3

Program-Virus-Bad Publicity-Random-1 MU
 After each successful run on HQ, give the Corp a Scaldan counter. Each Scaldan counter forces the Corp to roll a die at the start of each of its turns. On a 5 or a 6, the Corp gains 1 Bad Publicity point.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Illus. Norm Dwyer
v2.1 © 1996 WoTC

Proteus 018 – Uncommon

Taxman

3

Program-Virus-1 MU
 After each successful run on HQ, give the Corp a Tax counter. Every two Tax counters cause the Corp to lose ⚙️ at the start of each of its turns.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 "The virus just alters their data. The actual damage is done by government auditors." –Spider Murphy

Illus. James Allen Higgins
v2.1 © 1996 WoTC

Proteus 019 — **Uncommon**

Vienna 22

3

Program-Virus-1 MU

After each successful run on HQ, give the Corp a Vienna counter. Each Vienna counter allows you to access an additional card from HQ whenever you access cards from HQ.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Illus. Kino
v2.1 © 1996 WoTC

Proteus 020 — **Rare**

Armageddon

1

12% 75 0%
CHARGES SHIELD

Program-Virus-Random-1 MU

After each successful run on R&D, you may choose to give the Corp a Doom counter instead of accessing cards from R&D. Each Doom counter forces the Corp to roll a die whenever it installs a card. On a 6, the card is trashed after it is installed, and the Corp removes a Doom counter.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

"Who's up for another Deathmatch 2020?"

Illus. Mark Tedin
v2.1 © 1996 WoTC

Proteus 021 — **Uncommon**

Garbage In

3

Program-Virus-1 MU

After each successful run on R&D, give the Corp a Garbage counter. Two or more Garbage counters allow you to trash, at no cost, any cards accessed from R&D, even if the cards cannot normally be trashed. The Corp loses two Garbage counters after any run during which this ability is used.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Illus. Kevin Taylor
v2.1 © 1996 WoTC

Proteus 022 — **Uncommon**

Highlighter

3

Program-Virus-1 MU

After each successful run on R&D, give the Corp a Highlighter counter. Each Highlighter counter after the first allows you to access an additional card from R&D whenever you access cards from R&D.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Illus. Craig Hooper
v2.1 © 1996 WoTC

Proteus 023 — **Rare**

Viral Pipeline

3

Program-Virus-1 MU

After each successful run on Archives, HQ, or R&D, put a Socket counter in that data fort.

Socket counter from Archives, Socket counter from HQ, and Socket counter from R&D: Give the Corp a Pipe counter. Each Pipe counter causes the Corp to forgo an action at the start of each of its turns.

The Corp may remove all Virus counters at any time, but must then forgo its next three actions.

Illus. David Ho
v2.1 © 1996 WoTC

Proteus 024 — **Common**

Cortical Stimulators

1

Hardware-Cybernetics

Prevents 1 Net or brain damage each turn.

"Damn but those Zombies make your head itch!"

Illus. Randy Gallegos
v2.1 © 1996 WoTC

Proteus 025 — **Uncommon**

Eurocorpse™ Spin Chip

6

Hardware-Chip

Put ⚡ from the bank on Spin Chip when it is installed. Spin Chip can have an **icebreaker** installed in it whose MU cost is no greater than 1. Use the bits on Spin Chip only to pay for using this **icebreaker** during runs. If you use any of these bits, replace them from the bank at the start of your next turn.

Illus. Doug Shuler
v2.1 © 1996 WoTC

Proteus 026 — **Rare**

Lucidrine™ Drip Feed

8

Hardware

At the start of each of your turns, if there are two Drip counters on Drip Feed, remove all Drip counters from it and take 1 brain damage, which cannot be prevented. Otherwise, put a Drip counter on Drip Feed and gain an action.

"By the time he jacked out, his girlfriend had left him, and the dog was dead."

Illus. Paul Chadwick
v2.1 © 1996 WoTC

Proteus 027 — **Common**

Sunburst Cranial Interface

5

Hardware-Deck-Cybernetics-Stealth

Provides +1 MU and +1 hand size. Put ⚡ from the bank on Cranial Interface 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 from the bank at the start of your next turn.

Only one deck can be in play at a time. Trash any older decks.

Illus. Craig Hooper
v2.1 © 1996 WoTC

Proteus 028 — Common

Cortical Cybermodem

11

...corporate espionage...
...waiting...
...connect...
...reestablishing protocol...
...thank you for using the
cortical modem for all
our business needs.

