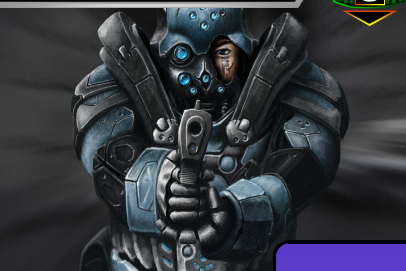


Deep Runs 001 – Common

## Headhunter



**Agenda-Black Ops-Bad Publicity**

When you score Headhunter, give Runner a tag; then gain 1 **Bad Publicity** point unless you pay [3].

For every two advancement counters over Headhunter's difficulty that are on Headhunter when you score it, give Runner one tag and gain 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.

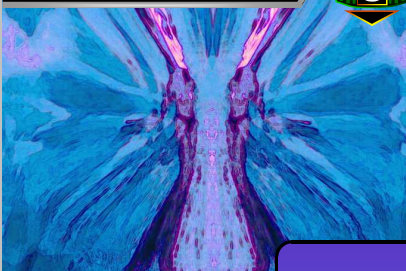
"Gotcha."

Illus. Dys  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 002 – Common

## Mirror Subroutine



**Agenda-Research-Virus**

When you score Mirror Subroutine, give Runner a Mirror counter. Each Mirror counter forces Runner to pay [1], in addition to any other costs, to break a subroutine on a piece of **ice**. Runner may remove a Mirror counter by taking two consecutive actions to pay [1].

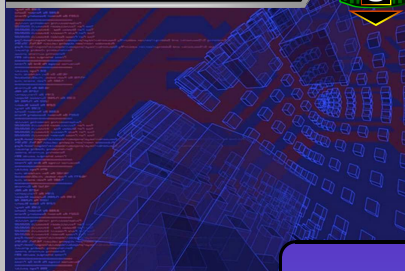
"Ever heard the saying, 'You are your own worst enemy'? Well some sysop finally found a way to make that work..."

Illus. unknown  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 003 – Uncommon

## Program Analysis



**Agenda-Research**

[2]: The bit cost to use a subroutine that contains the word "break" on a **random icebreaker** is doubled until end of encounter. Use this ability only at the start of an encounter with a piece of **ice**, only once per encounter, and only twice per run.

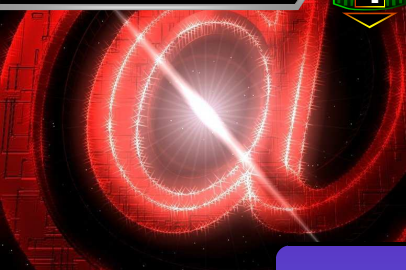
In the late 2030's, Corps understood that statistics based on chance gave certain results...

Illus. Carson Catlin  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 004 – Common

## Network Guard Glyph



**Agenda-Asset**

During each trace attempt, Runner's link is reduced by X. If Runner has one or more **stealth** cards installed, X=1; otherwise X=2.

"I want this net so crowded with traps that not even a nano-insect could get through!"

Illus. Goran Grudi  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 005 – Uncommon

## Marketing Presentation



**Agenda-Gray Ops**

All installed **advertisements** get –[2] rez cost and –[1] trash cost.

When you score Marketing Presentation, you may pay [X] to remove half as many **Bad Publicity** points, rounded down.

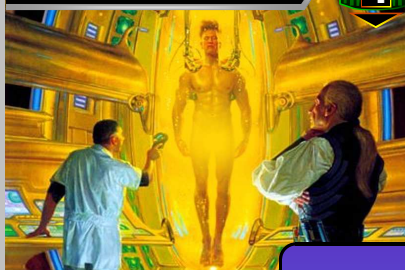
"With statistics, and money, you can explain anything legally."

Illus. Barclay Shaw+JohnSledd+VA+Lushpix  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 006 – Uncommon

## New Bionic Promotion



**Agenda-Asset**

[1]: Draw all of the cards from the bottom of your R&D instead of the top. Use this ability only when you are about to draw any number of cards from R&D.

Whenever you score a **research agenda**, gain [2] or draw up to two cards.

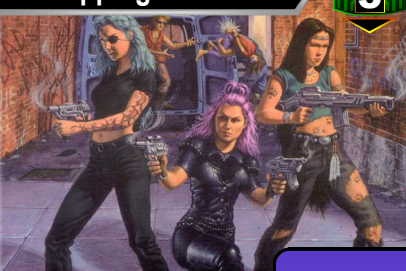
"But Sir, that's our project for next year."  
"I know, but in times of war, priorities change."

