

Net Links 001 – **Uncommon**

Decoding Algorithm

1

Program-Group-Unique-Random-1 MU
 Roll a die when you install Decoding Algorithm. On a 4 or more, all installed **icebreakers** that can break only **code gate** subroutines get +1 strength.

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

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. Stefan Vitanov
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 002 – **Common**

Joker

1

Program-1 MU
 When you install Joker, choose a rezzed piece of **ice** and choose a keyword on that piece of **ice**, except **ice**, **code gate**, **wall**, **sentry**, **AP**, **killer**, and **random**. All **ice** with that keyword is encountered with its strength reduced by 1.

"It's devilishly (!) efficient against this new kind of spirit ice."

Illus. Tatjana Jambrišak + Otacon
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 003 – **Uncommon**

Neuronal Algorithm

1

Program-Group-Unique-Random-1 MU
 Roll a die when you install Neuronal Algorithm. On a 4 or more, all installed **icebreakers** that can break only **sentry** subroutines get +1 strength.

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

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. Stefan Vitanov
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 004 – **Uncommon**

Structural Algorithm

1

Program-Group-Unique-Random-1 MU
 Roll a die when you install Structural Algorithm. On a 4 or more, all installed **icebreakers** that can break only **wall** subroutines get +1 strength.

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

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. Stefan Vitanov
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 005 – **Common**

Jester

2

Program-1 MU
 When you install Jester, choose a keyword between **code gate**, **wall**, and **sentry**. All **ice** with that keyword is encountered with its strength reduced by 2. All other **ice** is encountered with its strength increased by 1.

"The gesture of a jester is just a gem."

Illus. Mark Zamur
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 006 – **Rare**

Double-Sided Monitoring

3

Program-Net Link-Random-2 MU
 At the start of each run, roll a die. On a 4 or more, draw a card. At the end of each successful run, you may draw a card. At the end of each unsuccessful run, discard two cards; if you cannot discard enough cards, suffer 2 Net damage.

When you install a **net link**, draw a card.

"It monitors, but doesn't protect..."

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 007 – **Uncommon**

Daemon Supporting Crew

3

Program-1 MU
 All **icebreakers** installed in the same **daemon** than Daemon Supporting Crew get +1 strength.

"Like in hell, those daemon programs breed, and these are their offsprings..."

Illus. Deaddreamer
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 008 – **Rare**

Djinn

3

Program-Daemon-Net Link-2 MU
 Djinn can have up to 4 MU of **programs** installed in it. **Programs** with an original and printed MU cost of 1 cannot be installed in Djinn, unless they are **daemons**. If Djinn leaves play, trash all **programs** installed in it.

A or **[3]**: Uninstall an installed **program**, and install it in a **daemon** at no cost or install it elsewhere normally.

When you install a **net link**, draw a card.

Illus. NJ Noble
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 009 – **Rare**

Lilith

6

Program-Daemon-2 MU
 Lilith can have up to 3 MU of **programs** installed in it. You may install only **icebreakers** or **daemons** in Lilith. All **icebreakers** installed in Lilith have their strength increased by 1. If Lilith leaves play, trash all **programs** installed in it.

"Isn't the mother of all succubus beautiful?"

Illus. Karl Nordman
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 010 – Common

Magic Circus

8

Program-Group-Net Link-Random-2 MU
 All ice is encountered with its strength reduced by 2. At the end of an encounter with each piece of ice, roll a die. On a 1, trash Magic Circus. That trashing cannot be prevented.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 When you install a **net link**, draw a card.

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 011 – Common

Frog and Ox

4

Program-Icebreaker-Autorun-2 MU
[1]: Break ice subroutine.
[1]: +3 strength for the remainder of this run. Use this ability only during the first run you make after having installed Frog and Ox.
[3]: +1 strength
 When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.

Illus. Martin Sen
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 012 – Rare

Descartes Pentabreaker

5

Program-Icebreaker-1 MU
[1]: Break a subroutine that do not trace. You may use this ability only during an encounter with a piece of non-random ice.
[2]: Break up to three subroutines that do not trace on a single piece of ice. You may use this ability only during an encounter with a piece of non-random ice.
[4]: +X strength. X is the encountered ice's strength, if it is less than 6; otherwise it is 5.
[1]: +2 strength. Use this ability only once per run.

Illus. Chapter Three
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 013 – Common

Champion Steed

8

Program-Icebreaker-Samurai-AI-Net Link-1 MU
 If the encountered ice has a strength of 3 or less, then X=2; if that strength is 6 or more, then X=0; otherwise X=1.
[X]: Break ice subroutine.
[2]: +1 strength
 At the end of each successful run during which you used a samurai, put a Patch counter on it. Every two Patch counters on a samurai give +1 to its strength.
 When you install a **net link**, draw a card.

Illus. Dave Allsop
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 014 – Common

Holo-Knight

7

Program-Icebreaker-Autorun-Samurai-1 MU
[3]: Break up to two subroutines on a single piece of ice.
[1]: +1 strength
 When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 At the end of each successful run during which you used a samurai, put a Patch counter on it. Every two Patch counters on a samurai give +1 to its strength.

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 015 – Common

Samurai Warrior

9

Program-Icebreaker-Autorun-Samurai-1 MU
[1]: Break ice subroutine.
[3]: +1 strength
 When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 At the end of each successful run during which you used a samurai, put a Patch counter on it. Every two Patch counters on a samurai give +1 to its strength.

Illus. Monolith
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 016 – Uncommon

Siege Machines

9

Program-Icebreaker-Autorun-Group-1 MU
 During runs on a central data fort, X=1; otherwise X=2.
[X]: Break ice subroutine.
[X]: +1 strength
 When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Jeff Au
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 017 – Rare

Digital Probe

10

Program-Icebreaker-Autorun-1 MU
[0]: Break ice subroutine. Use this ability only during the first run you make after having installed Digital Probe.
[2]: Break ice subroutine.
[2]: +1 strength for the remainder of this run
 When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.

