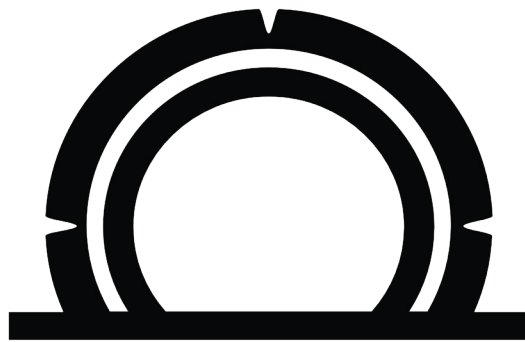


# System Gateway



It is the future. Humanity is spread across the solar system but is held in the iron grip of colossal megacorporations.

Corps control every aspect of your daily life and seek to redefine life itself with android labor. Their ubiquitous Network contains endless oceans of information, the Corps' greatest strength...and their singular weakness.

In this asymmetric card game, play as Runners, diverse hackers seeking to bring down or profit from the systems of the Lunar city of Heinlein, or as Corps, advancing their agendas to wring even more blood and profit from the lunar dust.

**Print this PDF at 100% size with no additional margins.**





0

4

RENÉ "LOUP" ARCEMONT

PARTY ANIMAL



**IDENTITY: G-mod**  
 The first time each turn you trash a card you are accessing, gain 1Q and draw 1 card.  
*Run wyld.*

40

2023 Null Signal Games Illus. Benjamin Giletti

15

2

WILDCAT STRIKE



**EVENT**  
 Resolve 1 of the following of the Corp's choice:  
 • Gain 6Q.  
 • Draw 4 cards.  
*They can buy off union leadership, but they can't stop us walking out!*

2023 Null Signal Games Illus. David Lei

++

2

4

◆ CARNIVORE



**HARDWARE: Console**  
 +1Q  
 Access → Trash 2 cards from your grip: Trash the card you are accessing. Use this ability only once per turn.  
 Limit 1 console per player.  
*"It hungers to sink teeth into problems."*  
 —Loup

2023 Null Signal Games Illus. Martin de Diego Sádaba

3

2

BOTULUS



**PROGRAM: Virus - Trojan**  
 Install only on a piece of ice. (If the host ice is uninstalled, this program is trashed.)  
 When you install this program and when your turn begins, place 1 virus counter on this program.  
**Hosted virus counter:** Break 1 subroutine on host ice.  
*Was it something you ate?*

2023 Null Signal Games Illus. Cat Shen

4

4

BUZZSAW



**PROGRAM: Icebreaker - Decoder**  
 Interface → 1Q: Break up to 2 code gate subroutines.  
 3Q: +1 strength.  
*Destruction is an art.*

2023 Null Signal Games Illus. Cat Shen

5

3

CLEAVER



**PROGRAM: Icebreaker - Fracter**  
 Interface → 1Q: Break up to 2 barrier subroutines.  
 2Q: +1 strength.  
*Subtlety is a luxury.*

2023 Null Signal Games Illus. Cat Shen

6

1

FERMENTER



**PROGRAM: Virus**  
 When you install this program and when your turn begins, place 1 virus counter on this program.  
 Q, S: Gain 2Q for each hosted virus counter.  
*"There's a tension to a cook. Each processing cycle sweetens the pot and raises the heat. I stir all night, but few have my appetite for danger."*  
 —René "Loup" Arcemont

2023 Null Signal Games Illus. Cat Shen

7

1

LEECH



**PROGRAM: Virus**  
 Whenever you make a successful run on a central server, place 1 virus counter on this program.  
**Hosted virus counter:** The ice you are encountering gets -1 strength for the remainder of this encounter.  
*The greediest bloodsucker this side of a corporate boardroom.*

