

# Elevation



Kota Kalimantan is the site of the world's newest space elevator. In the wake of its construction, social and political upheaval has created opportunities for corps and runners alike as different factions vie for control.

*Elevation* is an 82 card expansion, designed to complement *System Gateway* and an ideal first expansion for players looking to get further into Netrunner.

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## REACHING NEW HEIGHTS

*Elevation* is a celebration of Netrunner, past and future. Whether you just entered through *System Gateway* or you've been breaking subroutines and riding space elevators for years, we hope you'll find plenty of new cyber-exploits, dubiously legal loopholes, friends, and adversaries in Kota Kalimantan.

*Elevation's* 82 playable cards are designed to showcase as many of Netrunner's best concepts and game mechanics as we could possibly include, so you'll see a lot of terminology that wasn't used in *System Gateway*, and many of the new terms only appear on 1 or 2 cards.

To help you learn all these concepts, we've taken care to include frequent reminder text on the game cards, but we've also included 8 double-sided rules reference cards to explain things in detail.

If you have more questions about how a card works, you can look it up on [netrunnerdb.com](http://netrunnerdb.com) and check the official Q&A on the card page. Or if you really want an in-depth reference, you can browse the Comprehensive Rules at [rules.nullsignalgames](http://rules.nullsignalgames).

## CARDS HOSTING CARDS

*Elevation* showcases a variety of ways cards can use **HOSTING** to manipulate other cards. All forms of hosting share the following rule: if a host card leaves the play area, any cards hosted on it are trashed.

### Chromatophores

Like the *trojans* in *System Gateway* and other sets, *Chromatophores* must be hosted on ice as it is installed.

### GAMEDRAGON™ Pro

*GAMEDRAGON™ Pro* starts out not hosted on anything. Once it's installed, the Runner can use its first ability to move it onto one of their *icebreakers*, either immediately or at the start of a future turn. It can later be moved to a different *icebreaker* in the same way. Once *GAMEDRAGON™ Pro* is hosted, moving it to a new host breaks the relationship with its old host. There is no way to return it to not having a host while it remains installed.

### Consoles

All three consoles in *Elevation* have ways to host other cards. Unlike the previous cases, cards hosted on *Bling*, *Detente*, and *Madani* are not installed and their abilities are not active. Any time a card is played or installed from a hosted state, that card "moves off of" its host card, and no longer has any relationship to it.

## AGENDA MECHANICS

### Forfeit

Some abilities **FORFEIT** an already-scored agenda in exchange for a powerful effect. A player can only forfeit agendas from their own score area, and doing so removes that card from the game.

### Faceup Agendas

The Weyland identity *BANGUN* gives the Corp the option to install agendas faceup, protecting them through brute force instead of secrecy. A Corp player using *BANGUN* chooses whether an agenda will be faceup or facedown at the time they install it. There is no way in *Elevation* to turn a facedown agenda faceup or a faceup agenda facedown.

Faceup agendas do not count as either *rezzed* or *unrezzed*. Being faceup does not change which of the agendas' abilities are active. Abilities like the increased hand size from *Superconducting Hub* (⬆ 70) only work if the agenda is in the Corp's score area. Conversely, abilities that normally work without the Corp needing to score the agenda, like the one on *Send a Message* (⬆ 69), still work while the agenda is faceup.

## ABILITIES AND TIMING

### Order of Conditional Abilities

Sometimes, multiple active abilities have the same trigger condition. When this happens, the player whose turn it is resolves abilities on their cards first, in the order of their choice. When they are done, the other player resolves their abilities.

If another ability meets its trigger condition while a set of conditional abilities is resolving, pause that set of abilities and resolve the new one first.

### Interrupts

An ability that uses the word "would" or is marked with the "⚡ →" flag is an **INTERRUPT**. These abilities look at what's about to happen in the game, rather than looking at things that have already happened. If something is about to happen that matches a trigger condition with "would", that ability will interrupt the other effect and resolve first, usually changing or preventing what was about to happen.

*Elevation's* two interrupts, on *Shred* and *Maintenance Access*, are each nested within a larger ability that makes a run. The "⚡ →" ability flag does not appear in this set.

## CONSOLE CLARIFICATIONS

### Bling

*Bling* looks at all sources of credits, including cards like *Open Market*, not just the Runner's credit pool. If the Runner installs *Bling* itself without spending credits, they can immediately host a card on it.

The Runner can use cards hosted on *Bling* with any effect that installs or plays from the grip, including basic actions as well as cards like *Illumination* and *Topan*. However, cards on *Bling* cannot be trashed by damage, shuffled into the stack with *Touch-ups*, or otherwise seen by abilities that affect cards in the grip for any purpose other than playing or installing.

### Detente

When a player takes the action on *Detente*, the hosted cards return to HQ before anything else happens, so if the Runner chooses to access a card, it might end up being one of those 2 cards.

*Detente* only ever grants a single card access. Since this is not a breach, abilities like *Docklands Pass* (⬆ 13) do not apply.

### Madani

The Runner can install a program hosted on *Madani* in any paid ability window, giving them lots of control over their ⬆ and when they pay install costs.

## THREAT

The **THREAT LEVEL** is the greatest number of agenda points in any player's score area. For example, if the Runner has 4 agenda points and the Corp has 3 agenda points, the threat level is 4.

Some abilities, like *N-Pot* and *Measured Response*, refer to the threat level directly. Other abilities, like the last ability on *Public Access Plaza*, are marked with a "Threat N →" flag. Abilities of the latter type only become active when the threat level is greater than or equal to the indicated value. If the threat level is less than N, the ability is inactive and cannot be triggered or applied.

In most games, the threat level only goes up over time, but if the player with the most agenda points forfeits an agenda or loses an agenda to *IP Enforcement*, the threat level can decrease, causing some "Threat N →" abilities to become inactive again.

## TIMING CLARIFICATIONS

### Installing Multiple Cards

Cards like *Illumination* and *Top-Down Solutions* allow a player to install multiple cards in a row. When resolving these effects, the player must always resolve 1 installation at a time. The player does not have to decide which or how many cards they will install in advance. Any "when installed" abilities from the previous installation also resolve before the next installation begins, but no paid ability windows open in between the installations.

### End-of-Turn Sequence

*Elevation* contains numerous abilities that resolve near the end of a player's turn, and sometimes the exact order of those final steps can be important. When playing with cards like *Magdalene Keino-Chemutai*, *Mercia BALLARD*, and *Off the Books*, it may be helpful to check the included Turn Steps reference card.

Keep in mind that players only check their maximum hand size and discard cards once each turn. If more cards enter a player's hand after that step, they get to keep them. Note also that a player discarding cards to reach their maximum hand size does not count as trashing those cards.

## COUNTERS AND ACCOUNTING

### Power Counters and Agenda Counters

Many cards use hosted counters as a resource to be spent or to track the passage of time.

Both **POWER COUNTERS** and **AGENDA COUNTERS** are generic counters with no special rules. Power counters can appear on nearly any card, while agenda counters are used on agendas in players' score areas.