Illus. Carson Catlin
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 018 – Common

Fleeting Nexus

8

Program-Icebreaker-Autorun-Net Link-1 MU
[1]: Break ice subroutine.
[4]: +1 strength for the remainder of this run
 At the end of any run during which you used Fleeting Nexus, put a -1 strength counter on it. Trash Fleeting Nexus if its strength becomes 0.
 When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 When you install a **net link**, draw a card.

Illus. Erik Barker
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 019 – **Uncommon**

Peripheral Code

11

Program-Icebreaker-Autorun-Group-1 MU
 During runs on a subsidiary data fort, X=1; otherwise X=2.
 [X]: Break ice subroutine.
 [X]: +1 strength

When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Jim Nelson
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 020 – **Common**

Roadster

9

Program-Icebreaker-Autorun-1 MU
 [1]: Break blinker or flash subroutine.
 [2]: Break code gate, wall, replicant, or twin subroutine.
 [3]: Break sentry subroutine.
 [4]: +2 strength until end of run

When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.

Illus. The Continuum
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 021 – **Rare**

Energy Master

16

Program-Icebreaker-Samurai-Net Link-2 MU
 During each encounter with a piece of lift ice, X=0; otherwise X=1.
 [X]: Break ice subroutine.
 [X], [1]: +1 strength

At the end of each successful run during which you used a **samurai**, put a Patch counter on it. Every two Patch counters on a **samurai** give +1 to its strength.
 When you install a **net link**, draw a card.

Illus. REMO
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 022 – **Rare**

Legendary Samurai

20

Program-Icebreaker-Autorun-Samurai Cybersoft-3 MU
 [1]: Break ice subroutine.
 [1]: +1 strength

When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 At the end of each successful run during which you used a **samurai**, put a Patch counter on it. Every two Patch counters on a **samurai** give +1 to its 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.

Illus. Linus Jonkman-Persson
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 023 – **Uncommon**

Spectrum Decoder

8

Program-Icebreaker-Group-Net Link-1 MU
 During each encounter with a piece of code gate ice, X=4. During each encounter with a piece of wall ice, X=3. During each encounter with a piece of sentry ice, X=2.
 [1]: Break ice subroutine.
 [2]: +1 strength

You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 When you install a **net link**, draw a card.

Illus. none
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 024 – **Rare**

BKCG

4

Program-Icebreaker-Net Link-2 MU
 [1]: Break all code gate subroutines on a single piece of ice. Use this ability only if BKW and BKS are installed.
 [2]: Break code gate subroutine.
 [2]: +1 strength.
 [2]: +3 strength until end of turn. Use this ability only if BKW and BKS are installed.

When you install a **net link**, draw a card.

Illus. Deaddreamer
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 025 – **Uncommon**

Training Thief

0

Program-Icebreaker-Samurai-Group-Net Link-1 MU
 [0]: Break code gate subroutine.

At the end of each successful run during which you used a **samurai**, put a Patch counter on it. Every two Patch counters on a **samurai** give +1 to its strength.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
 When you install a **net link**, draw a card.

Illus. none
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 026 – **Common**

Anti-Ice Digi-Speeder

3

Program-Icebreaker-Autorun-Group-1 MU
 [0]: Break blinker or flash subroutine.
 [1]: Break code gate subroutine.
 [1]: +1 strength

When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 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 027 – **Common**

Ice Opener

3

Program-Icebreaker-Autorun-Samurai-2 MU
 Put [2] from the bank on Ice Opener when it is installed. Use these bits only to pay for using Ice Opener. If you use any of these bits, replace them from the bank at the start of your next turn.
 [2]: Break code gate subroutine.

When you install an **autorun**, make immediately a run without taking an action to do so; you cannot jack out during that run.
 At the end of each successful run during which you used a **samurai**, put a Patch counter on it. Every two Patch counters on a **samurai** give +1 to its strength.

Illus. Ahmed Hany
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 028 – Uncommon

Data Picklock

Program-Icebreaker-1 MU
 X is half the number of rezzed code gates, rounded down.
 [2]: Break code gate subroutine.
 [3]: Break up to two code gate subroutines on a single piece of ice.
 [3]: +2 strength
"Where are my keys?"

Illus. Dystopia v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 029 – Rare

BKW

Program-Icebreaker-Net Link-2 MU
 [2]: Break all wall subroutines on a single piece of ice. Use this ability only if BKCG and BKS are installed.
 [2]: Break wall subroutine.
 [2]: +1 strength.
 [2]: +3 strength until end of turn. Use this ability only if BKCG and BKS are installed.
 When you install a net link, draw a card.

Illus. Deaddreamer v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 030 – Uncommon

Training Demolisher

Program-Icebreaker-Worm-Samurai-Group-Net Link-1 MU
 [0]: Break wall subroutine.
 At the end of each successful run during which you used a samurai, put a Patch counter on it. Every two Patch counters on a samurai give +1 to its strength.
 You may put a group only in decks that contain 60 cards or more at the beginning of the game.
 When you install a net link, draw a card.

Illus. John Stifter v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 031 – Common

Anti-Ice Laser Beam

Program-Icebreaker-Autorun-Noisy-Group-1 MU
 [0]: Break fortresses or pusher subroutine.
 [1]: Break wall subroutine.
 [1]: +1 strength
 Whenever you break a wall subroutine with Anti-Ice Laser Beam, lose [1] from a stealth card.
 When you install an autorun, make immediately a run without taking an action to do so; you cannot jack out during that run.
 You may put a group only in decks that contain 60 cards or more at the beginning of the game.