2023 Null Signal Games Illus. Cat Shen

8

1

◆ COOKBOOK



**RESOURCE: Virtual**  
 Whenever you install a virus program, you may place 1 virus counter on it.  
*"It waits on an unlabelled memstrip far below the deepest hab. Angry, desperate souls seek it out, hungry for power to change a brutal world. Once they can stomach no more bitter revenge, they return to that nameless tunnel, the book a recipe thicker."*  
 —Heinlein urban legend

2023 Null Signal Games Illus. Cat Shen

9



0

ZAHYA SADEGHI

VERSATILE SMUGGLER

4

15

**IDENTITY: Cyborg**

Whenever a run on HQ or R&D ends, you may gain 10 for each time you accessed a card during that run. Use this ability only once per turn.

*I obtain your desire.*

2023 Null Signal Games Illus. Benjamin Giletti

0

MUTUAL FAVOR

0

11

**EVENT**

Search your stack for 1 **icebreaker** and reveal it. (Shuffle your stack after searching it.) If you made a successful run this turn, you may install that program. If you do not, add it to your grip.

*The real reward is the friends you make along the way.*

2023 Null Signal Games Illus. David Lei

1

TREAD LIGHTLY

1

12

**EVENT: Run**

Run any server. During that run, the rez cost of each piece of ice is increased by 30.

*"A mirrorfiber mod or high-end mantle can be helpful, but nothing beats a good dose of 'keeping your damn head down.'"*

—"G0ph3r" O'Ryan

2023 Null Signal Games Illus. Jack Reeves

2

DOCKLANDS PASS

2

13

**HARDWARE**

The first time each turn you breach HQ, access 1 additional card.

*Zahya knows the keeper of every door between the Docklands and the Domes. More importantly, she knows their price.*

2023 Null Signal Games Illus. David Lei

3

PENNYSHAVER

3

14

**HARDWARE: Console**

+10

Whenever you make a successful run, place 10 on this hardware.

⌚: Place 10 on this hardware, then take all credits from it.

Limit 1 console per player.

*"Braggarts chase big heists. Patience enriches skimming fractions of a credit at a time."* —Zahya

2023 Null Signal Games Illus. Martin de Diego Sádaba

5

CARMEN

1

15

**PROGRAM: Icebreaker - Killer**

If you made a successful run this turn, this program costs 20 less to install.

Interface → 10: Break 1 sentry subroutine.

20: +3 strength.

*The whole wide world your domain  
For law your own free will.*

2023 Null Signal Games Illus. Jack Reeves

0

MARJANAH

1

16

**PROGRAM: Icebreaker - Fracter**

Interface → 20: Break 1 barrier subroutine. If you made a successful run this turn, this ability costs 10 less to use.

10: +1 strength.

*"You can't rule a kingdom by standing still."*

—Zahya Sadeghi

1

2023 Null Signal Games Illus. Jack Reeves

2

TRANQUILIZER

1

17

**PROGRAM: Virus - Trojan**

Install only on a piece of ice. (If the host ice is uninstalled, this program is trashed.)

When you install this program and when your turn begins, place 1 virus counter on this program. Then, if there are 3 or more hosted virus counters, derez host ice.

*Shhhh. It's naptime.*

2023 Null Signal Games Illus. Jack Reeves

5

RED TEAM

1

18

**RESOURCE: Job**

When you install this resource, load 120 onto it. When it is empty, trash it.

⌚: Run a central server you have not run this turn. If successful, take 30 from this resource.

*The Domes of Heinlein are a pressure cooker of cutthroat capitalism. Prospective employers rarely have time for background checks.*

2023 Null Signal Games Illus. David Lei



0

4

TÀO SALONGA

TELEPRESENCE MAGICIAN

**IDENTITY: Natural**

Whenever an agenda is scored or stolen, you may swap 2 installed pieces of ice.

*Sufficient skill is indistinguishable from magic.*

40

15

2023 Null Signal Games Illus. Benjamin Giletti

19

1

CREATIVE COMMISSION

**EVENT**

Gain 5Q. If you have any Q remaining, lose Q.