Illus. Donato Giancola  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 007 – Uncommon

## Kidnapping



**Agenda-Black Ops**

When you score Kidnapping, choose a data fort. Runner may run only on the chosen fort until he or she makes a successful run on that chosen fort. This effect is cancelled if it is illegal to run on the data fort chosen by the Corp.

"He won't try nothing now, we've got his friend!" "Yes, but for how long?"

Illus. Doug Andersen  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 008 – Rare

## Secret Board Meeting



**Agenda-Asset-Gray Ops**

A. [2]: If Secret Board Meeting has two **operations** or less on it, put an **operation** stored in HQ on Secret Board Meeting, face down.

You may play any **operation** on Secret Board Meeting as though it were stored in HQ.

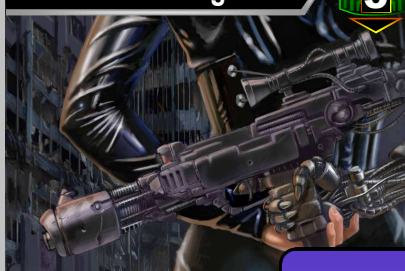
"A board meeting yesterday? No, I don't remember any. It was just a normal working group..."

Illus. James Clyne  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 009 – Rare

## Partial Knowledge



**Agenda-Asset-Random**

Whenever you successfully do damage, you may roll a die. On a 1, X=3. On a 2, X=2. On a 3, X=1. On a 4, 5, or 6, X=0. Partial Knowledge does X additional points of damage of the same type Runner just suffered.

"It's very simple. When you don't know exactly where the hackers dwell, use weapons with a large area of effect."

Illus. Lee Kohse  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 010 – Common

## Partial Refund

5

**Agenda-Gray Ops**  
 All **transaction nodes** get  $-[1]$  rez cost, and all **transaction operations** get  $-[1]$  playing cost. Whenever any number of installed pieces of **ice** are trashed, gain  $[2]$  for each rezzed piece of **ice** trashed successfully.

*"Our lawyers have found flaws covered by the micro-limited guarantee on each and every ice program we have bought from Syd Meyers, thereby legally entitling us to compensation for damages suffered."*

Illus. John Sledd  
v2.3.B

3

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 011 – Rare

## Ill-Feeling

0

**Node-Ambush**  
 If you pay  $[2]$  when Runner accesses Ill-Feeling, even if Ill-Feeling is not installed, the effect of the next **prep** played by Runner during this turn is cancelled. Ignore this effect if Runner accesses Ill-Feeling from the Archives.

Illus. Slawek Wojtowicz  
v2.3.B

0

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 012 – Common

## Overload Feedback

0

**Node-Ambush**  
 When Runner accesses Overload Feedback, you may pay  $[3]$  to trash one piece of non-cybernetics hardware of your choice, even if Overload Feedback is not installed. Ignore this effect if Runner accesses Overload Feedback from the Archives. If Overload Feedback is accessed from R&D, Runner must show it to you.

*"Even in our high tech world, people are still using cables and wires to jack in."*

Illus. Hamid Asim  
v2.3.B

0

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 013 – Common

## Tagged Marker

0

**Node-AI-Ambush-Random**  
 When Runner accesses Tagged Marker, you may make a trace as follows, even if Tagged Marker is not installed: "Trace"—If trace is successful, give Runner a Tagged counter. One or more Tagged counters forces Runner to lose all bits at the start of each of his or her turns. Runner may remove a Tagged counter by taking two consecutive actions to pay  $[1]$ . Ignore this effect if Tagged Marker is accessed from the Archives. If Tagged Marker is accessed from R&D, Runner must show it to you.

*"At first, it was called Sleuth, because of Sherlock Holmes, but our boss doesn't like literature."*

Illus. David Newton  
v2.3.B

0

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 014 – Uncommon

## Ice Initialization Analyzer

0

**Node**  
 $[0]$ : Choose an installed piece of unrezzed **ice** and put a Initialization counter on it. Each Initialization counter on a piece of **ice** reduces its rez cost by  $[1]$ . Use this ability only at the start of your turn, and only once per turn.

Whenever you rez a piece of **ice** that has any number of Initialization counters on it, remove all Initialization counters from it.

Illus. unknown  
v2.3.B

1

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 015 – Common

## Spider Web

1

**Node**  
 Runner must pay  $[1]$ , in addition to any other costs, to trash an installed **node**, including this one.

*"It simulates a real spider's web and snares unauthorized personnel. The spider simulation will be ready shortly. I'm sure you will be impressed, Dr. Dreff has taken charge of the project himself..."*

Illus. Mohammad F Haque  
v2.3.B

1

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 016 – Uncommon

## Recognition Enhancer

2

**Node-Unique**  
 Whenever you successfully trash any number of **resources**, trash one additional **resource**. Use this ability only if Runner is tagged.