Illus. dystopia v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 032 – Common

Ice Pusher

Program-Icebreaker-Autorun-Samurai-2 MU
 Put [2] from the bank on Ice Pusher when it is installed. Use these bits only to pay for using Ice Pusher. If you use any of these bits, replace them from the bank at the start of your next turn.
 [2]: Break wall subroutine.
 When you install an autorun, make immediately a run without taking an action to do so; you cannot jack out during that run.
 At the end of each successful run during which you used a samurai, put a Patch counter on it. Every two Patch counters on a samurai give +1 to its strength.

Illus. Dante Omar Gonzales v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 033 – Uncommon

Data Digger

Program-Icebreaker-Worm-1 MU
 X is half the number of rezzed walls, rounded down.
 [2]: Break wall subroutine.
 [3]: Break up to two wall subroutines on a single piece of ice.
 [3]: +2 strength
"You've got the spade, you dig."

Illus. Deaddreamer v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 034 – Rare

BKS

Program-Icebreaker-Killer-Net Link-2 MU
 [3]: Break all sentry subroutines on a single piece of ice. Use this ability only if BKCG and BKW are installed.
 [2]: Break sentry subroutine.
 [2]: +1 strength.
 [2]: +3 strength until end of turn. Use this ability only if BKCG and BKW are installed.
 When you install a net link, draw a card.

Illus. Deaddreamer v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 035 – Uncommon

Training Apprentice

Program-Icebreaker-Killer-Samurai-Group-Net Link-1 MU
 [0]: Break sentry subroutine.
 At the end of each successful run during which you used a samurai, put a Patch counter on it. Every two Patch counters on a samurai give +1 to its strength.
 You may put a group only in decks that contain 60 cards or more at the beginning of the game.
 When you install a net link, draw a card.
"These dogs, like Lockjaw, help a lot."

Illus. togrog v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 036 – Common

Anti-Ice Tutor

Program-Icebreaker-Killer-Autorun-Group-1 MU
 [0]: Break replicant or twin subroutine.
 [1]: Break sentry subroutine.
 [1]: +1 strength
 When you install an autorun, make immediately a run without taking an action to do so; you cannot jack out during that run.
 You may put a group only in decks that contain 60 cards or more at the beginning of the game.

Illus. Noli Zaldivar v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 037 – Common

Ice Huntress

7

Program-Icebreaker-Killer-Autorun-Samurai-2 MU
 Put [2] from the bank on Ice Huntress when it is installed. Use these bits only to pay for using Ice Huntress. If you use any of these bits, replace them from the bank at the start of your next turn.
[2]: Break sentry subroutine.
 When you install an autorun, make immediately a run without taking an action to do so; you cannot jack out during that run.
 At the end of each successful run during which you used a samurai, put a Patch counter on it. Every two Patch counters on a samurai give +1 to its strength.
 Illus. Skinwalkers
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 038 – Uncommon

Data Fighter

2

Program-Icebreaker-Killer-2 MU
 X is half the number of rezzed sentries, rounded down.
[2]: Break sentry subroutine.
[3]: Break up to two sentry subroutines on a single piece of ice.
[3]: +2 strength
"Chopping data in half still gives 0 and 1."
 Illus. Wiek Lujiken
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 039 – Common

Bulk Bug

0

Program-Virus-1 MU
 Whenever you make a successful run on a data fort, put a Bulk counter in that fort. If a fort contains three or more Bulk counters, the Corp cannot rez any piece of ice on that fort, unless there is no other piece of ice with that name already rezzed on that fort.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 Illus. Stefan Vitanov
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 040 – Common

Lullaby

1

Program-Virus-Random-1 MU
 Whenever you make a successful run on a data fort, put a Yawn counter in that fort. At the start of any run on a data fort, the Corp must roll a die for each Yawn counter in that fort. For each 1, the Corp must derez a piece of ice on this fort and cannot rez it for the remainder of that run; unless that ice is a sleepy ice, the Corp may rez it at the end of that run at no cost.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 Illus. REMO
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 041 – Uncommon

Pattel's Disease

1

Program-Virus-Group-1 MU
 Whenever you make a successful run on a data fort, put a Leak counter in that fort. For every three Leak counters in a data fort, all installed pieces of ice on that fort get -1 strength.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 You may put a group only in decks that contain 60 cards or more at the beginning of the game.
 Illus. Blue Diamondz
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 042 – Uncommon

Censorship Algorithms

0

Program-Virus-Net Link-1 MU
 Whenever you make a successful run on R&D, give the Corp a Censorship counter. Two or more Censorship counters force the Corp to Shuffle its R&D just before it draws any number of cards.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 When you install a net link, draw a card.
 Illus. none
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 043 – Common

Meta-Search Engine

1

Program-Virus-Group-Net Link-1 MU
 Whenever you make a successful run on R&D, give the Corp an Engine counter. For every two Engine counters, draw a card at the start of each of your turns.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 You may put a group only in decks that contain 60 cards or more at the beginning of the game.
 When you install a net link, draw a card.
 Illus. Deaddreamer
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 044 – Rare

File Corruption

2

Program-Virus-Net Link-1 MU
 Whenever you make a successful run on R&D, give the Corp a Bad counter. Every three Bad counters force the Corp to draw one less card whenever it is about to draw any number of cards.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 When you install a net link, draw a card.
 Illus. Zed
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 045 – Rare

False System Interface

0

Program-Virus-Group-1 MU
 Whenever you make a successful run on the Archives, give the Corp a Unavailable counter. If the Corp has five or more Unavailable counters, it cannot search nor take any card from the Archives.
 The Corp may remove all Virus counters at any time, but must then forgo its next three actions.
 You may put a group only in decks that contain 60 cards or more at the beginning of the game.
 Illus. Rob Seed
 v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 046 – **Rare**

Auto-Broadcast Code

3

Program-Virus-Unique-2 MU

Whenever you make a successful run on HQ, R&D or the Archives, put a Media counter in that fort.