*The challenge of my art is what I live for, but I'm not going to say no to a patron with taste.*

2023 Null Signal Games Illus. Benjamin Giletti

20

1

VRCAUTION

**EVENT**

Draw 4 cards. If you have any Q remaining, lose Q.

*"You know there's no water in the Sea of Tranquility, right?"*

*"That doesn't mean there's no beach."*

2023 Null Signal Games Illus. Benjamin Giletti

21

2

DZMZ OPTIMIZER

**HARDWARE**

+1Q

The first program you install each turn costs 1Q less to install.

*Tao exhaled, the med-exoskeleton faithfully stabilizing him. In that absent breath, he reached through layers of waldos and optimizers and plucked the errant molecule from the chip.*

2023 Null Signal Games Illus. David Lei

22

2

PANTOGRAPH

**HARDWARE: Console**

+1Q

Whenever an agenda is scored or stolen, gain 1Q. Then, you may install 1 card from your grip. Limit 1 console per player.

*"With this beautiful baby I can juggle simultaneous runs by haptic feedback alone!"*

—Tao

2023 Null Signal Games Illus. Martin de Diego Sádaba

23

4

CONDUIT

**PROGRAM: Virus**

Whenever a successful run on R&D ends, you may place 1 virus counter on this program.

Q: Run R&D. If successful, access X additional cards when you breach R&D. X is equal to the number of hosted virus counters.

*A dabbling with truth is a pernicious dream*

*Drink deep, or taste not the raw datastream.*

2023 Null Signal Games Illus. Liiga Smilshkalne

24

3

ECHOLON

**PROGRAM: Icebreaker - Killer**

This program gets +1 strength for each installed icebreaker (including this one).

Interface → 1Q: Break 1 sentry subroutine.

3Q: +2 strength.

*The beauty of open projects—each stands atop past success.*

2023 Null Signal Games Illus. Liiga Smilshkalne

25

3

UNITY

**PROGRAM: Icebreaker - Decoder**

Interface → 1Q: Break 1 code gate subroutine.

1Q: +X strength. X is equal to the number of installed icebreakers (including this one).

*The joy of handcrafted code—each fits perfectly within the whole.*

2023 Null Signal Games Illus. Liiga Smilshkalne

26

1

TELEWORK CONTRACT

**RESOURCE: Job**

When you install this resource, load 9Q onto it. When it is empty, trash it.

Q: Take 3Q from this resource. Use this ability only once per turn.

*"For all I know, I could spend a shift digging next to old Weyland himself."*

—Lane

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27







**2** **NICO CAMPAIGN**



**ASSET: Advertisement**

When you rez this asset, load 9 onto it. When it is empty, trash it and draw 1 card. When your turn begins, take 3 from this asset.

*"Haas thinks they're making a new line of androgynous products. In truth, they're making us thousands of new siblings to free."* —Quetzal

2023 Null Signal Games Illus. David Lei

**6** **ANSEL 1.0**

**ICE: Sentry - Bioroid - Destroyer**

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

- ↳ Trash 1 installed Runner card.
- ↳ You may install 1 card from HQ or Archives.
- ↳ The Runner cannot steal or trash Corp cards for the remainder of this run.

Designed by 2018 European Champion Patrick Gower



2023 Null Signal Games Illus. Galen Dara

**6** **BRÂN 1.0**

**ICE: Barrier - Bioroid**

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

- ↳ You may install 1 piece of ice from HQ or Archives directly inward from this ice, ignoring all costs.
- ↳ End the run.
- ↳ End the run.

*A giant wakes...*



2023 Null Signal Games Illus. Galen Dara

**1** **SEAMLESS LAUNCH**



**OPERATION**

Place 2 advancement counters on 1 installed card that you did not install this turn.

