


Deep Runs 001 – Common

Attractor




Program-1 MU
 Put an Attractor counter on Attractor when you install it. For each tag you successfully receive during a run or during the Corp's turn, put an Attractor counter on Attractor.
Attractor counter: Gain [1]. Use this ability only during a run. If you do not spend this bit, return it to the bank at the end of that run.
"I cannot resist being rich!"

Illus. Lionel Tilly
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 002 – Uncommon

Hypnotist



Program-1 MU
[X], T: Pass a piece of **sentry ice**. Use this ability only during an encounter with that **sentry**, and before breaking any of its subroutines. X is one fourth of the rez cost of that **sentry**, rounded down.
The program uses a new form of encrypted decoys that lengthens the calculations of the ice's detection subroutines.

Illus. Corey
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 003 – Uncommon

Master Key



Program-1 MU
[X], T: Pass a piece of **code gate ice**. Use this ability only during an encounter with that **code gate**, and before breaking any of its subroutines. X is one fourth of the rez cost of that **code gate**, rounded down.
"The gates of the future open only to those who know how to push..." –Political slogan

Illus. Dean Gagnon
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 004 – Uncommon

Pole Vault



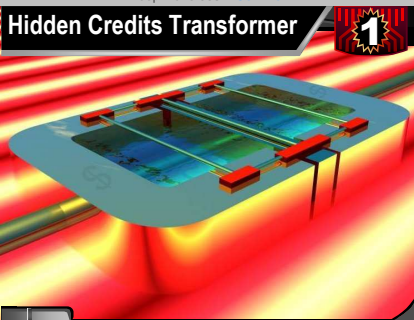
Program-1 MU
[X], T: Pass a piece of **wall ice**. Use this ability only during an encounter with that **wall**, and before breaking any of its subroutines. X is one fourth of the rez cost of that **wall**, rounded down.
"It's a wall, blockhead! Didn't they have athletics at that fancy virtual academy of yours?!"

Illus. Jaesuk Lee
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 005 – Common

Hidden Credits Transformer



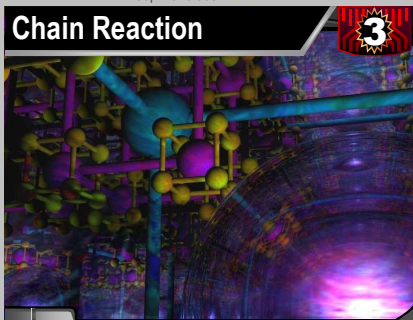
Program-1 MU
 For every [2] that you spend from one or more **stealth cards**, put a Transform counter on Hidden Credits Transformer.
Transform counter: Gain [1]. At the end of the turn, return the bit to the bank if you did not spend it.
"Banks don't tell the truth, why should I?"

Illus. Magik Unicorn
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 006 – Uncommon

Chain Reaction




Program-2 MU
 Whenever one or more cards from R&D are trashed because of a Runner's effect, Runner may trash face down one additional card from the top of R&D.
*"Remember, kid, the media is your best friend. Nothing stops a Corp faster than a little bad PR."
 "But what if you can't dig up any good dirt?"
 "So? Make something up..."*

Illus. Sanity Impaired
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 007 – Rare

Virtual Eraser



Program-1 MU
 Whenever you access any number of **nodes** or **upgrades**, you may choose one of those **nodes** or one of those **non-region upgrades** you accessed and trash it, at no cost.
"It is virtual, yes, but the erasing is real!"

Illus. unknown
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 008 – Common

Shadow Mantle



Program-Stealth-2 MU
 Put [4] from the bank on Shadow Mantle when it is installed. Use these bits only to pay for using **icebreakers** during runs, but not for using **noisy icebreakers**. If you use any of these bits, replace them from the bank at the start of your next turn.
"In fact, why this program has become so popular is mainly because of Elisabeth..."

Illus. unknown
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 009 – Uncommon

Escaper



Program-Icebreaker-Stealth-1 MU
[0]: Break ice subroutine that traces.
[1]: +1 strength for the remainder of this run
 You may only use bits from **stealth** sources to pay for using Escaper.
Escape counter: Avoid receiving a tag. Use this ability only during a run.
A, [1]: Put an Escape counter on Escaper.

