


Hard Code 001 – Common

Archives Tidying Up



Agenda-Asset-Insurance

A, [1]: Take the top card from the face up or face down pile of your Archives into HQ.

A: Shuffle the face up pile and the face down pile of your Archives together, and put them in the face down pile of your Archives.

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


"This program has been made by young trainees. Maybe as a remembering of their childhood..."

Illus. Baltic Slav
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 002 – Uncommon

Electrical Reactivation



Agenda-Gray Ops

All **chargers** get $-[1]$ rez cost.

[3]: Rez at no cost a piece of **charger ice** that has been derezzed. Use this ability only once, and only when you have just used that **charger's** ability to do Net damage when derezzed.


"It's just a question of re-plugging A into B."

Illus. Crushman
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 003 – Common

Ice Offsprings



Agenda-Research

Whenever you are about to pay [1] to use the ability of a **replicant** to install at no cost a **replicant** from HQ, you may pay [2] instead of [1]; if you do so, you may install at no cost up to two **replicants** from HQ instead of one.

Whenever you are about to use the ability of a **twin** to rez another **twin** for half cost, rounded down, you may rez in this way up to two **twins** instead of one, each for half cost, rounded down.

A, [1]: Search your R&D for a **replicant** of **twin** card, show it to Runner and bring it into HQ. Shuffle your R&D afterwards.


"Aren't these babies cute?"

Illus. Alex Vitet
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 004 – Uncommon

Security Unit



Agenda-Gray Ops-Group-Insurance

When you score Security Unit, you may reveal either up to two **fortresses** or up to two **padlocks**, swap them and rez one of them for half cost, rounded down.

All **padlocks** get $-[1]$ rez cost.

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

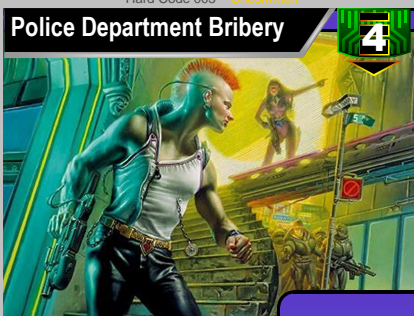
Whenever Runner steals or trashes an installed **insurance**, gain [1].

Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 005 – Uncommon

Police Department Bribery



Agenda-Asset-Gray Ops

Lose [2] and forfeit your next agenda point whenever you are about to score Police Department Bribery. You may gain an action during each of your turns, which you may use only to make a trace; during that trace, your trace limit is increased by 2.

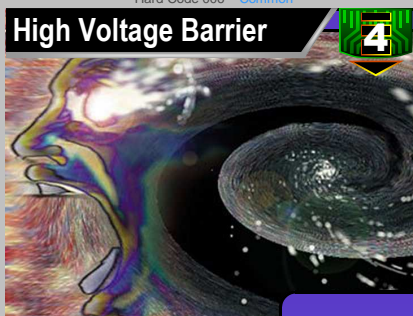
"Everybody is already corrupted, so it doesn't change really things. We have just to pay more, that's all."

Illus. Donato Giancola
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 006 – Common

High Voltage Barrier



Agenda-Gray Ops-Research

All sources of Net or brain damage coming from **ambushes** inflict $+1$ damage of the same type.

Whenever an **ambush** does Net or brain damage successfully, you may trash a piece of **cybernetics hardware**.

A, [2]: Trash a piece of **hardware**. Use this ability only if Runner is tagged.

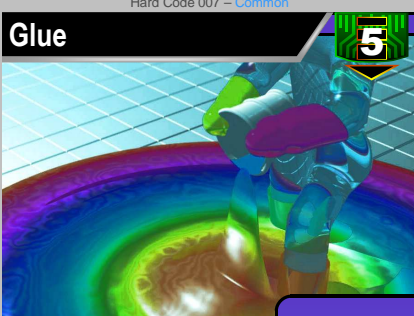
"What isn't virtual can melt. It's just a question of temperature."

Illus. Fred Hooper
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 007 – Common

Glue



Agenda-Research

All installed pieces of **ice** that have only trace subroutines get $+2$ strength.

Whenever one of your installed card is about to be trashed or derezzed because of a Runner's card effect, Runner must pay [2], in addition to any other costs, or that trashing or derezding is prevented.


"... and it smells like jelly. That code comes probably from England. Disgusting."

Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 008 – Uncommon

Massive Gang Murders



Agenda-Black Ops-Group

Whenever Runner draws any number of cards, Massive Gang Murders does 1 meat damage just after that draw. Ignore this effect unless Runner has made at least two runs in the game and has two or more tags.

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


"Even if the head of an organization rots first, like fish, you still have to get rid of the whole fish."

Illus. John Zeleznik
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 009 – Rare

Arasaka's Emergency Plan



Agenda-Gray Ops

All installed **nodes** get $+2$ trash cost and all installed **upgrades** get $+1$ trash cost.

[3]: Choose a keyword different from **agenda**. For the remainder of the game, Runner must pay [3], in addition to any other costs, to steal or trash cards with that keyword. Use this ability only when you score Arasaka's Emergency Plan, and only once.

"Big brother is watching you!... and more..."

Illus. Kurt Miller
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 010 – **Uncommon**

Overload Units

5

Agenda-Research
Each source of Net damage inflicts +1 Net damage.

A, [1]: Put a Digibolt counter on Overload Units.

Digibolt counter: Increase by 1 the Net damage dealt by another source.

"These special teams steal a small part of the energy used to make a communication and redistribute this energy in their own ways..."

Illus. Ulrike Kleiner
v2.5.B

3

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 011 – **Common**

Residual Noise Enhancer

5

Agenda-Research
All noisy icebreakers get -2 strength and all non-stealth icebreakers get -1 strength.

Runner must pay [1], in addition to any other costs, to break a subroutine on a piece of **echo ice**.

"God bless the deaf."

Illus. Deaddreamer
v2.5.B

3

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 012 – **Rare**

Fresh Blood

6

Agenda-Black Ops-Research-Group
[X]. Trash a piece of rezzed ice: Rez a piece of vampire or zombie at no cost. X is half the original and printed rez cost of that vampire or zombie, rounded down. Use this ability only during your turn, and only once per turn.

All vampires get -[2] rez cost and +2 strength.

Whenever a program is trashed successfully by an ice subroutine, put a +1 strength counter on a piece of rezzed vampire.