*"The first lesson for handling bioroids is simple: they must not be allowed to feel."* —Do Nhi Minh

2023 Null Signal Games Illus. David Lei

**0** **SPRINT**



**OPERATION**

Draw 3 cards. Shuffle 2 cards from HQ into R&D.

*All time is crunch time.*

2023 Null Signal Games Illus. Galen Dara

**2** **MANEGARM SKUNKWORKS**



**UPGRADE**

Whenever the Runner approaches this server, end the run unless they either spend ☹☹ or pay 5.

*"Whose memory-tape needs such stringent security?"* —The Catalyst

2023 Null Signal Games Illus. David Lei

**JINTEKI**

**RESTORING HUMANITY**



**40** **IDENTITY: Megacorp** **15**

When your discard phase ends, if there is a facedown card in Archives, gain 1.

*An End to Suffering.*

2023 Null Signal Games Illus. Emilio Rodriguez

**LONGEVITY SERUM**



**2**

**AGENDA: Research**

When you score this agenda, trash any number of cards from HQ. Shuffle up to 3 cards from Archives into R&D.

Limit 1 per deck.

*We make you anew.*

2023 Null Signal Games Illus. N. Hopkins

**0** **URTICA CIPHER**



**ASSET: Ambush**

You can advance this asset.

When the Runner accesses this asset while it is installed, do 2 net damage plus 1 net damage for each hosted advancement counter.

*A novel spin-off of Chronos tech was admixing sensitive data with ethically-sourced brain images of injured staff. Few intruders can handle a thousand years of skin burns in one moment.*

2023 Null Signal Games Illus. David Lei



**2** **DIVINER**

ICE: Code Gate - PP

Do 1 net damage. If you trash a card this way with a printed play or install cost that is an odd number, end the run. (0 is not odd.)

*It reads your future in a single biometric sweep.*



2023 Null Signal Games Illus. BalanceSheet

**4** **KARUNĀ**

ICE: Sentry - PP

Do 2 net damage. The Runner may jack out.

Do 2 net damage.

*You did not escape, you were shown mercy.*



2023 Null Signal Games Illus. BalanceSheet

**5** **HANSEI REVIEW**

**OPERATION: Transaction**

Gain 10 $\text{C}$ . If there are any cards in HQ, trash 1 of them.

*"Constant self-reflection is the key to excellence. We remember failed ideas, but do not carry them forward."*

—Director Kase, unknown leadership seminar



2023 Null Signal Games Illus. David Lei

**3** **NEUROSPIKE**

**OPERATION: Gray Ops**

Do X net damage, where X is equal to the sum of the printed agenda points on agendas you scored this turn.

*Macroscale developments within the Net decouple the prior informational states—surplus entropy is then gifted where it will do the most good.*



2023 Null Signal Games Illus. BalanceSheet

**0** **♦ ANOETIC VOID**

**UPGRADE**

Whenever the Runner approaches this server, you may pay 2 $\text{C}$  and trash 2 cards from HQ. If you do, end the run.

*The self-evolving Net twists into spaces unthought and unthinkable: realms of gods and other infohazards, mocking our sacrifices to petty causality.*

—Conceptual Frameworks for Applied Theology



2023 Null Signal Games Illus. BalanceSheet

**NBN**

**REALITY PLUS**

**IDENTITY: Megacorp**

The first time each turn the Runner takes a tag, gain 2 $\text{C}$  or draw 2 cards.

*Why Settle for Real?*



2023 Null Signal Games Illus. Emilio Rodriguez

**TOMORROW'S HEADLINE**

**AGENDA: Ambush**

When this agenda is scored or stolen, give the Runner 1 tag.

Limit 1 per deck.

*We don't find news. We make it.*



2023 Null Signal Games Illus. NtscapeNavigator

**0** **♦ SPIN DOCTOR**

**ASSET: Character**

When you rez this asset, draw 2 cards.