### Dividends

*Elevation* gives each Corp faction an agenda that becomes more powerful the more heavily they invest in it—as long as they can close the deal before the Runner finds a way to steal the agenda!

When the Corp scores an agenda with "Dividends N", that agenda gets N agenda counters for each extra advancement counter it had beyond its advancement requirement. For example, if the Corp gets a copy of *Project Ingatan* to 4 hosted advancement counters and then scores it, they will put 1 agenda counter on it after it enters their score area.

*Embedded Reporting* has Dividends 2 and an advancement requirement of 3, so if the Corp scores that agenda from 5 hosted advancement counters, they will put 4 agenda counters on it (2 agenda counters for each of the 2 excess advancement counters).

## CORE CONSIDERATIONS

### Core Damage

Like net and meat damage, **CORE DAMAGE** trashes cards from the Runner's grip at random. Unlike other damage, each point of core damage also permanently reduces the Runner's maximum hand size by 1.

If the Runner ever ends their turn with a negative maximum hand size, they flatline and lose the game. A maximum hand size of exactly 0 does not cause the Runner to flatline.

### Petty Cash

*Petty Cash* is a neutral operation with some unusual stipulations. Its first ability says that you can only play it if you haven't finished an action this turn. Usually, this means you have to play it with your first action. But cards like *Plutus* can give you some other options.

The second ability is what actually resolves when you play *Petty Cash*. It refunds the card's play cost, plus an extra 2⬆. But if you played *Petty Cash* from somewhere other than HQ, it also gives you a ⬆.

Finally, the third ability is an action that lets you play *Petty Cash* directly from Archives, removing it from the game afterward. You still have to pay *Petty Cash's* play cost to play it this way.



## FLIPPING THE SCRIPT

### Double-Sided Identities

Sometimes an identity has distinct text and attributes on both sides of the card, with abilities that allow it to flip from one side to the other. *Elevation* contains two such identities: *Dewi Subrotoputri* and *Nebula Talent Management*.

The side with a minimum deck size and influence limit is the “front” side of the identity, and that side is always faceup at the start of the game. Only the faceup side of an identity is active.

### “When Accessed” Abilities

Corp cards like *Byte!* do something when the Runner accesses them. By default, this kind of ability works no matter where the Runner accessed the card. But the ability will often include a restriction, such as only applying if the card is installed or not applying if the card is accessed in Archives.

If an ability works when its source card is accessed from R&D, the card will also have an ability telling the Runner to reveal it. The card must be revealed as soon as the access begins, before its own “when accessed” ability or any other abilities resolve.

## SWITCHING SERVERS

### Proprionegation

With *Proprionegation*, the Corp can send the Runner to Archives, no matter what server they were running before. The Corp can use this ability during any paid ability window, but will most often want to wait until the Runner passes all of the ice protecting the original attacked server.


If there is ice protecting Archives, the Runner will approach the outermost piece of ice. The Corp can rez that ice as normal, and the Runner will not have an opportunity to jack out until after they pass that ice. If there is no ice protecting Archives, the Runner will have an opportunity to jack out, or they may continue the run and approach Archives.

### Maintenance Access

*Maintenance Access* changes the attacked server from Archives to HQ just before the “approach server” step. The Runner will not have to deal with any of the ice protecting HQ, but cards with “approach server” abilities, such as *Manegarm Skunkworks* (⬢ 42) in the root of HQ, can still work. A *Manegarm Skunkworks* in the root of Archives would not work, because the attacked server has already changed by the time its trigger condition would be met.

## RECURRING THEMES

### Recurring Credits

Seen on *Azimat* and *Mahkota Langit Grid*, the symbol  always appears with a numeral, and indicates that the card has that many **RECURRING CREDITS** that are regularly refilled. To refill a card’s recurring credits, place credits on it until it has as many as indicated. If a card somehow has more hosted credits than the indicated number, no more credits are added, but the excess credits are not removed either.

Recurring credits are refilled when a card first becomes active—generally, when the card is installed for Runner cards, and when the card is rezzed for Corp cards—and at the beginning of the turn, just before “turn begins” abilities resolve.

Like other credits on cards, recurring credits do not count as part of any player’s credit pool and can only be taken or spent as indicated by their host card’s abilities.

### Copies of a Card

A **COPY** of a given card is any card with the same name as that card. *Charm Offensive* gives the Runner a way to trash a rezzed card if there is another copy of that card in Archives.

## FIGHTING DIRTY

### Sabotage

Seen on *Cacophony*, **SABOTAGE** is a way for the Runner to disrupt the Corp’s plans and limit their options. “Sabotage N” means the Corp must trash a total of N cards from HQ and the top of R&D.

All the cards are trashed simultaneously and enter Archives facedown. The Corp can choose which cards to trash from HQ and how many to trash from R&D, but they can’t look at the cards to be trashed from R&D until the sabotage effect is fully resolved.

### Other HQ Attacks

Some abilities disrupt HQ or R&D in more restricted ways than sabotage:

*Ryō “Phoenix” Ōno* can make the Corp choose and trash a card from HQ, but this part of its effect won’t matter if HQ is already empty.

*Shred* pressures the Corp to trash cards at random rather than cards they choose, and also reveals those cards to the Runner (which means they will enter Archives faceup), but it does give the Corp an alternative if that cost is too steep.

## GIVING THE RUNAROUND

### Bypass

Cards like *Fransofia Ward* can allow the Runner to **BYPASS** a piece of ice they encounter. When ice is bypassed, the encounter ends immediately and the Runner passes the ice. None of the subroutines on that ice resolve, and “when encountered” abilities—such as those on *Funhouse* (⬢ 54) and *Syailendra*—do not resolve either.

### Servers and “If Successful”

During a run, the Runner normally progresses through each position protecting the attacked server, from the outermost ice to the innermost, before finally approaching the server itself. But some abilities can deflect the Runner to a different position or to a different server entirely.

If the attacked server changes, “if successful” abilities won’t resolve unless the new server is one that could have been chosen to begin with. For example, *Transfer of Wealth* specifies a run on HQ, so if that run turns into a successful run on any server other than HQ, the Runner will not take a tag or drain the Corp’s credits. By contrast, *Clean Getaway* can be used to run any server, so its “if successful” ability works regardless of whether the attacked server changes during the run.

## REGIONS AND RUSES

### Regions

Some upgrades, like *Mahkota Langit Grid*, have the **region** subtype, which means that the upgrade represents the physical location of the server it is installed in.

Just as each remote server can only contain 1 asset or agenda, each server (including central servers) can only contain 1 installed **region** at a time. This restriction applies even to unrezzed **regions**. A new **region** can be installed in the root of a server as long as any previous **regions** are trashed as part of that installation.



### Swapping

*Mitra Aman* allows the Corp to swap an installed piece of ice with a piece of ice from HQ or Archives. This effect uninstalls the previously-installed ice, trashing any hosted cards or counters, and installs the other ice in the same position. The Runner will still be approaching that position.

A player installing a card through a swap effect does not pay an install cost and does not have the opportunity to trash other cards as part of that installation. A Corp card that becomes installed by being swapped enters the play area unrezzed, just as if that card had been installed normally.