Media counter from the Archives, Media counter from R&D, Media counter from HQ: The Corp must forfeit its next agenda point.

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

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. James Leftwich
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 047 – **Uncommon**

Netspace Freezer

1

Program-Virus-Group-1 MU

Whenever you make two consecutive and successful runs in the same turn, the first being on HQ and the second on a subsidiary data fort of your choice, give the Corp a Freezer counter. Every Freezer counter forces the Corp to pay [1], in addition to any other costs, to create a new data fort.

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

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 048 – **Uncommon**

Obsolescence

0

Program-Virus-Net Link-1 MU

Whenever you make two consecutive and successful runs in the same turn, the first being on R&D and the second on the Archives, give the Corp an Obsolete counter. Two or more Obsolete counters forces the Corp to draw cards from the Archives instead of R&D.

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

When you install a **net link**, draw a card.

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 049 – **Rare**

System File Disruptor

5

Program-Virus-2 MU

Whenever you make two consecutive and successful runs in the same turn, the first being on R&D and the second on the Archives, give the Corp a Disrupt counter. If the Corp has six or more Disrupt counters and ten or more cards in the Archives at the start of its turn, you may remove all Disrupt counters to force the Corp to shuffle the face down and face up piles of the Archives into the face down pile of the Archives, and to swap the R&D pile and the Archives pile.

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

Illus. Zed
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 050 – **Common**

Shuffler

0

Hardware-Plug-Group-Net Link

A, [1]: Shuffle your trash, then shuffle the top two cards from your trash into your stack.

A: Shuffle your stack, then trash the top card from your stack.

For every two **plugs** in play, all pieces of non-plug hardware get -[1] installation cost.

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

When you install a **net link**, draw a card.

Illus. Jijit
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 051 – **Common**

Secret Account Box

1

Hardware-Stealth

Whenever the Corp rezzes a piece of ice during a run, put [1] on Secret Account Box, unless you have already used a **noisy icebreaker** during that run. Whenever you pay for using a subroutine on a **stealth icebreaker** to break any number of subroutines on a piece of ice, you may use bits from Secret Account Box. At the end of any run, remove all bits from Secret Account Box.

Illus. Paperblue
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 052 – **Common**

Cash Flow Fuses

2

Hardware-Group-Unique

Suffer X Net damage: Gain half of [X], rounded down. Use this ability only during a run, and only once per run.

Only one unique card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

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

Illus. Ali Helmy
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 053 – **Rare**

Nexus Modem

3

Hardware-Plug-Unique

Put [2] on Nexus Modem when you install it. Use this bit only to pay for installing **resources**. If you use this bit, replace it from the bank at the start of your next turn.

For every two **plugs** in play, all pieces of non-plug hardware get -[1] installation cost.

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. William McAusland
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 054 – **Common**

Primary Hub

3

Hardware-Plug

All non-plug and non-cybernetics pieces of hardware get -[1] installation cost.

For every two **plugs** in play, all pieces of non-plug hardware get -[1] installation cost.

Illus. Dark Angel
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 055 — **Uncommon**

Brain Jacks

4

Hardware-Cybernetics-Plug-Net Link

All pieces of **cybernetics hardware** get $-[1]$ installation cost.

For every two **plugs** in play, all pieces of **non-plug hardware** get $-[1]$ installation cost.

When you install a **net link**, draw a card.

"Wonderful! Now that I'm blind, I can see."

Illus. Dorian Cleavenger
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 056 — **Uncommon**

Self-Destructing Chip

5

Hardware-Chip

Put four SDC counters on Self-Destructing Chip when it is installed. At the start of each of your turns, remove a SDC counter from Self-Destructing Chip, and put as many bits from the bank on Self-Destructing Chip as the number of SDC counters on it. Remove all bits from Self-Destructing Chip at the end of each of your turns. Trash Self-Destructing Chip when you remove the last SDC counter. All bits on Self-Destructing Chip can be used only to pay for using **icebreakers** during runs.

A, [1]: Put a SDC counter on Self-Destructing Chip.

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 057 — **Common**

CybX™ Implant

6

Hardware-Cybernetics-Random

A, [3]: Make a run. At the start of that run, if each of your installed **icebreakers** has a name different from all of your other installed **icebreakers**, all your installed **icebreakers** get $+X$ strength until end of run. X is one less than the number of your installed **icebreakers**. If X is greater than 3 in this way, roll a die at the end of that run. On a 1 or 2, trash **CybX™ Implant**.

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 058 — **Rare**

Nano-Computing Chip

7

Hardware-Cybernetics-Chip-Group-Unique

All **random** cards get $+[1]$ installation cost.

[0]: Ignore the result of a die roll. Instead, roll a second die and apply that result. Use this ability only twice per turn, and only when you have just rolled a die.

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

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. Michael Burr
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 059 — **Common**

Militech Weaponry

5

Hardware-Deck

You cannot install Militech Weaponry unless three or more pieces of **ice** are installed. When you install Militech Weaponry, the Corp may put three $+1$ strength counters on a piece of installed **ice**, or one $+1$ strength counter on three pieces of installed **ice**, or any combination thereof. Provides $+1$ MU and $+1$ hand size. All installed **icebreakers** get $+1$ strength.

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

Illus. Emiliano Sagnotti
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 060 — **Rare**

Double-Speed Launcher

7

Hardware-Deck-Net Link

Provides $+1$ MU and $+1$ hand size. On all **icebreakers** subroutines that can increase those **icebreakers** strength and that have an original and printed cost of $[2]$ or more, the original and printed strength increase is increased by 1.

