

OVERVIEW OF NETRUNNER

Netrunner is a two-player Deckmaster® game set in the world of R. Talsorian's Cyberpunk® roleplaying game. There are two roles in Netrunner: the Runner, who is a high-tech data thief; and the Corporation. Using a computer that feeds output from a telecommunication link directly to his or her brain, the Runner navigates the virtual-reality environment of a global computer network known as the Net. Established to facilitate legal commerce, the Net also presents opportunities for the savvy Runner to raid stores of Corporate data.

The Corporation has access to research and development facilities, an executive headquarters, and netspace data forts. The goal of the Corporation is to score "agendas" despite the Runner's attempts at theft and vandalism.

The Runner, despite a general lack of financial resources and the paranoid tone of his or her existence, has reliable access to street contacts, legal and illegal hardware and software, and assistance from other runners in the Net. The goal of the Runner is to liberate agendas from the Corporation and expose its operations.

Each starter pack contains one Corporation deck and one Runner deck. Players should know the rules for both sides and should experiment with playing both roles.

OVERVIEW OF DECKMASTER

Deckmaster is a line of trading card strategy games: each deck and booster pack you buy will contain a random assortment of game cards. Deckmaster games are unlike conventional card games because each player adjusts the mix of cards in his or her deck to fit any of near-limitless avenues of strategy. You will find certain strategies suit you better than others, and you may choose to buy and trade cards to fill gaps in your ideal deck configuration.

OBJECTIVE

The Corporation's goal is to score agenda cards worth a total of 7 agenda points. The goal for the Runner is to "liberate" cards worth a total of 7 agenda points from the Corporation (or "steal" that much agenda, depending on your point of view).

The Corporation also wins if the Runner is forced to discard more cards than the number of cards he or she has in hand, in which case the Runner is considered flatlined, or brain dead.

If the Corporation has to draw a card from its deck when the deck is exhausted, the game ends in a victory for the Runner.

If you are keeping a running point total, you should play an even number of games, with you and your opponent trading Corporation and Runner roles after each game. The winner of each game gets a flat 10 points; the loser gets 1 point for each agenda point scored.

GETTING STARTED

(Refer to relevant sections of this manual for more information.)

It is recommended that for the first few games, each player use unmodified decks straight from the box; however, as you gain experience with Netrunner, you will want to optimize your deck by adding certain cards to it and removing others. The player who plays the Corporation and the player who plays the Runner will each need about forty beads or other small tokens to represent bits and various counters, and perhaps a six-sided die for use with certain special cards.

The Combined Rules section of this book presents both the Runner and Corporation sides together in a kind of dialogue. Throughout the rules, the Corporation rules address the Corporate player as "we," and the Runner rules address the Runner player as "you." The Combined Rules section elaborates upon interdependent functions of the Corporation and the Runner, and you will want to read the rules pertaining to both roles here. The main section of the rules is followed by rules specific to the Corporation and then rules specific to the Runner.

Important!: The rules rely on some familiarity with the terminology and tone of the cyberpunk genre, so you should spend a few minutes understanding the feel of this game by reading the definitions below. While reading the rules, if you want to refer to a card diagram, see the diagrams in the Runner or Corp rules section and the table layout on pages 14 and 15.

Quick Definitions: Netrunner uses a lot of special terminology. Here are some essential terms you should understand before you proceed to learn the rules. A comprehensive glossary is located at the end of the rules.

- **Action:** The basic unit of a turn. The Runner and the Corp have the choice of one of several permissible options to exercise for each action.
- **Advance:** To score an agenda, or to improve the functioning of certain nodes, the Corporation can advance them. The Corporation places counters on agendas and nodes to represent the process of advancing them.
- **Agenda:** The data associated with highly sensitive Corporate projects. Netrunner is a contest between the Runner and Corporation to score agendas.
- **Archives:** The central data fort that includes and protects the Corporate discard area, which contains a face-up pile and a face-down pile.
- **Bit:** A counter representing a unit of wealth. Bits are spent to pay for cards and card effects.
- **Bit bank:** The supply of bits not in use.
- **Bit pool:** The bits each player has available to spend.
- **Damage:** Each point of damage causes the Runner to discard a card from his or her hand. There are three types of

damage: brain, Net, and meat.

