

Classic 001 - Rare

Superserum

3

Agenda-Research
When you score Superserum, remove all **Virus** counters, and avoid receiving the next two **Virus** counters Runner gives to you.
"A holistic approach to system immunology: its AI routines mark both computer viruses and suspected moles for deletion."

Illus. David Ho
v2.2 © 1996-1999 WoTC

2

Classic 002 - Common

Unlisted Research Lab

3

Agenda-Asset-Gray Ops
Draw an additional card at the start of each of your turns.
"You may feel some discomfort."

Illus. Doug Chaffee
v2.2 © 1996-1999 WoTC

2

Classic 003 - Common

Data Fort Remapping

4

Agenda-Gray Ops
Put a Remap counter on Data Fort Remapping when you score it.
Remap counter: End a run.
"In netspace, the map is often the territory. That's just one more reason we don't hire philosophy grads."
—Dave Michaels

Illus. John Sledd
v2.2 © 1996-1999 WoTC

2

Classic 004 - Rare

Theorem Proof

5

Agenda-Research
If Runner accesses Theorem Proof, he or she does not score it, but instead may install it as a 2 MU **program** that has the ability "🗑️": Score Theorem Proof" but is removed from the game if it leaves play in any other way.
"You could write the whole thing on the margin of a screamsheet. It's the AI module I'm using to verify it that's hogging all the MU!"

Illus. Doug Chaffee
v2.2 © 1996-1999 WoTC

3

Classic 005 - Rare

Indiscriminate Response Team

0

Node-Black Ops
After Runner makes a successful run, you may have Runner shuffle his or her hand into his or her stack and then draw as many cards as he or she had before.
"But did you get him?"

Illus. Ian Miller
v2.2 © 1996-1999 WoTC

2

Classic 006 - Rare

Strategic Planning Group

2

Node-Unique
Whenever you draw one or more cards, draw an extra card. Then place one of the drawn cards on the bottom of R&D.
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.
"We don't plot; we facilitate."

Illus. Doug Chaffee
v2.2 © 1996-1999 WoTC

4

Classic 007 - Common

Satellite Monitors

3

Node
At the start of each of your turns, you may roll a die for each run Runner made during his or her last turn. For each 1, give Runner a tag.
"Say, isn't that your daughter?"

Illus. Doug Chaffee
v2.2 © 1996-1999 WoTC

1

Classic 008 - Common

Steroid

0

Upgrade
🗑️, 🗑️: Choose a piece of **ice**. That **ice's** strength is doubled until end of turn. If this would raise the **ice's** strength above 10, its strength becomes 10.
"Runners love this one like bikers adore wires across roads." —Norman Niemann, WuTech security director

Illus. Kino
v2.2 © 1996-1999 WoTC

0

Classic 009 - Rare

Street Enforcer

1

Upgrade-Sysop
At the start of each run on this data fort, Runner loses 🗑️, where X is equal to the number of tags Runner has.
"I think you know why I'm here."

Illus. Hannibal King
v2.2 © 1996-1999 WoTC

3

Classic 010 - Common

Self-Destruct

2

Upgrade-Ambush
Install Self-Destruct only in a subsidiary data fort.

☑ Trash all other cards installed in or on this data fort. Do 1 Net damage for each card successfully trashed in this way. Use this ability only when Runner accesses Self-Destruct.

"This'll ream our bottom line unless we reclassify data-entry clerks as 'consumables.'"

Illus. Mark Tedin
v2.2 © 1996-1999 WoTC

0

Classic 011 - Rare

Shock Treatment

2

Upgrade-Ambush
When Runner accesses Shock Treatment, trash all pieces of **hardware** and two **programs**. Ignore this effect unless Runner has four or more tags.

"Yo, Bob, red light. Bob? Red light! Bob, c'mon—I'm serious! GAH! Now there's a fire and a red light! Bob?"

Illus. Doug Chaffee
v2.2 © 1996-1999 WoTC

5

Classic 012 - Rare

London City Grid

3

Upgrade-Region
Runner must pay 1€, in addition to the normal cost, to use each subroutine of a **noisy icebreaker** during runs on this fort.

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

London: home to Big Ben, Buckingham Palace, and some of the nastiest, most insidious, and downright brilliant code this side of the Pond.

Illus. Pete Venters
v2.2 © 1996-1999 WoTC

6

Classic 013 - Common

Vortex

0

Ice-Code Gate-Deflector
☞ If you pay 1€, Runner is now encountering the outermost piece of rezzed **ice** on a data fort of your choice, instead of passing Vortex. The run is now considered to be a run on that data fort. If there is no rezzed **ice** on that fort, Runner is considered to have passed the last piece of **ice** on that fort.

Illus. James Allen
v2.2 © 1996-1999 WoTC

2

Classic 014 - Rare

Trapdoor

3

Ice-Code Gate-Deflector
Install Trapdoor only on R&D or HQ.

☞ Runner is now encountering the outermost piece of rezzed **ice** on a subsidiary data fort of your choice, instead of passing Trapdoor. The run is now considered to be a run on that data fort. If there is no rezzed **ice** on that fort, Runner is considered to have passed the last piece of **ice** on that fort. Runner automatically breaks this subroutine if there are no subsidiary data forts.

