

Winterdawn 001 – Rare

### Humanitarian of the Year Award



**Agenda-Asset**  
 Difficulty of **White Ops** agendas is reduced by 1.  
 Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter.

Illus. Rainer Petter  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 002 – Common

### ... But Wait! That's Not All...



**Agenda-Gray Ops**  
 When you score ... But Wait! That's Not All..., refill from the bank each rezzed **node-advertisements** containing bits, up to the maximum amount of bits written on it.  
*"Any idea as to how long we have to keep flogging the Disposable In-Law Set? The hair on the Dads in the warehouse is starting to turn grey."*

Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 003 – Common

### Corporate Image Change



**Agenda-White Ops**  
 When you score Corporate Image Change, remove up to 1 **Bad Publicity** point and gain 2 **Justice** counters.  
 Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. Michael Turner  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 004 – Common

### GTI Scholarship Fund



**Agenda-White Ops**  
 For every two advancement counters over GTI Scholarship Fund's difficulty that are on GTI Scholarship Fund when you score it, gain one **Justice** counter at the start of each of your turns.  
 Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 005 – Uncommon

### Co-ordinated Comsats



**Agenda-Gray Ops**  
 When you score Co-ordinated Comsats, put two CoC counters on it.  
**CoC counter:** Put an advancement counter on an installed card that can be advanced. Use this ability only at the start of your turn, and only once per turn.

Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 006 – Uncommon

### Project Winterdawn



**Agenda-Research-White Ops**  
 Put four Winterdawn counters on Project Winterdawn when you score it.  
**Winterdawn counter:** Remove, or avoid gaining, a **Bad Publicity** point. You may use this ability when you are about to gain any number of **Bad Publicity** points.  
 Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 007 – Common

### Corporate Priority Change



**Agenda-Asset**  
 At the start of each of your turns, you may cut any number of cards from the top of R&D to the bottom of R&D.

Illus. Hideyoshi  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 008 – Uncommon

### Market Analysts



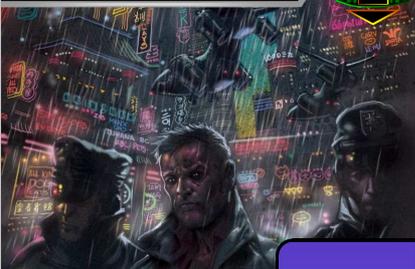
**Agenda-Asset**  
 For the remainder of the game, you must play with the top card of R&D revealed. That card is revealed at the end of each of your turns.  
**[X]:** Draw a card or shuffle your R&D. If you choose to shuffle your R&D in this way, then X=1; otherwise X=0. Use this ability only during a run, and only once per run.

Illus. alphax  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 009 – Common

### Mobile Surveillance Unit



**Agenda-Asset**  
 Runner must pay [1], in addition to any other costs, to remove a tag.

Illus. Moritat  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 010 – Rare

## Project Camelot

5

**Agenda-White Ops**  
 All white ice gets an additional subroutine "@ End the run." after all other subroutines.

When you score Project Camelot, reveal as many white ice as you wish. Then, gain one Justice counter for each revealed or rezzed white ice.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Gena Obukhov  
v2.26b

2

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 011 – Rare

## Project Winterstorm

5

**Agenda-Research-Black Ops**  
 A, [3]: Do 2 meat damage. Use this ability only if Runner is tagged.

A, A: Do 2 meat damage, unless Runner discards from his or her hand that many cards from his or her choice. Use this ability only if Runner has been tagged during your last turn.

"That's the nice thing about networking. If one of these babies sees you, they all do."  
 –Terrel LaCroix

Illus. Albert T Colon  
v2.26b

2

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 012 – Common

## Silent Crusaders Society

0

**Node-White Ops**  
 You may advance Silent Crusaders Society before or after you rez it.

A, T: For every advancement counter on Silent Crusaders Society, gain two Justice counters.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

"Founded some 34 years ago, the SCS recruits from among the executive elite, those persons who wish to make the world a better place without drawing attention to themselves-File"

Illus. Mark Sasso  
v2.26b

1

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 013 – Rare

## Corporate Liquidation

0

**Node-Transactions**  
 If you don't use the following ability at the start of any of your turns, trash Corporate Liquidation. That trashing cannot be prevented.