Illus. Nick Herres + Mohammad Saatchi
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 010 – Rare

Magician

7

Program-Icebreaker-Stealth-Random-1 MU
Whenever you encounter a piece of ice, roll a die. On a 1, X=2. On a 6, X=0. Otherwise, X=1.
[X]: Break ice subroutine.
[2]: +3 strength until end of turn
You may only use bits from **stealth** sources to pay for using Magician.

Illus. Highlander + otacon
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 011 – Uncommon

Russian Roulette

1

Program-Icebreaker-Random-1 MU
At the start of each run, roll a die. On a 1, trash Russian Roulette.
Whenever you encounter a piece of ice, roll a die. On a 1, X=2. On a 5 or 6, X=0. Otherwise, X=1.
[X]: Break random ice subroutine.
[X]: +1 strength
*"Sure, why not... It's not like it's a real gun!"
"Yeah, well, it's not your real brain either..."*

Illus. unknown
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 012 – Rare

S-Adapter

7

Program-Icebreaker-Stealth-2 MU
Ignore the effects of all strength modifying counters on S-Adapter.
[0]: Break ice subroutine. Ice must have the same strength as S-Adapter.
[3]: +1 strength
[2]: -1 strength
You may only use bits from **stealth** sources to pay for using S-Adapter.

Illus. Luis Guarnica Guillarte + SiliconValley
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 013 – Common

Dispo Breaker

5

Program-Icebreaker-Noisy-2 MU
Put seven DB counters on Dispo Breaker when it is installed. X is equal to the number of DB counters on Dispo Breaker. At the start of each of your turns and at the end of each run, remove one DB counter, if any, from Dispo Breaker. Remove Dispo Breaker from the game when the last DB counter is removed from it.
[2]: Break up to two subroutines on a single piece of ice.
[2]: +1 strength
Whenever you break an ice subroutine with Dispo Breaker, lose [1] from a **stealth** card.

Illus. Noir
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 014 – Rare

Decoder

0

Program-Icebreaker-Random-1 MU
When you install Decoder, X=2.
[0]: Break code gate subroutine.
[X]: +1 strength
Whenever you use Decoder to break all subroutines on a code gate, and pass that code gate successfully, you may roll a die. On a 1, put a -1 strength counter on Decoder. On a 5 or 6, put a +1 strength counter on Decoder, and roll a die again: on a 1 or 2, add 1 to X.

Illus. Tai Chiin
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 015 – Common

Phase Door

4

Program-Icebreaker-Stealth-1 MU
[1]: Break code gate subroutine, and ignore up to the first two subroutines on the next code gate encountered during this run, if any.
[1]: +1 strength for the remainder of this run
You may only use bits from **stealth** sources to pay for using Phase Door.

Illus. Rikk
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 016 – Rare

Smasher

0

Program-Icebreaker-Noisy-Random-1 MU
When you install Smasher, X=3.
[0]: Break wall subroutine.
[X]: +1 strength
Whenever you use Smasher to break all subroutines on a wall, and pass that wall successfully, you may roll a die. On a 1, put a -1 strength counter on Smasher. On a 5 or 6, put a +1 strength counter on Smasher, and roll a die again: on a 1 or 2, add 1 to X.
Whenever you break an ice subroutine with Smasher, lose [1] from a **stealth** card.

Illus. Deaddreamer
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 017 – Common

Nanoactive Balls

5

Program-Icebreaker-Stealth-1 MU
[1]: Break wall subroutine, and ignore up to the first two subroutines on the next wall encountered during this run, if any.
[1]: +1 strength for the remainder of this run
You may only use bits from **stealth** sources to pay for using nanoactive Balls.

Illus. Magik Unicorn
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 018 – Rare

Destructor

0

Program-Icebreaker-Killer-Noisy-Random-1 MU
When you install Destructor, X=4.
[0]: Break sentry subroutine.
[X]: +1 strength
Whenever you use Destructor to break all subroutines on a sentry, and pass that sentry successfully, you may roll a die. On a 1, put a -1 strength counter on Destructor. On a 5 or 6, put a +1 strength counter on Destructor, and roll a die again: on a 1 or 2, add 1 to X.
Whenever you break an ice subroutine with Destructor, lose [1] from a **stealth** card.

Illus. P Bourne
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 019 – Common

Virtual Dealer

6

Program-Icebreaker-Killer-Stealth-1 MU
 [1]: Break sentry subroutine, and ignore up to the first two subroutines on the next sentry encountered during this run, if any.
 [3]: +2 strength for the remainder of this run
 You may only use bits from **stealth** sources to pay for using Virtual Dealer.