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

Illus. Psionic Design
v2.5.B

2

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 013 – **Common**

Nuts Project

6

Agenda-Black Ops-Ambush-Virus
When Runner accesses Nuts Project, do 1 brain damage and give Runner a tag and a Nuts counter, even if Nuts Project is not installed. Ignore this effect if Runner accesses Nuts Project from the Archives. If Nuts Project is accessed from R&D, Runner must show it to you. Each Nuts counter does 1 brain damage at the start of each run. Runner may remove a Nuts counter by taking two consecutive actions to pay [2].

"Have you noticed that the more stupid the temptation, the most difficult to resist it?"

Illus. Zaniw
v2.5.B

3

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 014 – **Rare**

Special Cybernet Police

8

Agenda-Asset
At the start of each of your turns, you may make a trace as follows: "Trace¹²—If trace is successful, forfeit your next agenda point, give Runner a tag that cannot be avoided, and do 2 meat damage."

If Runner steals an agenda when it is installed, give Runner a tag unless he or she pays [1].

"You don't want to know how we recruit them."

Illus. none
v2.5.B

1

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 015 – **Rare**

Neuroshock Program

9

Agenda-Black Ops-Research
Net and brain damage from installed or stored Corp's sources cannot be prevented.

A, [3]: Until the beginning of your next turn, each source of Net or brain damage inflicts +1 damage of the same type. Use this ability only once per turn.

"With that, all Runners will learn the meaning of pain."

Illus. none
v2.5.B

3

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 016 – **Rare**

Kernel Guard Booster

9

Agenda-Black Ops-AI
If you pay [6] when you are about to do meat damage, that damage cannot be prevented.

You may do 2 meat damage at the end of any run. Ignore this ability unless Runner is tagged.

Whenever Runner plays a sabotage, do 1 meat damage. Ignore this ability unless Runner is tagged.

Cost to play sabotage cards is increased by [2].

"The KGB device uses a special detector that reacts directly on brain waves."

Illus. Jeremiah Hamilton
v2.5.B

4

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 017 – **Rare**

Trace Alpha-Generator

10

Agenda-AI-Black Ops
At the start of each of your turns, you may make a trace as follows, during which your trace value is increased by 5: "Trace¹⁵—If trace is successful, give Runner three tags that cannot be avoided."

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

"The TAG is our most powerful trace device, and can pinpoint everybody on the planet."

Illus. Jose Chavez
v2.5.B

4

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 018 – **Common**

AI Detector

0

Node-AI-Ambush
When Runner accesses AI Detector, even if it is not installed, you may pay [1] to give Runner a Detect counter. Each Detect counter reduces Runner's link by 1 during each trace attempt. Ignore this effect unless Runner is tagged.

Ignore this effect if Runner accesses AI Detector from the Archives. If Runner accesses AI Detector from R&D, he or she must show it to you. Runner may remove a Detect counter by taking two consecutive actions to pay [2].

Illus. Rik Laubach
v2.5.B

0

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 019 – Rare

Deep Hole

0

Node-Ambush-Insurance
 You may advance Deep Hole before and after you rez it. When Runner accesses Deep Hole, you may pay [1] to give Runner one Hole counter per advancement counter on Deep Hole. During each of Runner's turns, Runner must take his or her first action to make a run on a fort of your choice, unless he or she pays [2] for every Hole counter he or she has. You cannot choose a fort that cannot be legally run in this way. Runner may remove one Hole counter by taking an action to pay [3]. Whenever Runner steals or trashes an installed **insurance**, gain [1].

Illus. Neuromortis
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 020 – Common

Got You!

0

Node-AI-Ambush
 When Runner accesses Got You!, even if it is not installed, you may make a trace as follows: "Trace⁵—If trace is successful, give Runner a tag and Runner must forgo his or her remaining actions of this turn." Ignore this effect if Runner accesses Got You! from the Archives. If Runner accesses Got You! from R&D, he or she must show it to you.

Illus. Angel Estevez
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 021 – Common

Anti-Hack Monitoring

0

Node-Gray Ops-Group
 Whenever Runner is about to draw any number of cards, he or she draws one less card. Ignore this effect unless Runner is tagged.
A: Trace⁶—If trace is successful, give Runner a tag. Use this ability only once per turn, and only if Runner played a **sabotage** during his or her last turn.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. Barclay Shaw
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 022 – Common

Insurance Claim

0

Node-Insurance-Transactions
 Whenever another **node** is trashed successfully by a Runner's effect, gain [1].
 Whenever Runner steals or trashes an installed **insurance**, gain [1].
"We always send the girl first for 'diplomatic' reasons. But if it doesn't work, her 'protector' takes the lead in the deal."

Illus. Daves Now
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 023 – Common

Bank Account Control

1

Node-Gray Ops-AI
 At the start of each of his or her turns, Runner loses [1]. Ignore this effect unless Runner is tagged.
"These AI are so good at disturbing those men. They can even falsify an invoice for a jewel with the name of their girl friends."

Illus. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 024 – Common

Peripheral Reinforcement

1

Node-Insurance
A: Choose two data forts with at least two pieces of **ice** on each of them. You may swap the outermost pieces of **ice** on those data forts; then you may do the same with the innermost pieces of **ice**.
[2]: Choose a piece of installed **ice** and move it to the outermost position on any fort. Use this ability only during your turn, and only once per turn.
 Whenever Runner steals or trashes an installed **insurance**, gain [1].

Illus. Zed
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 025 – Uncommon

Spy Broker

1

Node-AI-Asset-Insurance-Unique
 If Runner is tagged, then X=2; otherwise, X=1. At the start of each run, gain [X].
 Gain [1] at the end of each unsuccessful run.
 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.
"It's just one of them converted to our cause, but WE still fix the price."

Illus. Tomasz Cechowski
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 026 – Uncommon

Mega Cooler

2

Node-Asset
 Whenever Runner attempts to prevent any amount of Net or brain damage, he or she must pay [1], in addition to any other costs, to prevent that damage, or that damage is not prevented. Ignore this effect unless Runner is tagged.
"Cooling our circuits allows us to fire more repressively through them."

Illus. Bill Bricker
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 027 – Rare

Sacrificial Code

2

Node-Cybersoft-Unique
 Whenever another **node** or **upgrade** card is about to be trashed, you may prevent that **node** or **upgrade** from being trashed, either by paying [3] or by trashing Overwriting Sacrificial Code if it is rezzed. That trashing cannot be prevented.
 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.
 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. Piebto
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 028 – Common

Deterrent Programs

2

Node-Gray Ops
 During each trace attempt, your trace limit is increased by 1. If the source of that trace is coming from an ice card, your trace value is also increased by 1.
"Forbidden access violation. Increasing scanning resolution..."