## TURN STEPS: RUNNER

### Action Phase


1. Runner gains allotted .
2. Paid ability window
3. Refill recurring credits.
4. Resolve “turn begins” abilities.
5. Paid ability window
6. Repeat until no  left:
  - a. Runner takes an action.
  - b. Paid ability window
7. Resolve “action phase ends” abilities.
8. Proceed to discard phase.

### Discard Phase


1. Runner discards cards until at or below maximum hand size.
2. Paid ability window
3. Resolve “discard phase ends” abilities.
4. Proceed to Corp’s turn.

## TURN STEPS: CORP

### Draw Phase

1. Corp gains allotted .
2. Paid ability window
3. Refill recurring credits.
4. Resolve “turn begins” abilities.
5. Corp draws 1 card.
6. Proceed to action phase.

### Action Phase

1. Paid ability window
2. Repeat until no  left:
  - a. Corp takes an action.
  - b. Paid ability window
3. Resolve “action phase ends” abilities.
4. Proceed to discard phase.

### Discard Phase

1. Corp discards cards until at or below maximum hand size.
2. Paid ability window (Corp cannot score agendas.)
3. Resolve “discard phase ends” abilities.
4. Proceed to Runner’s turn.

## WHO WE ARE

Null Signal Games is a collective of Netrunner fans and a nonprofit game studio. Our mission is to keep the game of Netrunner alive and thriving. We do this through several initiatives:

We design, playtest, and release new card sets, such as the one you are holding now.

We provide opportunities and prizes for casual and competitive organized play. Our events range from local game nights all the way to a tournament circuit topped by a world championship.

We promote diversity and inclusion within the Netrunner community. We believe in making a game that is accessible to and representative of anyone who wants to play.

Thanks for running with us!

Visit [nullsignal.games](https://nullsignal.games) for more info.



# RYŌ "PHOENIX" ŌNO

OUT OF THE ASHES

ANY/ALL



4  
0



## IDENTITY: G-mod

The first time each turn a run becomes successful after a subroutine resolved during that run, gain 1Q and the Corp trashes 1 card from HQ.

*Light up, flame out, and burn it all down.*

45 2025 Null Signal Games Illus. Marlon Ruiz 17

# TOPAN

ORMAS LEADER

THEY/THEM



4  
0



## IDENTITY: Natural

Once per turn → ☉: Install 1 card from your grip, paying 2Q less. When you install that card, suffer 1 meat damage.

*Whatever it takes for us to survive.*

45 2025 Null Signal Games Illus. Zefanya Langkan Maega 15

# BARRY "BAZ" WONG

TRI-MAF VETERAN

HE/HIM



4  
0



## IDENTITY: Cyborg

Whenever the Corp rezzes a piece of ice, you may install 1 resource or piece of hardware from your grip.

*Try me.*

45 2025 Null Signal Games Illus. Zefanya Langkan Maega 15

# MUSLIHAṬ

MULTIFARIOUS MARKETEEER

SHE/HER



4  
0



## IDENTITY: Natural

When your turn begins, look at the top card of your stack. If that card is an icebreaker or a run event, you may reveal it and add it to your grip.

*Peer pressure works.*

45 2025 Null Signal Games Illus. Marlon Ruiz 15

# DEWI SUBROTOPUTRI

PEDAGOGICAL DHALANG

SHE/HER



4  
0



## IDENTITY: Natural

Whenever you make a successful run, if your ☐ is full, you may flip this identity and gain 1Q.

*Who else will teach the stories of good and evil?*

45 2025 Null Signal Games Illus. Zefanya Langkan Maega 15

# DEWI SUBROTOPUTRI

SHADOW GUIDE

SHE/HER



4  
0



## IDENTITY: Natural

Whenever you make a successful run, if you have at least 1 unused ☐, you may flip this identity and draw 1 card.

*We can't leave the corps' dirty deeds in the shadows.*

45 2025 Null Signal Games Illus. Zefanya Langkan Maega 15

# MAGDALENE KEINO-CHEMUTAI

CRYPTARCHITECT

THEY/SHE



4  
0



## IDENTITY: Cyborg

Whenever you discard cards to reach your maximum hand size, you may install 1 program or piece of hardware from among those cards.

*Good design is invisible—but I'll never settle for 'good'.*

45 2025 Null Signal Games Illus. Marlon Ruiz 15

# LEO CONSTRUCTION

LABOR SOLUTIONS



## IDENTITY: Division

Once per turn → Trash 1 rezzed bioroid card in the root of or protecting the attacked server: End the run.

*Workers of the World, Delivered.*

45 2025 Null Signal Games Illus. Vitalli Ostaschenko 15

# POÉTRI LUXURY BRANDS

ALL THE RAGE



## IDENTITY: Division

Whenever you score an agenda, look at the top 3 cards of R&D. You may install 1 non-agenda card from among them. Whenever an agenda is stolen, you may install 1 non-agenda card from HQ.

*Fashion fades. Poétri is eternal.*

45 2025 Null Signal Games Illus. Dimik 15



**AU Co.**  
THE GOLD STANDARD IN CLONES



**45** IDENTITY: Division **15**

Whenever you do damage or trash 1 or more cards from HQ, place 1 power counter on this identity.

When your turn begins, you may remove 2 hosted power counters to look at the top 3 cards of R&D. Trash 1 of those cards and add the rest to HQ.

2025 Null Signal Games Illus. Marlon Ruiz A 46

**PT UNTAIAN**  
LIFE'S BUILDING BLOCKS



**45** IDENTITY: Division **15**

When your discard phase ends, if there are 3 or fewer cards in HQ, you may pay 1  $\text{Q}$  to place 1 advancement counter on an unrezzed card you can advance. (You cannot score that card this turn.)

*The Looming Future.*

2025 Null Signal Games Illus. Kira L. Nguyen A 47

**NEBULA TALENT MANAGEMENT**  
MAKING STARS



**45** IDENTITY: Division **15**

When your action phase ends, if you played an operation this turn, gain 1  $\text{Q}$  and flip this identity.

*Igniting your potential.*

2025 Null Signal Games Illus. Emilio Rodríguez A 57

**GEMILANG ARENA**  
BURNING BRIGHT



**45** IDENTITY: Division **15**

The first time each turn you play an operation, gain  $\text{Q}$ .

When the Runner makes a successful run on HQ or R&D, flip this identity.

*Never stop shining.*

2025 Null Signal Games Illus. Emilio Rodríguez A 57

**SYNAPSE GLOBAL**  
FASTER THAN THOUGHT



**45** IDENTITY: Division **15**

The first time each turn a tag is removed, you may reveal and install 1 card from HQ, ignoring all costs.

$\text{Q}$ , remove 1 tag: Gain 2  $\text{Q}$ .

*Every Impulse Monitored.*

2025 Null Signal Games Illus. Emilio Rodríguez A 58

**BANGUN**  
WHEN DISASTER STRIKES



**45** IDENTITY: Corp **15**

You may install agendas faceup. (This does not make their abilities active.)