**Remove this asset from the game:** Shuffle up to 2 cards from Archives into R&D.

*"It's worse than dead meat—your project is too toxic to even feed to the vultures! If you don't want to join it in the bloody memory hole, crawl onto every business show you can and wallow in blame like a pig in muck."*



2023 Null Signal Games Illus. David Lei

**5** **FUNHOUSE**

ICE: Code Gate

When the Runner encounters this ice, end the run unless the Runner takes 1 tag.

Give the Runner 1 tag unless they pay 4 $\text{C}$ .

*"I might take a break from VR after this one."*

—SeaOfRibaldr, sensie streamer



2023 Null Signal Games Illus. Bruno Balixa



2

PING

When you rez this ice during a run against this server, give the Runner 1 tag.

↳ End the run.

AvID:??:73.174 time=0.632 ms  
AvID:??:73.174 time=0.201 ms  
AvID:??:73.174 time=0.000 ms ALERT

ICE: Barrier

2023 Null Signal Games Illus. Bruno Balixa

55

0

PREDICTIVE PLANOGRAM

**OPERATION:** Transaction

Resolve 1 of the following. If the Runner is tagged, you may resolve both instead.

- Gain 3C.
- Draw 3 cards.

*For the best augmented reality shopping experience, please disable tracking protection.*

2023 Null Signal Games Illus. Bruno Balixa

56

4

PUBLIC TRAIL

**OPERATION:** Gray Ops

Play only if the Runner made a successful run during their last turn.

Give the Runner 1 tag unless they pay 8C.

*"A runner uses significant resources scrubbing their traces. Every cycle, it's harder to pin them down. But the game changes. In Heinlein, no one can last a day without brushing our AR-network."*  
—Cassie LaRosa, Lunar NetDefense Sysop

2023 Null Signal Games Illus. Bruno Balixa

57

1

◆ AMAZE AMUSEMENTS

**UPGRADE**

Persistent → Whenever a run on this server ends, if the Runner stole any agendas during that run, give the Runner 2 tags. *(If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)*

*Free commemorative souvenir!*

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58

W

WEYLAND CONSORTIUM

BUILT TO LAST

40

IDENTITY: Megacorp

15

Whenever you advance a card, gain 2C if it had no advancement counters.

*Here to Stay.*

2023 Null Signal Games Illus. Emilio Rodriguez

59

3

ABOVE THE LAW

**AGENDA:** Security

When you score this agenda, you may trash 1 installed resource.

Limit 1 per deck.

*We are judge, jury, and executioner.*

2023 Null Signal Games Illus. Seojun Park

60

0

CLEARINGHOUSE

**ASSET:** Hostile

You can advance this asset.

When your turn begins, you may trash this asset to do 1 meat damage for each hosted advancement counter.

*"First rule of the business: make sure you're not 'personally liable' when the transaction executes."*  
—Ted J. Son, Central Counterparty Clearance

2023 Null Signal Games Illus. David Lei

61

5

BALLISTA

↳ Trash 1 installed program or end the run.

*"Puts a hole in your rig and your plans."*  
—René "Loup" Arcemont

ICE: Sentry - Destroyer

2023 Null Signal Games Illus. Owen Sindrov

62

7

PHAROS

You can advance this ice. It gets +5 strength while there are 3 or more hosted advancement counters.

↳ Give the Runner 1 tag.

↳ End the run.

↳ End the run.

ICE: Barrier

2023 Null Signal Games Illus. Owen Sindrov

63



10

GOVERNMENT SUBSIDY

**OPERATION:** Transaction  
 Gain 150.

"If the government spent 1% of the funding they provide us tracking where the other 99% went, my colleagues and I would be in prison...  
...but that is a very big if."

—Huey DeMora, W-Con public-private facilitation seminar

2023 Null Signal Games Illus. David Lei

64

1

RETRIBUTION

**OPERATION:** Gray Ops  
 Play only if the Runner is tagged.  
 Trash 1 installed program or piece of hardware.

Did you really think you'd get away with it?