Illus. JC
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 029 – Rare

Nano-Repairing Programs

3

Node-Random
 At the start of each of your turns, you may roll a die. On a 5 or more, you may pay [1] to remove one of your **Virus** counters.
 [3]: Avoid receiving a **Virus** counter. Use this ability only during a run, only once per run, and only when you are about to receive any number of **Virus** counters.
 [3]: Remove one counter from one of your installed cards. Use this ability only during your turn, and only once per turn.

Illus. Isaac Joshua Hornk
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 030 – Common

Bail Payment Cancellation

4

Node-Gray Ops-Group-Unique
 For each tag Runner attempts to remove, he or she must pay [1] in addition to any other costs, or that tag is not removed.
 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.
"The truth is that even if it is paid, I'll make him tracked physically."

Illus. John Zeleznik
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 031 – Common

Ice Simulation Experts

4

Node-Insurance
 Choose a data fort when you rez Ice Simulation Experts; all pieces of ice on that chosen fort get $-[2]$ rez cost.
 A. [2]: Install on the chosen fort a piece of ice stored in HQ at no cost.
 Whenever Runner steals or trashes an installed insurance, gain [1].
"Who can be better for our defence than mad hackers converted to our cause?"

Illus. Tom Baxa
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 032 – Uncommon

Netspace Reinforcing Bars

4

Node-Unique
 Runner must pay [1], in addition to any other costs, to break each subroutine on each piece of **echo**, **fortress**, or **pusher ice**.
 [0]: Choose on a fort a piece of rezzed **echo**, **fortress**, or **pusher ice**. Move that ice in any position on that fort. Use this ability only during your turn, and only once per turn.
 Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Lushpix Fotosearch
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 033 – Rare

Dissuasive Threats

5

Node-Black Ops-Group
 At the start of each of his or her turns, Runner must forgo an action. Ignore this effect unless Runner has three or more tags.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
"With the right tool, you can get the attention of everybody for the needed duration."

Illus. Mr Nick
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 034 – Uncommon

Data Reincoder

6

Node-Unique
 All **deflectors**, **flashes**, and **padlocks** get +1 strength.
 A. [2]: Search your R&D for a **deflector**, **flash**, or **padlock**, show it to Runner, and install it at no cost. Shuffle your R&D afterwards.
 A. A. [2]: Rez at no cost a piece of installed **deflector**, **flash**, or **padlock** piece of ice.
 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. Angel Estevez
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 035 – Rare

Dataware Control

10

Node-Group-Unique
 All **ice** get $-[1]$ installation cost and $-[3]$ rez cost, and all installed **sentries** get +1 strength.
 All **upgrades** get $-[2]$ rez cost.
 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. Mark Nelson
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 036 – Uncommon

Data Optimizer

0

Upgrade
 You cannot rez more than one Data Optimizer in each data fort.
 All other cards in this fort get $-[2]$ rez cost, and all pieces of ice on this fort get $-[1]$ rez cost.
 When Runner trashes an rezzed Data Optimizer, gain [2].
"Incredible. It optimizes even its own destruction."

Illus. Nexus
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 037 – Common

Sucker!

0



Upgrade-Ambush-Random

You cannot rez more than one Sucker! in each data fort.

When Runner accesses Sucker!, and if Sucker! is rezzed, roll a die. Then Runner loses that many bits, and the Corp gains half that many bits, rounded up.

"Runners cannot resist being stupid."


Illus. Chaz
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 038 – Rare

Skull Burner

0



Upgrade-Sysop

[3], T: For the remainder of the run, all Net and brain damage of which the source is a piece of ice installed on that fort cannot be prevented. Use this ability only during a run.

"We've found a way to project directly the pain our sysops are inflicting themselves. And for that, women are far better than men."

Illus. Dorian Cleavenger
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 039 – Rare

Eve "Questioner" Turon

0



Upgrade-Ambush-Group-Sysop

When Runner accesses Eve "Questioner" Turon, make a trace as follows:

"Trace⁸-If trace is successful, gain [1] and Eve "Questioner" Turon does 1 brain damage." Use this ability only when Runner accesses Eve "Questioner" Turon, and only once during each run on this fort.

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

Illus. OmeN2501
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 040 – Rare

Kirk "Spice" Pelp

1



Upgrade-Sysop-Group

[5], T: For the remainder of the run, replace, on all pieces of ice on this fort, all occurrences of the words "Net damage" by the words "brain damage". Use this ability during a run on this fort.

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

"After all, Net or brain, I don't care, as long as it destroys the mind."

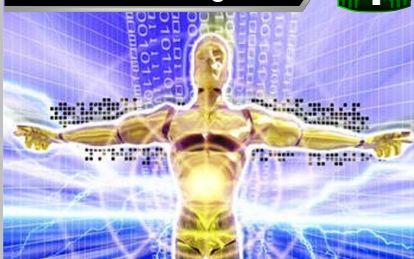
Illus. David Spacil
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 041 – Common

Collateral Damage

1



Upgrade-Ambush

When Runner accesses Collateral Damage when it is installed, you may pay [1] to trash a piece of rezzed ice on this fort. If you do so successfully, Collateral Damage does X Net damage, where X is half the original and printed strength of that piece of ice, rounded down.

"With these new ways of increasing ice strengths, is it really collateral?"

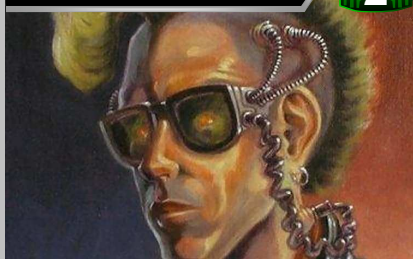
Illus. Lushpix Fotosearch
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 042 – Rare

Tanner Van Lautel

2



Upgrade-Sysop-Group

At the end of each encounter with a piece of installed ice on this fort, gain [2], which you may use only for the following trace, and make a trace as follows: "Trace⁸-If trace is successful, give Runner a tag or do 1 Net damage.". When the trace attempt ends, return to the bank any of the [2] you did not spend.

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

Illus. Dan Mills
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 043 – Common

Wire Overload

3



Upgrade-Group

[2]: All sources of Net damage coming from cards installed or stored in this fort or coming from ice encountered during a run on this fort inflict +1 Net damage for the remainder of that run. 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. none
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 044 – Rare

Anton Reese Tulmeum

3



Upgrade-Sysop-Group

[X], [X], [1]: Choose a piece of rezzed black ice on this fort. Until end of encounter, that ice has X additional "@ Do 1 brain damage." subroutines before all other subroutines. Use this ability only at the start of an encounter with a piece of ice, 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.

