

Net Links 001 — Rare

Mission for GOD



Agenda-Asset-AI-Insurance
 Difficulty of **asset agendas** that have an original and printed number of agenda points of 3 or less is reduced by 1.

When you score Mission for GOD, forfeit your next agenda point unless you pay [3]. If Runner steals Mission for GOD, he or she scores one additional agenda point.


Whenever Runner steals or trashes an installed **insurance**, gain [1].

Illus. Dave McCoy
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 002 — Uncommon

Bank Investors



Agenda-Asset-Group-Insurance
 When you score Bank Investors, put three Investor counters on it.

Investor counter, [2]: Put one advancement counter on an installed card that can be advanced. Use this ability only during your turn, and only once per turn.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Whenever Runner steals or trashes an installed **insurance**, gain [1].


"War is the most profitable investment."

Illus. Pat Smith
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 003 — Common

Surface Shield Security



Agenda-Research-Insurance
 When you score Surface Shield Security, you may rearrange your installed pieces of innermost **ice** by swapping pairs of them, and rearrange your installed pieces of outermost **ice** by swapping pairs of them.

A, [3]: Choose two data forts, and swap their innermost or their outermost pieces of **ice**.

Whenever Runner steals or trashes an installed **insurance**, gain [1].


*"Only the first step is difficult for Runners."
 "OK, I think I've understood that."*

Illus. Redinard
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 004 — Uncommon

Working And Rezzing



Agenda-Gray Ops-Group-Random
 At the start of each of your turns, roll a die. On a 1 or 2, trash that many of your installed cards; if you cannot do it, trash face up the top two cards of R&D. On a 3 or 4, derez one of your installed cards. On a 5, you may rez a **node** or an **upgrade** at no cost. On a 6, you may rez a piece of **ice** at no cost.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Guillermo Romano
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 005 — Common

Help for the Weak



Agenda-Research
 Runner must pay [1], in addition to any other costs, to break a subroutine on all installed pieces of **ice** that have an original and printed strength of 1 or less.

All installed pieces of **ice** that have an original and printed strength of 1 or less get the keyword **cybersoft** and get an additional subroutine "@ End the run," after all other subroutines. All other installed pieces of **ice** get -1 strength.

"'Little Big Man' was the codename of that Secret plan."

Illus. Barney La Haye
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 006 — Common

Bell



Agenda-Research
 All **sleepy ice** get -[2] rez cost.

When you score Bell, you may choose an installed piece of **sleepy ice** and rez it at no cost.

"Of course, it jingles all the run."

Illus. Paul Limon
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 007 — Rare

War Consultant



Agenda-Gray Ops
 Put one Decoy counter on War Consultant when you score it.


Decoy counter: Choose a data fort. Runner must make a run on that fort instead of the fort he or she was about to make a run on, and cannot jack out for the remainder of that run. Use this ability only during Runner's turn when Runner declares a run.

Illus. Kalman Andrasofszky
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 008 — Uncommon

Neuro-Alpha Ice Section



Agenda-Research
 At the start of each of your turns, lose [1].

Whenever the ability of a **blinker** requires you to roll a die to see if that piece of **ice** is derezzed, treat each 2 as a 3.

Whenever the ability of a piece of **flash ice** requires you to trash it at the end of current encounter, you may instead uninstall it and take it into HQ.


"Those guys are really skilled at forcing probabilities into certainty."

Illus. HB Davion
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 009 — Rare

Incarnation Fixer



Agenda-Research-Black Ops
 All **black ice** get -[1] rez cost.

All **sprints** get -[2] rez cost and +1 strength.

[0]: Choose one installed and unrezzed piece of **spirit ice**. That **spirit** gets -[2] rez cost. Use this ability only once, and only when you are about to rez a piece of **ice**.

"As a matter of fact, I do believe that it'll help to fix once and for all those hacking problems..."

Illus. John Stifter
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 010 – Uncommon

Construction Worker

Agenda-Research
All fortresses get $-[2]$ rez cost.

- Whenever a piece of **pusher ice** requires you to roll a die, treat each 3 and each 4 as a 5.
- The cost of $[2]$, to use the ability of a **pusher** to force Runner to resume the run back, is $[1]$ instead of $[2]$.
- "It's so easy when you're not dependant on earth gravity and weather conditions."

Illus. Barclay Shaw
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 011 – Rare

Emergency Rescheduling

Agenda-Asset-Random
[0]: Gain an action, which you may use only to play **double preps**, and roll a die. On a 2 or less, lose $[1]$. Use this ability only during your turn, and only once per turn.

"How is it possible? All working groups on Fridays?"
"If you look closely at the planning sheet, you'll see that each week contains three Fridays. Thus you can easily postpone meetings without slowing down the organization."

Illus. Mark Gabbanna
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 012 – Common

Kernel Reinforcement

Agenda-Research-Group
On each central data fort, all **ice** get $-[2]$ installation cost and all installed **upgrades** get $-[2]$ rez cost.

All pieces of **ice** installed on a central data fort get $+1$ strength and all pieces of **ice** installed on a subsidiary data fort get -1 strength.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

"It's just a trick. A shunt in all our mainframes is directly connected to the core data."

Illus. Lushpix Fotosearch
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 013 – Uncommon

Shortcut

Agenda-Asset-Research-Random
All **lifts** and **jumper**s get $-[1]$ rez cost.

- Whenever you are about to pay the cost of $[1]$ to use the ability of a **lift** or a **jumper** to move that piece of **ice** from one position to another, roll a die; on a 4 or more, that cost is $[0]$ instead of $[1]$.
- "Distance? What's that? Tell me about milliseconds."

Illus. John Sledd
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 014 – Uncommon

Help for the Strong

Agenda-Gray Ops-Research
Runner must pay $[1]$, in addition to any other costs, to break a subroutine on all installed piece of **ice** that have an original and printed strength of 5 or more.

All installed pieces of **ice** that have an original and printed strength of 5 or more get $+3$ strength and the keyword **cybersoft**. All other installed pieces of **ice** get -2 strength.

"The stronger you are, the stronger you become."
–Arasaka's security department slogan

Illus. Ron Pfister
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 015 – Common

Defense Plan

Agenda-Research-Group
On each fort that contains two or more pieces of installed **ice**, the outermost **ice** and the innermost **ice** both get $+2$ strength.

All installed **regions** get $+2$ trash cost.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

"The advantage compared to the real world is that you don't need to train soldiers; just press the 'duplicate' key."