Trash a rezzed piece of ice: Gain [X], where X is one less than the rez cost of that ice; if X is more than 6, then it is 6.

Illus. AKV  
v2.26b

2

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 014 – Uncommon

## Flypaper™

2

**Node-Ambush**  
 You may advance Flypaper™ before or after you rez it. When Runner accesses Flypaper™, give Runner one tag for each advancement counter on Flypaper™.

Illus. dasgrafx  
v2.26b

0

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 015 – Uncommon

## GTI Product Catalogue

2

**Node-White Ops**  
 A: Show Runner one card stored in HQ, and shuffle it into R&D. Then draw two cards.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. unknown  
v2.26b

3

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 016 – Common

## Goldworthy Accountants Inc.

2

**Node-Gray Ops**  
 Whenever you rez a card, gain [1].

"I'd like to thank my wife and two children for being tax write-offs" –Bill Spooner, The Tubes.

Illus. Lushpix Fotosearch  
v2.26b

4

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 017 – Rare

## AI Old Boys Club

3

**Node-Transactions**  
 A, A, Trash face up the top X cards stored in R&D: Gain three times [X] bits. X cannot be more than 3.

"The good news is, if you need the EB, they can get it. The bad news is their programmer threw a hidden fillbuster command in at no extra charge."

Illus. unknown  
v2.26b

1

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 018 – Uncommon

## Word on the Street v2

3

**Node-Gray Ops**  
 Whenever Runner uses an ability on one of his or her installed cards, and if the cost of that ability is at least an action, then gain [2].

Illus. Darick Robertson  
v2.26b

1

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 019 – Common

## Open Door Policy

2

**Node-White Ops**

For each piece of unrezzed ice you choose not to rez during a run, gain one Justice counter when Runner has just passed that piece of ice.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

*"We have nothing to hide here at GTI. Come on in and look for yourself" –Terrel Lacroix, CEO GenTech International*

Illus. Magik Unicorn  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 020 – Rare

## Virtual Ice Scan Technology

2

**Node-Black Ops-Unique**

[2]: Put a V.E.S.T. counter on Virtual Ice Scan Technology. Each V.E.S.T. counter on Virtual Ice Scan Technology increases both your trace strength and your trace limit by 1. Use this ability only immediately after a successful run is completed, and only once per run.

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. Ygchan (AleX)  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 021 – Rare

## Of Rice and Zen

3

**Node-Transactions-White Ops**

At the end of any of Runner's turns, gain [2] if Runner has used at least one of his or her actions to do something else than making a run.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

*"Ooooooooooooooooooooo"*

Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 022 – Rare

## Ethan 'Rolodex' Reynolds, Human Resourcer

0

**Upgrade-Sysop**

[1]: Choose a sysop stored in HQ, show it to Runner and install it in this fort. Use this ability only during a run on this fort, and only twice per turn.

[2]: Search the Archives for a sysop and install it in this fort. Trash that sysop face up at the end of that run. Use this ability only during a run immediately after Runner has passed successfully a piece of ice, and only once per run.

Illus. Aleksis Bricot  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 023 – Rare

## Terrel Lacroix

0

**Upgrade-Sysop**

You may rez Terrel Lacroix only when Runner approaches a piece of ice on this fort.

You may reveal all pieces of black ice on this fort. If you do so, choose any number of ice on this fort, and pay [1] for each non-black ice chosen in this way. Then, for the remainder of the run, each of those ice gets the keyword white ice, and loses its keyword AP.

*"Sometimes, what you don't know will hurt you." –Nero Yakala*

Illus. Takrezz  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 024 – Uncommon

## Ares Antartica

0

**Upgrade-Sysop**

A: Choose up to two ice cards stored in HQ, and install them on this fort.

Illus. Aleksandar Sotirovski  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 025 – Rare

## Data Recycler

2

**Upgrade**

Install Data Recycler only in HQ.

