

Classic 001 – Rare

Schematics Search Engine

2

Program-1 MU

Whenever you access cards from HQ, expose all of the Corp's installed cards.

"Not only is the map the terrain—sometimes you can only get places by folding the map."
—Edger

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

Classic 002 – Common

Superglue

2

Program-1 MU

☐: Derezz a piece of **ice**. Use this ability only if you have just broken all the subroutines of that piece of **ice**.

"Epoxy both your houses!" —Bard

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

Classic 003 – Rare

Rent-I-Con

3

Program-Icebreaker-2 MU

⚙️: Break **ice** subroutine. At the end of this run, trash Rent-I-Con.

⚙️: +1 strength

It's big and mean and lasts about sixteen microseconds.

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

Classic 004 – Common

Psychic Friend

2

Program-Icebreaker-1 MU

⚙️: Break **code gate** subroutine.

⚙️: +1 strength until end of turn

"Call now for ten nanoseconds of icebreaking absolutely free! (10 eb each subsequent ns.)"

Illus. Mike Kimble
v2.2 © 1996-1999 WoTC

Classic 005 – Common

Early Worm

4

Program-Icebreaker-Worm-1 MU

⚙️: Break **wall** subroutine.

⚙️: +3 strength

"The Early Worm gets the bird... from corporate sysops."
—Al Boone

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

Classic 006 – Common

Matador

4

Program-Icebreaker-Killer-1 MU

⚙️: Break **sentry** subroutine.

⚙️: +5 strength

This little fella really cuts through the bull.

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

Classic 007 – Common

MS-todon

4

Program-Icebreaker-Killer-Noisy-1 MU

⚙️: Break **sentry** subroutine.

⚙️: +1 strength

The first time during each run that you break a **sentry** subroutine with MS-todon, lose all bits from all **stealth** cards, if you can, and the Corp gives you a tag.

This isn't running—it's stomping.

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

Classic 008 – Rare

Omnitech Wet Drive

0

Hardware-Cybernetics

Your base MU is equal to the number of cards in your hand instead of 4.

"Now with reduced long-term memory loss!" —Rejected marketing slogan

Illus. Terese Nielsen
v2.2 © 1996-1999 WoTC

Classic 009 – Common

Vintage Camaro

1

Hardware-Vehicle

⚙️: **Forgo your next action:** Avoid receiving a tag.

"I'm not firing a LAW at that! It's a classic!"

Illus. Romas
v2.2 © 1996-1999 WoTC

Classic 010 – Common

Zetatech Portastation

3

Hardware

Put **3** from the bank on Zetatech Portastation when it is installed. Use this bit only to pay for playing **preps**. If you use the bit, replace it from the bank at the start of your next turn.

"Zetatech. All you need is a brain, a deck, and a friend." –Short-lived WNS ad campaign

Illus. Brice Parker
v2.2 © 1996–1999 WoTC

Classic 011 – Rare

Little Black Box

4

Hardware-Deck

Provides +1 MU and +1 hand size. Prevent up to 1 Net or brain damage each turn. Put **4** from the bank on Little Black Box when it is installed. Use this bit only to pay for increasing your link. 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. Randy Gallegos
v2.2 © 1996–1999 WoTC

Classic 012 – Rare

Omnitech "Spinal Tap" Cybermodem

5

Hardware-Deck-Random

Provides +1 MU. Put **5** from the bank on Omnitech "Spinal Tap" Cybermodem when it is installed. Use these bits only to pay for using **icebreakers** during runs or increasing your link. If you use any of these bits, replace them at the start of your next turn. At the start of each of your turns, roll a die. On a 1, suffer 2 brain damage. This damage cannot be prevented. If Omnitech "Spinal Tap" Cybermodem leaves play, suffer 2 brain damage. Only one **deck** can be in play at a time. Trash any older **decks**.

Illus. Clint Langley
v2.2 © 1996–1999 WoTC

Classic 013 – Rare

Crash Space

2

Resource-Unique

Gain **2** at the start of each of your turns. All trace attempts are automatically successful, and give you a tag in addition to their other effects. If Crash Space leaves play, lose **2**.

2; Trash Crash Space.

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. John Bolton
v2.2 © 1996–1999 WoTC

Classic 014 – Rare

Elena Laskova

3

Resource-Connection-Unique

Whenever you play a **prep**, gain an additional **3** the first time you gain bits from its effect.