Illus. Lee Sie
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 016 – Rare

Access to Mainframe Ghost

Agenda-Research-Group
Runner must pay $[3]$, in addition to any other costs, to steal an **agenda**.

- At the start of each of Runner's turns, choose a data fort. During that turn, all installed **nodes**, **upgrades**, and pieces of **ice** in or on that fort get $-[3]$ rez cost and the keyword **cybersoft**.
- You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
- "No human will be as efficient as a sentient AI at understanding and using the network."

Illus. Vinivius Menezes
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 017 – Rare

Arasaka's MI Interface

Agenda-Research-Group
At the start of each of Runner's turns, choose a data fort and up to two pieces of **ice** on it. For the remainder of that turn, those pieces of **ice** get $+4$ strength, and Runner must pay $[1]$, in addition to any other costs, to break each subroutine on each of those pieces of **ice**.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

"This is wonderful how this new Man/Ice interface redefines completely the concept of security."
"Yes, but you need Arasaka's billions to pay for getting that safety."

Illus. Mike Doscher
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 018 – Common

Overwriter

Node-AI-Ambush
When Runner accesses Overwriter, even if it is not installed, you may make a trace as follows: "Trace⁴–If trace is successful, trash a **program**". Ignore this effect if Runner accesses Overwriter from the Archives. If Runner accesses Overwriter from R&D, he or she must show it to you.

Illus. Lushpix Fotosearch
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 019 — **Uncommon**

Amnesty

0

Node-Cyberworld-Unique
 As a Corp card, Amnesty is a **node-cyberworld-unique**, has [0] rez cost, [1] trash cost, and the text "The Corp and Runner gain [1] at the start of each of their respective turns." As a Runner card, Amnesty is a **resource-cyberworld-unique**, has [0] installation cost and the text "The Corp and Runner gain [1] at the start of each of their respective turns."
 During your turn, if you forgo your next action, you may uninstall an opponent's installed **cyberworld** and pay to install it as one of your cards. Use this ability only if you can install it, and when you access it or when you tag Runner successfully. A trashed **cyberworld** goes into its original owner's discard pile.
 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. Robert Odegnál
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 020 — **Common**

Genetics Research Lab

0

Node-Asset
 Put [1] from the bank on Genetics Research Lab when you rez it. Use this bit only to pay for advancing cards or for rezzing **nodes** or **upgrades**. If you use the bit, replace it from the bank at the start of your next turn.
"When our guys saw that project, they all volunteered and came with a lot of 'live test' ideas. Wonder why..."

Illus. Flyingdebris
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 021 — **Common**

Energy Transfer

1

Node-Group-Insurance
Derez a piece of rezzed ice on a fort: Gain [2]. Use this ability only during runs on that fort, and only once per run.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game. Whenever Runner steals or trashes an installed **insurance**, gain [1].
"Try this with animals, like Chihuahuas..."

Illus. Yoro
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 022 — **Uncommon**

Rigged Elections

1

Node-Bad Publicity-Unique
Gain 2 Bad Publicity points, Forfeit your next 2 agenda points: Put two advancement counters on an installed card that can be advanced, and gain 1 **Bad Publicity** point unless you pay [3]. Use this ability only during your turn, and only once per turn.
 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. Jim Nelson + Terese Nielsen
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 023 — **Common**

Cascade Links

2

Node-Group
 [X]: Choose up to two pieces of installed **ice** with the same name as the **ice** you just rezzed, and rez those **ice** at no cost. X is the original and printed rez cost of that piece of **ice**. Use this ability only during a run, only once per run, and just after having rezzed a piece of **ice**.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Wilby
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 024 — **Common**

Energizer

3

Node-Cyberworld-Unique
 As a Corp card, Energizer is a **node-cyberworld-unique** has [3] rez cost, [0] trash cost, and the text "All installed pieces of **ice** get +2 strength. All installed **icebreakers** get +1 strength." As a Runner card, Energizer is a **resource-cyberworld-unique**, has [3] installation cost and the text "All installed **icebreakers** get +2 strength. All installed pieces of **ice** get +1 strength."
 During your turn, if you forgo your next action, you may uninstall an opponent's installed **cyberworld** and pay to install it as one of your cards. Use this ability only if you can install it, and when you access it or when you tag Runner successfully. A trashed **cyberworld** goes into its original owner's discard pile.
 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. Laurent Antonini
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 025 — **Rare**

Data Highway

3

Node-Cyberworld-Asset
 As a Corp card, Data Highway is a **node-cyberworld-asset**, has [3] rez cost, [0] trash cost, and the text "Gain an action at the start of each of you turns." As a Runner card, Data Highway is a **resource-cyberworld-connection**, has [3] installation cost and the text "Gain an action at the start of each of you turns."
 During your turn, if you forgo your next action, you may uninstall an opponent's installed **cyberworld** and pay to install it as one of your cards. Use this ability only if you can install it, and when you access it or when you tag Runner successfully. A trashed **cyberworld** goes into its original owner's discard pile.

Illus. Mark Mackey
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 026 — **Rare**

Rehabilitation

3

Node-Gray Ops
2 agenda points, Forfeit your next agenda point, [2]: Remove all **Bad Publicity** points.
Runner scores 1 agenda point: Remove up to two **Bad Publicity** points.
Remove all tags Runner has: Gain [4]. Use this ability only if Runner is tagged.

Illus. Quellion
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 027 — **Rare**

Total Commitment

3

Node-Gray Ops
 You cannot rez Total Commitment if another Total Commitment is already rezzed.
 Whenever you play an **operation**, gain an additional [1] the first time you gain bits from its effect.
"Even on these days of high technology, Corps were still using the religious talking for its efficiency. Not because they were believing in God, but because people did."

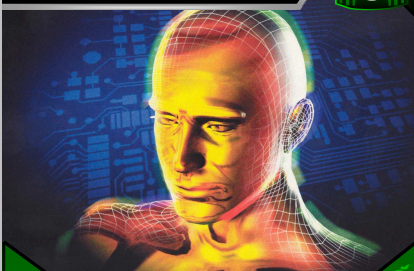
Illus. Igino Giordano
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 028 – **Uncommon**

External Network Optimizer

3



Node-AI-Insurance

A, A, [2]: Show to Runner a **node** card stored in HQ. Search your R&D for up to two copies of that card, show them to Runner, and store them into HQ. Shuffle your R&D afterwards. You may then install up to three cards with that name.

A, [2]: Choose up to two **node** cards from the Archives, show them to Runner, and bring them into HQ.

Whenever Runner steals or trashes an installed **insurance**, gain [1].