A, Discard two cards face down: Search the Archives for a card and bring it into HQ.

Trash a rezzed card in or on this fort: Search the Archives for a card and bring it into HQ. Use this ability only during your turn, and only once per turn.

Illus. MXAtone  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 026 – Rare

## Hide and Seek

3

**Upgrade**

Rez Hide and Seek only when a run is declared successful on this fort, but before the Runner accesses cards.

T: Choose a card in this fort that has at least one advancement counter on it and move it to any other legal fort. That card keeps any counters on it.

Illus. Scott Drake  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 027 – Rare

## Preacher Jones

4

**Upgrade-Sysop-White Ops**

During a run in which Preacher Jones is accessed, all agendas about to be stolen by Runner give one less agenda point than their original and printed number of agenda points, unless that number is 1.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

*"The Grid giveth, and the Grid taketh away..."*

Illus. Aleksis Bricot  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 028 – Uncommon

### Medical Bill

3

**Upgrade-Sysop**  
 You may rez Medical Bill when Runner is about to prevent any amount of Net or brain damage during a run on this fort.  
 Runner must pay [1], in addition to any other costs, for each point of damage prevented during a run on this fort, or that point of damage is not prevented.  
*"Humane? Only if you can pay for it!"  
 – 'Tabloid' Tommy Turnbull*  
 Illus. Randy Nunley  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 029 – Uncommon

### Skälderviken City Grid

2

**Upgrade-Region**  
 During a run on this fort, do 1 brain damage after Runner passes a piece of ice, unless Runner pays [3].  
 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 Wjotowicz  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 030 – Rare

### Court District

3

**Upgrade-Region-White Ops**  
 During a run on this fort, gain one Justice counter whenever Runner passes successfully a rezzed piece of ice, except the outermost.  
 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.  
 Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.  
 Illus. Magik Unicorn  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 031 – Uncommon

### Basel City Grid

2

**Upgrade-Region**  
 All ice on this fort get +X strength, where X is the number of research agendas you have scored in the game.  
 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. Duncan  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 032 – Rare

### Watchtower™

3

**Upgrade-Region**  
 Install Watchtower™ only in HQ.  
 [3]: Install a piece of ice stored in HQ in the outermost position on this fort. Use this ability only at the start of a run, only once per run, and only if you can pay for installing that ice.  
 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.  
*"Bandits, 5 O'clock high!!"*  
 Illus. Debojaan Games  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 033 – Uncommon

### USAF Battlesat Subgrid

3

**Upgrade-Region-Ambush**  
 When Runner accesses USAF Battlesat Subgrid, it does 1 Net damage for every rezzed piece of ice 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.  
*"Though battlesat intranets are tiny, the Spacecorps sure cram them full with all sorts of nasty deterrents to any would-be orbital terrorists. Don't even go near them without your shields up!"* – Spider Murphy  
 Illus. unknown  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 034 – Rare

### Virtual Vatican

4

**Upgrade-Region-White Ops**  
 The difficulty of White 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.  
 Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.  
 Illus. Kurt Miller  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 035 – Common

### Intruder Alert

3

**Ice-Code Gate-Anti Stealth**  
 @End the run.  
 At the start of each encounter with an anti-stealth, remove [1] from all installed stealth cards, but only if Runner is tagged.  
 Illus. unknown  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 036 – Common

### Encryptor

3

**Ice-Code Gate**  
 @ For the remainder of the run, Runner accesses one less card installed or stored in this fort.  
 Illus. Lushpix Fotosearch  
 v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 037 – Uncommon

## Encryptor 2.0

6

**Ice-Code Gate**  
 @ For the remainder of the run, Runner accesses one less card installed or stored in this fort.  
 @ End the run.

Illus. Lushpix Fotosearch v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 038 – Common

## Digital Oath

6

**Ice-Code Gate-White Ice**  
 @ Gain a Justice counter.  
 @ End the run.

At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Lushpix Fotosearch v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 039 – Uncommon

## Encryptor 3.0

9

**Ice-Code Gate**  
 @ For the remainder of the run, Runner accesses one less card installed or stored in this fort.  
 @ For the remainder of the run, Runner accesses one less card installed or stored in this fort.  
 @ End the run.