Whenever the Runner accesses a faceup installed agenda, do 2 meat damage and give the Runner 1 tag.

*We'll be there.*

2025 Null Signal Games Illus. Vitalii Ostaschenko A 68

**THE ZWICKY GROUP**  
INVISIBLE HANDS



**45** IDENTITY: Unsubstantiated **15**

The first time each turn you gain credits through an ability on an agenda or operation, you may draw 1 card.

*Action at a distance.*

2025 Null Signal Games Illus. Marlon Ruiz A 69



## LEO CONSTRUCTION

### LABOR SOLUTIONS

There's nowhere on, below, or above the Earth that LEO Construction can't get things built. Beginning as an R&D arm of Haas-Bioroid building low-grav laborers to compete directly with Jinteki's adapted clonelines, LEO made a name for themselves as developers of extremophile bioroids. LEO has workers for every possible environment and hazard, and they are not afraid to stretch the bounds of what a bioroid is "supposed to be." The Ottos are the perfect example of this: flexible, adaptable, and incapable of complaint.

2025 Null Signal Games illus. Dimik, Mauricio Herrera

## POÉTRÍ LUXURY BRANDS

### ALL THE RAGE

Everything the public knows about Tabitha Poétrí is carefully curated by the fashion empire she left behind. Her place of birth, her parents, her real name—all of it scrubbed from the Net. Poétrí Luxury Brands does not stop at tailoring the past. The future is entirely under their control, as well—at least when it comes to fashion. "You want to know what the future looks like?" Tabitha allegedly asked a competitor. "A Poétrí sharksplice leather, knee-high, twelve centimeter heel boot, stomping down the runway—forever."

2025 Null Signal Games illus. Elliott Birt, Dimik

## AU Co.

### THE GOLD STANDARD IN CLONES

Clones have often been seen as luxury goods, but with advances in engineering technology, Jinteki's product lines have become more and more affordable for the average consumer. AU Co., however, does not cater to the average consumer. CEO Phât Gioan Baotixita has succeeded in restoring the image of owning a clone as a mark of true wealth. Small batch crêches are tended with all the care of a master *hòn non bô*. The result is a specific clone grown and bred for a specific purpose—namely, whatever your heart desires.

2025 Null Signal Games illus. Oliver Morik, Elliott Birt

## MUSLIHA T

### MULTIFARIOUS MARKETER

SHE/HER

When Musliha T graduated from KKU with top marks, she never expected to be rejected from her dream job at NBN. She tried again: rejected, and the same from every other megacorp. So, she set up her own one-woman marketing firm. Using botnets, aliases, and borrowed avatars, the local businesses she promoted suddenly gained traction. Meanwhile, their competitors experienced scathing reviews and faulty orders. Musliha T was out to prove herself. She'd be plucky, clever, and win against the powerful—just like her beloved Sang Kancil.

2025 Null Signal Games illus. Marlon Ruiz

## DEWI SUBROTOPUTRI

### PEDAGOGICAL DHALANG

SHE/HER

Everyone knew Dewi was destined to be a performer. But what sort? A Shortstok influencer? Holo artist? Sensie streamer? She tried them all; none felt right. Finally, she found her calling in Solo's 1000-year-old style of wayang kulit. The clear morality and timeless characters allow her to pass judgment on current events. When the audience has her back, she can improvise, splice in some corp secrets.

Traditions that can adapt are traditions that survive, and through Dewi, they might even thrive.

2025 Null Signal Games illus. Zefanya Langkian Maaga

## MAGDALENE KEINO-CHEMUTAI

### CRYPTARCHITECT

THEY/SHE

Magdalene was an architect on the Nalubaale elevator, which earned them the top spot for OSEAN's own Mahkota Langit. But when Mag's hacktivist past was revealed, they were ousted. Now, she uses her old hacking skills to maintain control of the project. Adjusting blueprints by night; manipulating workers by day. Magdalene will see her vision realized.

And when it's finished? If an engineering project like that was easy, what's to stop Mag from slowly, secretly reshaping a megacity in their own image? Or a continent? Or a planet?

2025 Null Signal Games illus. Marlon Ruiz

## RYŌ "PHOENIX" ŌNO

### OUT OF THE ASHES

ANY/ALL

Phoenix waved goodbye as his parents 'enrolled' him in Nebula's Protostar program for young performers. For the next decade, Nebula controlled her education, diet, health, dress, and friends, modeling her to be the next big pop idol. Under pressure to succeed and the absolute control of NBN, ze went supernova. It ran away from everything, escaping to the slums of Kota Kalimantan. Now, their only goal in life is to burn down everything Nebula stands for, before burning out emself.

2025 Null Signal Games illus. Marlon Ruiz

## TOPAN

### ORMAS LEADER

THEY/THEM

It was the ormas family violence shelter that took Topan in and gave them time to rediscover themselves. Now an ormas leader, Topan helps achieve their goal: empowering Dayak people. Some question Topan's methods. "Too preman," people mutter, as Topan uses standoff tactics that rival a priscet team. "Too girly," others say, watching Topan extract information with a wink and a low-cut blouse. Topan doesn't care. Dayaks are losing their forest to a space elevator, their livelihoods to androids. It's no time for 'proper' methods.

2025 Null Signal Games illus. Zefanya Langkian Maaga

## BARRY "BAZ" WONG

### TRI-MAF VETERAN

HE/HIM

The Tri-Maf has been in Kota Kali from the beginning, and Baz right along with it. In a megacity on the rise, no one noticed his own brutal, bloody elevation until he'd entrenched himself at the top. Now, he does business with the wealthy and powerful, as likely to shake hands with an exec as he is to get his hands dirty on the streets. Yeah, sometimes that business means turning on the corp he did a favor for last week. So what? They'll need him again, eventually, and all will be forgiven. Things move fast in Kota Kali.

2025 Null Signal Games illus. Zefanya Langkian Maaga



## BANGUN

### WHEN DISASTER STRIKES

As part of OSEAN's efforts to fund the Mahkota Langit, many government-owned companies were sold to corporate interests. Among those was the Agensi Pembangunan Pasca Bencana, renamed BANGUN by its adopted parent company.

At one time, BANGUN had been Indonesia's disaster response agency, supporting victims and rebuilding communities in the aftermath of tragedy. Thankfully, and with the efficiency to be expected of a privatized public service, BANGUN now arrives even before disaster strikes.

2025 Null Signal Games Illus. Olie Boldador, Rinna Butova

## THE ZWICKY GROUP

### INVISIBLE HANDS

The Weyland Consortium is a vast, unconquerable labyrinth of corporations, subsidiaries, micronations, and shell companies. Throughout this maze are certain unlit corridors; locked, nameless offices; entire windowless floors of corporate headquarters that exude an aura of *somebody else's problem*.

It is within those oubliettes that the Zwicky Group can be found, should they allow it. It is from those darkened corners that their grasp extends, silently alighting wherever Weyland cannot be seen to be.

2025 Null Signal Games Illus. Mauricio Herrera, Rdim S. Doyle

## PT UNTAIAN

### LIFE'S BUILDING BLOCKS

It's an oft-retold myth that silk is stronger than steel, but what if it were actually true? This is the question that the executives at PT Untaian dared to ask their scientists. And those questions were answered beyond their wildest dreams—and stock projections.