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.

*"Always send out two teams. That way if one doesn't get the guy, the other one will." "And if they both succeed?" "The more, the merrier..."*

Illus. MxO  
v2.3.B

2

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 017 – Rare

## Kali Mercenaries

3

**Node-Asset-Black Ops**  
 A,  $[3]$ : Do 3 meat damage. Use this ability only if Runner has two or more tags.

*"They're really hard to negotiate with."  
 "How's that?"  
 "You're not allowed to speak until you're dead..."*

Illus. Gassner  
v2.3.B

2

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 018 – Rare

## Jefreis DeCarnac - San

3

**Node-AI**  
 A,  $[3]$ : Put one JDCS counter on Jefreis DeCarnac-San.

$[1]$ : Trash face up the top card of R&D, JDCS counter: Search the Archives for a card and play or install it as though it were in HQ, paying all required costs to do so. Use this ability only during your turn, and only if you can pay to play or install that card.

*SANs had all the strategic advantages of sysops without all emotional problems of living material.*

Illus. unknown  
v2.3.B

4

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 019 – **Uncommon**

## Security Consortium

4

**Node-Asset-AI**  
 You cannot use **operations** to put any number of advancement counters on a card. Whenever you install a card, pay [1], in addition to any other costs, to install that card.

All other installed **nodes** and **upgrades** get **-[1]** rez cost and **+[1]** trash cost, and all installed **ice** get **-[1]** rez cost and **+1** strength.

Runner must pay [3], in addition to any other costs, to steal an **agenda**; whenever Runner steals an **agenda**, give Runner a tag.

Illus. Andy Harper  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 020 – **Rare**

## Knight Spokesman

5

**Node-Gray Ops**  
 During each trace attempt, your trace limit is increased by 1.

**Discard face up a non-agenda black ops card:**  
 Remove 1 **Bad Publicity** point. Use this ability only at the start of your turn.

[1]: Avoid gaining 1 **Bad Publicity** point. Use this ability only when Runner is about to give you any number of **Bad Publicity** points, and only once per turn.

*"And I'm sure you can explain the recently aborted... what did you call it... Urban Renewal?"*

Illus. Veronica V Jones  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 021 – **Rare**

## 'JWR' Keelin Kei Crelf - San

6

**Node-Black Ops-AI-Unique**  
 1 **agenda** point: Make a trace as follows: "Trace<sup>12</sup>-if trace is successful, prevent the effect of a prevention effect Runner is attempting to use." Use this ability only once per turn, and only when Runner attempts to use a prevention 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 activating our Joint War Room will kill him!"*  
*"Well, yes, that's the idea, my young apprentice..."*

Illus. Ng Edy  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 022 – **Common**

## Grip

0

**Upgrade-Ambush**  
 When Runner accesses Grip, you may pay [2] to put a Squeeze counter on this fort. At the start of each run on a fort containing X Squeeze counters, Runner must discard X cards from his or her hand, his or her entire hand, whichever number is smaller. Runner may remove a Squeeze counter by taking an action to pay [3].

Illus. Zed  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 023 – **Rare**

## Audia Karmodi

1

**Upgrade-Sysop**  
 [3]: Choose a piece of **ice** on this fort, and swap it with a piece of rezzed **ice** installed on another fort. If both pieces of **ice** are still installed at the end of run, swap them back to their original positions. You may use this ability at the start of an encounter with a piece of **ice**. Use this ability only during a run, and only once per run.

*"A Filter, give me a break! This should be a walk in the park!"*  
*"Wilson, that's a Liche!"*

Illus. unknown  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 024 – **Uncommon**

## The Watcher

2

**Upgrade-Sysop**  
 Trace<sup>4</sup>-If trace is successful, give Runner a tag unless he or she pays [2]; ignore this effect if Runner used only **stealth icebreakers** to break each subroutine on that piece of **ice**. Use this ability only at the end of an encounter with a piece of **ice** during a run on this fort, and only once per encounter.

*"Watcher, not in the water... but in ice."*

Illus. Akahastur  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 025 – **Rare**

## Dedicated Analyzer

2

**Upgrade-Sysop**  
 Trace<sup>4</sup>-If trace is successful, choose a piece of **ice** on this fort already encountered during this run and an **icebreaker** that was used to break one or more subroutines on it. That **icebreaker** cannot be used on the current piece of **ice**, unless this **ice** has the same keyword X as the chosen **ice**. X must be either **code gate**, or **wall**, or **sentry**. Use this ability only during an encounter with a piece of **ice** on this fort, and only once per run.