2023 Null Signal Games Illus. David Lei

65

1

◆ MALAPERT DATA VAULT

**UPGRADE**  
 Whenever you score an agenda from the root of this server, you may search R&D for 1 non-agenda card and reveal it. (Shuffle R&D after searching it.) Add that card to HQ.

Sunlight does not touch the Crater of Eternal Darkness, a fitting abode for the Consortium's malefic secrets.

2023 Null Signal Games Illus. Owen Sinodov

66

OFFWORLD OFFICE

4

**AGENDA:** Expansion  
 When you score this agenda, gain 70.

As the first lunar city, Heinlein was built on the dreams of a new frontier and boundless opportunity, but He3 mining is too lucrative for the corps to ever relinquish control.

2023 Null Signal Games Illus. Benjamin Giletti

67

ORBITAL SUPERIORITY

4

**AGENDA:** Security  
 When you score this agenda, if the Runner is tagged, do 4 meat damage; otherwise, give the Runner 1 tag.

Mobsters bribe police, megacorps acquire militaries.

2023 Null Signal Games Illus. Krembler

68

SEND A MESSAGE

5

**AGENDA:** Security  
 When this agenda is scored or stolen, you may rez 1 installed piece of ice, ignoring all costs.

It might be over, but we will get them next time.

2023 Null Signal Games Illus. David Lei

69

SUPERCONDUCTING HUB

3

**AGENDA:** Expansion  
 When you score this agenda, you may draw 2 cards.  
 You get +2 maximum hand size.

With Earth-Luna communications, saving microseconds returns megacredits.

2023 Null Signal Games Illus. Scott Uminga

70

2

REGOLITH MINING LICENSE

**ASSET**  
 When you rez this asset, load 150 onto it. When it is empty, trash it.

☞ Take 30 from this asset.

"The economy of three worlds is sustained by He3 extraction from the lunar surface. The very fulcrum of power, the key to collective survival—auctioned to the highest bidder."

—The Catalyst

2023 Null Signal Games Illus. Benjamin Giletti

71

3

PALISADE

**ICE:** Barrier  
 While this ice is protecting a remote server, it gets +2 strength.

↳ End the run.

Keep the neighbors honest.

2023 Null Signal Games Illus. Scott Uminga

72



1

ICE: Sentry - RP

TITHE

Do 1 net damage.  
Gain 1.

*"You'll give till it hurts... then it'll reach for more."*  
—Red Comyn

2023 Null Signal Games Illus. Scott Uninga

2

ICE: Code Gate

WHITESPACE

The Runner loses 3.  
If the Runner has 6 or less, end the run.  
*[this space intentionally left blank]*

2023 Null Signal Games Illus. Scott Uninga

5

HEDGE FUND

OPERATION: Transaction

Gain 9.

A financial instrument for diverting money from those outside to those inside.

2023 Null Signal Games Illus. Kira L. Nguyen

0

4

THE CATALYST

CONVENTION BREAKER

IDENTITY: Natural

Starter game only.

Are you ready to start something big?

2023 Null Signal Games Illus. Benjamin Giletti

THE SYNDICATE

PROFIT OVER PRINCIPLE

IDENTITY: Megacorp

Starter game only.

You work for us. You just don't know it yet.

2023 Null Signal Games Illus. Emilio Rodriguez

RUNNER BASIC ACTIONS

Gain 1.  
Draw 1 card.  
Play 1 event from your grip.  
Install 1 program/resource/hardware from your grip.  
Run any server.  
2: Remove 1 tag.

CORP BASIC ACTIONS

Gain 1.  
Draw 1 card.  
Play 1 operation from HQ.  
Install 1 agenda/asset/upgrade/ice from HQ.  
Advance 1 installed card.  
Trash 1 installed resource. Take this action only if the Runner is tagged.  
Purge virus counters.

MAKING A RUN

Declare the attacked server.

Is there ice?

APPROACH ICE: Corp can rez. Is ice rezzed?