PT Untaian's Mycele is the first biologically-produced space-grade material, and it is being used to build what speculators are calling the last great space elevator. What nature inspired, Jinteki has perfected.

2025 Null Signal Games Illus. Kira L. Nguyen, Mathheus Calza

## NEBULA TALENT MANAGEMENT

### MAKING STARS

Want a recipe for success? From one population eager for opportunity, extract the young and talented. Fold in hands-on training, with a pinch of g-modding and behavioral conditioning, and mix it all together using NBN's realtime trend-mapping. Watch it rise, and pop any bubbles of individuality when you see them.

Nebula's idols sell out the supermassive Gemilang Arena every night of the week. With full creative control over hundreds of assets, Nebula has a star for every would-be fan. And when one star burns out, another is just warming up.

2025 Null Signal Games Illus. Mathheus Calza, Rmcul Hf

## SYNAPSE GLOBAL

### FASTER THAN THOUGHT

Hi-immersion Net access used to be only for the wealthy, but Kota Kalimantan is the city of tomorrow. Every day, millions of Kali residents jack in for free at Synapse Net Access Points for top-tier Net service.

While they do, Synapse is keeping the city safe. Not a bit travels in or out of the city without brushing against Synapse's servers, where it is cross-referenced, analyzed, and catalogued in a vast security network. OSEAN's investors won't let the last great space elevator fail—and Synapse gives them the intelligence they need.

2025 Null Signal Games Illus. Rinna Butova, Mia Siengjiew



0 CHARM OFFENSIVE



**EVENT: Run**

Run Archives. When that run ends, you may trash 1 rezzed copy of a card you accessed in Archives during that run.

*"I'll use what I have to get what I want."*

2025 Null Signal Games Illus. Matheus Calza 3

1 SCROUNGE



**EVENT: Double**

As an additional cost to play this event, spend 1. Install 1 program from your heap. You may add 1 program from your heap to the bottom of your stack.

*"99% of everything is trash. That's why I pay someone else to search it for me."*  
—Sturg3on\_General

2025 Null Signal Games Illus. Amirul Hhf 4

1 SHRED



**EVENT: Run**

Run any server. The first time the Corp would end that run, prevent the run from ending unless the Corp reveals and trashes X cards from HQ at random. X is equal to the number of cards in the root of the attacked server.

*The volume is the message.*

2025 Null Signal Games Illus. Wilson Nugraha [Polar Engine] 5

2 ♦ BLING



**HARDWARE: Console**

+1

Whenever you install a card without spending credits, you may host the top card of your stack faceup on this hardware. (It is not installed.)

You can play or install hosted cards as if they were in your grip.

When your discard phase ends, trash all hosted cards.

Limit 1 console per player.

2025 Null Signal Games Illus. Martín de Diego Sádaba 6

0 GOURMAND



**PROGRAM**

Access → 1: Trash the non-agenda card you are accessing. If you do, draw 1 card.

48c7 c0c9 0000 000f 0549 c7c2 8051 0100 49f7 fa48 83fa 007c 1048 c7c0 3c00 0000 48c7 c707 0000 000f 05...

2025 Null Signal Games Illus. Cat Shen 7

3 HANTU



**PROGRAM: Icebreaker - Killer - Virus**

When you install this program, place 2 virus counters on it.

Interface → 1: Break 1 sentry subroutine.

**Hosted virus counter: +2 strength.**

*"I'm on retainer for monthly purges on thirty-six different servers."*  
—Ratu Maharani, pawang virus

2025 Null Signal Games Illus. Júlio Rocha 8

1 RISING TIDE



**PROGRAM: Icebreaker - Fracter**

This program gets +1 strength for each **fracter** in your heap.

Interface → 1: Break 1 **barrier** subroutine.

1: +1 strength.

*The waters begin to roil, and bit by bit they swell.*

1 2025 Null Signal Games Illus. Scott Uminga 9

3 ♦ CACOPHONY



**RESOURCE: Virtual**

The first time each turn you steal or trash a Corp card, place 1 power counter on this resource.

When your action phase ends, you may remove 2 hosted power counters to sabotage 3. (The Corp trashes 3 cards of their choice from HQ and/or the top of R&D.)

*"Nil SIR, black noise, lost girls, drowned boys!"*  
—Ryō "Phoenix" Ono

2025 Null Signal Games Illus. Adam S. Doyle 10

2 RENT RIOTERS



**RESOURCE: Connection - Seedy**

Gain 9.

*"In the end, they raised the rent and we were out on the street. But the riots had tanked property values so much we moved back in—with a better deal!"*

2025 Null Signal Games Illus. Oliver Morit 11



3

CLEAN GETAWAY

**EVENT: Run**  
 Run any server. If successful, gain 60.  
*"...one-hundred and twenty-seven rounds fired, and two police hoppers totaled. Miraculously, no officers were hurt, though the suspect remains at large."*  
 —Abdul el-Sattar, KKN 6

2025 Null Signal Games Illus. Amirul Hhf

14

1

LIE LOW

**EVENT: Double**  
 As an additional cost to play this event, spend 20.  
 Resolve 1 of the following:  
 • Draw 4 cards.  
 • Remove up to 2 tags.  
*"Pity the money's being spent here, when I could be buying hiasan for my apartment."*

2025 Null Signal Games Illus. Dimik

15

0

MAINTENANCE ACCESS

**EVENT: Run - Double**  
 As an additional cost to play this event, spend 20.  
 Run Archives. When you would approach Archives (after passing all ice), instead change the attacked server to HQ and approach HQ.  
*"Don't let self-respect get in the way of a good shortcut."*  
 —"G0ph3r" O'Ryan

2025 Null Signal Games Illus. Mauricio Herrera

16

0

TRANSFER OF WEALTH

**EVENT: Run**  
 Run HQ. If successful, take 1 tag and the Corp loses 30. Gain 20 for each credit lost this way.  
*"In KK, we say 'harimau mati karena belangnya'. It means don't tell the world how much money you have if you plan on keeping it."*  
 —JokoR

2025 Null Signal Games Illus. Oliver Morit

17

3

♦ DETENTE

**HARDWARE: Console**  
 +10  
 The first time each turn you make a successful run on HQ, you may host 1 card from HQ at random faceup on this hardware. (It is not installed or rezzed.)  
 20, add 2 hosted cards to HQ: The Runner may access 1 card in HQ at random. Any player can use this ability.  
 Limit 1 console per player.