- Data fort: Discrete locations on the Corporation player's side that the Runner player can attempt to gain access to. There are two types of data forts: central data forts, which the Corporation always has; and subsidiary data forts, which the Corporation builds during the course of play.
- Hardware: A Runner card representing a piece of gear.
- HQ: Short for "headquarters." The central data fort that includes and protects the Corporation player's hand.
- Ice: A program that protects Corporate data forts from intrusion. Acronym for "intrusion countermeasures electronics." There are three types of ice: walls, code gates, and sentries.
- Install: To put a card into play.
- Keywords: Bold-face words in the first line of a card's text box, and sometimes referenced within a card's rules text. Keywords identify the categories to which the card belongs.
- MU: Short for "Memory Units." The number of programs the Runner can install is limited by his or her current MU. Every program has an MU cost.
- Node: Data associated with a Corporate project or function that is not highly sensitive. Nodes are stored in data forts like agendas but in lieu of agendas.
- Operation: A Corporation card that is played as an action and then trashed (discarded). Operations are simple, one-time Corporate functions that are not part of regular procedure.
- Prep: A Runner card that is played as an action and then trashed (discarded). Preps are one-time special options the Runner can exercise to make life easier.
- Program: A category of cards available to the Runner that includes icebreakers (programs to counter ice), among other tools. Programs use up MU.
- R&D: Short for "research and development." The central data fort that includes the Corporation player's draw pile. *
- Resource: A Runner card representing a tool or personal contact in or outside netspace.
- Rez: When the Corporation makes a non-agenda card active, it is said to "rez" the card. (Corporation cards are not automatically active when installed.)
- Run: The Runner's attempt to gain access to a data fort.
- Stack: The Runner's draw pile.
- Subroutines: The separate functions of ice and icebreakers.
- Tag: Information that the Corporation has about the Runner's whereabouts and identity. When tagged, the Runner is vulnerable to many card effects, and to having his or her resources destroyed by the Corporation.
- Trace: An attempt by the Corporation to figure out where the Runner is physically located.
- Trash: As a verb, "trash" means to send a card to a discard pile. As a noun, "trash" is the Runner's discard pile.
- Upgrade: A card representing an improvement to a data fort.

SYMBOLS



1 bit (a number in a star like this indicates that many bits)



An action is required.



Trashing this card is required to generate the effect that follows this icon, or if the icon contains a number, that number is the cost for the Runner to trash this card.



Subroutine marker



1 difficulty (a number in an arrow like this indicates that much difficulty)



1 agenda point (a number in a circle like this indicates that many agenda points)



Rez cost of 1 (a number on a tab like this indicates that rez cost)



Installation cost or cost to play of 1 (a number in a star on a tab like this indicates that play cost or installation cost)

GAME ESSENTIALS

Start Of Game

Each player should set aside a store of counters to serve as his or her bit bank. The Corporation and the Runner each take 5 bits (5) from the bank and put them in a handy area to serve as his or her bit pool. Each player shuffles his or her deck and then gives the other player the option of shuffling it. Each player draws five cards-the starting maximum hand size for both players. The Corporation takes the first turn. The Runner begins with 4 MU (Memory Units) for installing programs.

Corporation's Turn

The Corporation's turn consists of drawing a card from R&D and then taking three actions. The Corporation can do any one of the following things for each of its three actions:

- Draw another card from R&D.
- Take a bit from the bit bank to the Corporate bit pool.
- Install an agenda, ice, node, or upgrade card. See Installing Corporation Cards, p. 9, under Playing the Cards.
- Play an operation card.
- Advance a card that is capable of being advanced, such as an agenda. (Pay 1 bit [1] to put an advancement counter on the card.) See Scoring Agenda, p. 24.
- Pay 2 bits (2) from the Corporate bit pool to destroy one of the Runner's resource cards if the Runner has a tag. See Tags, p. 30.