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.

"... But somehow you never go away thinking you got the best of the deal."

Illus. John Bolton
v2.2 © 1996–1999 WoTC

Classic 015 – Common

Executive File Clerk

0

Resource-Connection-Hidden

3, **1**; Look at all cards stored in HQ. **Hidden resources** are installed face down, but are put into the trash face up.

"I only signed a noncompete agreement; it didn't say anything about nondisclosure."

Illus. Paul Chadwick
v2.2 © 1996–1999 WoTC

Classic 016 – Common

Sandbox Dig

0

Resource-Hidden

3, **1**; Look at the top three cards stored in R&D.

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

"As long as the drones keep griping online, I'm in business."

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

Classic 017 – Rare

Corruption

0

Prep

Play only if you scored any **agendas** this turn. Lose all agenda points you scored this turn, and the Corp scores that many agenda points. Gain **3** per agenda point lost in this way, and the Corp gives you a tag.

"Excuse me, Dave? Can I borrow 250,000 eb 'til payday?"

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

Classic 018 – Rare

Do the 'Drine™

0

Prep

Suffer any amount of brain damage, but not enough to flatline you or to reduce your hand size to less than 0. Gain **3** for each point of brain damage you suffer in this way. This damage cannot be prevented.

"I may be stupid, but I'm rich!"

Illus. Matthew D. Wilson
v2.2 © 1996–1999 WoTC

Classic 019 – Rare

Gypsy™ Schedule Analyzer

2

Prep
 Make a run on R&D. If run is successful, do not access any cards. Instead, reveal cards one at a time from R&D until you reveal an **agenda** card or there are no cards left in R&D. Store the **agenda**, if any, in HQ and shuffle the other revealed cards, if any, into R&D.

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

Classic 020 – Common

Library Search

2

Prep
 Make a run on R&D or HQ. If run is successful, access two additional cards if you used no **noisy icebreakers** during the run and if no trace attempts were made during the run.
"Sshhhh!"

Illus. Corey Macourek
 v2.2 © 1996–1999 WoTC

Classic 021 – Rare

Boostergang Connections

7

Prep
 Trash your hand. Search your stack for as many cards as were successfully trashed in this way and bring them into your hand. Shuffle your stack afterward.
"If you don't fear death, they're great to hang with."

Illus. Clint Langley
 v2.2 © 1996–1999 WoTC

Classic 022 – Common

Finders Keepers

7

Prep-Random
 Roll three dice. Gain that many bits.
"Looks like both our luck's changed."

Illus. Thomas Gianni
 v2.2 © 1996–1999 WoTC

Classic 023 – Common

Panzer Run

1

Prep-Double
 Gain \odot and draw two cards.
 Playing a **double** prep costs two consecutive actions this turn instead of one.
"So, I just drive a truck from Point A to Point B? How hard can that be?"

Illus. Brice Parker
 v2.2 © 1996–1999 WoTC

Classic 024 – Rare

Meat Upgrade

2

Prep-Double
 Remove up to two tags, at no cost, and draw three cards.
 Playing a **double** prep costs two consecutive actions this turn instead of one.
They can make you gorgeous cheap, but to make you plain costs extra.

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

Classic 025 – Rare

Running Interference

2

Prep-Double
 Make a run. During that run, the Corp must pay \odot , in addition to the normal cost, to rez each piece of **ice**, where X is the rez cost of that piece of **ice**.
 Playing a **double** prep costs two consecutive actions this turn instead of one.
"Look! A distraction!"

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

Classic 026 – Common

Networking

3

Prep-Double
 Gain \odot .
 Playing a **double** prep costs two consecutive actions this turn instead of one.
"It's not what you know or even who; it's how often."

Illus. Thomas Gianni
 v2.2 © 1996–1999 WoTC

Classic 027 — **PROMO**

The Shell Traders

0

Resource
Remove one Shell counter from one card at the start of each of your turns.

•: 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 it, at no cost.

•: Remove one Shell counter from one card.

Illus. David Ho
v2.0 © 1996–1999 WoTC

Classic 028 — **PROMO**

misc.for-sale

0

Prep-BBS
Trash any number of your installed cards. Gain for each card successfully 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. Douglas Shuler
v2.0 © 1996–1999 WoTC

Classic 029 — **PROMO**

Forged Activation Orders

1

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

Illus. Mark Maxwell
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