2025 Null Signal Games Illus. Oliver Morit

18

1

♦ MAGLECTRIC RAPID (748 MOD)

**HARDWARE: Weapon**  
 Whenever you make a successful run on HQ, you may trash this hardware to derez 1 installed Corp card.  
*"You think I've finished messing with you? Yeah, nah."*  
 —Barry "Baz" Wong

2025 Null Signal Games Illus. Matheus Calza

19

3

SANG KANCIL

**PROGRAM: Icebreaker - Decoder**  
 Interface → 10: Break 1 code gate subroutine.  
 30: +2 strength. If a run event is active, this ability costs 20 less to use.  
*Consequences only matter if they catch you.*

2025 Null Signal Games Illus. Anthony Hutchings

20

3

♦ FRANSOPIA WARD

**RESOURCE: Connection**  
 The rez cost of each piece of ice is increased by 10.  
 Whenever you encounter a piece of ice, if the Corp has 150 or more, you may trash this resource to bypass that ice. (Pass that ice. No subroutines or further "when encountered" abilities resolve.)  
*"She's learned from the best: me. When I retire, the KK Tri-Maf'll be in good hands."*  
 —Barry "Baz" Wong

2025 Null Signal Games Illus. Oliver Morit

21

2

OPEN MARKET

**RESOURCE: Job - Location**  
 When you install this resource, load 60 onto it. When it is empty, trash it.  
 You can spend hosted credits to install connection and job resources.  
 When your turn begins, take 10 from this resource.  
*"That kepo NBN gang makes trillions off incidental data scraping. So what if I use it to network?"*  
 —MuslihaT

2025 Null Signal Games Illus. Kira L. Nguyen

22



0

ILLUMINATION



**EVENT: Run**  
 Run R&D. If successful, install up to 3 cards from your grip (one at a time), paying 10 less for each.  
*"Won't she get in trouble for putting that in the show? And how did she even find out?!"*

2025 Null Signal Games Illus. Ismatulloh (Polar Engine)

25

0

RITUAL



**EVENT**  
 Draw 1 card for each you have remaining.  
*Every day starts the same: tea, news, a three-dee puzzle. Then it's off to work. Magdalene won't let being fired get in the way of completing her masterpiece.*

2025 Null Signal Games Illus. Alecia Doyley

26

2

GAMEDRAGON™ Pro



**HARDWARE: Mod**  
 When you install this hardware and when your turn begins, you may host this hardware on an installed non-AI icebreaker.  
 Host icebreaker gets +1 strength. Abilities that increase its strength last for the remainder of the run (instead of any shorter duration).

2025 Null Signal Games Illus. Elizaveta Sokolova

27

2

MADANI



**HARDWARE: Console**  
 Host any number of programs from your grip faceup on this hardware. (They are not installed.)  
 Once per turn → 00: Install 1 hosted program (paying its install cost).  
 Limit 1 console per player.

2025 Null Signal Games Illus. Amirul Hhf

28

1

AZIMAT



**PROGRAM**  
 2 (When you install this program and before your turn begins, refill to 2 hosted credits.)  
 You can spend hosted credits to pay trash costs.  
*"For my children's sake, I'll endure any pain."  
 —Dewi Subrotoputri, as Dyah Kunthi*

2025 Null Signal Games Illus. Elwin "Jakuza" Purnimair

29

1

CHROMATOPHORES



**PROGRAM: Trojan**  
 Install only on a piece of ice.  
 Host ice gains barrier, code gate, and sentry.  
*"The Net operates almost as much on dream logic as it does digital logic. If you believe something to be true, it often is."  
 —The Encyclopedia Silica*

2025 Null Signal Games Illus. Adam S. Doyle

30

1

DEVADATTA DRONE



**PROGRAM**  
 When you install this program, place 2 power counters on it.  
 Whenever you breach R&D, you may remove 1 hosted power counter to access 1 additional card.  
*"I still have friends on the inside."  
 —Magdalene Keino-Chemutai*

2025 Null Signal Games Illus. Bruno Balixa

31

4

PRINCIPIA



**PROGRAM: Icebreaker - Fracter**  
 This program costs 10 less to install for each other installed icebreaker. (Programs trashed as part of installing this program don't count.)  
 Interface → 10: Break 1 barrier subroutine.  
 20: +2 strength.  
*On the shoulders of giants.*

2025 Null Signal Games Illus. Bruno Balixa

32

2

"KNICKKNACK" O'BRIAN



**RESOURCE: Connection**  
 The first time each turn a run begins, you may trash 1 of your other installed cards. If you do, gain credits equal to its printed install cost and draw 1 card.  
*There are a hundred currencies in the undercity, and Knickknack takes them all. Creds and rupiah get you noodles. For his secret menu, he'll take your burnt-out rigs, your sterilized virii. But to taste his smoked vatchicken stew, bring him what he values most: your story.*

2025 Null Signal Games Illus. Alecia Doyley

33





## SIDE HUSTLE

### RESOURCE: Job

When you install this resource and whenever a run begins, place 1 on this resource.

When there are 6 or more hosted credits, take all credits from this resource, trash it, and draw 1 card.

*"They were fast, friendly, and efficient. ★★★★★."*  
—satisfied customer

2025 Null Signal Games Illus. Elizaveta Sokolova

34



## AGGRESSIVE TRENDSETTING

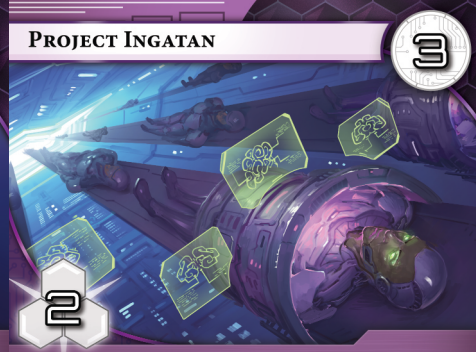
### AGENDA: Initiative

The first time the Runner trashes an installed Corp card during each of their turns, they may spend . If they do not, you get +1 allotted for your next turn.

*"Don't tell me you were at the gala, darling? I must not have seen you!"*

2025 Null Signal Games Illus. Elliott Birt

37



## PROJECT INGATAN

### AGENDA: Research

Dividends 1 (When you score this agenda, place 1 agenda counter on it for each excess advancement counter.)

When your discard phase ends, you may remove 1 hosted agenda counter to install 1 card from Archives, ignoring all costs.

2025 Null Signal Games Illus. Kira L. Nguyen

38



## HUMANOID RESOURCES

### ASSET

: Gain 4 and draw 3 cards. Install up to 2 cards from HQ (one at a time). You may play 1 operation from HQ.

*"Deploying in T-minus 5..."*

2025 Null Signal Games Illus. Martin de Diego Sádaba

39



## OTTO CAMPAIGN

### ASSET: Advertisement

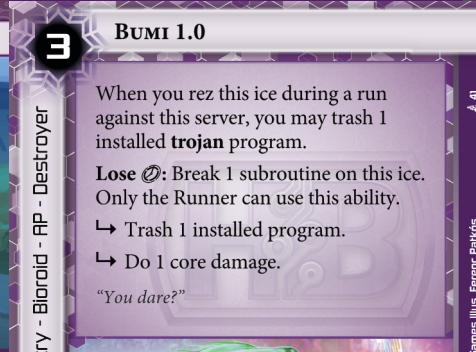
When you rez this asset, load 6 onto it. When it is empty, trash it and gain .

When your turn begins, take 2 from this asset.