Illus. Lushpix Fotosearch v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 040 – Rare

## Encryptor Deluxe

11

**Ice-Code Gate**  
 @ For the remainder of the run, Runner accesses one less card installed or stored in this fort.  
 @ For the remainder of the run, Runner accesses one less card installed or stored in this fort.  
 @ End the run.

Illus. Lushpix Fotosearch v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 041 – Common

## The Walls Have Ears

3

**Ice-Wall-Anti Stealth**  
 @End the run.

At the start of each encounter with an anti-stealth, remove [1] from all installed stealth cards, but only if Runner is tagged.

Illus. unknown v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 042 – Common

## Truncheon Line

4

**Ice-Wall**  
 @ At the start of his or her next two actions, Runner must pay [2] or forgo that action.

Illus. unknown v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 043 – Uncommon

## Snake Charmer

5

**Ice-Wall**  
 If Runner attempts to break a subroutine on Snake Charmer with a worm, then X=7, otherwise X=3.  
 @End the run.

Illus. Deaddreamer v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 044 – Uncommon

## Tear Gas

6

**Ice-Wall**  
 @ At the start of his or her next two actions, Runner must pay [2] or forgo that action.  
 @ End the run.

Illus. Tatjana Jambrišek v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 045 – Common

## Phalanx 2.0

7

**Ice-Wall-White Ice**  
 @ Gain a Justice counter.  
 @ End the run.

At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. unknown v2.260

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 046 – Rare

### Water Cannon

9

**Ice-Wall**  
 @ At the start of his or her next two actions, Runner must pay [2] or forgo that action.  
 @ At the start of his or her next two actions, Runner must pay [2] or forgo that action.  
 @ End the run.

Illus. Neo v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 047 – Common

### Walkie Talkie

3

**Ice-Sentry-Anti Stealth**  
 @End the run.  
 At the start of each encounter with an **anti-stealth**, remove [1] from all installed **stealth** cards, but only if Runner is tagged.

Illus. azaghot v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 048 – Uncommon

### Anchorman

5

**Ice-Sentry-Decrash**  
 @End the run.  
 For each piece of rezzed **ice** installed outside Anchorman, Runner must pay [1], in addition to any other costs, to break a subroutine on Anchorman.

Illus. Roland Hemming v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 049 – Common

### Trasher™

5

**Ice-Sentry-Killer**  
 @ Trash a program.

Illus. unknown v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 050 – Common

### Guinevere

4

**Ice-Sentry-White Ice**  
 @ Gain a Justice counter.  
 At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Jen Zee v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 051 – Common

### Percival

6

**Ice-Sentry-White Ice**  
 @ Gain a Justice counter.  
 @ Gain a Justice counter.  
 At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Magik Unicorn v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 052 – Common

### Justice Attractor

3

**Ice-Sentry-White Ice**  
 @ Whenever Runner encounters a piece of ice during this run, gain one Justice counter.  
 At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Theo Horneman v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 053 – Common

### Claudia

9

**Ice-Sentry-Black Ice-AP-Vampire**  
 At the start of an encounter with Claudia, you may put X Vamp counters on a rezzed piece of ice installed outside Claudia, as long as the total number of Vamp counters on that ice does not exceed its original and printed strength. If you do so, Claudia gets +X strength for that encounter. Each Vamp counter on a piece of ice gives -1 strength to it.  
 @ Trace<sup>5</sup>-If trace is successful, do 1 Brain damage that cannot be prevented and end the run.  
 @ Trace<sup>5</sup>-If trace is successful, do 1 Brain damage that cannot be prevented and end the run.

Illus. Deaddreamer v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 054 – Uncommon

### Lancelot

8

**Ice-Sentry-White Ice**  
 @ Gain a Justice counter.  
 @ Gain a Justice counter.  
 At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Magik Unicorn v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 055 – Uncommon

## Louis

12



**Ice-Sentry-Black Ice-AP-Vampire**

At the start of an encounter with Louis, you may put X Vamp counters on a rezzed piece of Ice installed outside Louis, as long as the total number of Vamp counters on that Ice does not exceed its original and printed strength. If you do so, Louis gets +X strength for that encounter. Each Vamp counter on a piece of Ice gives –1 strength to it.