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

Illus. Christopher Rush
v2.1 © 1996 WoTC

Proteus 029 — Rare

The Deck

11

Hardware-Deck-Base Link
: Base link 5
: +1 link
Provides +1 MU.
Use only one base link card for each trace attempt made against you. Only one deck can be in play at a time. Trash any older decks.
"... oh, and I'll also need a '20 Moebius Link.'
"A what?"
"You know, Forward's deck. The Deck."
"Gotcha."

Illus. Mark Tedin
v2.1 © 1996 WoTC

Proteus 030 — Uncommon

Precision Bribery

0

Resource-Unique
The Corp cannot create any new data forts. The Corp may trash Precision Bribery by taking an action to pay .
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. Debbie Hughes
v2.1 © 1996 WoTC

Proteus 031 — Common

Streetware Distributor

1

Resource-BBS-Position
Take from Streetware Distributor, if it has any bits, at the start of each of your turns.
: Put from the bank on Streetware Distributor.
"Way it works is, you choose an object off the shelf, and I give you the download key when you pay. Or you shoplift it, and it downloads automatically... with the complimentary virus option."

Illus. Matt Wilson
v2.1 © 1996 WoTC

Proteus 032 — Common

Back Door to Rivals

2

Resource-Base Link-Position
: Base link 2
: +1 link
Gain whenever you successfully use Back Door to Rivals to avoid a trace.
Use only one base link card for each trace attempt made against you.
"Some corp just smashed into Iron Willie's place, and busted him up real bad. No kidding, Hunh."

Illus. Romas Kukalis
v2.1 © 1996 WoTC

Proteus 033 — Rare

Bargain with Viacox

3

Resource-Random
After the turn in which you install Viacox, you gain an action during each of your turns, which you must take if possible. Roll a die at the start of each of your turns to find out what the action is. On a 1, draw a card. On a 2, gain . On a 3, make a run on R&D. On a 4, make a run on HQ. On a 5, make a run on a subsidiary data fort. On a 6, reveal a card to the Corp at random from your hand, and play or install that card.

Illus. Michael Kellner
v2.1 © 1996 WoTC

Proteus 034 — Common

Runner Sensei

4

Resource-Base Link-Position
: Base link 4
: +1 link
Gain whenever you successfully use Runner Sensei to avoid a trace.
Use only one base link card for each trace attempt made against you.

Illus. Randy Gallegos
v2.1 © 1996 WoTC

Proteus 035 — Common

Bolt-Hole

0

Resource-Hidden
: Prevent 2 meat damage.
Hidden resources are installed face down, but are put into the trash face up.
"Over there!" BRRRRRT! "Take out that wall!"
Tink, tink, WHUMPF! "Okay, looks clear."
("Whew!")
"Did you hear something?"

Illus. Doug Chaffee
v2.1 © 1996 WoTC

Proteus 036 — Uncommon

Credit Subversion

0

Resource-Hidden-Sabotage
: The Corp loses . Use this ability immediately after a successful run on HQ.
Hidden resources are installed face down, but are put into the trash face up.
"What happened to that guy who used to clean the fish tanks?"
"He had a family emergency in Crystal Palace right after that screw-up in Finance."

Illus. David Logan
v2.1 © 1996 WoTC

Proteus 037 – **Rare**

Death from Above

Resource-Hidden-Sabotage

☑: Trash, at no cost, all cards installed in a subsidiary data fort, even if they cannot normally be trashed. Use this ability only when you have just successfully made a run on that fort, and before accessing cards from that fort.

Hidden resources are installed face down, but are put into the trash face up.

"They drop rocks; I commandeer battlesats."

Illus. Zak Plucinski
v2.1 © 1996 WoTC

Proteus 038 – **Uncommon**

Get Ready to Rumble

Resource-Connection-Hidden

☑: The Corp discards two cards at random from HQ. Use this ability only when the Corp successfully does meat damage.

Hidden resources are installed face down, but are put into the trash face up.

Illus. Kevin Taylor
v2.1 © 1996 WoTC

Proteus 039 – **Rare**

Simulacrum

Resource-Connection-Hidden

☑: Pass a piece of **AP ice**. You may use this ability during an encounter with a piece of **ice**.

Hidden resources are installed face down, but are put into the trash face up.