Illus. Guillermo Romano  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 026 – **Uncommon**

## Ice Frauds Server

2

**Upgrade-Sysop-Random**  
 [2]: Choose a piece of **ice** on this fort and roll a die. On a 1, put two +1 strength counters on that **ice**. On a 2, 3, or 4, put a +1 strength counter on that **ice**. On a 5 or 6, trash Ice Frauds Server unless you pay [3]. Use this ability at the start of a run, and only once per run.

*"Come on, this isn't the 21st Century anymore! Can't you think of something a little more creative than ice on steroids?"*  
*"I could, but smashing the brains out of annoying Runners is so much more satisfying..."*

Illus. Krahl D'Opilarys  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 027 – **Common**

## New-York City Grid

0

**Upgrade-Region**  
 If Runner starts a run on this fort and ends that run on another fort, gain [2] and draw up to one card at the end of that run.

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.

*"Start scanning the news, You're running today. I want to gain a lot of bits, New York, New York..."*


Illus. Dave McCoy  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 028 – **Uncommon**

## Peking City Grid

**3**



**Upgrade-Region**

[4] Trash a piece of rezzed ice on this fort. Rez a wall on this fort at no cost. That wall gets +X strength, where X is its original and printed strength. Derezz that wall at the end of current encounter. Use this ability when you are about to rez that wall during a run.

[2] Choose a rezzed wall on this fort. That wall gets +3 strength until end of run. Use this ability only once per run.

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. NC Bdoj  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 029 – **Rare**

## Research Plan Center

**3**



**Upgrade-Region**

Install Research Plan Center only in R&D.

When Runner is about to access any number of cards during a run on R&D, he or she accesses X fewer cards stored in R&D, even during the run in which Research Plan Center is trashed. X is the number of **upgrades** in this fort, including this one.

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.

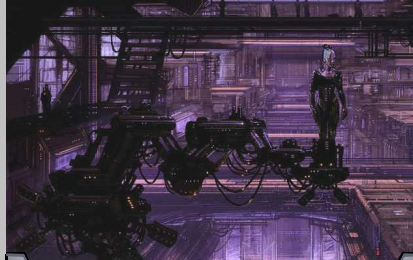
Illus. Dusso  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 030 – **Rare**

## Staff Security Center

**4**



**Upgrade-Region**

Install Staff Security Center only in HQ.

Each source of damage from cards accessed from HQ inflicts +1 damage of the same type, even during the run in which Staff Security Center is trashed.

All **ambushes** installed or stored in HQ get +2 trash cost, even during the run in which Staff Security Center is trashed.

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. Feng Zhu  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 031 – **Common**

## Security Lock

**0**



**Ice-Code Gate**

@ End the run unless Runner pays [1].

@ Runner loses [1].

Gain [1] when you rez Security Lock. Gain an additional [1] at the end of any unsuccessful run on this fort.

*"I'm a poor lonesome Runner."*


Illus. unknown  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 032 – **Common**

## Treasure Chest

**0**



**Ice-Code Gate**

@ End the run unless Runner pays [1].

@ Gain [1].

Gain [1] when you rez Treasure Chest. Gain an additional [1] at the end of any unsuccessful run on this fort.

*"Our Lord said: 'The rich will get food, and the poor will get hungry!'"*

*"This is why I don't believe in God..."*

Illus. unknown  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 033 – **Rare**

## Downward Spiral

**3**



**Ice-Code Gate-Random**

@ Put a +1 strength counter on Downward Spiral.

@ Put a +1 strength counter on the piece of ice installed just inside Downward Spiral, if any.

@ Roll a die; on a 1 or 2, Runner must resume the run at the start of the encounter with Downward Spiral.

*"It's a new generation of ice that feeds on itself."*

Illus. Deaddermer  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 034 – **Uncommon**

## Maze of the Mad

**6**



**Ice-Code Gate**

@ Do 1 Net damage that cannot be prevented.

@ Runner forgoes his or her next action unless he or she pays [1].

@ End the run.

*"The Code... it's everywhere... Shrinking and growing... twisting and glowing... constantly changing, never repeating... It's alive... the Code is alive... and it wants your brains!"*

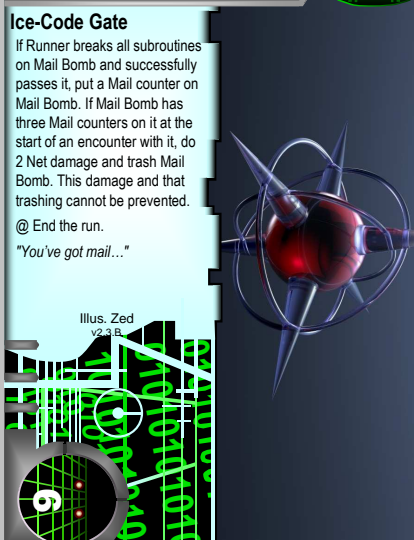
Illus. Visual Paradox  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 035 – **Uncommon**

## Mail Bomb

**7**



**Ice-Code Gate**

If Runner breaks all subroutines on Mail Bomb and successfully passes it, put a Mail counter on Mail Bomb. If Mail Bomb has three Mail counters on it at the start of an encounter with it, do 2 Net damage and trash Mail Bomb. This damage and that trashing cannot be prevented.