Only one **deck** can be in play at a time. Trash any older decks. When you install a **net link**, draw a card.

Illus. Alfredo Azpe Olmedo
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 061 — **Common**

Zetatech Meta Deck

7

Hardware-Deck-Net Link

Provides $+2$ MU. Prevents up to 2 non-meat damage per turn. You may gain an action during each of your turns, which you may use only to install a card.

Whenever one of your installed non-resource card, including Zetatech Meta Deck, leaves play, suffer 1 Net damage that cannot be prevented.

Only one **deck** can be in play at a time. Trash any older decks. When you install a **net link**, draw a card.

Illus. Alex Aurichio
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 062 — **Rare**

Self-Modifying Nano-Implants

11

Hardware-Deck-Cybernetics

Provide $+2$ MU.

[4]: Choose an installed **icebreaker**. For the remainder of that run, replace on that **icebreaker** all occurrences of the original keyword **code gate**, **wall**, or **sentry** by a new keyword chosen between **code gate**, **wall**, or **sentry**. Use this ability only at the start of a run.

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

Illus. Luis Royo
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 063 — **Uncommon**

Zetatech Daemon Installer

12

Hardware-Deck-Group-Net Link

All **daemons** get $-[2]$ installation cost and can have one additional MU of **programs** installed in them.

Only one **deck** can be in play at a time. Trash any older decks. You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

When you install a **net link**, draw a card.

"It stores the daemon codes in a remote superfast and special disk, freeing the needed space."

Illus. Skinwalkers
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 064 – **Rare**

Dual Cyberdeck

13

Hardware-Deck

Dual Cyberdeck can have up to two decks installed in it; these two decks cannot have the same name and cannot be Dual Cyberdeck. All decks installed in Dual Cyberdeck are not considered in play, but instead Dual Cyberdeck has all the abilities, keywords, and penalties of all decks installed in it. If Dual Cyberdeck leaves play, trash all decks installed in it. Only one deck can be in play at a time. Trash any older decks.

Illus. Deaddreamer
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 065 – **Common**

Get Rid of a Friend

0

Resource-Connection-Net Link

Trash an installed ally: Gain [3].

When you install a net link, draw a card.

*"A true friend is the one who can give his life for you."
"Well, I don't ask my victims, but if it pleases you, I can consider all dead corpses as friends."*

Illus. Sera
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 066 – **Uncommon**

Link to Free Space

0

Resource-Connection-Net Link

Remove 1 Bad Publicity point given to the Corp: Remove up to two tags.

When you install a net link, draw a card.

"You don't want to be known, and I don't want to be known. I think there's a deal to make to our mutual benefit."

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 067 – **Uncommon**

Second Choice Market

0

Resource-BBS-Position

At the start of each of your turns, you may look at the top card of your stack. If that card is a hardware, you may show it to the Corp. If you do so, gain [X] and remove that hardware from the game. X is one-third of the installation cost of that piece of hardware, rounded down.

Illus. Fred Hooper
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 068 – **Uncommon**

Smith's Second Hand Shop

0

Resource-Connection

A: Choose one of your installed cards. Uninstall that card, gain [1], and put it on top of your stack.

A: Search your trash for a card. Shuffle that card into your stack.

"Second choice things, but first class shop."

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 069 – **Common**

Uplink Backup System

0

Resource-Net Link

Whenever one of your installed cards is trashed successfully because of a Corp's effect, you may draw a card or gain [1].

When you install a net link, draw a card.

"This interface is connected to the backup system of the bank and fools their program into believing that our project should be put into high priority."

Illus. dystopia
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 070 – **Common**

Hardware Expert Installer

1

Resource-Group-Net Link-Unique

All pieces of plug hardware get -[1] installation cost.

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

When you install a net link, draw a card.

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. Barclay Shaw
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 071 – **Rare**

Crisis

2

Resource-Cyberworld

As a Runner card, Crisis is a resource-cyberworld, has [2] installation cost and the text "Choose a number X greater than 5. The Corp and Runner cannot spend more than [X] each turn." As a Corp card, Crisis is a node-cyberworld, has [2] rez cost, [0] trash cost, and the text "Choose a number X greater than 5. The Corp and Runner cannot spend more than [X] each turn."

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. HB Steiner
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 072 – **Common**

Business Dealings

3

Resource-Connection-Net Link-Unique

All allies get -[1] installation cost. The Corp must pay [1], in addition to any other costs, to trash an ally.

When you install a net link, draw a card.

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.


"Finally, chess and business have in common the same purpose : kill competitors."

Illus. Eric Desideriu
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 073 – Common

Dust



Resource-Cyberworld-Sabotage

As a Runner card, Dust is a resource-cyberworld-sabotage, has [3] installation cost and the text "At the end of any successful run on R&D, you may trash the top card of R&D, even if that card cannot normally be trashed.". As a Corp card, Dust is a node-cyberworld-gray ops, has [3] rez cost, [0] trash cost, and the text "If Runner is tagged, you may forgo your next action to trash the top card of Runner's stack."

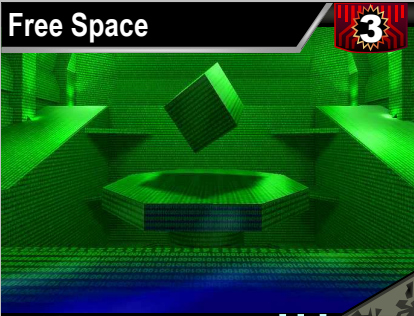
During your turn, if you forgo your next action, you may uninstall an opponent's installed cyberworld and pay to install it as one of your cards. Use this ability only if you can install it, and when you access it or when you tag Runner successfully. A trashed cyberworld goes into its original owner's discard pile.