ENCOUNTER ICE Break subroutines. Resolve unbroken subroutines. Did the run end?

PASS ICE Jack out?

Is there more ice?

Approach server. Run successful. Breach server. Run complete.

GETTING IN

Breaching Servers

Breaching a server allows you to access its cards. Always access one card at a time.

HQ: Access 1 card from the Corp's hand at random.

R&D: Access 1 card from the top of the Corp's deck.

Archives: Turn all facedown cards in the Corp's discard pile faceup. Access all of those cards.

All Servers: Access every card in the root of the server. You can intersperse accesses from a central server and its root.

Accessing Cards

To access a card, follow these 3 steps:

1. Resolve abilities that meet their trigger conditions when the card is accessed.  
2. You can use the basic trash ability or another "Access →" ability.  
3. If you are still accessing the card and it's an agenda, you must steal it!

Basic Trash Ability

You can always use this ability for any card you access that has a trash cost and isn't in Archives.

Access → Pay the trash cost of the accessed card: Trash it.



# RUNNER SET-UP GUIDE

Programs

Hardware

Resources

Credit Pool

Heap Stack Identity

# CORPORATION SET-UP GUIDE

Credit Pool

ICE

Remote Servers

Central Servers

Archives

HQ

R&D

## RESTARTING THE SYSTEM

To reconstruct the Runner deck for the basic starter game, use the 30 cards listed with a dot (•), below. For the expanded starter game, also use the 10 cards listed with a plus (+)

### The Catalyst: Convention Breaker

- 2 Tread Lightly
- 2 Creative Commission
- 2 VRcation
- 3 Jailbreak
- 2 Overclock
- 3 Sure Gamble
- 1 Docklands Pass
- 1 Pennyshaver
- 2 Cleaver
- 2 Carmen
- 2 Unity
- 2 Mayfly
- 1 Red Team
- 2 Telework Contract
- 2 Smartware Distributor
- 1 Verbal Plasticity
- + 2 Wildcat Strike
- + 2 Mutual Favor
- + 2 DZMZ Optimizer
- + 2 Leech
- + 2 Conduit



## RESTARTING THE SYSTEM

To reconstruct the Corp deck for the basic starter game, use the 34 cards listed with a dot (•), below. For the expanded starter game, also use the 10 cards listed with a plus (+)

### The Syndicate: Profit Over Principle

- 3 Offworld Office
- 2 Send a Message
- 2 Superconducting Hub
- 2 Nico Campaign
- 2 Urtica Cipher
- 2 Regolith Mining License
- 2 Brán 1.0
- 2 Diviner
- 2 Karunā
- 3 Palisade
- 2 Tithe
- 2 Whitespace
- 2 Seamless Launch
- 2 Government Subsidy
- 3 Hedge Fund
- 1 Manegarm Skunkworks
- + 2 Orbital Superiority
- + 2 Funhouse
- + 2 Predictive Planogram
- + 2 Public Trail
- + 1 Retribution
- + 1 AMAZE Amusements

## DECKBUILDING

Deckbuilding lets you experience the game in a new way, whether by expressing your personality or efficiently executing a game-winning strategy.

When starting out in deckbuilding, it's best to pick a particular identity card and work around it. Each identity has a faction, a minimum deck size, and an influence limit.

Your deck:

- Can include any number of cards from the faction of your identity.
- Can have cards of the same side (Corp or Runner) that do not match your faction, as long as the total influence of those cards is less than or equal to the influence limit of your identity.
- Must have at least as many cards as the minimum deck size of your identity.
- May have a maximum of 3 copies of any card (by name) unless otherwise noted on the card.
- If you are playing as the Corp, must contain the correct number of agenda points for your deck size.

## AGENDAS

Corp decks contain the agendas that define victory for both players. The agendas in a Corp deck must add up to a specific number of agenda points based on how many cards are in the deck:

Deck Size	Agenda Points Required
30 - 34	14 - 15
35 - 39	16 - 17
40 - 44	18 - 19
45 - 49	20 - 21
50 - 54	22 - 23

Decks with over 54 cards require 2 extra points for every 5 cards added.