Illus. David Rugendyke
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 020 – Common

Nitroglycerine

2

Program-Virus-Random-2 MU
 Whenever you break all subroutines on a piece of rezzed ice and pass it successfully, you may put a Nitro counter on it. For every three Nitro counters on a piece of rezzed ice, the Corp must roll a die at the start of each of its turns. On a 5, that ice is dazed. On a 6, it is trashed.

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

Illus. Bryan V
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 021 – Uncommon

Network Pollution

3

Program-Virus-1 MU
 Whenever you make a successful run on HQ, give the Corp a Pollution counter. Every two Pollution counters force the Corp to pay [1], in addition to any other costs, to play an operation.

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

*"I heard it was made as a political statement by some Virtual Eco movement that took cleaning up the Netspace to extremes."
 "Did it work?" "What do you think?"*

Illus. Deadreamer
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 022 – Uncommon

Hard Drive Failure

2

Program-Virus-1 MU
 Whenever you make a successful run on R&D, give the Corp a Failure counter. Every three Failure counters force the Corp to lose [1] for each card it draws, unless that draw does not require one or more actions.

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

*...Cannot open file. This file may be corrupted or damaged. Please use a scandisk software and try again...
 "I'll take one! I love that glue simulation."*

Illus. Duncan
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 023 – Rare

Disintegration

2

Program-Virus-1 MU
 Whenever you make a successful run on the Archives, give the Corp a Disintegrate counter. Every three Disintegrate counters allow you, when you are about to access cards from the Archives, to choose up to two cards from the face up pile and remove them from the game. The Corp loses three Disintegrate counters after any run during which this ability is used.

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

"Load our backup file." "What backup, Sir?"

Illus. Zed
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 024 – Uncommon

Robotech Mainframe Plug

0

Hardware
 A, [X]: Choose X cards from your trash and put them at the bottom of your stack in any order you choose. X cannot be greater than 6. Use this ability only if your stack has three or more cards.

"Your future is... uncertain, but I cannot be too sure. Got any more Eurobucks?"

Illus. John Sledd
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 025 – Rare

Data Transporter

1

Hardware-Vehicle
 Remove one Taxi counter from one card at the start of each of your turns.

A, [1]: Choose a **resource** card from your hand. Set that card aside, and put a number of Taxi counters on it equal to its installation cost. When the last Taxi counter on that card has been removed, install that card, at no cost.

[1]: Remove one Taxi counter from one card.

"In the beginning, I wanted them yellow, to be recognized easily, but the NY City Council's permit fees were too much."

Illus. John Sledd
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 026 – Common

Militech Uninstaller

1

Hardware-Cybernetics
 Whenever Runner breaks all subroutines on a piece of ice and successfully passes it, he or she may pay [3] to remove up to two counters of any one type on that piece of ice, or pay [1] to remove a counter from an installed program or hardware cards.

Illus. Zed
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 027 – Uncommon

Militech MRAM Test Chip

3

Hardware-Chip-Cybernetics-Random
 Provides +4 hand size.

At the start of each of your turns, roll a die. On a 1 or 2, take back Militech MRAM Test Chip into your hand, unless you suffer that much brain damage; that damage cannot be prevented.

"We never managed to stabilize this one. Therefore we cannot guarantee you that it will not melt."

Illus. Koncz
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 028 – **Rare**

Special Software Interface

4

Hardware-Cybernetics-Unique

Whenever the Corp successfully does brain damage to you, receive an Interface counter. Each Interface counter provides +1 MU.

If you have two or more tags, the Corp may take an action and pay [2] to remove an Interface counter and two tags.

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.

"The question is, what are your priorities – life, or space?"

Illus. MxO
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 029 – **Common**

Secret Code Retriever

4

Hardware-Cybernetics-Deck-Stealth

Provides +1 MU.

A: Choose a **stealth** card from your hand. Gain [2], which you may use only to pay for its installation cost, and install that **stealth** card. Return to the bank any of these [2] you did not spend.

[2], [X]: Put [X] from the bank on a **stealth** card. X must be equal or less than the number of bits spent from that card this turn. Use this ability only during your turn, and only once per turn for each **stealth** card.

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

"Being in open war doesn't force you to undertake actions in the open."