Illus. Kino
v2.1 © 1996 WoTC

Proteus 040 – **Common**

Swiss Bank Account

Resource-Hidden

You may use the following abilities whenever you pay any cost or penalty.

☑: Gain ⚙️.

☑: Gain ⚙️.

Hidden resources are installed face down, but are put into the trash face up.

Illus. Debbie Hughes
v2.1 © 1996 WoTC

Proteus 041 – **Rare**

Time to Collect

Resource-Hidden

☑: Prevent one or more of your other installed **resources** from being trashed. Use this ability only during the Corp's turn.

Hidden resources are installed face down, but are put into the trash face up.

Illus. Doug Chaffee
v2.1 © 1996 WoTC

Proteus 042 – **Common**

Wired Switchboard

Resource-Hidden

☑: +3 link. Use this ability only after you and the Corp have revealed how much each of you spent on the trace attempt.

Hidden resources are installed face down, but are put into the trash face up.

"I use a lot more explosive than I need, so they think it's a random structure hit. There's no way to track all those down, so they usually don't bother."

Illus. Debbie Hughes
v2.1 © 1996 WoTC

Proteus 043 – **Common**

Chiba Bank Account

Resource-Hidden

☑: Gain ⚙️. You may use this ability whenever you pay any cost or penalty.

Hidden resources are installed face down, but are put into the trash face up.

"We keep your money safe by prying eyes."

—Chiba Mutual prospectus, edited draft for English-speaking investors

Illus. Matt Wilson
v2.1 © 1996 WoTC

Proteus 044 – **Common**

Expendable Family Member

Resource-Hidden

☑: Avoid receiving a tag.

Hidden resources are installed face down, but are put into the trash face up.

"I'm an only child . . . now."

Illus. Zak Plucinski
v2.1 © 1996 WoTC

Proteus 045 – **Rare**

Back Door to Netwatch

Resource-Hidden-Bad Publicity

☑: Cancel the effect of a successful trace. Give the Corp 1 **Bad Publicity** point if the trace would have had an effect other than or in addition to giving you any tags.

Hidden resources are installed face down, but are put into the trash face up.

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

Illus. John Sledd
v2.1 © 1996 WoTC

Proteus 046 – Common

HQ Mole

Resource–Hidden

⚙️ 🗑️: Access two additional cards from HQ. Use this ability only when accessing cards from HQ. Hidden resources are installed face down, but are put into the trash face up.

"I've got low friends in high places."

Illus. Phil Hale
v2.1 © 1996 WoTC

Proteus 047 – Uncommon

Mercenary Subcontract

Resource–Hidden–Sabotage

⚙️ 🗑️: Trash, at no cost, one or more cards that you are currently accessing, even if those cards cannot normally be trashed. Hidden resources are installed face down, but are put into the trash face up.

"Now, remember to place the charges exactly where I tell you this time."

Illus. Rick Berry
v2.1 © 1996 WoTC

Proteus 048 – Common

R&D Mole

Resource–Hidden

⚙️ 🗑️: Access two additional cards from R&D. Use this ability only when accessing cards from R&D. Hidden resources are installed face down, but are put into the trash face up.

"Don't worry—you'll have the time. The new game on the system will keep them distracted for hours."

Illus. Rick Berry
v2.1 © 1996 WoTC

Proteus 049 – Rare

Airport Locker

Resource–Hidden

⚙️ 🗑️: Search your stack for a **program**, and install that **program**, if you can. Shuffle your stack afterwards. You may use this ability during an encounter with a piece of **ice**. Hidden resources are installed face down, but are put into the trash face up.

Illus. Zak Plucinski
v2.1 © 1996 WoTC

Proteus 050 – Common

Liberated Savings Account

Resource–Hidden

⚙️ 🗑️: Gain ⚙️. You may use this ability whenever you pay any cost or penalty. Hidden resources are installed face down, but are put into the trash face up.

"Honey, are you forgetting to record your credit transfers again?"

Illus. Phil Hale
v2.1 © 1996 WoTC

Proteus 051 – Common

Cruising for Netwatch

Prep

Gain ⚙️ and draw two cards.

"Back home on the bayou, before it dried up, the good ole boys would ambush federal patrolmen just to try out their new cyberware. Now we bushwhack stray Netwatch goons just to try out our new programs. Some things just don't go out of style." —Digital Dana

Illus. David Logan
v2.1 © 1996 WoTC

Proteus 052 – Common

Decoy Signal

Prep

Make a run. Whenever you approach an unrezzed piece of **ice** during that run, expose it. You may jack out before the Corp decides whether to rez the **ice**.