"Did you know that brains were so juicy?"


Illus. Martin McKenna
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 045 – Uncommon

Data Encryption

4



Upgrade-Group-Insurance

Install Data Encryption only in a central data fort.

Runner must forfeit his or her next agenda point and pay [2], in addition to any other costs, to steal each agenda stored in that data fort during a run in which Data Encryption is accessed.

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. Motoko Kusanagi
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 046 — Common

Rotterdam City Grid

1



Upgrade-Region
Install Rotterdam City Grid only in HQ or R&D.

[2]: Search your R&D for up to three **ambushes** cards, show them to Runner, shuffle your R&D, and store those cards into HQ or put them back on top of R&D in the order you choose. Use this ability only during a run on HQ or R&D, 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.

Illus. Snyggast
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 047 — Uncommon

Deflector Shield

2



Upgrade-Region-Insurance
All **deflectors** on this fort get +2 strength and -[2] rez cost.

[2]: Choose an installed **deflector** on this fort. For the remainder of the run, that **deflector** gets +1 strength. Use this ability only during a run, 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].

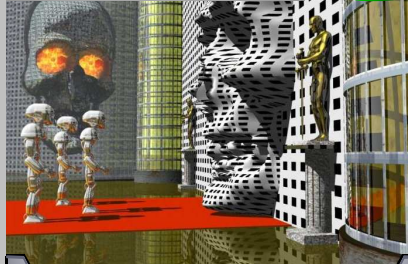
Illus. Magik Unicorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 048 — Uncommon

Super Secure Kernel

3



Upgrade-Region-Ambush
Install Super Secure Kernel only in HQ or R&D.

At the start of each encounter with each piece of **ice** on this fort, Super Secure Kernel does 1 Net damage.

[2]: **Trace**⁴—If trace is successful, trash an **alphabet**⁴ or a **betatest**. 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.

Illus. Magik Unicorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 049 — Uncommon

Priority Nexus Grid

5



Upgrade-Region
At the start of each run on this fort, you may pay [2] to install a card in or on that fort in any position at no cost. If Priority Nexus Grid is installed in R&D, you may in addition draw one card at the start of each run on R&D.

[0]: Give Runner a tag. You may not use this ability unless Priority Nexus Grid is installed on R&D. Use this ability only during a run on R&D, and only if Runner has played a **sabotage** during that run, 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.


Illus. Freaky
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 050 — Rare

Broadcast Control Grid

6



Upgrade-Region-Insurance
Whenever Runner steals an **agenda** installed or stored in this fort, the number of agenda points given by that **agenda** is reduced by 1, even if Broadcast Control Grid is trashed during that run.

Rez a **region** when you install it. Install a **region** only if you can pay to rez it. Only one **region** may be installed in each fort. Trash older ones.

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

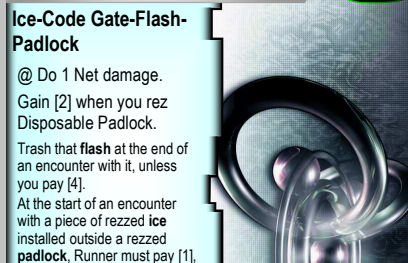
Illus. Renato Del Vecchio
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 051 — Uncommon

Disposable Padlock

0



Ice-Code Gate-Flash-Padlock
@ Do 1 Net damage.
Gain [2] when you rez Disposable Padlock.

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

At the start of an encounter with a piece of rezzed **ice** installed outside a rezzed **padlock**, Runner must pay [1], in addition to any other costs, or end the run.

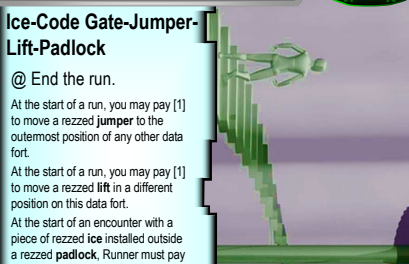
Illus. FL17E
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 052 — Common

Infinite Stairs

3



Ice-Code Gate-Jumper-Lift-Padlock
@ 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 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 a piece of rezzed **ice** installed outside a rezzed **padlock**, Runner must pay [1], in addition to any other costs, or end the run.

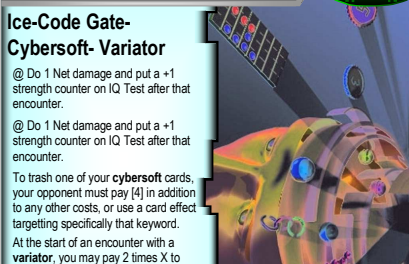
Illus. Alexander Awerin
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 053 — Rare

IQ Test

4



Ice-Code Gate-Cybersoft-Variator
@ Do 1 Net damage and put a +1 strength counter on IQ Test after that encounter.

@ Do 1 Net damage and put a +1 strength counter on IQ Test after that encounter.

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 an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

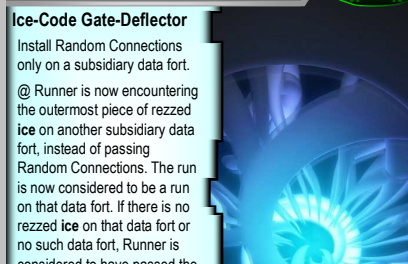
Illus. Angel Estevez
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 054 — Common

Random Connections

1



Ice-Code Gate-Deflector
Install Random Connections only on a subsidiary data fort.

@ Runner is now encountering the outermost piece of rezzed **ice** on another subsidiary data fort, instead of passing Random Connections. The run is now considered to be a run on that data fort. If there is no rezzed **ice** on that data fort or no such data fort, Runner is considered to have passed the last piece of **ice** on that fort.

Illus. Matt Carter
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 055 – Common

Core Data Code

2

Ice-Code Gate-Jumper-Padlock

@ If Core Data Code is installed on a central data fort, do 1 Net damage and end the run; otherwise, end the run unless Runner pays [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.

At the start of an encounter with a piece of rezzed **Ice** installed outside a rezzed **padlock**, Runner must pay [1], in addition to any other costs, or end the run.

Illus. Lushpix Fotosearch
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 056 – Uncommon

HQ Attractor

2

Ice-Code Gate-Deflector

Install HQ Attractor only on a data fort different from HQ.

@ Runner is now encountering the outermost piece of rezzed **ice** on HQ, instead of passing HQ Attractor. The run is now considered to be a run on HQ. If there is no rezzed **ice** on HQ, Runner is considered to have passed the last piece of **ice** on HQ.

"Come to me, my children."

Illus. Continuum?
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 057 – Common

Light Rays

4

Ice-Code Gate-Padlock-Variator

@ Do 1 net damage.