Illus. Vladimirs Ananko
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 030 – **Uncommon**

Dynamic Network Address

5

Hardware-Cybernetics-Deck

Provides +2 MU. When you install Dynamic Network Address, suffer 1 brain damage, which cannot be prevented. For each tag the Corp is about to give you, it must pay [2], in addition to any other costs, or that tag is avoided automatically. If Dynamic Network Address leaves play, suffer one brain damage.

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

"We got her, boss! ... No... wait... I just lost her, again!"

Illus. Toshihiko Nishikubo
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 031 – **Uncommon**

Unreliable E.C. Contract

0

Resource-BBS-Random

At the start of each of your turns, roll a die. On a 1, lose [1]. On a 6, gain [1].

"Unreliable? Surely not. As long as the mathematic expectancy is zero, I'll take the bet."

Illus. unknown
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 032 – **Common**

Gang Eputation

1

Resource-Connection

Whenever you are about to draw cards, you can choose to draw all of them from the bottom of your stack instead of drawing all of them from the top of your stack.

"Too many friends is sometimes dangerous. Select the best, and get rid of others. Then you can choose the best ally for each situation."

Illus. John Zeleznik
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 033 – **Uncommon**

Chief Accountant

2

Resource-Position-Unique

At the start of each of your turns, if there are no **noisy** cards in play, gain [1] for every two **stealth** cards that are installed. If there are no **stealth** cards in play for any reason at any time, trash Chief Accountant. This trashing cannot be prevented.

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.

"I've found a way to silently plug some programs directly into the bank." –Max Forward

Illus. Flyingdebris
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 034 – **Uncommon**

Test of Leadership

2

Resource

A: Put one Leadership counter on Test of Leadership.

[X], X Leadership counters: Draw X cards. Use this ability only during your turn, and only once per turn.

"Listen, punk! Just because Boss's orders sound crazy don't mean squat. You do it because Boss said to, and Boss passed The Test. What have you passed?!"

Illus. Keith Parkinson
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 035 – **Uncommon**

Corporate Advocate

3

Resource-Connection

The Corp must pay [1], in addition to any other costs, to trash a **resource** card.

[1], T: Avoid receiving a tag.

"The most corrupt and evil lawyers are often the best."

Illus. Mario Giovanni
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 036 – **Common**

Expert Medic

3

Resource-Connection-Unique

[0]: Remove one point of brain damage. Use this ability only once during a run, and only if you have successfully suffered damage during that 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.

"Ok, doc, tell me the truth. I'm doomed?" "Not at all, with the implant technology available to us these days, you can be totally rebuilt from scratch. Which do you prefer, metal or plastic?"

Illus. John Zeleznik
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 037 – **Common**

Organizer

4

Resource-BBS-Unique
At the start of each of your turns, you may look at the top card of your stack. You may then choose to put back that card back on top of your stack, or pay [1] to trash it.

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.
"I like to weigh my options before making any decisions."

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

Deep Runs 038 – **Rare**

Henchman

5

Resource-Connection-Unique
A, A, [1]: Put a Time counter on Henchman.
[2], two Time counters: Gain an action. Use this ability only during your turn.

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.
"What I want you to do is to hinder the project until I get ready. And without violence, if possible. Okay?"
"Grunt" "I'll... take that as a yes..."

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

Deep Runs 039 – **Rare**

Substitute Negotiator

5

Resource-Connection-Unique
A, A, [2]: If Substitute Negotiator has two preps or less on it, put a prep from your hand on Substitute Negotiator, face down. You may play any prep on Substitute Negotiator as though it were in your hand.

If Substitute Negotiator leaves play, trash all preps on it.
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.
"When I fail to be convincing enough, he goes to work: I love his arguments."

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

Deep Runs 040 – **Rare**

Truth Campaign

5

Resource-Bad Publicity-Unique
Whenever a piece of black ice or a Black Ops node is rezzed, a Black Ops operation is played, give the Corp 1 Bad Publicity point unless it pays [1].
Whenever the Corp scores a Black Ops agenda, give the Corp 2 Bad Publicity points and the Corp gives you two tags.

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.
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. Lushpix Fotosearch
v2.3.B
Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 041 – **Rare**

Guinea-Pig Double

7

Resource-Unique
[3], T: Prevent all meat damage from one source, and remove all tags. Use this ability whenever you would suffer meat damage.

The Corp must pay [3], in addition to any other costs, to trash Guinea-Pig Double.

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.
"When you're dead, you're free to operate."