- @ **Trace<sup>6</sup>**—If trace is successful, do 1 Brain damage that cannot be prevented and end the run.
- @ **Trace<sup>6</sup>**—If trace is successful, do 1 Brain damage that cannot be prevented and end the run.

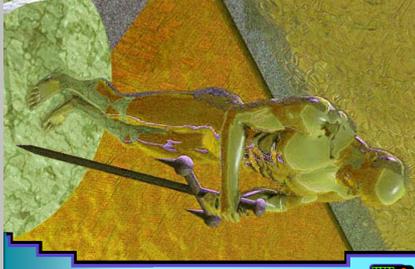
Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 056 – Rare

## King Arthur

14



**Ice-Sentry-White Ice**

- @ Gain a Justice counter.
- @ Gain a Justice counter.
- @ Gain a Justice counter.
- @ End the run.
- @ End the run.

At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Magik Unicorn  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 057 – Rare

## Lestat

15



**Ice-Sentry-Black Ice-AP-Vampire**

At the start of an encounter with Lestat, you may put X Vamp counters on a rezzed piece of Ice installed outside Lestat, as long as the total number of Vamp counters on that Ice does not exceed its original and printed strength. If you do so, Lestat gets +X strength for that encounter. Each Vamp counter on a piece of Ice gives –1 strength to it.

- @ **Trace<sup>7</sup>**—If trace is successful, do 1 Brain damage that cannot be prevented and end the run.
- @ **Trace<sup>7</sup>**—If trace is successful, do 1 Brain damage that cannot be prevented and end the run.

Illus. LL  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 058 – Uncommon

## Digital Archeologist

X



**Operation**

Search the Archives for X cards and shuffle them into R&D.

Illus. Redinard  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 059 – Common

## Ethics Training

0



**Operation-Double-White Ops**

Reveal all installed black ice and gain [1] for each rezzed or revealed black ice. Then trash any number of rezzed or revealed black ice, and gain [3] for each black ice trashed successfully in this way. Playing a double operation costs two consecutive actions this turn instead of one.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. mmoHut  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 060 – Rare

## For the Common Good

1



**Operation-White Ops**

Playing For the Common Good costs 1 agenda point in addition to the normal cost. Gain two actions.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Jenny Dolfen  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 061 – Uncommon

## AI Advisor

4



**Operation-AI**

Gain [7], or draw up to three cards, or gain up to three actions which you can use only to install cards.

"Well, the algorithms in this construct refine the decision-making process to matter of nanoseconds. Just make sure you have a loaded benefactor ready to pay your power bill before you call it up though."

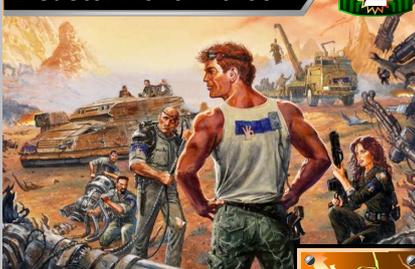
Illus. Wilby  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 062 – Common

## Disaster Relief Force

2



**Operation-White Ops**

Search the Archives for up to five non-black ice cards, show them to Runner, and put them face down on top of R&D in any order you choose.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. Doug Chaffee  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 063 – Common

## Excalibur Protocol

2



**Operation-White Ops**

Do not play Excalibur Protocol as an action; instead, play it at the start of an encounter with a piece of white ice. Remove from the game X Justice counters to give +X strength to that white ice for this encounter.

Whenever Runner trashes or steals a white ops, the Corp gains a Justice counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three Justice counters to gain [3] or an action, or to remove 1 Bad Publicity point.

Illus. MadMetzie  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 064 – Uncommon

## Handshake Deal



**Operation-White Ops**  
Do not play Handshake Deal as an action; instead, play it when X of your installed cards are about to be trashed by a Runner source. Prevent that trashing and gain one **Justice** counter. Runner, if untagged, may pay 1 agenda point to cancel this effect. If he or she does so, gain three **Justice** counters.

Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. Alan Rabinowitz  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 065 – Uncommon

## Charity Starts at Home



**Operation-White Ops**  
Play only if you scored any **White Ops** agendas this turn. Gain 5 **Justice** counters.

Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. Dorian Cleavenger  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 066 – Common

## Counter-Terrorism



**Operation-White Ops**  
Do not play Counter-Terrorism as an action; instead, play it when Runner plays a **sabotage**. Cancel the effect of that **sabotage** and gain two **Justice** counters.

Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. Dave Seeley  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 067 – Uncommon

## Lockdown



**Operation-Gray Ops**  
Play only if Runner has been tagged during this game. Give Runner a Lockdown counter. As long as Runner has one or more Lockdown counters, he or she cannot access cards during runs. Runner may remove a Lockdown counter by taking an action to pay [3], but only if he or she has less than 3 tags.

Illus. Tatjana Jambrisak  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 068 – Common

## Charity Fundraising



**Operation-White Ops**  
Gain [7] or remove up to two **Bad Publicity** points.

Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. David Rabbitt  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 069 – Rare

## Internment Camp Round-Up



**Operation-Black Ops**  
When you play Internment Camp Round-Up, pay 1 agenda point in addition to the normal cost.

Gain any number of **Bad Publicity** points and make a trace as follows: for each point of **Bad Publicity** gained in this way, add three to your trace strength for that trace.

**Trace**<sup>12</sup>—If trace is successful, give Runner three tags.

*"Women on the left, men on the right, this way please."*

Illus. Nate Barnes  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 070 – Common

## Interrogation



**Operation-Gray Ops**  
Play only if Runner has been tagged this game, and only if you trashed any number of installed **resources** this turn.

Trash an installed **resource** and give Runner a tag.

Illus. Alex Broeckel  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 071 – Common

## "Netwatch" Live on DMS



**Operation**  
Gain [6]. Then gain [2] if Runner is tagged.

*"We're broadcasting live from the DMS fortress, where an unsuspecting felon..."*

*"Boy, this will really raise our viewer percentage!"*

Illus. Raben Aas  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 072 – Common

## Now Enriched with Vitamin C



**Operation**  
Play only if you scored any **research agenda** this turn.

Put a +1 strength counter on all rezzed **ice**.

Illus. MadelnPB  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 073 — **Common**

## Pillage the Pension

8

**Operation-Gray Ops-Bad Publicity**  
Gain [14] and 2 **Bad Publicity** points.

Illus. Hector  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 074 — **Common**

## Streetcleaners, Inc.

4

**Operation-Gray Ops**  
Play only if Runner is tagged.  
Expose all **hidden resources**. Then, trash all installed **resources**; Runner may prevent any number of **resources** from being trashed in this way by paying [2], in addition to any other costs, for each **resource** not trashed.

Illus. Elergan  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 075 — **Uncommon**

## One Bad Apple

5

**Operation-White Ops**  
Choose any number of rezzed **black ice** and trash them. For each piece of **ice** trashed successfully in this way, put one +1 strength counter on all installed pieces of **ice**.  
Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. Robert Kaszuba  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 076 — **Uncommon**

## Forget You Not Inc.

6

**Operation-Black Ops**  
Play only if Runner has been tagged this game.  
If Runner is tagged, do 2 meat damage; do 2 meat damage. Otherwise, if Runner has been tagged during your last turn or during his or her last turn, do 2 meat damage unless Runner discards that many cards of his or her choice.  
*"Yeah, sure, the name sounds cute, but I've seen these guys. They're plug-ugly."*

Illus. Hideyoshi  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 077 — **Uncommon**

## Virtual Quarantine

6

**Operation-Gray Ops**  
Play Virtual Quarantine only if Runner is tagged.  
Give Runner a Quarantine counter. At the start of each of his or her turn, Runner must forgo one action for each Quarantine counter he or she has. If Runner has no tag, he or she may remove one Quarantine counter by taking two actions to pay [4].

Illus. Shelest  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011