@ End the run.

*"You've got mail..."*

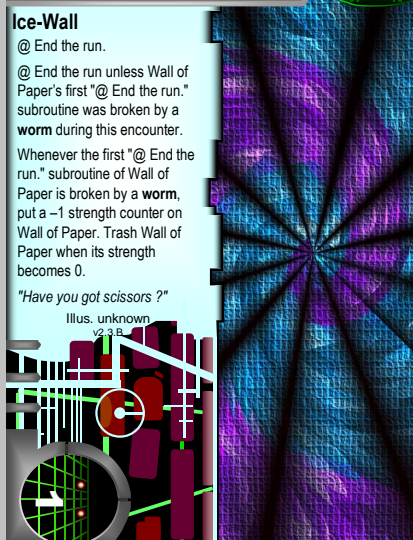
Illus. Zed  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 036 – **Uncommon**

## Wall of Paper

**2**



**Ice-Wall**

@ End the run.

@ End the run unless Wall of Paper's first "@ End the run," subroutine was broken by a **worm** during this encounter.

Whenever the first "@ End the run," subroutine of Wall of Paper is broken by a **worm**, put a -1 strength counter on Wall of Paper. Trash Wall of Paper when its strength becomes 0.

*"Have you got scissors?"*

Illus. unknown  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 037 – Common

## Wall of Mud



5

**Ice-Wall**  
 @ End the run.  
 @ End the run unless Wall of Mud's first "@ End the run." subroutine was broken by a **worm** during this encounter.

Whenever the first "@ End the run." subroutine of Wall of Mud is broken by a **worm**, put a –1 strength counter on Wall of Mud. Trash Wall of Mud when its strength becomes 0.

*"You've got mud on your face... big disgrace."*

Illus. Armands  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 038 – Common

## Wall of Earth

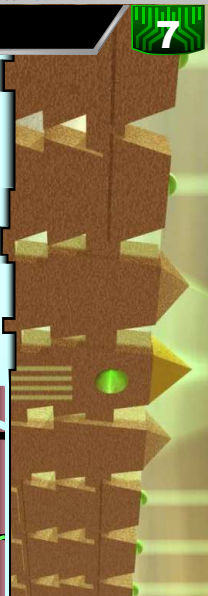

7

**Ice-Wall**  
 @ End the run.  
 @ End the run unless Wall of Earth's first "@ End the run." subroutine was broken by a **worm** during this encounter.

Whenever the first "@ End the run." subroutine of Wall of Earth is broken by a **worm**, put a –1 strength counter on Wall of Earth. Trash Wall of Earth when its strength becomes 0.

*"It's like cheese: the more the holes, the less the cheese."*

Illus. Magik Unicorn  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 039 – Rare

## Mountain


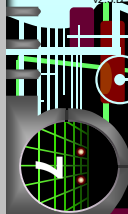
11

**Ice-Wall**  
 @ End the run.  
 @ End the run unless Mountain's first "@ End the run." subroutine was broken by a **worm** during this encounter.

@ End the run unless Mountain's first "@ End the run." subroutine was broken by a **worm** during this encounter.

Whenever the first "@ End the run." subroutine of Mountain is broken by a **worm**, put a –1 strength counter on Mountain. Trash Mountain when its strength becomes 0.

Illus. unknown  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 040 – Rare

## Stonehenge Souvenir

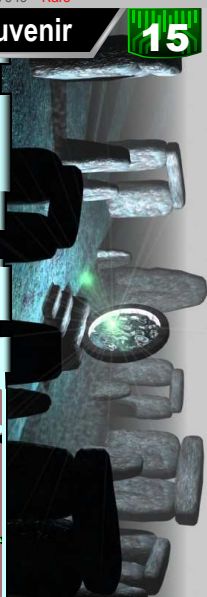

15

**Ice-Wall**  
 X is half the number, rounded down, of rezzed walls with a name different from Stonehenge Souvenir. Stonehenge Souvenir has X additional "@ End the run." subroutines, after all other subroutines.

@ Put a +1 strength counter on all rezzed walls.