Illus. Mark Tedin
v2.2 © 1996-1999 WoTC

3

Classic 015 - Common

Entrapment

2

Ice-Code Gate-Deflector
☞ If you pay 1€, Runner is now encountering the outermost piece of rezzed **ice** on a data fort of your choice, instead of passing Entrapment. The run is now considered to be a run on that data fort. If there is no rezzed **ice** on that fort, Runner is considered to have passed the last piece of **ice** on that fort.

Illus. Mark Tedin
v2.2 © 1996-1999 WoTC

4

Classic 016 - Common

Puzzle

2

Ice-Code Gate
☞ End the run, and trash Puzzle at end of turn.
☞ End the run, and trash Puzzle at end of turn.

Design a puzzle any fool can solve, and only fools will solve it.

Illus. Kino
v2.2 © 1996-1999 WoTC

5

Classic 017 - Rare

Dumpster

5

Ice-Code Gate-Deflector
Dumpster cannot be installed on the Archives.

☞ Runner is now encountering the outermost piece of rezzed **ice** on the Archives, instead of passing Dumpster. The run is now considered to be a run on the Archives. If there is no rezzed **ice** on the Archives, Runner is considered to have passed the last piece of **ice** on the Archives.

Illus. Mark Poole
v2.2 © 1996-1999 WoTC

5

Classic 018 - Rare

Glacier

0

Ice-Wall
Rezzing Glacier costs 1 agenda point, in addition to the normal cost.

☞ End the run.
☞ End the run.

☞ Move Glacier to the outermost position of any other data fort. Use this ability only at the start of a run. You may use this ability even if Glacier is unrezed, in which case, you reveal it.

Illus. Daniel Gelon
v2.2 © 1996-1999 WoTC

5

Classic 019 - Common

Deadeye

5

Ice-Sentry-Killer-Sleepy

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

If Runner has used a **noisy icebreaker** during this run, the cost to rez Deadeye is reduced by 1.

Wakes up shooting at the drop of a hat.

0

Illus. Douglas Shuler
v2.2 © 1996-1999 WoTC

Classic 020 - Rare

Brain Drain

3

Ice-Sentry-Black Ice-AP

- ↳ Roll a die. On a 1, do 3 brain damage.

"Weefs never look 'up.'" -Edger

3

Illus. David Ho
v2.2 © 1996-1999 WoTC

Classic 021 - Common

Bolter Swarm

8

Ice-Sentry-AP-Hellbolt-Sleepy

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

If Runner has used a **noisy icebreaker** during this run, the cost to rez Bolter Swarm is reduced by 1.

4

Illus. John Sledd
v2.2 © 1996-1999 WoTC

Classic 022 - Rare

Baskerville

10

-Black Ice
Ice-Sentry-AP-Hellhound-Sleepy

- ↳ Do 2 Net damage.
- ↳ **Trace** 5 - If trace is successful, give Runner a Baskerville counter. Each Baskerville counter does 2 Net damage at the start of each run. Runner may remove a Baskerville counter by taking an action to spend 1.
- ↳ End the run.

If Runner has used a **noisy icebreaker** during this run, the cost to rez Baskerville is reduced by 1.

4

Illus. Mark Rattin
v2.2 © 1996-1999 WoTC

Classic 023 - Common

Imperial Guard

10

Ice-Sentry-Killer-Sleepy

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

If Runner has used a **noisy icebreaker** during this run, the cost to rez Imperial Guard is reduced by 1.

"Watch my katana spill your subroutines, inferior gaijin tech!"

5

Illus. Douglas Shuler
v2.2 © 1996-1999 WoTC

Classic 024 - Common

Badtimes

4

Operation-Virus

Play only if Runner is tagged. Runner's MU is reduced by 2 until end of turn.

"They always think it's a hoax."

Illus. Kevin T. Phillips
v2.2 © 1996-1999 WoTC

Classic 025 - Common

Corporate Shuffle

0

Operation-Double

Draw five cards, then shuffle a card stored in HQ into R&D.

Playing a **double** operation costs two consecutive actions this turn instead of one.

"It's a shell game for the shareholders."

Illus. Doug Chaffee
v2.2 © 1996-1999 WoTC

Classic 026 - Rare

Reclamation Project

0

Operation-Double

Search the Archives for any number of **ice** cards. Show those cards to Runner, then store them in HQ.

Playing a **double** operation costs two consecutive actions this turn instead of one.

"The code's already there; why let it go to waste?"

Illus. David Seeley
v2.2 © 1996-1999 WoTC

Classic 027 - PROMO

Pacifica Regional AI

0



Node-AI
You may advance Pacifica Regional AI before and after you rez it.

Regional AI advancement counter: Gain an action. Use this ability only during your turn.

Illus. Norm Dwyer
v2.0 © 1996-1999 WoTC

0

Classic 028 - PROMO

Bizarre Encryption Scheme

0



Upgrade
Bizarre Encryption Scheme may be installed only in a subsidiary data fort. Runner does not score any **agenda** (or **agendas**) during a run in which Bizarre Encryption Scheme is accessed; return the **agenda** to the fort instead. Runner scores the **agenda** at the start of his or her next turn if it is still in that fort. This does not affect any further runs.

Illus. David Seeley
v2.0 © 1996-1999 WoTC

1

Classic 029 - PROMO

New Galveston City Grid

1



Upgrade-Region
Each **node** and **upgrade** installed in this fort, other than New Galveston City Grid, gets + trash cost.

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

Illus. Dave Logan
v2.0 © 1996-1999 WoTC

4