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

Deep Runs 042 – **Common**

Mandatory Sacrifice

0

Resource-Hidden
Discard a card from your hand, T: Gain [1] and put [2] from the bank on a stealth card.

Hidden resources are installed face down, but are put into the trash face up.
"Life is like that: you get nothing for nothing."

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

Deep Runs 043 – **Rare**

Freelance Spy

0

Resource-Hidden-Connection
[1], T: The Corp must pay [X], in addition to any other costs, to draw the X cards it is about to draw, or put those cards back on top of R&D. Use this ability only when the Corp is about to draw any number of cards, but not at the start of a turn.

Hidden resources are installed face down, but are put into the trash face up.
"It's incredible the number of administrative steps we have to take before undertaking anything."

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

Deep Runs 044 – **Common**

Net Clock Control

0

Resource-Hidden
[2], T: Draw two cards. Use this ability only during a run, and only if no other Net Clock Control has been used during this run.

Hidden resources are installed face down, but are put into the trash face up.
"The more I save time, the more I have time."

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

Deep Runs 045 – **Uncommon**

Dizziness

0

Resource-Hidden-Sabotage-Random
[X], T: Roll a die. For the remainder of the run, that ice's current strength is reduced by that amount. Use this ability only at the start of an encounter with a piece of ice. If the encountered ice is a code gate, X=0; if it is a wall, X=1; otherwise, X=2.

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

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

Deep Runs 046 – Rare

Dropped Signal



Prep
Do not play Dropped Signal as an action; instead, play it at the start of a trace attempt. You cannot use any **base link** card for that trace attempt. After you and the Corp have revealed how much each of you spent on the trace attempt, you may trash X installed cards. Each card successfully trashed in this way gives you +1 link during this trace attempt.

"He escaped, but from what remains it appears he used the scorched earth policy."

Illus. John Schires
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 047 – Common

Get a Friend




Prep
Choose from your hand up to two cards that can be installed, and that contain the keyword **base link** or that can increase your link. Gain [2], which you may use only to pay for their installation costs, and install those cards. Return to the bank any of the [2] you did not spend.

Illus. Shirasagi
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 048 – Common

Suite Packager



Prep
Choose from your hand up to three **icebreakers** with a different name. Gain [3], which you may use only to pay for their installation costs, and install those **icebreakers**. Return to the bank any of the [3] you did not spend.

"This is the new wave Three-nity."

Illus. Zed
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 049 – Common

WuTech Expert



Prep
Play only if you have in your hand at least one **program** with has an installation cost of [2] or less, and one piece of **hardware** with an installation cost of [3] or less. Install that **program** and that piece of **hardware**.

"Small things can add up to big results."

Illus. Peter Bergting
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 050 – Rare

WuTech Internal Circuit Test



Prep
Install a piece of **hardware** from your hand, at no cost. At the end of your turn, take that piece of **hardware** back into your hand, if it is still in play. You may pay [2] when you play WuTech Internal Circuit Test, to take it back into your hand instead of trashing it.

"It's a pretty sweet deal, you get access to tech that no one else has, for free! Now if only there was a way to deactivate those tracking chips..."

Illus. Fulgore
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 051 – Rare

Political Rumors



Prep
Make two consecutive runs, the first being on HQ and the second on R&D. During each of these runs, do not access cards; instead, if both runs are successful, the Corp must show you all cards stored in HQ and shuffle them into R&D. Then choose whether the Corp must draw as many cards as it had before.


"Sometimes, lies hurt more than truth..."

Illus. Matt Bradbury
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 052 – Uncommon

Wrong Track



Prep-Random
You may play only one Wrong Track per turn. Avoid receiving your next tag and roll a die. On a 5, draw one card. On a 6, draw two cards.

"I love riling people up."

Illus. John Sledd
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 053 – Rare

Team Work



Prep
Choose up to two **resource** cards from your hand and install them.

*"If you want to be efficient, you must be able to convince your contacts quickly."
"And what do you mean by 'convince'?"
"Easy: pay them."*

Illus. Sean Platter
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 054 – Uncommon

Profit for the Masses



Prep
Play only if the Corp has scored any **Research** or **Gray Ops** agendas during its last turn. Receive X Profit counters, where X is the number of agenda points of the last **Research** or **Gray Ops** agenda scored by the Corp. Each Profit counter gives +1 strength to all installed **icebreakers**. You may play only one Profit for the Masses each turn.

"I love when companies have a very efficient R&D. They're doing all the work for me. I only need to adapt the stolen code."