Illus. Rucish
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Link 074 – Rare

Free Space



Resource-Cyberworld-Group

As a Runner card, Free Space is a resource-cyberworld-group, has [3] installation cost and the text "All icebreakers get -[1] installation cost.". As a Corp card, Free Space is a node-cyberworld-group, has [3] rez cost, [0] trash cost, and the text "All pieces of ice get -[1] rez cost."

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.


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 075 – Common

Daemon Breeding Interface



Resource-BBS-Net Link

A, [2]: Search your stack for a daemon, show it to the Corp and bring it into your hand. Shuffle your stack afterwards. You may then install that daemon.

When you install a net link, draw a card.


"I don't know by what programming miracle these fiends species breed so fast, like in myths."

Illus. Stéphane Carpentier
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 076 – Rare

Partnership with a Corp



Resource-Connection-Group

At the start of each of the Corp's turns, choose a keyword between **Asset**, **Black Ops**, **Gray Ops**, and **Research**. For the remainder of that turn, all agendas with that keyword get +1 difficulty, and all Corp's cards get -[2] rez cost.


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 077 – Uncommon

Corporate Blackmail



Resource-Connection-Group-Unique

Installing Corporate Blackmail cost 1 agenda point in addition to the normal cost. Whenever the Corp is about to put any number of advancement counters on one or more cards, it must pay [1] for each advancement counter, in addition to any other costs, or cannot put that advancement counter.

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


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. Janet Aulisio
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 078 – Rare

Corporate Informer



Resource-Ally-Connection

Installing Corporate Informer cost 1 agenda point in addition to the normal cost. When you install Corporate Informer, forfeit your next agenda point and choose a number. If X is that number, all agendas with an original and printed number of agenda points equal to X get +1 difficulty.


The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.

Illus. Luis Royo
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 079 – Uncommon

Family Business



Resource-Ally-Net Link-Random

At the start of each run on a data fort, choose up to one piece of rezzed ice on that fort and up to one rezzed sysop in that fort, and roll a die. On a 6, the Corp must derez that piece of ice and that sysop, and cannot rez them for the remainder of that run.

The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.


When you install a net link, draw a card.

Illus. Syreene
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 080 – Uncommon

Underhand Dealer



Resource-Ally

[3]: Install a hidden resource from your hand.

A, [1]: Search your stack or your trash for up to two hidden resources, show them to the Corp, and bring them into your hand. Shuffle your stack afterwards if it has been searched in this way.


The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.

Illus. Aleksí Briçlot
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 081 – Common

Hacker Spying Member



Resource-Ally-Group-Random

At the start of each of your turns, you may draw a card and roll a die. On a 1, the Corp gives you a tag.

The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.

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


Illus. Mark Sasso
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 082 – **Uncommon**

Unexpected Partner

4



Resource-Ally-Net Link
 Forfeit your next agenda point when you install Unexpected Partner. All upgrades get +[2] rez cost and –[1] trash cost.

The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.

When you install a net link, draw a card.


Illus. Ionen
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 083 – **Rare**

International Spying Network

8



Resource-Ally-Group
 Whenever you are about to trash an installed hidden resource to use its ability, you may pay [2] in addition to any other costs, to take back that resource into your hand instead of trashing it.

The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.

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


Illus. John Zeleznik
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 084 – **Rare**

Persuasive Negotiator

11



Resource-Ally-Connection-Group
 Whenever you are about to play a prep and trash it to obtain its effect, you may pay [3] in addition to any other costs, to take that prep back into your hand instead of trashing it. Ignore this effect if you play a prep that has to be removed from play instead of being trashed.

The Corp must pay [2] in addition to any other costs, to trash an installed ally. Only two allies can be in play at a time. If for any reason, more than one ally of a particular name is in play, trash all allies with that name but one.

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

Illus. Jaime Jones
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 085 – **Common**

Déjà Vu

0



Resource-Hidden-Group
 T: Expose up to two installed Corp cards in or on a central data fort. You may use this ability only if you have made at least one successful run on that fort during the game, and only during the Corp's turn.

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

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


Illus. MxO
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 086 – **Common**

Private Link to BBS

0



Resource-Hidden-BBS
 T: Draw a card, or gain [1], or pay [1] to remove a tag at no cost.

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

"Piece of cake : the director's personal account has been under scrutiny for weeks, and we got the access code for last week. It's just a matter of changing the bank central clock."


Illus. Zed
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 087 – **Rare**

Trapped Site

0



Resource-Hidden-Bad Publicity-Random
 If Trapped Site is trashed because of a Corp's effect, roll a die. On a 4, 5, or 6, give the Corp 1 Bad Publicity point.

T: Gain [2] and roll a die. On a 6, give the Corp 1 Bad Publicity point, and the Corp gives you two tags.

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

If the Corp has 7 or more Bad Publicity points, it loses the game, even if it fulfills victory conditions at the same time.


Illus. Deaddreamer
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 088 – **Uncommon**

Bite BBS

0



Resource-Hidden-BBS-Group
 [1], T: For the remainder of a run, all your installed icebreakers but one of your choice get +1 strength. At the start of your next turn, lose [2]. Use this ability only during that run.

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

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

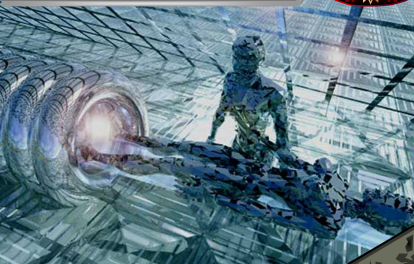
Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 089 – **Uncommon**

Life or Death

0



Resource-Hidden-Sabotage
 [2], T: Choose a piece of exposed but unrezzed ice on a data fort and swap it with an ice card from the face up pile of the Archives. The Corp may then rez that piece of ice at no cost. Use this ability only at the start of a run on that fort, and only if the face up pile of the Archives contains at least one ice card.