Illus. Olitec
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 029 – **Rare**

Data Analysis Central

3



Node-AI-Group-Insurance-Unique

Whenever you take an action, or play an **operation** card, to draw one or two cards and gain [1] or more bits at the same time, draw an additional card and gain an additional [1].

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Whenever Runner steals or trashes an installed **insurance**, gain [1].

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. SOF
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 030 – **Rare**

Cyber-time Compression

4



Node-Asset-Insurance-Random-Unique

[1]: Gain an action, which you may use only to play **double preps**, and roll a die. On a 4 or more, gain [1]. Use this ability only during your turn, and only once per turn.

Whenever Runner steals or trashes an installed **insurance**, gain [1].

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.

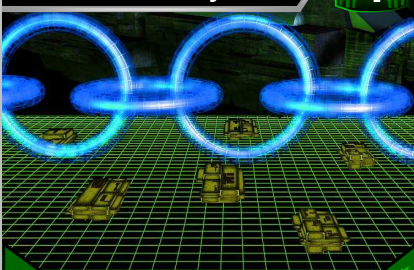
Illus. NE Fredman
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 031 – **Common**

Network Security

4



Node-Gray Ops

During each of his or her turns, Runner cannot make more than one run, and loses [3] at the start of that run. Ignore this effect unless Runner is tagged.

"The difficult thing for them will be to choose where."


Illus. Nicholas Georgajis
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 032 – **Common**

Power Surge Controller

5



Node-Cybersoft-Group

All **ice** is encountered with its strength increased by 1.

Each source of Net damage coming from **ice** cards inflicts +1 Net damage.

To trash one of your **cybersoft** cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

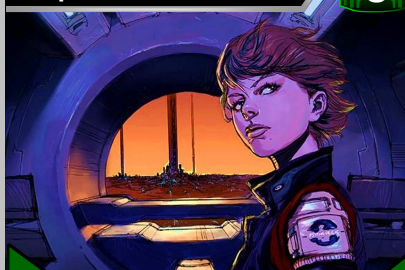
Illus. Lushpix Fotosearch
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 033 – **Uncommon**

Corp's Shrink

6



Node-Asset-Unique

Whenever you install a card that can be advanced, you may put two advancement counters on it. If that card is an **agenda**, you cannot score it the turn it is installed.

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 don't want any 'normal' guys in my company. They're less efficient. Our 'doctor' is just there to guide them to the right psychosis."


Illus. Kenjo Aoki
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 034 – **Rare**

Political Connections

6



Node-Group-Insurance

Whenever you play an **operation** card, you may pay [2] and discard one other card from HQ to take that **operation** card back into HQ instead of discarding that **operation**.

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Whenever Runner steals or trashes an installed **insurance**, gain [1].

Illus. Kalman Andrasofszky
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 035 – **Rare**

Alliance

8



Node-Asset-Cybersoft-Transactions

Whenever you score an **agenda**, put a SA counter on Alliance. Whenever you forfeit or pay X agenda points, you may instead remove X SA counters from Alliance.

A, A, A, [3]: Put a SA counter on Alliance.

To trash one of your **cybersoft** cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.


Illus. Rick Bortselman
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 036 – **Common**

Deep Space Void

0



Upgrade-Ambush-Random

When Runner accesses Deep Space Void, roll a die. On a 5 or more, Runner must forgo his or her next two actions.

"Runners think it takes time to climb back from the hole, because it's very deep. They should ask what is a 'depth' in the matrix."

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 037 – Uncommon

Carl MM Khaszt

0



Upgrade-Sysop-Ambush

[0]: Runner must access cards in this fort in the order chosen by the Corp instead of choosing the order in which he or she would access cards, and you may pay [2] to move Carl MM Khaszt to another fort. Use this ability only when the run is declared successful, but before Runner accesses cards.

"My best friends are M. Delacroix and the DR Team." –Carl Max Magnus Khaszt


Illus. Darrel Anderson
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 038 – Common

Rez Test

0



Upgrade-Insurance

[3]: Choose a piece of unrezzed ice on this fort, and rez it at no cost. For the remainder of that run, that ice gets 0 base strength instead of its original and printed strength. Derezz that piece of ice at the end of run. Use this ability only during a run, and only once per run.

Whenever Runner steals or trashes an installed insurance, gain [1].

"The problem is that hackers don't give us the feedback of the test very often."

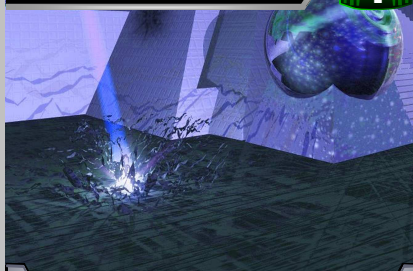
Illus. René Antunes
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 039 – Uncommon

Target Deflection

1



Upgrade

[3], T: Choose a card installed or stored in this fort. Runner cannot access nor trash that card for the remainder of that run. Use this ability when the run is declared successful, but before Runner accesses cards.

[2]: For the remainder of the run, all defectors are encountered at +2 strength. Use this ability only during a run on that fort, and only once per run.

Illus. Visual Paradox
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 040 – Common

ASD News

1



Upgrade-Insurance

Install ASD News only in R&D.

Whenever a run on R&D is declared successful, but before Runner accesses cards, look at the top four cards of R&D, and put those four cards back on top of R&D in any order you choose.

"All Security Directors are there ? OK, let's begin our confcall. What news about recent attacks ?"

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 041 – Uncommon

Leo Wimty

2



Upgrade-Sysop-Unique

[3], T: If you scored this turn an agenda installed in this fort, gain bits equal to four times the number of advancement counters that were on that agenda.

Remove one advancement counter from a card installed in this fort that can be advanced: Gain [2].

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. Rick Vietch
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 042 – Rare

Ace Lassax

3



Upgrade-Sysop-Group

[X], [X]: Choose a piece of sentry ice on this fort. For the remainder of the run, that ice has X additional "@ Trash a program or a cybersoft program." subroutines before all other subroutines. X cannot be greater than 1 unless that ice is a killer. Use this ability only during a run, and only once per run.

You may put a group only in decks that contain 60 cards or more at the beginning of the game.

Illus. Mercikos
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 043 – Rare

Eleanor Cutteris

3



Upgrade-Sysop-Group

[X], [X]: Choose a piece of non-sentry ice on this fort. For the remainder of the run, that ice gets +X strength and X additional "@ End the run." subroutines after all other subroutines. Use this ability only during a run, and only once per run.