Illus. Doug Andersen
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 055 – **Uncommon**

Honesty Check

4

Prep
 Play only if the Corp has scored any **Black Ops** or **Research agendas** during its last turn. Give the Corp an Honesty counter. One or more Honesty counters increases by 2 the difficulty of all agendas with the same name as the last **Black Ops** or **Research agenda** scored by the Corp. Whenever the Corp scores a **Black Ops** or **Research agenda**, remove all Honesty counters. You may play only one Honesty Check each turn.

*"Do you swear to tell the truth, the whole truth, and nothing but the truth?"
 "Let's agree first on the terms 'truth' and 'swear.'"*

Illus. Nate Barnes
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 056 – **Uncommon**

I Want My Share!

4

Prep
 Play only if the Corp has scored any **Gray Ops** or **Black Ops agendas** during its last turn. For the remainder of the game, Runner gains [X] at the start of each of his or her turns, where X is the number of agenda points of the last **Gray Ops** or **Black Ops agenda** scored by the Corp. You may play only one I Want My Share! each turn.

"I want room service! I want the club sandwich! I want the cold Mexican beer! I want a 10,000 eb-a-night girl! I want my shirts laundered like they do in the Imperial Hotel in Tokyo!"

Illus. Quellion
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 057 – **Rare**

Personal Intervention

8

Prep-AI
 Do not play Personal Intervention as an action; instead, play it whenever you would roll a die. After the roll, you may adjust the amount rolled by 1 or 2 points up or down, to a minimum of 1 or a maximum of 6, and use that adjusted value as though it were the die roll result. You may play only one Personal Intervention per die roll.

"Look, if all you wanted was a girl tonight, I'd say 'No Problem'. But if you want your head still attached in the morning, you've got to do better than that..."

Illus. Didier Heroux
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 058 – **Common**

French Connection

0

Prep-Double-BBS
 Choose from your hand up to three **resource** cards that have a total combined installation cost of [6] or more. Gain [3], which you may use only to pay for their installation cost, and install those **resources**. Return to the bank any of those [3] you did not spend.

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

"I've friends who knows where the right illegal shops are. They've merged to offer the best services at the best prices."

Illus. K Splaz
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 059 – **Common**

Ninja Bodyguard

0

Prep-Double
 Choose up to four **stealth** cards from your hand. Gain [4], which you may use only to pay for their installation costs, and install those **stealth** cards. Return to the bank any of the [4] you did not spend.

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

"I feel almost like a Ninja: quick, silent, and efficient... The question is, do these pants make me look fat?"

Illus. Mark Zug
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 060 – **Rare**

War of the Capos

0

Prep-Double-Sabotage
 Make a run on R&D. If run is successful, do not access cards; instead, pay [X] to look at the top X cards of R&D. X cannot be greater than 4. If any of these X cards are agendas, show them to the Corp and set them aside. Return the other cards to R&D; the Corp must shuffle it afterwards. Then put any agendas set aside in this way back on top of R&D. If the next card drawn by the Corp is one of these agendas, the Corp cannot score that agenda the turn it is drawn.

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

Illus. Matt Wilson
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 061 – **Common**

Blow of its Paw

4

Prep-Double-Sabotage
 Make a run on R&D. If run is successful, access two additional cards from R&D. You may trash, at no cost, any cards you access that were stored in R&D, even if those cards cannot normally be trashed.

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

Like a cat, it strikes suddenly and with great accuracy.

Illus. Agiel
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 062 – **Common**

Unexpected Raid

4

Prep-Double-Sabotage
 Make a run on HQ. If run is successful, access two additional cards from HQ. You may trash, at no cost, any cards you access that were stored or installed in HQ, even if those cards cannot normally be trashed.

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

"Attack before they are ready, and their defenses will be minimal. Attack with surprise, and they will be disorganized. Attack from behind, and your victory will be complete." —The Art of CyberWar, Peking Archives

Illus. unknown
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010

Deep Runs 063 – **Uncommon**

Dismissal

5

Prep-Double-Sabotage
 When you play Dismissal, remove it from the game instead of trashing it. Make a run. If you access any number of cards, choose one of them, other than an agenda, and remove it from the game. You may remove from the game any copy of that card you accessed during this run by paying [1] for each additional copy removed in this way.

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

Illus. NJ Noble
v2.3.B

Card created by Emmanuel ESTOURNET, 2000-2010