@ If you pay [1], choose a subroutine on a rezzed wall other than Stonehenge Souvenir. Treat this subroutine as if it was the current subroutine of Stonehenge Souvenir for this encounter.

Illus. AJ Coles Jr  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 041 – Common

## Wasp

0

**Ice-Sentry-AP-Sword-Bomb-Random**  
 @ If Wasp is installed, do 1 Net damage. This damage cannot be prevented. After each encounter with Wasp, if that subroutine has not been broken, roll a die. On a 5 or 6, trash Wasp.

On a **bomb**, any duplicated or repeated subroutine has no effect.

Illus. Optek  
v2.3.B




Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 042 – Common

## Cybermine

4

**Ice-Sentry-Firestarter-AP-Bomb**  
 @ Trash a piece of **hardware**.

@ Trash a piece of **hardware**.

If Runner breaks all subroutines on Cybermine when it is installed and successfully passes it, make a trace as follows: "Trace<sup>9</sup>-If trace is successful, do 3 meat damage and trash Cybermine."

On a **bomb**, any duplicated or repeated subroutine has no effect.

Illus. Zed  
v2.3.B




Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 043 – Uncommon

## NetMine

6

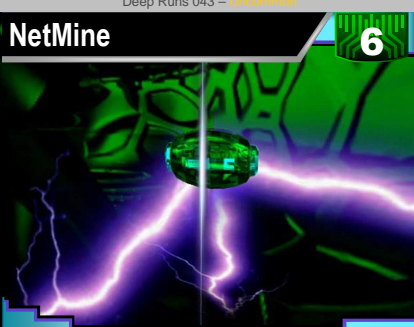

**Ice-Sentry-AP-Killer-Hellbolt-Bomb**  
 @ Trash a **program**.

@ Trash a **program**.

If Runner breaks all subroutines on Netmine when it is installed and successfully passes it, make a trace as follows: "Trace<sup>9</sup>-If trace is successful, do 3 Net damage and trash Netmine."

On a **bomb**, any duplicated or repeated subroutine has no effect.

Illus. Polynetik  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 044 – Rare

## BrainMine

7

**Ice-Sentry-Black Ice-AP-Zombie-Bomb**  
 @ Do 1 brain damage.

@ Do 1 brain damage.

If Runner breaks all subroutines on Brainmine when it is installed and successfully passes it, make a trace as follows: "Trace<sup>9</sup>-If trace is successful, do 3 brain damage and trash Brainmine."

On a **bomb**, any duplicated or repeated subroutine has no effect.

Illus. Laurent Antonini  
v2.3.B




Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 045 – Common

## Cybarman

1


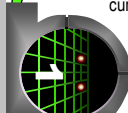
**Ice-Sentry**  
 @ End the run unless Runner pays [1].

@ Gain [1].

Gain [1] when you rez Cybarman. At the end of current encounter with Cybarman, you may derez it.

*"Give me your money and I'll tell you who you are..."*

Illus. Federico Panci  
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 046 — Common

## Cortical Attack

2



**Ice-Sentry-Black Ice-AP-Bomb-Random**

@ If Cortical Attack is installed, do 1 brain damage. This damage cannot be prevented. After each encounter with Cortical Attack, if that subroutine has not been broken, roll a die. On a 4 or more, trash Cortical Attack.

On a **bomb**, any duplicated or repeated subroutine has no effect.

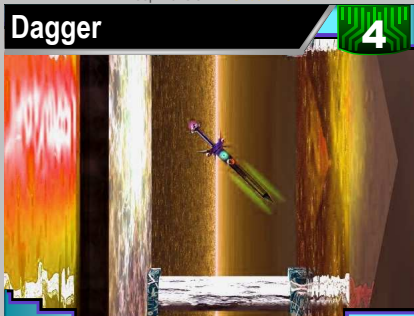
Illus. Pieblo v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 047 — Uncommon

## Dagger

4



**Ice-Sentry-AP-Sword-Bomb-Random**

@ If Dagger is installed, do 3 Net damage, of which 1 cannot be prevented. After each encounter with Dagger, if that subroutine has not been broken, roll a die. On a 4 or more, trash Dagger.

On a **bomb**, any duplicated or repeated subroutine has no effect.

Illus. Mark v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 048 — Uncommon

## Anaesthetic

6



**Ice-Sentry-Black Ice-AP-Bomb-Random**

@ If Anaesthetic is installed, do 2 brain Damage, of which 1 cannot be prevented. After each encounter with Anaesthetic, if that subroutine has not been broken, roll a die. On a 4 or more, trash Anaesthetic. This trashing cannot be prevented.