At the start of an encounter with a piece of rezzed **ice** installed outside a rezzed **padlock**, Runner must pay [1], in addition to any other costs, or end the run.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

Illus. Josiah Munsey
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 058 – Uncommon

Non-A Riddle

5

Ice-Code Gate-Padlock

Runner must pay [1], in addition to any other costs, to break a subroutine on Non-A Riddle.

@ Do 1 Net damage.

@ End the run.

At the start of an encounter with a piece of rezzed **ice** installed outside a rezzed **padlock**, Runner must pay [1], in addition to any other costs, or end the run.

"Our brand new robot ice."

Illus. Magik Unicorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 059 – Uncommon

Central Shielding Code

4

Ice-Code Gate-Cybersoft-Deflector

Install Central Shielding Code only on a central data fort.

@ Runner is now encountering the outermost piece of rezzed **ice** on another central data fort, instead of passing Central Shielding Code. The run is now considered to be a run on that data fort. If there is no rezzed **ice** on that data fort, Runner is considered to have passed the last piece of **ice** on that 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.

Illus. Zdesign
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 060 – Common

Super Secure Lock

6

Ice-Code Gate-Padlock-Variator

@ End the run.

At the start of an encounter with a piece of rezzed **ice** installed outside a rezzed **padlock**, Runner must pay [1], in addition to any other costs, or end the run.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

Illus. Skinwalkers
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 061 – Rare

Mess in the Brain

5

Ice-Code Gate-Padlock-Blinker-Random

@ Runner cannot make another run during his or her next four actions.

@ Runner cannot make another run during his or her next four actions.

At the start of an encounter with a piece of rezzed **ice** installed outside a rezzed **padlock**, Runner must pay [1], in addition to any other costs, or end the run.

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

Illus. Oh Daesuk
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 062 – Uncommon

Legendary Sphinx

6

Ice-Code Gate-Variator-Flash

@ Do 1 Net damage.

@ Do 2 Net damage and end the run.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

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

Illus. Soheil Chotbi Ravandi
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 063 – Rare

Johnny's Nightmare

12

Ice-Code Gate-Padlock-Variator

@ Runner cannot make another run during his or her three actions.

@ Do 2 Net damage.

@ End the run.

At the start of an encounter with a piece of rezzed **ice** installed outside a rezzed **padlock**, Runner must pay [1], in addition to any other costs, or end the run.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

Illus. Kallel Biswas
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 064 – Rare

Wall of Dreams

0

Ice-Wall-Blinker-Random

When you rez Wall of Dreams, X=0. At the end of an encounter with Wall of Dreams, add 1 to X.

@ Put a +1 strength counters on X pieces of another rezzed walls on this fort.

@ End the run.

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

Illus. Zed V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 065 – Common

Cliff

3

Ice-Wall-Echo

@ End the run.

@ End the run.

Runner must pay [X], in addition to any other costs, to break a subroutine on an **echo** with a non-**stealth icebreaker**; if that **icebreaker** is **noisy**, X=2, otherwise X=1.

"When they fall, you can hear a thud followed by broken bones noises."

Illus. none V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 066 – Common

Ladders

4

Ice-Wall-Variator-Pusher-Random

@ End the run.

@ End the run.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

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. none V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 067 – Common

Chip and Stone

4

Ice-Wall-Echo-Variator

@ End the run.

Runner must pay [X], in addition to any other costs, to break a subroutine on an **echo** with a non-**stealth icebreaker**; if that **icebreaker** is **noisy**, X=2, otherwise X=1.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

Illus. Pietro Di Bello V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 068 – Common

Metabox

6

Ice-Wall-Echo-Lift-Pusher-Random

@ End the run.

Runner must pay [X], in addition to any other costs, to break a subroutine on an **echo** with a non-**stealth icebreaker**; if that **icebreaker** is **noisy**, X=2, otherwise X=1.

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. none V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 069 – Uncommon

Complex Data Pattern

8

Ice-Wall-Cybersoft-Jumper-Lift

@ Do 2 Net damage.

@ Do 1 Net damage 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.

At the start of a run, you may pay [1] to move a rezzed **runner** 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. Stefan Vitanyov V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 070 – Uncommon

Multi-Layer Wall

9

Ice-Wall-Echo

@ End the run.

@ End the run.

@ End the run.

Runner must pay [X], in addition to any other costs, to break a subroutine on an **echo** with a non-**stealth icebreaker**; if that **icebreaker** is **noisy**, X=2, otherwise X=1.

"Ouch!... Ouch!... Ouch!..."

Illus. Stefan Vitanyov V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 071 – Uncommon

Kameloot

8

Ice-Wall-Fortress-Lift

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

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

Illus. Whiskey Sierra Graphics V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 072 – Uncommon

Defended Stronghold

9

Ice-Wall-Echo-Fortress-Pusher-Random

@ Do 2 Net damage and end the run.

Runner must pay [X], in addition to any other costs, to break a subroutine on an **echo** with a non-**stealth icebreaker**; if that **icebreaker** is **noisy**, X=2, otherwise X=1.

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. J.I. Kim V2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 073 – Common

Wall of Thorns 9

Ice-Wall-Fortress-Jumper-Variator


@ Do 3 Net damage.

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 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 **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

Illus. Lekyam v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 074 – Common

Pillars 9

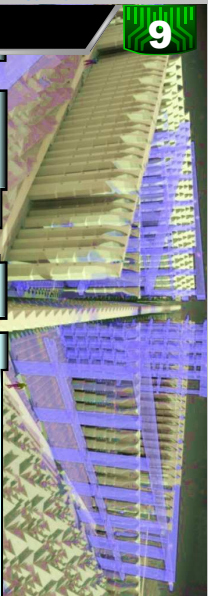
Ice-Wall-Echo-Fortress

@ End the run.

Runner must pay [X], in addition to any other costs, to break a subroutine on an **echo** with a non-stealth **icebreaker**; if that **icebreaker** is **noisy**, X=2, otherwise X=1.

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

Illus. Leonard Clagett v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 075 – Uncommon

Skrymir Giant 11

Ice-Wall-Variator-Pusher-Random

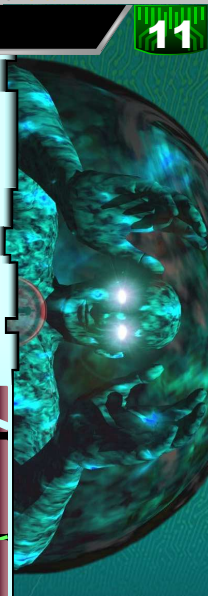
@ Do 4 Net damage.