You may put a group only in decks that contain 60 cards or more at the beginning of the game.

Illus. Elpinoy
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 044 – Rare

Eileen Dustophrent

4



Upgrade-Sysop-Insurance

[2]: Choose a keyword different from ice, code gate, wall, and sentry. For the remainder of the run, all pieces of ice installed on this fort with that keyword get +2 strength for the remainder of the run. Use this ability only during a run, and only once per run.

Whenever Runner steals or trashes an installed insurance, gain [1].

Illus. Masamune Shirow
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 045 – Rare

Peter Thanos Auler

5



Upgrade-Sysop-Group-Random

[2]: At the end of an encounter with a piece of ice, roll a die. On a 4 or more, Runner must resume the run at the start of that encounter or jacks out. Use this ability only at the end of an encounter with a piece of ice, and only once per encounter.

You may put a group only in decks that contain 60 cards or more at the beginning of the game.

"You know, hackers are stubborn. They often need to hear the same ice music twice before understanding."

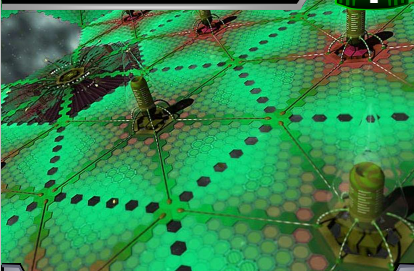
Illus. CorLeonisOrg
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 046 – Common

Detroit City Grid

1



Upgrade-Region

- All ice on this fort get –[3] rez cost and –3 strength.
- All ice get –[3] installation cost 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.

"Life's cheaper here, as you see."

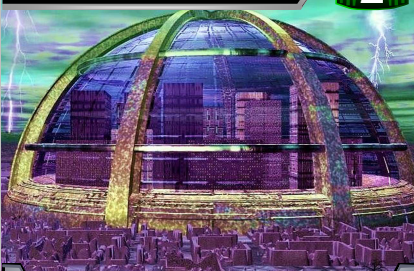
Illus. Martin Naroznik
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 047 – Uncommon

Shangai City Grid

2



Upgrade-Region-Insurance

- All fortresses on this fort get –[3] rez cost and +1 strength.

[2]: Choose a piece of wall ice on this fort. For the remainder of the run, that wall get +2 strength. Use this ability only during a run on this fort, and 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.

Whenever Runner steals or trashes an installed insurance, gain [1].

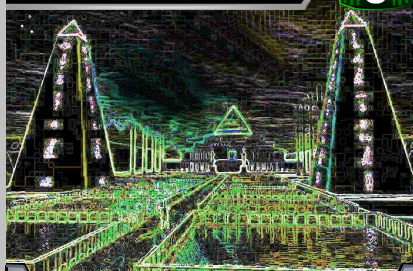
Illus. Bernie
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 048 – Rare

Louxor City Grid

3



Upgrade-Region-Group

- [2]: Discard a card from HQ: Install a card from HQ in or on this fort, at no cost. Use this ability only at the start of a run, and only once per run.

[1]: Draw a card. Use this ability only at the start of a run on this fort, and 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.

You may put a group only in decks that contain 60 cards or more at the beginning of the game.

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 049 – Uncommon

Ice Sub-Class Update

3



Upgrade-Region

- At the start of each run on this fort choose a number; you cannot choose the letter X in this way. For the remainder of that run, all pieces of ice with an original and printed strength equal to that number get –[2] rez cost and +1 strength, and Runner must pay [1] at the start of each encounter with those pieces of ice or end the 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. Chaos
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 050 – Rare

Leningrad City Grid

7



Upgrade-Region

- Runner must pay [2] at the end of each encounter with a piece of ice on this fort or end the run.

[6] or 2 agenda points: For the remainder of the run, Runner may not trash any other cards installed or stored in that fort. Use this ability only during a run on that 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.

Illus. Kan Mufic
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 051 – Common

Mirror

0



**Ice-Code Gate-Blinker
Cybersoft-Deflector**

- @ Runner is now encountering the outermost piece of rezzed ice on a data fort of your choice, instead of passing Mirror. The run is now considered to be a run on that data fort. If there is no rezzed ice on that fort, Runner is considered to have passed the last piece of ice on that fort.

At the start of an encounter with a blinker, roll a die. On a 1 or 2, derez it.

To trash one of your cybersoft cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.

Illus. visualparadox
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 052 – Common

Magic Square Puzzle

0



Ice-Code Gate-Flash

- @ Do 1 Net damage.
- @ Put a +1 strength counter on another piece of ice on this fort.

Gain [3] when you rez Magic Square Puzzle.

Trash that flash at the end of an encounter with it, unless you pay [4].

"Runners get crazy when they always hear 'try again!'"

Illus. Leonard Clagett
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 053 – Rare

Digital Code Destruction

0



Ice-Code Gate-Flash

- @ Put a Sub counter on another piece of code gate ice on this fort. For each Sub counter on a piece of ice, its first original and printed subroutine is repeated once. Treat this as if each repeated subroutine appeared immediately after the original subroutine.

@ Do 1 Net damage, gain [1], and end the run.

Trash that flash at the end of an encounter with it, unless you pay [4].

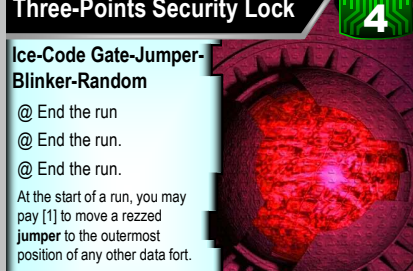
Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 054 – Uncommon

Three-Points Security Lock

4



Ice-Code Gate-Jumper-Blinker-Random

- @ End the run.
- @ End the run.
- @ End the run.

At the start of a run, you may pay [1] to move a rezzed jumper to the outermost position of any other data fort.

At the start of an encounter with a blinker, roll a die. On a 1 or 2, derez it.

Illus. Josiah Munsey
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 055 – Uncommon

Trapped Lock

0

Ice-Code Gate-Flash
@ Do 3 Net damage.

Trash that **flash** at the end of an encounter with it, unless you pay [4].

"The funny thing is that it's not even a lock. It's not designed to stop, but just to explode in the face of the unwanted."

Illus. Lquisoft
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 056 – Common

Misleading Track

1

Ice-Code Gate-Deflector
@ If you pay [2], Runner is now encountering the outermost piece of rezzed ice on a data fort of your choice, instead of passing Misleading Track. The run is now considered to be a run on that data fort. If there is no rezzed ice on that fort, Runner is considered to have passed the last piece of ice on that fort.