"Neat piece of code. Reminds me of a weef I used to know."

—Max Forward

Illus. John Sledd
v2.1 © 1996 WoTC

Proteus 053 – Common

Ice and Data Special Report

Prep

Expose up to five cards installed in or on a single data fort.

"Max Forward is a freelance writer and netrunner, and has recently made available to the runner community the icebreaker technology he describes."

—contributor's bio

Illus. David Logan
v2.1 © 1996 WoTC

Proteus 054 – Rare

Identity Donor

Prep–Bad Publicity

Do not play Identity Donor as an action; instead, play it during the Corp's turn when you would suffer meat damage. Prevent that meat damage and give the Corp 2 **Bad Publicity** points.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.

Illus. Debbie Hughes
v2.1 © 1996 WoTC

Proteus 055 — Rare

Live News Feed

Prep-Bad Publicity
 Make a run. If run is successful, the Corp gives you two tags, and you give the Corp 1 **Bad Publicity** point for each **black ice** you encountered during the run, 1 for each **Black Ops** card the Corp rezzed during the run, and 1 for each **Black Ops agenda** you liberated during the run.
 If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

Illus. Doug Chaffee
v2.1 © 1996 WoTC

Proteus 056 — Uncommon

On the Fast Track

Prep
 Gain ⚡ if you trashed an **advertisement** card this turn, or gain ⚡ if you trashed a **transactions** card this turn.
"He was a nobody until I doctored their auditions database. I rigged that campaign to fail, of course, but it lasted long enough for him to get paid."

Illus. Paul Chadwick
v2.1 © 1996 WoTC

Proteus 057 — Rare

Prearranged Drop

Prep
 The next time you access an **agenda** this turn, gain ⚡.
"Maybe you and I could—"
"Keep it simple, stupid."

Illus. David Seeley
v2.1 © 1996 WoTC

Proteus 058 — Common

Reconnaissance

Prep
 Make a run. Whenever the Corp rezzes a card during that run, gain ⚡.
"We'll put a tap on your line and transfer credit after each piece of ice you hit. Oh, and don't worry, even if surge ice fries you, our buffers will ensure the data reaches us safely."

Illus. Doug Shuler
v2.1 © 1996 WoTC

Proteus 059 — Common

Stakeout

Prep
 Gain ⚡ and draw one card.
"This is reconnaissance, not voyeurism, Wilson."

Illus. Paul Chadwick
v2.1 © 1996 WoTC

Proteus 060 — Common

Weefle Initiation

Prep
 Make a run. Prevent up to 7 damage during that run.
"Lost another one."
"So?"

Illus. Rick Barry
v2.1 © 1996 WoTC

Proteus 061 — Rare

Hijack

Prep
 Install a **program** or a piece of **hardware**. Gain ⚡, which you may use only to pay for its installation cost. Return to the bank any of the ⚡ you did not spend.
"Real cute. The perps added 'One driver, bound and gagged' to the end of the shipping manifest."

Illus. Thomas Gianni
v2.1 © 1996 WoTC

Proteus 062 — Rare

Pirate Broadcast

Prep
 Make a run on each data fort. Score 1 agenda point if all the runs are successful. Forgo your next action if any of the runs are not successful.
"It's scary how ineffective the law is these days. It used to be that we could turn corporate dirt over to the Feds, and let them do the rest of the network. Nowadays we have to do everything ourselves." —Digital Dana

Illus. Ciro Tota
v2.1 © 1996 WoTC

Proteus 063 — Rare

Senatorial Field Trip

Prep-Bad Publicity
 Play only if the Corp rezzed a piece of **black ice** this turn. The Corp either derezzes that piece of **ice** or receives 2 **Bad Publicity** points.
 If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

Illus. Pete Venters
v2.1 © 1996 WoTC

Proteus 064 - Rare

Test Spin

1

Prep
Search your stack for a **program**, and install it, at no cost. Shuffle your stack. If you installed a **program** in this way, make a run. After the run, shuffle the **program** into your stack, unless it is no longer in play, in which case, lose 1 plus its installation cost; if this is more than the number of bits in your pool, suffer the difference in meat damage.

"And when you bring it back, we'll deactivate the code bomb for free."