## FACTIONS & INFLUENCE

Factions and influence restrict deckbuilding options, allowing each faction to have its own distinct play style. A card's faction can be identified by the color of its background, as well as a faction logo on the card. If a card has a white background and no logo, it is neutral and has no faction.

Each card's influence value is represented by a bar of small pips like the one shown here. If no pips are filled in, that card costs 0 influence and can be freely included in any deck. If the bar is not present at all, that card can only be used by its own faction.

This bar shows that a card has an influence value of 1.



Each **Corp** identity (ID) has a minimum number of cards required in their deck printed on the left of the text box on their ID card - A.

They also have the amount of influence available to them printed on the right of the text box on their ID card - B.



Each **Runner** ID has a minimum number of cards required in their deck printed on the bottom left of the ID card - C. They also have an amount of influence available to them printed in the bottom right of their ID card - D.



Pioneers in cybernetics and android intelligence, **Haas-Bioroid** rapidly progress agendas and operate with unparalleled precision.



**Anarchs** want to bring down the system. Whether political revolutionaries or free spirits, they demolish ice, wreck servers, and spread viruses in the name of change.



Subtle and dangerous as life itself, **Jinteki** Corporation touches every aspect of biotech, but their flagship product is humanlike clones.



**Criminals** are in it for the money, easily slipping undetected into vulnerable servers to enrich themselves at the corps' expense.



The largest media conglomerate in three worlds, **NBN** controls every data packet crossing the Network, and no runner will escape their notice.



**Shapers** just want to prove they can do it. Explorers, tinkers, and builders, their pride is versatile tools and insatiable curiosity.



**Weyland Consortium's** colossal profits come from the Beanstalk space elevator and their pet governments. Weyland is raw force, crushing runners with wealth and violence.

## BEYOND THE BASICS

Here are a few things to know that you didn't need while playing the starter game.

### Uniqueness (♦)

At any given time, you can only have one faceup installed copy of each "unique" card (marked with ♦ in front of the card's name). If the Runner installs or the Corp rezzes a second copy of a unique card, the older copy is trashed.

### Consoles

The Runner can only have 1 **console** installed at a time. If they install a new one, they must trash the older one.

### Trojans

**Botulus** and **Tranquilizer** must be installed on a piece of ice. Programs that can be placed on ice are called **trojans**. The ice with a **trojan** program on it is referred to as the host, and the program is said to be hosted on the ice. Hosted **trojan** programs are trashed if their host is trashed or otherwise leaves the play area. If a piece of ice is drezzed or moved but remains installed, any cards that ice is hosting remain hosted.



## PAID ABILITIES

Many cards have paid abilities that can be used at a player's discretion. They are always written "Cost: Effect" and can be recognized by the colon. Many paid abilities, such as those on **icebreakers**, are used during ice encounters. Others, like the one on *Regolith Mining License*, are actions a player can take on their turn.

### Botulus

Like an **icebreaker**, *Botulus* has a paid ability that breaks a subroutine, but since it is not an **icebreaker** and its ability does not have the "Interface →" flag, it does not have to match the strength of its host.

### Carnivore

Abilities with the "Access →" flag, such as on *Carnivore*, are "mid-access abilities". After resolving abilities that trigger when a card is accessed, the Runner can use either the basic trash ability or a mid-access ability on a card.

### Fermenter

The ♣ symbol on *Fermenter* (or any other card) represents a cost paid by trashing that card.

### Spin Doctor

Spin Doctor has a paid ability that allows the Corp to shuffle cards from Archives into R&D. The Corp can use this ability before a player's turn begins, before or after any action on either player's turn, or during a run. However, once the Runner approaches the server, there are no more opportunities to use paid abilities until the run ends.