Illus. ALH
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 057 – Uncommon

Riddle

1

Ice-Code Gate-Flash
@ Do 2 Net damage, and end the run.

Trash that **flash** at the end of an encounter with it, unless you pay [4].

"People are logical, you know. Send them something without answer, like 'what is the difference between a sheep?', and they will lose enough time to understand."

Illus. Barclay Shaw
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 058 – Common

Traffic Lights

5

Ice-Code Gate-Lift-Blinker-Random
@ Do 1 Net damage.
@ Do 1 Net damage and end the run.

At the start of an encounter with a **blinker**, roll a die. On a 1 or 2, derez it.

At the start of a run, you may pay [1] to move a rezzed **lift** in a different position on this data fort.

"It even simulates accidents when they run a red light."

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 059 – Uncommon

Fork

3

Ice-Code Gate-Deflector
@ If you pay [2], Runner is now encountering the outermost piece of rezzed ice on a data fort of your choice, instead of passing Fork. The run is now considered to be a run on that data fort. If there is no rezzed ice on that fort, Runner is considered to have passed the last piece of ice on that fort.

Illus. Magik Unicorn
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 060 – Common

Insolvable Equation

3

Ice-Code Gate-Flash
@ Do 1 Net damage.
@ Do 1 Net damage and end the run.

Trash that **flash** at the end of an encounter with it, unless you pay [4].

"If you lie to yourself, then what is the truth?."

Illus. Zed
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 061 – Uncommon

Auto-Destructive Algorithm

5

Ice-Code Gate-Flash-Lift
@ Do 3 Net damage.
@ End the run.

Trash that **flash** at the end of an encounter with it, unless you pay [4].

At the start of a run, you may pay [1] to move a rezzed **lift** in a different position on this data fort.

Illus. Zed
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 062 – Rare

Instant Maze

5

Ice-Code Gate-Flash-Jumper-Lift
@ Do 3 Net damage.
@ Do 2 Net damage.

Trash that **flash** at the end of an encounter with it, unless you pay [4].

At the start of a run, you may pay [1] to move a rezzed **jumper** to the outermost position of any other data fort.

At the start of a run, you may pay [1] to move a rezzed **lift** in a different position on this data fort.

Illus. Visographics
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 063 – Uncommon

Multikey

2

Ice-Code Gate-Jumper-Blinker-Random
X is the total number of other rezzed Multikey in play.
@ End the run.
@ End the run.

At the start of a run, you may pay [1] to move a rezzed **jumper** to the outermost position of any other data fort.

At the start of an encounter with a **blinker**, roll a die. On a 1 or 2, derez it.

Illus. Laurent Antonini
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 064 – Common

Spikes

2

Ice-Wall-Lift-Pusher-Random

@ Do 1 Net damage.

At the start of a run, you may pay [1] to move a rezzed lift in a different position on this data fort.

At the start of an encounter with an installed **pusher**, the Corp may pay [2] to roll a die. On a 5 or 6, Runner must resume the run one piece of ice back. Ignore this effect if there is no such an ice.

Illus. Zed
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 065 – Uncommon

Basic Bricks

4

Ice-Wall-Jumper-Fortress-Pusher-Random

@ End the run if Basic Bricks is installed on a central data fort.

At the start of a run, you may pay [1] to move a rezzed jumper to the outermost position of any other data fort.

An installed **fortress** has one "@ End the run." subroutine after all other subroutines for every two pieces of rezzed ice installed outside it.

At the start of an encounter with an installed **pusher**, the Corp may pay [2] to roll a die. On a 5 or 6, Runner must resume the run one piece of ice back. Ignore this effect if there is no such an ice.

Illus. Magik Unicorn
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 066 – Uncommon

Chess Tower

4

Ice-Wall-Jumper-Fortress

@ Do 1 Net damage and put a +1 strength counter on another rezzed piece of fortress ice.

At the start of a run, you may pay [1] to move a rezzed jumper to the outermost position of any other data fort.

An installed **fortress** has one "@ End the run." subroutine after all other subroutines for every two pieces of rezzed ice installed outside it.

"You'll hear 'checkmate' at every shock."

Illus. Baltic Slav
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 067 – Common

Riot Barricade

5

Ice-Wall-Lift-Pusher-Random

@ Do 1 Net damage.

@ Do 1 Net damage.

At the start of a run, you may pay [1] to move a rezzed lift in a different position on this data fort.

At the start of an encounter with an installed **pusher**, the Corp may pay [2] to roll a die. On a 5 or 6, Runner must resume the run one piece of ice back. Ignore this effect if there is no such an ice.

Illus. John Harris
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 068 – Rare

Acid Balls

5

Ice-Wall-Pusher-Random

@ Do 3 Net damage.

At the end of an encounter with Acid Balls, put a -1 strength counter on it and on an **icebreaker** that has been used to break at least one subroutine on Acid Balls. Trash Acid Balls when its strength becomes 0 or less.

At the start of an encounter with an installed **pusher**, the Corp may pay [2] to roll a die. On a 5 or 6, Runner must resume the run one piece of ice back. Ignore this effect if there is no such an ice.

Illus. V Battaglia
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 069 – Common

Thorns

7

Ice-Wall-Lift-Pusher-Random

@ Do 1 Net damage.

@ End the run.

At the start of a run, you may pay [1] to move a rezzed lift in a different position on this data fort.

At the start of an encounter with an installed **pusher**, the Corp may pay [2] to roll a die. On a 5 or 6, Runner must resume the run one piece of ice back. Ignore this effect if there is no such an ice.

Illus. Stefan Vitinov
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 070 – Rare

Avalanche

5

Ice-Wall-Blinker-Random

When you rez Avalanche, X=1. At the end of current encounter with Avalanche, add 1 to X.

@ Do X Net damage.

@ End the run.

At the start of an encounter with a **blinker**, roll a die. On a 1 or 2, derez it.

"If only the cyber-snow weren't melting due to the cyber-heat."

Illus. none
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 071 – Uncommon

Siege Tower

7

Ice-Wall-Jumper

@ Do 2 Net damage.

@ If you pay [1], you may choose a piece of **jumper ice** from HQ, show it to Runner, and install it at no cost on the outermost position on this fort.

At the start of a run, you may pay [1] to move a rezzed jumper to the outermost position of any other data fort.

Illus. Magik Unicorn
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 072 – Common

Repulsing Blocks

8

Ice-Wall-Fortress-Pusher-Random

@ Do 2 Net damage and end the run.