Illus. Mark Tedin
v2.1 © 1996 WotC

Proteus 065 - Uncommon

Disgruntled Ice Technician

2

Prep-Sabotage
Make a run. After passing a piece of **ice** during this run, you may derez that **ice** and end your run if you broke all the subroutines of that **ice**.

"Even if they catch me doing this, they'll have me improving their ice to the bitter end. Of course, I'd rather that end not be strapped to a couch in Skalderviken."

Illus. Doug Chaffee
v2.1 © 1996 WotC

Proteus 066 - Rare

Frame-Up

2

Prep-Bad Publicity
Play only if you made a successful run on both HQ and R&D this turn. Give the Corp 1 **Bad Publicity** point. Give the Corp 1 additional **Bad Publicity** point if you liberated or trashed any **Black Ops** cards during those runs.

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

"But we weren't going to do that till next week!"

Illus. Doug Chaffee
v2.1 © 1996 WotC

Proteus 067 - Rare

Promises, Promises

2

Prep
The next time you access an **agenda** this turn, score 1 additional agenda point.

"Ishiguro apologizes for doubting your ability to find data incriminating our competitor. He humbly offers this unworthy gift for uncovering highly sensitive plans for world domination."

Illus. Doug Shuler
v2.1 © 1996 WotC

Proteus 068 - Uncommon

Subliminal Corruption

2

Prep-Bad Publicity
Make a run. Give the Corp 1 **Bad Publicity** point for each **advertisement** you trash during the run.

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

"'SFX!' It says, 'SFX!'"

Illus. James Allen Higgins
v2.1 © 1996 WotC

Proteus 069 - Common

All-Hands

3

Prep
Make a run on HQ. If run is successful, access three additional cards from HQ. You cannot use **noisy icebreakers** during the run.

"Now who called this meeting?"

Illus. Michael Kellner
v2.1 © 1996 WotC

Proteus 070 - Common

Rush Hour

3

Prep
Make a run on R&D. If run is successful, access three additional cards from R&D. You cannot use **noisy icebreakers** during the run.

"Sure there are more signals to hide in, but there's also a greater chance of someone being around who'll jump you if you get noticed."

Illus. John Sledd
v2.1 © 1996 WotC

Proteus 071 - Uncommon

Demolition Run

4

Prep-Sabotage
Make a run. If run is successful, do not access cards; instead, trash all rezzed **ice** on the fort on which you just made a run, and the Corp gives you three tags.

"Sure it was worth it. Now hurry up and get packed; they'll be here any minute."

Illus. John Sledd
v2.1 © 1996 WotC

Proteus 072 - Common

Drone for a Day

4

Prep
Gain 1 and the Corp gives you a tag.

"Sure you won't stay? No one else here understands our business half as well as you do."

Illus. Romas Kukalis
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Proteus 073 – **Rare**

Poisoned Water Supply

4

Prep-Bad Publicity
 Play only if you have at least two **connections** in play. Trash two **connections**. Give the Corp 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.

"Canadian Mountain Spring Water? That song's for the tourists. You just bought tap water, man!"
"PFFFFFF!"

Illus. Brice Parker
 v2.1 © 1996 WoTC

Proteus 074 – **Common**

The Personal Touch

4

Prep
 Put a +1 strength counter on an **icebreaker**.

"I think that if I'd been spending my time and money on any other breaker than Dahlia, my girlfriend would have understood."

Illus. Debbie Hughes
 v2.1 © 1996 WoTC

Proteus 075 – **Uncommon**

Faked Hit

5

Prep-Bad Publicity
 Give the Corp 1 **Bad Publicity** point. Take 2 **brain damage**. This damage cannot be prevented.

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

"I won't need much air with the coma drug, but I could still get hypoxia if you don't get me out of the bag in time."

Illus. Randy Gallegos
 v2.1 © 1996 WoTC

Proteus 076 – **Uncommon**

Remote Detonator

7

Prep-Sabotage
 Play only if you made a successful run on a data fort for this turn. Trash all rezzed ice on that fort, and the Corp gives you three tags.

It takes a long time—hundreds of milliseconds!—to feed all the ice specs to the planted viruses, so you'd better be riding a Nasuko cycle through the fourth dimension, because the Corp has your number!

Illus. Norm Dwyer
 v2.1 © 1996 WoTC

Proteus 077 – **Rare**

Blackmail

12

Prep
 Make a run on HQ. If run is successful, do not access cards from HQ; instead, score 1 **agenda** point.

"... only if you fork over the negatives too, chombatta."

Illus. James Allen Higgins
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