On a **bomb**, any duplicated or repeated subroutine has no effect.

Illus. Pieblo v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 049 — Rare

## NetBomb

8



**Ice-Sentry-AP-Hellbolt-Bomb-Random**

@ If NetBomb is installed, do 5 Net damage, of which 2 cannot be prevented. After each encounter with NetBomb, if that subroutine has not been broken, roll a die. On a 3 or more, trash NetBomb. This trashing cannot be prevented.

On a **bomb**, any duplicated or repeated subroutine has no effect.

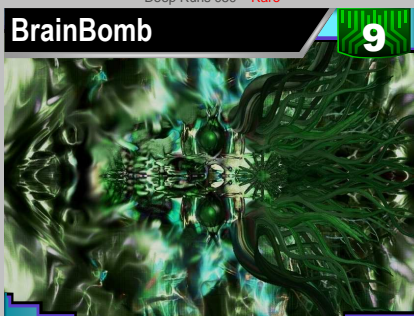
Illus. Stefan Vitanov v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 050 — Rare

## BrainBomb

9



**Ice-Sentry-Black Ice-AP-Bomb-Random**

@ If BrainBomb is installed, do 3 brain Damage, of which 2 cannot be prevented. After each encounter with BrainBomb, if that subroutine has not been broken, roll a die. On a 3 or more, trash BrainBomb. This trashing cannot be prevented.

On a **bomb**, any duplicated or repeated subroutine has no effect.

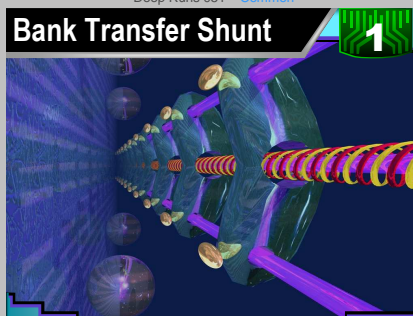
Illus. Itrep v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 051 — Common

## Bank Transfer Shunt

1



**Ice-Sentry**

X is the number of bits, coming from non-**stealth** sources, spent by Runner during this run to pass the piece of **ice** encountered just before Bank Transfer Shunt, if any. If there is no such **ice**, then X=2.

@ Gain half of [X], rounded up.

*"It's a piece of ~~the~~ cake. The stupid weefles do all the work, we just flip the switch."*

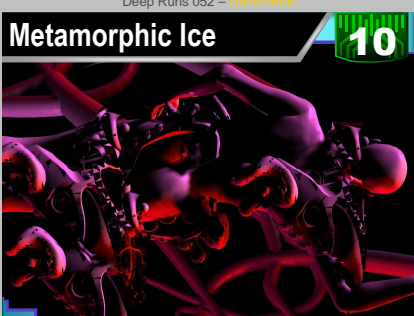
Illus. Chaos v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 052 — Uncommon

## Metamorphic Ice

10



**Ice-Sentry-AI-Sleepy**

At the start of an encounter with Metamorphic Ice, choose a piece of rezzed non-spirit and non-bomb **ice**, with a name different from Metamorphic Ice, and choose two subroutines on that piece of **ice**; you can choose in this way the same subroutine twice on that piece of **ice**. X is the current strength of that piece of **ice**. Treat these subroutines as if they were the current subroutines of Metamorphic Ice for this encounter.

If Runner has used a **noisy icebreaker** during this run, the cost to rez Metamorphic Ice is reduced by [5].

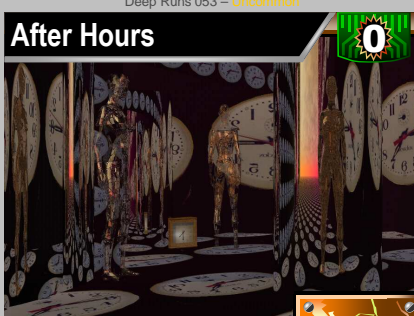
Illus. Koofflasher v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 053 — Uncommon

## After Hours

0



**Operation**

Do not play After Hours as an action; instead, play it during Runner's turn, and only at the end of an encounter with a piece of installed **ice**. Derezz that piece of **ice** and gain [2]. You may pay [1] when you play After Hours to take it back in HQ instead of discarding it.

*"Why did you stop that program? need it for my work!"*  
*"Our security agents have detected some time-delayed runner traps running within the program. Don't worry though, I'll get your 3D holo-shooter back up and running as soon as possible..."*

Illus. unknown v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 054 — Uncommon

## Power Overriding Disruptor

0



**Operation-Virus**

Play only if Runner is tagged. Put a POD counter on a piece of **hardware** that provides at least +1 hand size. A POD counter on a piece of **hardware** reduces that **hardware**'s hand size bonus to 0. Runner may remove one POD counter on a piece of **hardware** by taking an action to pay [2].