An installed **fortress** has one "@ End the run." subroutine after all other subroutines for every two pieces of rezzed ice installed outside it.

At the start of an encounter with an installed **pusher**, the Corp may pay [2] to roll a die. On a 5 or 6, Runner must resume the run one piece of ice back. Ignore this effect if there is no such an ice.

Illus. Magik Unicorn
V2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 073 – Common

To Be... 6

Ice-Wall-Blinker-Random

When you rez To Be..., gain [1] and X=0. At the end of an encounter with To Be..., roll a die. On a 1 or 2, subtract 1 from X if X is not 0. On a 4, 5, or 6, add 1 to X.

@ End the run unless Runner pays [X].

@ End the run unless Runner pays [X].

@ End the run unless Runner pays [X].

At the start of an encounter with a blinker, roll a die. On a 1 or 2, derez it.

"Or not to be..."

Illus. Magik Unicorn
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 074 – Uncommon

Stalactite 7

Ice-Wall-Cybersoft-Lift

@ Do 1 Net damage.

@ Choose another rezzed piece of lift ice on this fort and move it to any position on this fort.

To trash one of your cybersoft cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.

At the start of a run, you may pay [1] to move a rezzed lift in a different position on this data fort.

Illus. Sanity Impaired
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 075 – Rare

Expanding Wall 12

Ice-Wall-Fortress

When you are about to rez Expanding Wall, you may trash any number of installed pieces of ice. For each piece of ice trashed successfully in this way, the rez cost of Expanding Wall is reduced by [1].

@ Do 1 Net damage.

@ Do 1 Net damage.

@ End the run.

@ End the run.

An installed fortress has one "@ End the run." subroutine after all other subroutines for every two pieces of rezzed ice installed outside it.

Illus. Tajjana Jambrisak
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 076 – Uncommon

Utgard 7

Ice-Wall-Fortress-Pusher-Random

@ At the end of current encounter with Utgard, put a +1 strength counter on it.

An installed fortress has one "@ End the run." subroutine after all other subroutines for every two pieces of rezzed ice installed outside it.

At the start of an encounter with an installed pusher, the Corp may pay [2] to roll a die. On a 5 or 6, Runner must resume the run one piece of ice back. Ignore this effect if there is no such an ice.

"As huge as the house of giants in the northern myth."

Illus. Stefan Vitanov
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 077 – Rare

Energy Field 13

Ice-Wall-Fortress-Blinker-Random

@ Do 5 Net damage and end the run.

An installed fortress has one "@ End the run." subroutine after all other subroutines for every two pieces of rezzed ice installed outside it.

At the start of an encounter with a blinker, roll a die. On a 1 or 2, derez it.

"Making Runners believe that it's a 1 000 000 volts field is essential. It's why the layout must be so beautiful."

Illus. Magik Unicorn
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 078 – Common

Auto-Replicating Program 0

Ice-Sentry-Killer-Replicant-Twin

@ Trash a program unless Runner pays [1].

Whenever you rez a replicant, you may pay [1] to install at no cost just inside it, a replicant from HQ and reveal it.

Whenever you rez a twin without using the ability of another twin to do so, you may rez another twin on this fort for half cost, rounded down, and put a -3 strength counter on it.

Illus. Michael Burr
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 079 – Common

Self-Constructing Ice 0

Ice-Sentry-Replicant

@ Gain [1], and end the run unless Runner pays [1].

Whenever you rez a replicant, you may pay [1] to install at no cost just inside it, a replicant from HQ and reveal it.

"You should see males looking at this truly female icon, their mouth open and their gaze blank. When they react, the program has already generated a new code."

Illus. MC
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 080 – Common

Small Gargoyle 2

Ice-Sentry-Black Ice-AP-Brainwipe-Jumper

@ Do 1 brain damage.

At the start of a run, you may pay [1] to move a rezzed jumper to the outermost position of any other data fort.

"The very concept of jumpers has been discovered by defrocked priests who wanted to program a simulation of the Lord to influence the faithful. And in virtual churches, gargoyles are of course animated..."

Illus. David Thibault
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 081 – Uncommon

Spam Generator 4

Ice-Sentry-Killer-Twin

As soon as Runner receives a Slot counter, he or she must treat it as a program that costs 1 MU and must install it as such. If a Slot counter leaves play, remove it from the game instead of trashing it.

@ Give Runner two Slot counters, and trash a program or a cybersoft program.

Whenever you rez a twin without using the ability of another twin to do so, you may rez another twin on this fort for half cost, rounded down, and put a -3 strength counter on it.

Illus. Jeff L. Haversperger
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 082 – **Rare**

Data Warrior

6

Ice-Sentry-Lift-Spirit
 @ Put a DW token on the innermost position on this fort and end the run. Treat that token as a piece of **sentry-killer ice** with a rez cost of [0], a strength of 0, and the subroutine "Trash a program and end the run.". At the end of turn, remove all DW tokens from the game.
 At the start of a run, you may pay [1] to move a rezzed **lift** in a different position on this data fort.
 On a **spirit**, any duplicated or repeated subroutine has no effect. After each encounter with a **spirit**, put a +1 strength counter on it for every two rezzed **sysops** in that fort.

Illus. Onome Okuma
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 083 – **Uncommon**

Sphinx 2

3

Ice-Sentry-Killer-Spirit
 For each Ask counter on Sphinx 2, Runner must pay [1], in addition to any other costs, to break a subroutine on Sphinx 2.
 @ Trash a program.
 @ Put an Ask counter on Sphinx 2.
 On a **spirit**, any duplicated or repeated subroutine has no effect. After each encounter with a **spirit**, put a +1 strength counter on it for every two rezzed **sysops** in that fort.
"He asks until you fail to answer."

Illus. Rick Berry
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 084 – **Common**

Central Guardian

4

Ice-Sentry-Decrasher-Jumper-Replicant
 @ Gain [1]; then end the run if Central Guardian is installed on a central data fort.
 At the start of a run, you may pay [1] to move a rezzed **jumper** to the outermost position of any other data fort.
 Whenever you rez a **replicant**, you may pay [1] to install at no cost just inside it, a **replicant** from HQ and reveal it.

Illus. Denis Kozlov
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 085 – **Common**

Data Cloner

5

Ice-Sentry-Decrasher-Replicant-Twin
 @ Gain [1] and end the run.
 Whenever you rez a **replicant**, you may pay [1] to install at no cost just inside it, a **replicant** from HQ and reveal it.
 Whenever you rez a **twin** without using the ability of another **twin** to do so, you may rez another **twin** on this fort for half cost, rounded down, and put a -3 strength counter on it.