*"Don't be scared of the Ottos, kiddo. They're building our future!"*

2025 Null Signal Games Illus. Mauricio Herrera

40



## BUMI 1.0

When you rez this ice during a run against this server, you may trash 1 installed trojan program.

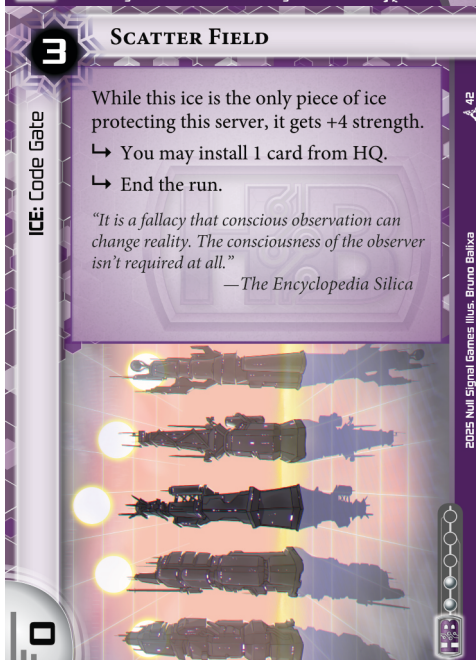
**Lose .** Break 1 subroutine on this ice. Only the Runner can use this ability.

- ↳ Trash 1 installed program.
- ↳ Do 1 core damage.

*"You dare?"*

ICE: Sentry - Bloroid - AP - Destroyer

2025 Null Signal Games Illus. Ferenc Patkócs



## SCATTER FIELD

While this ice is the only piece of ice protecting this server, it gets +4 strength.

↳ You may install 1 card from HQ.

↳ End the run.

*"It is a fallacy that conscious observation can change reality. The consciousness of the observer isn't required at all."*

—The Encyclopedia Silica

ICE: Code Gate

2025 Null Signal Games Illus. Bruno Balica



## NANOMANAGEMENT

### OPERATION

Gain .

*"I am a very reasonable manager. I do not expect my staff to do anything I could not do."*

—Bass CH1R180G4

2025 Null Signal Games Illus. Alecia Doyley

43



## TOP-DOWN SOLUTIONS

### OPERATION

Draw 2 cards. Install up to 2 cards from HQ (one at a time).

*"The instability of human braintapes is directly proportional to the number of limbs on a given bioroid, so we've begun phasing them out for something better-equipped. A human braintape could be working beside an octopus for weeks and never have an inkling."*

—Maia Minervudóttir, R&D

2025 Null Signal Games Illus. Martin de Diego Sádaba

44



2

◆ MERCIA B4LL4RD

**UPGRADE:** Bioroid - Academic

When your action phase ends, you may install 1 piece of ice from HQ, paying 10 less. If you do, move this upgrade to the root of the server that piece of ice is protecting.

*"My predecessor had passion, imagination, ambition. I assure you, I possess no such flaws."*

2

2025 Null Signal Games Illus. Dimik

45

4

PROPRIONEGATION

**AGENDA:** Security

When you score this agenda, place 1 agenda counter on it.

**Hosted agenda counter:** The Runner moves to the outermost position of Archives. (They approach any ice in that position.) Use this ability only during a run.

*We rely too much on spatial cognition. What happens when that system receives a null signal?*

2

2025 Null Signal Games Illus. Cat Shen

48

3

SERICULTURE EXPANSION

**AGENDA:** Expansion

Dividends 1 (When you score this agenda, place 1 agenda counter on it for each excess advancement counter.)

When your discard phase ends, you may remove 1 hosted agenda counter to place 2 advancement counters on 1 installed card. (You cannot score that card this turn.)

2

2025 Null Signal Games Illus. Kira L. Nguyen

49

0

BYTE!

**ASSET:** Ambush

While the Runner is accessing this asset in R&D, they must reveal it.

When the Runner accesses this asset anywhere except in Archives, you may pay 40. If you do, give the Runner 1 tag and do 3 net damage.

*You thought you were safe?*

0

2025 Null Signal Games Illus. Cat Shen

50

1

◆ PHẬT GIOAN BAOTIXITA

**ASSET:** Executive

When your discard phase ends, place 1 power counter on this asset.

The first time each turn an agenda is scored or stolen, you may remove up to 2 hosted power counters. Do 1 net damage plus 1 net damage for each power counter removed this way.

*"I make the best company."*

1

2025 Null Signal Games Illus. Elliott Birt

51

7

EMPIRICIST

ICE: Sentry - AP - Observer

- Draw 1 card. You may add 1 card from HQ to the top of R&D.
- Do 1 net damage. Give the Runner 1 tag.
- Do 2 net damage.

*Jinteki's most experimental ice are often their most dangerous.*

5

2025 Null Signal Games Illus. Bruno Balixa

52

8

MYCOWEB

ICE: Code Gate

- You may install 1 piece of ice from Archives, ignoring all costs.
- You may rez 1 installed piece of ice, paying 20 less.
- Resolve 1 subroutine on a rezzed sentry.
- Resolve 1 subroutine on another rezzed code gate.

5

2025 Null Signal Games Illus. Mia Stergiew

53

3

SEMAK-SAMUN

ICE: Barrier - AP

The Runner cannot break the printed subroutine on this ice except using a fracter.

- End the run unless the Runner suffers 3 net damage.

*The silence of the forest is the surest sign of danger.*

3

2025 Null Signal Games Illus. Scott Uminga

54

4

PEER REVIEW

**OPERATION:** Transaction

Reveal all but 1 card in HQ.

Gain 70. You may install 1 card from HQ in the root of a remote server.

*Peer reviews are the difference between living in the arcs and living in the slums. Cloneline gengineering never made anything as vicious or cutthroat as a Jinteki scientist.*

5

2025 Null Signal Games Illus. Matheus Calza

55



0

◆ MITRA AMAN

UPGRADE: Clone

Whenever the Runner approaches a piece of ice protecting this server, you may trash this upgrade. If you do, gain 3 and you may swap the ice being approached with a piece of ice from Archives or HQ.

*Spring-loaded minds, kept in suspension to be launched into the net at any incursion.*

3

2025 Null Signal Games Illus. Oliver Morit
56

EMBEDDED REPORTING

3

2

AGENDA: Initiative

Dividends 2 (When you score this agenda, place 2 agenda counters on it for each excess advancement counter.)

When your discard phase ends, you may remove 1 hosted agenda counter to search R&D for 1 operation and reveal it. (Shuffle R&D after searching it.) Add that operation to the top of R&D.

2025 Null Signal Games Illus. Anthony Hutchings
59

NEXT BIG THING

5

3

AGENDA: Initiative

When this agenda is scored or stolen, place 1 agenda counter on it.

②, **hosted agenda counter:** Draw 4 cards. Shuffle any number of cards from HQ into R&D. The Corp can use this ability even if this agenda is in the Runner's score area.

*That's so fifteen minutes ago.*

2025 Null Signal Games Illus. Matheus Calza
60

1

IDIOSYNCRISIS

ASSET: Hostile

You can advance this asset.