*"God I hate those things! Even after you remove them, the stench lingers on for a week!"*

Illus. Zed v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 055 – Common

## Rising Star

1

**Operation**  
Choose a piece of **ice** on a fort. If it is unrezzed, gain [3], which you may use only to pay for rezzing it, and rez it if you can. If you succeed, or if that **ice** was already rezzed, you may then move it to any position on that fort. Return to the bank any of the [3] you did not spend.  
*"Making a program active was taking so much time that we decided to get rid of all administrative and security protocols."*

Illus. Lushpix Fotosearch  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 056 – Common

## Security Update

3

**Operation**  
Search either your R&D or the Archives, but not both, for up to two **ambush** cards. Show those cards to Runner and bring them into HQ. If you searched your R&D in this way, shuffle it afterwards.  
*"I'm glad to see the Directors finally saw reason and approved my security enhancements..."*  
*"Just bag the Runner and try not to wind up on Netwatch, Dr. Dreff..."*

Illus. D Lange  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 057 – Rare

## Epuration

4

**Operation-Gray Ops**  
Play only if Runner is tagged. Your trace value is increased by 2 for the following trace:  
**Trace<sup>8</sup>**—If trace is successful, choose one of the Runner's installed non-**stealth** cards; if Runner has more than one copy of that card installed, Runner must uninstall all copies of that card but one, and bring those cards back into his or her hand.  
*"In the end, there can be only one..."*

Illus. Joachim Barrum  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 058 – Common

## Military Business

4

**Operation-Transactions-Bad Publicity-Random**  
Gain [9] and roll a die. On a 1 or 2, gain [1]. On a 4 or 5, gain 1 **Bad Publicity** point. On a 6, gain 2 **Bad Publicity** points.  
*"Risky, risky... Give me the money first. I'll arrange that campaign."*

Illus. Fuchsiart  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 059 – Common

## Big Board Meeting

0

**Operation-Double**  
Gain [2] and draw 4 cards.  
Playing a **double operation** costs two consecutive actions this turn instead of one.  
*"I don't need to impress on you with the seriousness of our situation. We have one week before the shareholder's meeting to secure our data forts and stop these raids. Which is why I'm proposing we extend working hours and double our overtime incentives."*  
*"Double, are you mad?!" "Tell me, which do you care about more, your money, or your job?"*

Illus. Davion  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 060 – Uncommon

## Draft Report

0

**Operation-Double**  
Look at the top card of R&D. Then either remove that card from the game, or pay [1] to trash it face up, or store it into HQ. Repeat until you have either stored a card into HQ, or have no bit left in your bit pool, or have removed six cards from the game in this way.  
Playing a **double operation** costs two consecutive actions this turn instead of one.  
*"Now? But I'll have to cancel all my projects!" "Listen, I decide what matters around here, and you will do as I say. Are we clear?" "YES SIR!"*

Illus. Jim Holloway  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 061 – Uncommon

## You're Caught

3

**Operation-Double-Gray Ops**  
Play only if Runner is tagged.  
**Trace<sup>6</sup>**—If trace is successful, give Runner a Catch counter, and expose all **hidden resources**. One or more Catch counters forces Runner to install all **hidden resources** face up, and to pay [1] in addition to any other costs to install each of them. Runner may remove a Catch counter by taking an action to pay [4].  
Playing a **double operation** costs two consecutive actions this turn instead of one.

Illus. OmeN2501  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 062 – Rare

## Multiverse Connections

4

**Operation-Double**  
Put a Link counter in a fort that does not already have one. A fort containing one or more Link counters may have up to two **regions**, each with a name different from the other one, installed in it instead of one. If a **region** leaves play from, or for any reason there are more than two **regions** in, a fort containing a Link counter, remove all Link counter in that fort from the game.  
Playing a **double operation** costs two consecutive actions this turn instead of one.

Illus. unknown  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 063 – Rare

## New Deadline

4

**Operation-Double-Gray Ops**  
Put a Deadline counter in HQ if it has none, and forfeit your next 2 agenda points. You may remove that Deadline counter from the game at any time. If you do so, put two advancement counters on an **agenda** that has an original and printed difficulty of 6 or more, or one advancement counter on an **agenda** that has an original and printed difficulty of 5.  
Playing a **double operation** costs two consecutive actions this turn instead of one.  
*"But it'll take weeks!" "Listen: First, we cannot change the date. Second, well... don't you know anything about politics?"*

Illus. Mark Goerner  
v2.3.B  
Card created by Emmanuel ESTOURNET, 2000-2010