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 086 – **Common**

Fees

1

Ice-Sentry-Jumper-Replicant-Twin
 @ Gain [1] and Runner loses [1].
 At the start of a run, you may pay [1] to move a rezzed **jumper** to the outermost position of any other data fort.
 Whenever you rez a **replicant**, you may pay [1] to install at no cost just inside it, a **replicant** from HQ and reveal it.
 Whenever you rez a **twin** without using the ability of another **twin** to do so, you may rez another **twin** on this fort for half cost, rounded down, and put a -3 strength counter on it.
"And they pay first to jack in. Hahaha!"

Illus. John Sleds
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 087 – **Uncommon**

Investigator

5

Ice-Sentry-Killer-Lift-Replicant
 @ Trash a program.
 At the start of a run, you may pay [1] to move a rezzed **lift** in a different position on this data fort.
 Whenever you rez a **replicant**, you may pay [1] to install at no cost just inside it, a **replicant** from HQ and reveal it.
"This program is a pure icebreaker hunter. We've erased all unnecessary options to focus on program destruction."

Illus. Rick Berry
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 088 – **Common**

Canis Simplis

0

Ice-Sentry-Watchdog-Twin
 @ For the remainder of the run, all ice installed inside Canis Simplis is encountered at +1 strength.
 Whenever you rez a **twin** without using the ability of another **twin** to do so, you may rez another **twin** on this fort for half cost, rounded down, and put a -3 strength counter on it.
"Not very bright, but better in a pack."

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 089 – **Uncommon**

Kernel Defender

6

Ice-Sentry-AP-Sword-Cybersoft-Twin
 @ Do 2 Net damage if the run is on a central data fort.
 @ Do 2 Net damage if the run is on a central data fort.
 To trash one of your **cybersoft** cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.
 Whenever you rez a **twin** without using the ability of another **twin** to do so, you may rez another **twin** on this fort for half cost, rounded down, and put a -3 strength counter on it.

Illus. Darius Andrews
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 090 – **Common**

Cyberdog

4

Ice-Sentry-Bloodhound-Twin-Sleepy
 @ **Trace** - If trace is successful, give Runner one tag for each rezzed **ice** installed outside Cyberdog. Your trace value is increased by 2 for that trace.
 If Runner has used a **noisy icebreaker** during this run, the cost to rez Cyberdog is reduced by [5].
 Whenever you rez a **twin** without using the ability of another **twin** to do so, you may rez another **twin** on this fort for half cost, rounded down, and put a -3 strength counter on it.

Illus. dx2
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 091 – Common

Electro-Field

9

Ice-Sentry-AP-Knockout-Lift
 @ Give Runner a Field counter. Each Field counter forces Runner to forgo his or her next action at the start of each run. Runner may remove an Field counter by taking an action to pay [4].

@ End the run.
 At the start of a run, you may pay [1] to move a rezzed lift in a different position on this data fort.
 Illus. Dasq
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 092 – Uncommon

Canis Mentor

3

Ice-Sentry-Watchdog-Cybersoft-Lift
 @ For the remainder of the run, all ice installed inside Canis Mentor is encountered at +1 strength.

To trash one of your cybersoft cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.

At the start of a run, you may pay [1] to move a rezzed lift in a different position on this data fort. At the start of a run, you may pay [1] to move a rezzed lift in a different position on this data fort.
 Illus. Karl Howe
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 093 – Uncommon

Digiborg

13

Ice-Sentry-Killer-Twin
 @ Trash up to three programs, or up to two cybersoft programs.

Whenever you rez a twin without using the ability of another twin to do so, you may rez another twin on this fort for half cost, rounded down, and put a -3 strength counter on it.
 "A one, a two, a three! Wanna fight now?"

Illus. Yashi Byc3r
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 094 – Rare

Guardian of the Secret Wire

20

Ice-Sentry-DecrKash-Replicant
 @ End the run.
 @ End the run.
 @ End the run.
 @ End the run.

@ End the run.
 @ End the run.
 Whenever you rez a replicant, you may pay [1] to install at no cost just inside it, a replicant from HQ and reveal it.
 Illus. Lawrence M Merkert
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 095 – Rare

Hekatokheires

22

Ice-Sentry-Sword-Killer-Cybersoft
 @ Trash a program or a cybersoft program.
 @ Trash a program or a cybersoft program.
 @ Trash a program or do 2 Net damage.
 @ Trash a program or do 2 Net damage.

@ Trash a program or end the run.
 @ Trash a program and end the run.
 To trash one of your cybersoft cards, your opponent must pay [4] in addition to any other costs, or use a card effect targeting specifically that keyword.
 Illus. Andrew Boulter
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 096 – Rare

Reader

8

Ice-Sentry-Killer-Replicant-Sleepy
 If Reader is on the Archives, X=7; otherwise X=0.
 @ If Reader is on the Archives, trash a program and end the run; otherwise, end the run.
 If Runner has used a noisy icebreaker during this run, the cost to rez Reader is reduced by [5].

Whenever you rez a replicant, you may pay [1] to install at no cost just inside it, a replicant from HQ and reveal it.
 Illus. Natasha Epperson
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 097 – Uncommon

Angel

10

Ice-Sentry-Killer-Jumper
 If Angel is on HQ or R&D, X=6; otherwise X=0.
 @ If Angel is on HQ or R&D, trash a program or a cybersoft program.
 @ If Angel is on HQ or R&D, trash a program or a cybersoft program, and end the run; otherwise, end the run.

At the start of a run, you may pay [1] to move a rezzed jumper to the outermost position of any other data fort.
 Illus. Peter Bergting
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 098 – Common

Backshish

0

Operation-Gray Ops-Transactions
 At the start of your next three turns, gain [X]. If you forgo your next action when you play Backshish, X=2; otherwise X=1.

"As long as this kind of payment is included in the budget, it can be forecasted. Generally, it is found in the customers credit notes section." –anonymous Corp quality department.

Illus. Simon Bislej
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 099 – Common

AI Secret Lab

0


Operation-Group
 Pay [14] to gain [19] or pay [3] to draw 5 cards.
 You may put a group only in decks that contain 60 cards or more at the beginning of the game.
 "And if the prototype doesn't work, we can still earn money by selling the organs."

Illus. Annika Hollnagel
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 100 – Common

Blacklisted Informer



Operation
Gain [2], or draw 2 cards, or draw one card and gain [1].