@ End the run.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

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**.

"Mythical giant: tall, still, and cold."
Illus. DigitalBlasphemy v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 076 – Rare

False Labyrinth 15

Ice-Wall-Cybersoft-Echo

@ End the run.

@ End the run.


@ End the run.

@ 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.

Runner must pay [X], in addition to any other costs, to break a subroutine on an **echo** with a non-stealth **icebreaker**; if that **icebreaker** is **noisy**, X=2, otherwise X=1.

Illus. Matt Loiselle v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 077 – Rare

Electro-Titanium Wall 20

Ice-Wall-Variator

@ Do 1 Net damage.

@ Do 1 Net damage.

@ Do 1 Net damage.

@ Do 1 Net damage.

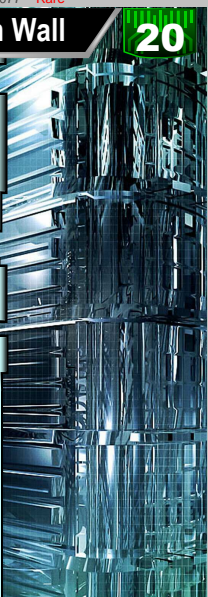
@ Do 1 Net damage and end the run.

@ End the run.

@ End the run.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

Illus. Markus Voot v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 078 – Common

Trapped Battery 5

Ice-Sentry-AP-Sword-Charger-Replicant


@ Do 1 Net damage and end the run.

At the end of an encounter with a **charger**, you may derez it to do as many Net damage as the number of rezzed pieces of **ice** installed outside it.

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

"Don't let children play with dangerous things!"

Illus. TNOTM v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 079 – Uncommon

Digital Bat 6

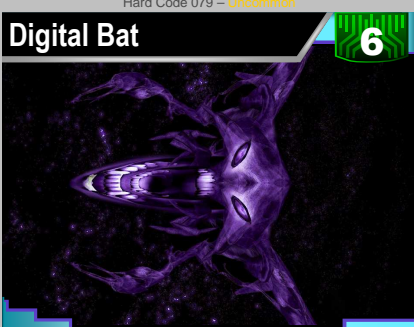
Ice-Sentry-AP-Black Ice-Spirit-Vampire

@ Do 1 brain damage and end the run.

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.

At the start of an encounter with a **vampire**, you may trash another piece of rezzed **ice** installed inside it to give it +X strength until end of run, where X is the original and printed strength of that other piece of **ice**.

"Vampires contain intelligent algorithms capable of altering other programs to rewrite themselves."
Illus. Deadreamer v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 080 – Common

Leech 3

Ice-Sentry-AP-Hellhound-Vampire

@ Trace³—If trace is successful, do 1 Net damage.

@ Trace⁴—If trace is successful, do 1 Net damage.

At the start of an encounter with a **vampire**, you may trash another piece of rezzed **ice** installed inside it to give it +X strength until end of run, where X is the original and printed strength of that other piece of **ice**.

"And what does this sticky thing do?"
"It stinks and it sucks!"

Illus. Alexandre Zoritch v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 081 – Rare

Micro-Energizer 8

Ice-Sentry-Cybersoft-Killer-Variator


@ Trash X programs.

@ 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.

At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

Illus. Cyber-revolution v2.5.B



Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 082 – Common

Canis Mysteriis

4



Ice-Sentry-Watchdog-AP-Lift-Variator
 @ For the remainder of the run, Runner cannot jack out and all ice installed inside Canis Mentor is encountered at +3 strength.
 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 a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.


Illus. Iamall
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 083 – Uncommon

Dracula's Hordes

7



Ice-Sentry-AP-Charger-Vampire
 @ Do 1 Net damage for each rezzed ice inside Dracula's Hordes and end the run.
 At the end of an encounter with a **charger**, you may derez it to do as many Net damage as the number of rezzed pieces of ice installed outside it.
 At the start of an encounter with a **vampire**, you may trash another piece of rezzed ice installed inside it to give it +X strength until end of run, where X is the original and printed strength of that other piece of ice.

Illus. John Stifter
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 084 – Uncommon

TickTock

2



Ice-Sentry-AP-Hellbolt-Jumper
 At the end of each encounter with TickTock, if it has no Set counter, put one Set counter on it; otherwise, remove all Set counters from TickTock.
 @ If there is no Set counter on TickTock, do 3 Net 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.

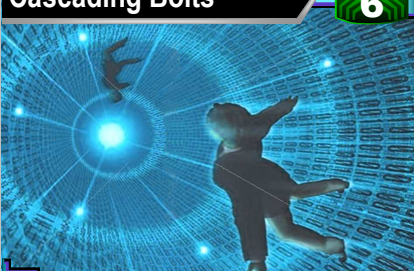
Illus. H Schütt
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 085 – Common

Cascading Bolts

6



Ice-Sentry-AP-Charger-Hellbolt
 @ Do 1 Net damage.
 @ If the previous subroutine has not been broken, do 2 Net damage.
 @ If the previous subroutine has not been broken, do 3 Net damage.
 At the end of an encounter with a **charger**, you may derez it to do as many Net damage as the number of rezzed pieces of ice installed outside it.


Illus. Lushpix Fotosearch
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 086 – Common

Data Spider

7



Ice-Sentry-Black Ice-AP-Cybersoft-Vampire-Random
 @ Do 2 Net damage and roll a die. On a 1, end the run.
 @ Do 1 brain damage and roll a die. On a 1, 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.
 At the start of an encounter with a **vampire**, you may trash another piece of rezzed ice installed inside it to give it +X strength until end of run, where X is the original and printed strength of that other piece of ice.


Illus. Mirko Grisendi
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 087 – Uncommon

Walkyrie

9



Ice-Sentry-AP-Sword-Twin-Variator-Random
 @ Roll a die. On a 3 or more, do 2 Net damage.
 @ Roll a die. On a 4 or more, do 3 Net damage.
 @ Do 1 Net damage and end the run.
 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.
 At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.


Illus. AP
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 088 – Common

Delusion Way

6



Ice-Sentry-AP-Knockout-Variator
 @ **Trace**⁶—If trace is successful, give Runner a Far counter. Each Far counter forces Runner to forgo his or her next action at the start of each run. Runner may remove a Far counter by taking an action to pay [3].
 @ Runner forgoes his or her next action.
 At the start of an encounter with a **variator**, you may pay 2 times X to give it +X strength until end of encounter. If X is 3 or more, trash that **variator** at the end of run.