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

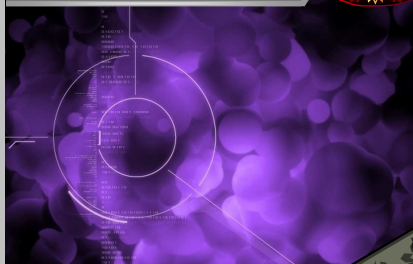
Illus. Tatjana Jambrisak
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 090 – **Rare**

Virus Nest

0



Resource-Hidden
 [2], T: Whenever you give the Corp any number of Virus counters coming from non-unique viruses, give the Corp an additional Virus of any one of those types. Use this ability only during a run, and only when you are about to give any number of Virus counters to the Corp. If you use this ability, you cannot access nor trash any card during that run.


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

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 091 – **Rare**

Ally Gate, or...




Resource-Hidden-Group
 [3], T: Install an **ally** from your hand at no cost, and the Corp gives you two tags.
Hidden resources are installed face down, but are put into the trash face up.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
"With that, the first ally to get is Chuck, of course."

Illus. Mohsin Shah
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 092 – **Common**

Death for the Weak



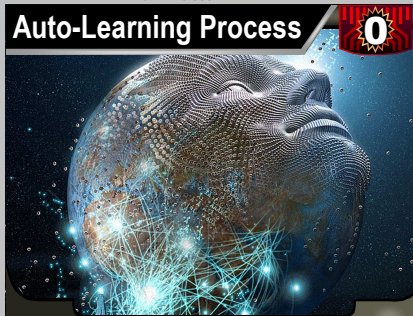
Resource-Hidden-Sabotage
 [3], T: Trash all pieces of **ice** with a strength of 0 or less that are installed on a data fort. Use this ability only during a run on that fort, and only as soon as that run is declared successful.
Hidden resources are installed face down, but are put in the trash face up.
"A new Patel's legacy: it comes from his team."

Illus. Magik Unicorn
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 093 – **Uncommon**

Auto-Learning Process



Prep
 Play only if you have made at least one successful run on HQ this turn, one successful run on R&D this turn, and one successful run on the Archives this turn. Put a +1 strength counter on each of your installed **icebreakers** that can break only **code gate** or **wall** or **sentry** subroutines.

Illus. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 094 – **Uncommon**

Bifurcation



Prep-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.
"Remembering the way in the cyberspace is as easy as counting the number of sand grain on a beach."

Illus. Stroke
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 095 – **Common**

Crossroads



Prep-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.
*"To choose is to eliminate."
 "Yeah! I do that also with my victims, but it's less difficult, because I don't have to choose who's going to die, but who's first."*

Illus. EasyNow
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 096 – **Common**

Cyber Ways



Prep
 Gain [2], or draw 2 cards, or draw one card and gain [1].
"The ways of Codes are impenetrable."

Illus. Zed
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 097 – **Common**

Dangerous Raid



Prep-Group
 Look at the top five cards of your stack. Trash three of those cards and draw the rest.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
"Ok, let's keep it simple: we need that chip as soon as possible. Put the whole team on it, and bring me back the chip, ... and what's left of the team."

Illus. Doug Andersen
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 098 – **Uncommon**

Protection Dongle



Prep-Group
 Choose up to two of your installed **programs**, and put a Dongle counter on each of them. If the Corp attempts to trash a **program** that has at least one Dongle counter on it, it must pay [1] in addition to any other costs to trash it, or that trashing is prevented. When a **program** that contains a least one Dongle counter is trashed because of a Corp's effect, gain [1].
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Alex Goykhman
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 099 – **Common**

Unicode Data Paths



Prep-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.
"Known as the favorite ways for the best wilderness surfer kings. Nothing's like flying on code lines."

Illus. Darrel Anderson
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 100 – Common

Fast Memory Refresh

1

Prep
 Draw up to six cards. Then choose half of those cards, rounded down, and put them at the bottom of your stack in any order you choose.

"These guys never forget what they want, but sometimes sacrifice their own life to get all those implants in order to increase their efficiency. As a result, they don't even remember who they are."

Illus. Fred Hooper
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 101 – Common

Triple Way Wire

1

Prep
 Choose a keyword, excepted **ice**, **code gate**, **wall**, and **sentry**, and make a run. During that run, all **ice** with that keyword is encountered at -2 strength, and all other **ice** is encountered at +1 strength.

"This decoying code simulates the three-card trick game, sending three signals of which only one contains countermeasures data."

Illus. Régis Scotto
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 102 – Uncommon

Priority for Garbage

2

Prep-Sabotage
 Play only if the face up pile of the Archives contains at least one **ice** card. Make a run on a data fort. At the start of that run, reveal a piece of unrezzed **ice** on that fort, and swap it with an **ice** card in the face up pile of the Archives. The Corp may then rez that piece of **ice** at no cost. At the end of that run, lose [1].

"The advantage of 'garbage' in computers is that it is not dirty; it's only that nobody wants to use it."

Illus. DasgrafX
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 103 – Common

Cash!

3

Prep-Random
 Roll a die. On a 1, 2, 3, 4, 5, or 6, gain respectively [2], [3], [4], [6], [9], or [12]. If you gained more than [4] in this way, the Corp may make a trace as follows: "Trace³-If trace is successful, give Runner a tag."