"Information is the real power. The problem is that the more these informers know, the more they want. It's why we never use them for long period. See these casualties stats."

Illus. Tim Bradstreet
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 101 – Uncommon

Garbage Program



Operation
Pay [2] to rez a piece of **blinker ice** at no cost, or search the Archives for up to two **flash** cards. If you searched the Archives in this way, show those **flashes** to Runner and install one of them at no cost. You may pay [3] when you play Garbage Program to take it back into HQ instead of discarding it.


"It's just a synthesis generator which feeds on previous syntheses made from an old database."

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 102 – Uncommon

Street Recruiting



Operation
Do not play Hasty Recruiting as an action; instead, play it during Runner's turn when one or more of your installed or stored cards is successfully trashed by a Runner's effect. Draw up to two cards.


"Hasty recruiting, quick firing. That's a certain form of efficiency, at least for some people."

Illus. Barclay Shaw
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 103 – Common

Lament on Suppressed Salary



Operation-Group-Gray Ops
Play only if Runner is tagged. Give Runner a L.O.S.S. counter. For each L.O.S.S. counter Runner has at the start of each of his or her turns, Runner loses [1]. Runner may remove a L.O.S.S. counter by taking an action to pay [3]. You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. John Sledd
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 104 – Common

Patented Medical Discovery



Operation-Group
Pay [8] to gain [12] or pay [2] to draw 4 cards. You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.


*"Bone cells regeneration should work fully now. But this technology does already exist."
"You don't understand. Only the patent is profitable. Secondly, I've just discovered some brain diseases that can be cured with that discovery."*

Illus. OrmeN2501
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 105 – Common

Propaganda Control



Operation-Group
Pay [2] to gain [5] or pay [1] to draw 3 cards. You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

"The best way to control information is to inform our street shops with too much information, and to insist on news that have only emotional impact. The best example is a personal murder (could be you!) compared to a war (casualties are only figures)."
–Militech quote

Illus. Quellion
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 106 – Uncommon

Target Decoy




Operation
Choose one of your installed cards, and put a Missed counter on it. For each Missed counter on a card, Runner must pay [1], in addition to any other costs, to trash it. You may pay [2] when you play Target Decoy to take it back into HQ instead of trashing it.

Illus. Pablo Sanchez
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 107 – Uncommon

Working the Patch



Operation-Random
Choose a keyword excepted **ice**, **code gate**, **wall**, and **sentry**, and roll a die. On a 4 or more, put a +1 strength counter on all pieces of rezzed or revealed **ice** with that keyword. You may pay [3] when you play Working the Patch to take it back into HQ instead of trashing it.

"There is a difference between working on the patch and working the patch." –Morpheus

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 108 – Rare

Shutdown



Operation-Gray Ops
When you play Shutdown, remove it from the game instead of trashing it. Derez all your rezzed cards and gain [2] for each card successfully derezzed in this way. Then you may remove all **Virus** counters; if you do so remove all tags Runner has.

"A new life for advertisements!"

Illus. Xpedition
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 109 – Uncommon

Takeover Consultants

15

Operation-Random
Roll a die. On a 2 or less, forfeit your next agenda point. Then add five advancement counters on one installed card that can be advanced.

"The problem is that they think too much from both sides: the hunter and the hunted. And sometimes, they consider that it's better for efficiency that YOU are the prey."

Illus. Poslove
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 110 – Rare

Wet Trim Site

0

Operation-Gray Ops-Double
When you play Wet Trim Site, remove it from the game instead of trashing it. Choose a keyword; then choose any number of cards from the Archives with that keyword, show those cards to Runner, and shuffle them into your R&D.

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

"The 'trim' AI powering this site makes men crazy."

Illus. KaanaMoonShadow
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 111 – Common

File Merge

1

Operation-Double
Choose one **sysop** and one **spirit**, both from HQ, and install them at no cost. Then gain [4], which you may use only to pay for rezzing them, and rez that **sysop** and that **spirit** if you can. Return to the bank any of the [4] you did not spend.

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

Illus. Angel Estevez
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 112 – Common

Wipe Out Algorithm

2

Operation-Double
Choose up to two rezzed **twins** and remove a -3 strength counter from each of them. You may pay [3] when you play Wipe Out Algorithm to take it back into HQ instead of discarding it.

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

"Do you know the non-separability principle? Two particles are treated like one. Same with twins."

Illus. Allan Jay R Soriano
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 113 – Uncommon

Knowledge of the Net

3

Operation-Double
Until end of your next turn, Runner must pay [1], in addition to any other costs, to steal an **agenda**, and all **nodes** and **upgrades** get -[1] rez cost, and all pieces of installed **ice** get +1 strength and an additional "@ End the run." subroutine after all other subroutines.

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

Illus. Georges Grie
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 114 – Rare

Holding Report

5

Operation-Gray Ops-Double-Group
When you play Holding Report, remove it from the game instead of trashing it. Play only if you have scored at least one **Research agenda**, one **Gray Ops agenda**, one **Black Ops agenda**, and one **Asset agenda** this game, and if you have scored 3 or more **agendas** this game. Score 1 agenda point.

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

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Lushpix Fotosearch
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 115 – Rare

New Head Office

6

Operation-Gray Ops-Double-Group
You may not play New Head Office if you have played another New Head Office this turn or during your previous turn. Playing New Head Office costs 2 agenda points in addition to its normal playing cost. Forfeit your next 2 agenda points. At the start of your next turn, gain four actions.

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

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Piroon
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 116 – Uncommon

Monstrous Mutation

10

Operation-Double-Gray Ops
Forfeit your next agenda point when you play Monstrous Mutation. Put a Mutate counter on a piece of rezzed **sentry**. For each Mutate counter on a piece of **ice**, that **ice** gets +5 strength and the keyword **cybersoft**, and all its original and printed subroutines are repeated once. Treat the copy of each subroutine as if it appeared immediately after the original subroutine. Mutate counters on **ice** are kept even if that **ice** is derezded.

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

Illus. Andy Park
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 117 – Common

Murder Protocol

10

Operation-Double-Gray Ops
Forfeit your next agenda point when you play Murder Protocol. Reveal as many **killers** as you wish; then put a Skill counter on each revealed or rezzed **killer**. For each Skill counter on a piece of **killer ice**, that **ice** gets +2 strength and each of its subroutines that targets **programs** targets **cybersoft programs** as well. Skill counters on **ice** are kept even if that **ice** is derezded.

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

Illus. LordHannu
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010