Illus. Magik Unicorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 089 – Uncommon

Serial Dealer

8



Ice-Sentry-AP-Sword-Vampire
 @ Do 1 Net damage or draw two cards.
 @ End the run or gain [4].
 At the start of an encounter with a **vampire**, you may trash another piece of rezzed ice installed inside it to give it +X strength until end of run, where X is the original and printed strength of that other piece of ice.

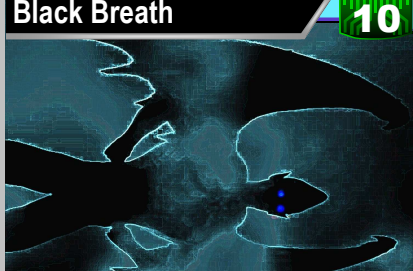
Illus. Jason Barnidge
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 090 – Rare

Black Breath

10



Ice-Sentry-Black Ice-AP-Zombie-Lift-Twin
 @ Do 1 brain damage for each rezzed ice installed outside Black Breath.
 @ Give Runner a Pain counter. Each Pain counter forces Runner to roll a die at the start of each run. On a 1 or 2, he or she must end the run. Runner may remove a Pain counter by taking an action to pay [6].
 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 **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. Zed
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 091 – Common

Hive Queen

13

Ice-Sentry-AP-Black Ice-Charger-Replicant

- @ Do 1 brain damage.
- @ Do 1 brain damage.
- @ Do 1 brain damage and end the run.

At the end of an encounter with a **charger**, you may derez it to do as many Net damage as the number of rezzed pieces of **ice** installed outside it.

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. EP
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 092 – Common

Nidhogg Snake

10

Ice-Sentry-AP-Hellhound-Charger-Vampire

- @ **Trace** – If trace is successful, do 3 Net damage and end the run. That damage cannot be prevented.

At the end of an encounter with a **charger**, you may derez it to do as many Net damage as the number of rezzed pieces of **ice** installed outside it.

At the start of an encounter with a **vampire**, you may trash another piece of rezzed **ice** installed inside it to give it +X strength until end of run, where X is the original and printed strength of that other piece of **ice**.

"Riddle: who's going to suffer?"

Illus. Amelia Stoner
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 093 – Uncommon

Master Gargoyle

13

Ice-Sentry-Black Ice-AP-Hellhound-Jumper-Sleepy

- @ Do 1 brain damage.
- @ For the remainder of the run, all further pieces of **ice** on this fort have their rez cost halved, rounded down.

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

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

Illus. Quellion
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 094 – Rare

Fenrir Wolf

14

Ice-Sentry-AP-Hellhound-Charger-Sleepy

- @ Do 3 Net damage.
- @ Do 2 Net damage and end the run.

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

At the end of an encounter with a **charger**, you may derez it to do as many Net damage as the number of rezzed pieces of **ice** installed outside it.

"These northmen are really inspired when they use their mythological culture to create harmful code."

Illus. Greg Blackman
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 095 – Rare

Gorgons

16

Ice-Sentry-Black Ice-AP-Charger-Cybersoft

- @ Do 2 brain damage.
- @ Do 2 brain damage and end the run.

At the end of an encounter with a **charger**, you may derez it to do as many Net damage as the number of rezzed pieces of **ice** installed outside 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. David Ho
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 096 – Rare

Nosferatrix

18

Ice-Sentry-AP-Sword-Vampire

- @ Give Runner a **Bleed** counter.
- @ Give Runner two **Bleed** counters and do 2 Net damage.
- @ Do 2 Net damage and end the run.

Each **Bleed** counter gives -1 strength to all installed **icebreakers**. Runner may remove a **Bleed** counter by taking an action to spend [3].

At the start of an encounter with a **vampire**, you may trash another piece of rezzed **ice** installed inside it to give it +X strength until end of run, where X is the original and printed strength of that other piece of **ice**.

Illus. William Hammock
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 097 – Rare

Necro-Spirit

9

Ice-Sentry-Black Ice-AP-Firestarter-Spirit

X is the number of **ice** cards in the face up pile of the Archives if that number is not greater than 10; otherwise, X=10.

- @ Give Runner a **Burn** counter and do 3 meat damage. That damage cannot be prevented. Each **Burn** counter does 1 meat damage that cannot be prevented at the end of each run. Runner may remove a **Burn** counter by taking two consecutive actions to pay [4].

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. Chris Pappathan
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 098 – Uncommon

Forts in Beta

0

Operation

Choose up to three **ice** cards stored in HQ. Gain [1], which you may use only to pay for installing those pieces of **ice**, and install them, each one on a different data fort. Return the bit to the bank if you did not spend it.

Illus. Tato Rio
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 099 – Uncommon

Prime Number Data Theory

1

Operation-Transactions

Reveal all pieces of installed **charger**, **fortress**, **padlock**, **pusher**, **vampire**, and **watchdog ice**. Gain [1] for every two pieces of **ice** revealed in this way. Then, one by one, move each of them in any position on the fort they were on.

"Each ice with specs dependant on its placement is based on several prime number algorithms. I just sold these algorithms to our insurance company."

Illus. Vladstudio
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 100 – Uncommon

Cyber Paranoïa



Operation-Gray ops-Virus
 Play only if Runner is tagged. Give Runner a Psychosis counter. Each Psychosis counter forces Runner to pay [1], in addition to any other costs, at the start of each encounter with a piece of **ice**, or jack out. Runner may remove a Psychosis counter by taking an action to pay [3].

Illus. Terry K Amthor
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 101 – Common

Endless Loop




Operation-Gray Ops-Virus-Group
 Play only if Runner has two or more tags. Put a Loop counter on each installed **icebreaker**; then you may pay [2] to put an additional Loop counter on each **alphatest** and **betatest**. If Runner is tagged, each installed **icebreaker** gets –1 strength for each Loop counter on it.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.

Illus. MiseryMachine & Matt Carter
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 102 – Common

Forbidden Procedure



Operation-Black Ops-Group
 Choose one of your installed cards that is a source of damage. Until end of your next turn, increase by 1 all damage dealt by that source.
 You may put a **group** only in decks that contain 60 cards or more at the beginning of the game.
"Forbidden is only a word indicating that the program is efficient."

Illus. Magik Unicorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 103 – Common

Two Waves Reprisal Team



Operation-Black Ops
 Play only if Runner is tagged. Do 2 meat damage and give Runner a Wave counter. At the start of each of Runner's turns, if Runner is tagged, each Wave counter does 1 meat damage, and Runner may pay [1] and forgo his or her next action to remove a Wave counter.
"When you cannot kill the first time, ... insist."