*"Not finished yet?"
 "Need still a few minutes to download."
 "Hurry, my scan shows they're close."*

Illus. Peter Bergting
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 104 – Common

Unstable Reprogramming

3

Prep-Random
 Make a run. At the start of each encounter with each piece of **ice**, roll a die. On a 1, 2, 3, 4, 5, or 6, all installed **icebreakers** get respectively -2, -1, +1, +2, +3, or +4 strength for that encounter. At the end of run, trash all installed **icebreakers**, unless you pay [2] for each installed **icebreaker** not trashed in this way.

Illus. Wasantha Subasinghe
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 105 – Rare

Board Bribery

4

Prep-Sabotage-Group
 Play only if you have already scored 2 or more agenda points, if you have no tag, and if you have made at least one successful run on HQ this turn. Choose a keyword different from **agenda**, **black ops**, **ice**, **node**, **operation**, and **upgrade**. Until end of your next turn, the Corp cannot play nor rez a card with that keyword.

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

Illus. Jeff Johnson
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 106 – Rare

Code Meta-Compression

X

Prep
 Forfeit your next agenda point when you play Code Meta-Compression. Choose a **program** from your hand that you can install, put it aside, and put a Compression counter on it. X is one more than twice the original and printed MU cost of that **program**. On a **program** that has one or more Compression counters, ignore the original and printed MU cost and consider that **program** as a 1 MU **program**. Then install that **program** if you can.

Illus. Thomas Felicis
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 107 – Uncommon

Gossip

0

Prep-Double
 The next time you access an **agenda** this turn, choose if possible one of its keyword between **Black Ops**, **Gray Ops**, and **Research**. If you have chosen one keyword in this way, you may treat that keyword as if it were the keyword **Black Ops**, **Gray Ops**, or **Research**, until end of turn.

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

Illus. Feng Zhu
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 108 – Uncommon

Accelerated Coded Protocol

2

Prep-Double-Group
 Play only if you have two or more installed **resources**, and only if no other Accelerated Coded Protocol has been played this turn. At the start of your next two turns, you may draw up to two cards.

Playing a **double prep** 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. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 109 – Common

Reanimation

2



Prep-Double
Search your trash for a **daemon**, and install it at no cost.

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

"That routine rewrite on-the-fly certain programs the disk cleaner software wants to erase."


Illus. Drew Morrow
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 110 – Rare

Disclose and Broadcast

2



Prep-Double-Bad Publicity
Make three runs during which you cannot jack out and during which you cannot trash any card you access, the first run being on HQ, the second on R&D, and the third on the Archives. If all those runs are successful, give the Corp 1 **Bad Publicity** point. Give the Corp 1 additional **Bad Publicity** point for each **Black Ops** card you access during those runs.

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

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

Illus. Aleksii Bricot
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 111 – Uncommon

Brand New Bodyweight Blood

3



Prep-Double-Group
Play only if your stack contains at least ten cards. Look at the top nine cards of your stack. Choose up to four of those cards except **preps**, show them to the Corp and bring them into your hand. Trash the rest of those cards.

Playing a **double prep** 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. none
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 112 – Rare

Knowledge

3



Prep-Double-Bad Publicity
Play only if you have made at least one successful run on HQ this game. Make a run on HQ. At the start of that run, expose all cards installed in or on HQ. If the run is successful, do not access cards; instead, give the Corp 1 **Bad Publicity** point for each **black ice** or **Black Ops** card exposed in this way. When you play **Knowledge**, remove it from the game instead of trashing it.

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

If the Corp has 7 or more **Bad Publicity** points, it loses the game, even if it fulfills victory conditions at the same time.

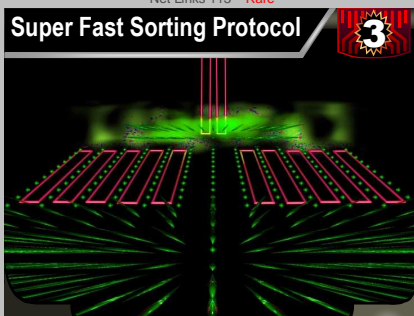
Illus. Darrel Anderson
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 113 – Rare

Super Fast Sorting Protocol

3



Prep-Double-Group
Look at the top card of your stack; if that card is not an **icebreaker**, put it at the bottom of your stack. Repeat until the top card of your stack is an **icebreaker**, in which case you may install it at no cost, or until you have looked at six cards in this way.

Playing a **double prep** 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. Tato Rio
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 114 – Uncommon

Network Facilities

4



Prep-Double-BBS
Choose a non-**prep** card from your hand and show it to the Corp. Search your stack for a copy of that card, show it to the Corp, and bring it into your hand. You may then pay the original and printed installation cost of one of those cards to install them both at no cost. Shuffle your stack afterwards.

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

Illus. Laurent Antonini
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 115 – Rare

Program Merging

4



Prep-Double-Group
Remove from the game two of your installed **programs**. Search your stack for a **program** and install it at no cost. Shuffle your stack afterwards.

Playing a **double prep** 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.

"A bit messy to look at, but it works."


Illus. Blue Blossoms
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 116 – Uncommon

State of the Art Bundle

5



Prep-Double-Group
Play only if your stack contains at least one **program** card, one **hardware** card, and one **resource** card. Search your stack for one **program** card, one **hardware** card and one **resource** card, show those cards to the Corp, and bring them into your hand. Then install any number of those three cards, if you can. Shuffle your stack afterwards.

Playing a **double prep** 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. Albert T Colon
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010

Net Links 117 – Uncommon

"Shadow", Mantis Bride

6



Prep-Double
Search your stack for up to two **stealth** cards and then install up to two **stealth** cards from your hand at no cost. Shuffle your stack afterwards.

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

"Bride" is maybe a bit too much. She's only his girl friend of the month."

Illus. Dorian Cleavenger
v2.5.A

Card created by Emmanuel ESTOURNET, 2000-2010