When your turn begins, you may trash this asset. If you do, for each hosted advancement counter, gain 3 and the Runner loses 2.

*You don't really want to know what makes you unique as a person. It's so much less than you think.*

2

2025 Null Signal Games Illus. Adam S. Doyle
61

1

PUBLIC ACCESS PLAZA

ASSET

When your turn begins, gain 1.

Threat 2 → When the Runner trashes this asset (while it is rezzed), give them 1 tag.

*"Give me five minutes of a user's Access Plaza traffic and I'll tell you where they're having lunch tomorrow. Give me another ten, and I'll have their bibi's secret rendang recipe."*

—Luzviminda Reyes, Synapse Sales

2

2025 Null Signal Games Illus. Anna Butova
62

3

DOOMSCROLL

ICE: Sentry - AP - Observer

- Give the Runner 1 tag.
- Do 1 net damage.
- Do 2 net damage if the Runner has at least 2 tags.

*They know what makes you tick. And ticked-off.*

2025 Null Signal Games Illus. Julio Rocha
63

4

N-POT

ICE: Code Gate

3: Break 1 subroutine on this ice. Only the Runner can use this ability.

- End the run.
- If the threat level is 2 or greater, end the run.
- If the threat level is 4 or greater, end the run.

*"On the Net, we hold the power."*

—Arnold Teoh, NBN technologist

4

2025 Null Signal Games Illus. Ed Mattman
64

0

BIGGER PICTURE

OPERATION: Gray Ops

Play only if the Runner is tagged.

Resolve 1 of the following:

- Give the Runner 1 tag.
- Remove any number of tags. The Runner loses 5 for each tag removed this way. Gain credits equal to the number of credits the Runner lost.

2025 Null Signal Games Illus. Miao Siergiejew
65

X

IP ENFORCEMENT

OPERATION: Gray Ops

As an additional cost to play this operation, remove X tags.

Install 1 agenda from the Runner's score area with a printed agenda point value equal to X. If the Runner is still tagged, place 1 advancement counter on that agenda.

*"I believe you have something of ours."*

5

2025 Null Signal Games Illus. Rafael Monk
66



2

TOUCH-UPS

**OPERATION:** Double

As an additional cost to play this operation, spend 2.

Place 2 advancement counters on 1 installed card you can advance. If you do, choose a card type and reveal the grip. Choose up to 2 revealed cards of that type. The Runner shuffles those cards into the stack.

*"Your Star Power is in the toilet, kid. We need a fresh face."*

2025 Null Signal Games Illus. Amirul Hfh
 67

2

GREENMAIL

**AGENDA:** Expansion

When you score this agenda, gain 2.

When you forfeit this agenda, gain 4.

*"It's been a real pleasure doing business with you."*

2025 Null Signal Games Illus. Mauricio Herrera
 70

3

OFF THE BOOKS

**AGENDA:** Initiative

Dividends 1 (When you score this agenda, place 1 agenda counter on it for each excess advancement counter.)

When your discard phase ends, you may remove 1 hosted agenda counter to search R&D for 1 card and reveal it. (Shuffle R&D after searching it.) You may install that card, ignoring all costs. If you do not, add it to HQ.

2025 Null Signal Games Illus. Olie Boldador
 71

3

ANTHILL EXCAVATION CONTRACT

**ASSET:** Industrial

When you rez this asset, load 8 onto it. When it is empty, trash it.

When your turn begins, take 4 from this asset and draw 1 card.

*"If you lived here, you'd be at work by now!"*  
—Weyland recruiter

2025 Null Signal Games Illus. Olie Boldador
 72

0

♦ PLUTUS

**ASSET:** Deep Net

As an additional cost to rez this asset, forfeit 1 agenda or reveal and trash 3 cards from HQ.

When your turn begins, you may play 1 transaction operation from Archives. After it resolves, remove it from the game.

*"Rejoice, executives! The Net has sent unto us a profit!"*

2025 Null Signal Games Illus. Adam S. Doyle
 73

14

BLIAWAK

You can forfeit 1 agenda as you rez this ice to pay for 10 of its rez cost.

- Trash 1 installed program or end the run.
- Trash 1 installed resource or end the run.
- End the run.

*"Dammit, Moth! Where are you? This thing is way bigger than you s—"*  
—C0mr4d

ICE: Sentry - Destroyer
 74

2

KESSLEROID

The Runner cannot trash this ice (while it is rezded).

- End the run.
- End the run.

*"The detritus of failed incursions accumulates. Instead of sweeping it all away, the parsimonious sysop should nudge this debris into defensive positions in the server's metagravity well."*  
—Moiria Virtue, Ice Engineering, KKV

ICE: Barrier
 75

4

SYAILENDRA

You can advance this ice.

When the Runner encounters this ice, if it has 3 or more hosted advancement counters, you may place 1 advancement counter on an installed card you can advance.

- You may place 1 advancement counter on an installed card you can advance.
- The Runner loses 2.
- Do 1 net damage.

ICE: Code Gate - AP
 76

1

KEY PERFORMANCE INDICATORS

**OPERATION:** Transaction

Resolve 2 of the following in any order:

- Draw 1 card. Shuffle 1 card from HQ into R&D.
- Install 1 piece of ice from HQ, ignoring all costs.
- Place 1 advancement counter on an installed card you can advance.
- Gain 2.

Designed by 2023 World Champion William "Sokka" Huang

2025 Null Signal Games Illus. Wynn Lacabra
 77



5

MEASURED RESPONSE



**OPERATION: Black Ops**  
 Play only if the threat level is 4 or greater, and only if the Runner made a successful run during their last turn.  
 Do 4 meat damage unless the Runner pays 8.

"We would like to reassure our shareholders that none of the buildings damaged in the blast were owned by Weyland Consortium subsidiaries..."  
 —Luana Campos, Weyland spokesperson

2025 Null Signal Games Illus. Anna Butova

2

FLYSWATTER

ICE: Code Gate

When you rez this ice during a run against this server, purge virus counters.  
 ↳ End the run.  
*Stop that.*



2025 Null Signal Games Illus. Ed Mattinian

2

LAMPLIGHTER

ICE: Sentry - Observer

When an agenda is scored or stolen from this server or its root, trash this ice.  
 ↳ Give the Runner 1 tag unless they pay 3.  
 ↳ End the run if the Runner is tagged.  
*Itur in antiquam telam.*



2025 Null Signal Games Illus. Ferenc Pakkds

3

PETTY CASH



**OPERATION: Transaction**  
 Play only if you have not finished an action yet this turn.  
 Gain 5. If you played this operation from anywhere except HQ, gain .  
 : Play this operation from Archives. After it resolves, remove it from the game.

2025 Null Signal Games Illus. Matheus Calza

2

MAHKOTA LANGIT GRID



**UPGRADE: Region**  
 2 (When you rez this upgrade and before your turn begins, refill to 2 hosted credits.)  
 You can spend hosted credits to rez assets in the root of this server and ice protecting this server.  
 Persistent → The trash cost of each asset in the root of this server is increased by 2.  
 Limit 1 region per server.

2025 Null Signal Games Illus. Marlon Ruiz