Illus. Luis Royo
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 104 – Uncommon

Deal For Your Life



Operation-Gray Ops-Transactions
 Play only if Runner is tagged. Remove all tags Runner has, and Runner avoids receiving his or her next two tags. Then gain three actions, or two actions at the start of your next turn.
"My colleagues here think I'm losing my time with you. But I'm sure you'll reach the right decision. Let me show you what happened to your friends. What do you want me to write on their tombstones?"

Illus. Chris Moeller
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 105 – Uncommon

Malfunction



Operation-Gray Ops-Virus
 Play only if Runner is tagged. Give Runner a Malfunction counter and a Banzai counter. If Runner is tagged, each Malfunction counter forces Runner to roll a die at the start of each run. On a 3 or less, Runner must trash a **program**, if any. Each Banzai counter forces Runner to trash a **kamikaze**, if any, at the start of each encounter with a piece of **ice**; then remove a Banzai counter for each **kamikaze** trashed successfully in this way.
"With a beauty like that, it's normal to bug."

Illus. Deaddreamer
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 106 – Rare

Strange Attractor



Operation-Virus
 Do not play Strange Attractor as an action; instead, play it during Runner's turn at the start of a run, and only if Runner is tagged. Choose a fort. Runner must make the run on that fort instead of the fort he or she was about to make the run on. If Runner has three or more tags, he or she cannot jack out during that run.

Illus. Zed
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 107 – Rare

Commando Operation



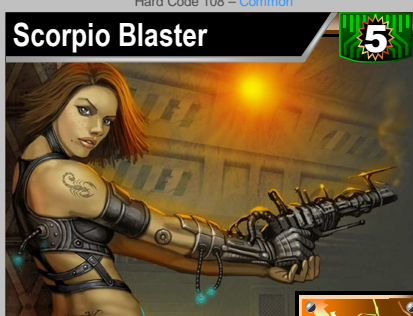
Operation-Gray Ops
 Play only if Runner has two or more tags, and only if Runner has installed any number of **resources** during his or her last turn.
Trace?—If trace is successful, trash a **resource**, give Runner a tag, and choose an installed Runner **cyberworld** card. Uninstall that card, take it on your side, and install it at no cost.

Illus. Rick Berry
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 108 – Common

Scorpio Blaster



Operation-Black Ops
 Play only if Runner is tagged. Do 3 meat damage and give Runner two Scorpio counters. At the start of each of Runner's turns, if Runner is tagged, each Scorpio counter does 1 meat damage, and Runner may pay [1] and forgo his or her next action to remove a Scorpio counter.
"The first shot is almost lethal... almost. And they shot more than once—they hate uncertainty."

Illus. Jhonnell M Centeno
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 109 – **Uncommon**

Block the Door

0



Operation-Double-Gray Ops-Virus
 Play only if Runner is tagged. Give Runner a Disconnect counter. As long as Runner is tagged, each Disconnect counter forces Runner to roll a die at the end of each encounter with a piece of ice. On a 1, Runner must end the run after that encounter. Remove all Disconnect counters as soon as Runner has no tag.

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


Illus. Radjip Chakraborty
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 110 – **Uncommon**

Pre-Crime Unit

0



Operation-Double-Gray Ops
 Play only if Runner is tagged. Runner must show his or her hand to you. Then choose in his or her hand a **resource** or **prep** card, if any. Runner must shuffle all **sabotage** cards of his or her hand and all copies of the card you choose in this way into his or her stack.

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


Illus. Harald Belker
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 111 – **Common**

Town Watch

0



Operation-Double-Gray Ops
 You cannot play more than one Town Watch during each of your turns. Play only if Runner has two or more tags. Runner must forgo his or her next X actions, where X is one less than the number of tags Runner has. If X is greater than 6, then X=6.

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

"Town watch and city surveillance follow finally the same purpose: total control."

Illus. Zoltan Boros & Gabor
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 112 – **Rare**

Black Hunters

1



Operation-Double-Black Ops
 Play only if Runner has two or more tags. Give Runner a Shot counter. Each Shot counter does 1 meat damage at the start of each of Runner's turns. Unless Runner is tagged, Runner may remove a Shot counter by taking two consecutive actions to pay [2].

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

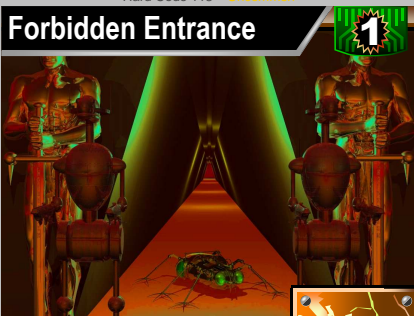
Illus. John Zeleznik
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 113 – **Uncommon**

Forbidden Entrance

1



Operation-Double-Gray Ops-Virus
 Play only if Runner is tagged. Give Runner a No! counter. As long as Runner is tagged, each No! counter forces Runner to pay [2] at the start of each run or end the run. When Runner removes his or her last tag, remove all No! Counters.

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

Illus. Magik Unicorn
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 114 – **Rare**

System Special Team

2



Operation-Double
 When you play System Special Team, remove it from the game instead of trashing it. Search your R&D for an ice card and show it to Runner. That card cannot contain the keywords **spirit**, **vampire** or **black ice**, and cannot have an original and printed rez cost of more than 12. Pay half that cost, rounded down, to install and rez that piece of ice at no cost. Shuffle your R&D afterwards.

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

Illus. Kalman Andrasofszky
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 115 – **Rare**

Treason

3



Operation-Double-Black Ops-Group
 Play only if Runner has three or more tags. Trash all installed **sabotage** cards. Then Runner must show you his or her hand and discard all **sabotage** cards of his or her hand; in addition, choose up to two cards from Runner's hand and trash them.

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. Donato Giancola
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 116 – **Common**

Private Enforcer

4



Operation-Double-Gray Ops-Group
 Play only if Runner is tagged. Choose up to three of the Runner's installed cards excepted **icebreakers** and **daemons**. Until end of your next turn, all effects of those cards are cancelled and ignored, and cannot be used. That does not prevent the effect of counters already given to you.

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. Martin McKenna
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010

Hard Code 117 – **Uncommon**

Elite Repressive Squad

7



Operation-Double-Black Ops
 Play only if Runner is tagged. Do 5 meat damage and give Runner three Elite counters. At the start of each of Runner's turns, if Runner is tagged, each Elite counter does 1 meat damage, and Runner may pay [1] and forgo his or her next action to remove an Elite counter.

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

Illus. Michael Rak
v2.5.B

Card created by Emmanuel ESTOURNET, 2000-2010