Cards in play might let the Corporation perform actions not listed here or give it additional actions.

Runner's Turn

The Runner's turn consists of taking four actions. The Runner can do any one of the following things for each of his or her four actions:

- Draw a card from the stack.
- Take a bit from the bit bank to his or her bit pool.
- Install a hardware, resource, or program card. The card's installation cost is paid immediately. See Installing Runner Cards, p. 12, under Playing the Cards.
- Play a prep card.
- Make a run on a data fort. See Runs and Countermeasures, p. 17.
- Pay 2 bits (2) to lose a tag. See Tags, p. 30.

Cards in play might let the Runner perform actions not listed here or give him or her additional actions.

End Of Turn

At the end of his or her turn, each player discards down to his or her maximum hand size, which began the game at 5.

COMBINED RULES

Below is an operating manual for Corporation players (addressing the Corporation as "we"), in black type, heavily hacked by a runner (addressing the Runner as "you"), whose notes are in green type. Because of the interdependence of the roles of Runner and Corporation, you will need to read the entire document to effectively play either side.

"After the ice has hit your cortex, you lose the tread on those lobes and they no longer corner like they used to."-Anonymous
Liberated Guide with Annos (in green) Compliments of Filched Radar Rig, a Runner Consortium

~~Corporation Protocol: Anti-intrusion Systems~~

Playing The Cards

Installing Corporation Cards: To install an agenda card, a node card, an ice card, or an upgrade card, we take an action to place the card face down on the playing area. Our face-down cards are inactive until they are rezzed (see Rezzing Corporation Cards, p. 11).

Our cards are installed inside or on data forts, the netspace locations where all the processes of our Corporation take place. Each data fort belongs to one of two categories: central data forts and subsidiary data forts. R&D, HQ, and Archives (forts containing our deck, hand, and discard piles, respectively) are our central data forts; they all exist at the outset of the game- even the Archives, though it will be empty until a card is actually discarded or trashed. The central data forts are where planning and administration occur. Uninstalled cards in a central data fort-that is, cards in our hand in HQ, cards in our deck in R&D, and cards in the discard piles of our Archives-are said to be stored in their data forts. Subsidiary data forts are data forts we establish to contain agendas and nodes.

To protect our data forts, we install ice on them. We install ice horizontally in front of the data fort we want protected, although we are allowed to install ice on empty data forts. Ice cards that are protecting HQ are placed in front of our bit pool. Each piece of ice is placed farther from the data fort than the previous piece of ice on that data fort. The farthest ice from the fort is the outermost piece of ice; the closest to the fort is the innermost piece of ice. To install a piece of ice, we must pay 1 for each piece of ice already on that data fort; if we want to reduce the cost, we may first trash existing ice without taking any actions.

While there is always minimal security in netspace, that doesn't cause any problems for top-notch runners like you. It's only after the Corp installs some ice on a data fort that you'll have any problem getting inside it during a run.

We install agendas, nodes, and upgrades inside data forts. These cards are installed vertically. Agenda cards and node cards can only be installed in subsidiary data forts. To create a subsidiary data fort, we install an agenda, node, upgrade, or ice card independent of existing data forts. There can be only one agenda card or one node card in each data fort at a time, though we can overwrite an existing agenda or node card by taking an action to install a new agenda or node in its place, which trashes the existing one. If an agenda or node card is trashed, scored, or stolen by the Runner, we can later install an agenda or node card inside the now- empty data fort as an action.

We can install upgrades inside any data fort, even data forts that already have an agenda, node, or upgrade inside them. Data forts can contain multiple upgrades.

Because all Corp cards are installed face down, you can't tell what the card will do immediately. In fact, at first you can only tell whether the card is ice or not. If the Corp installs a card inside a data fort, you won't know immediately whether it is an agenda, node, or upgrade, which is quite a disadvantage, since some nodes and all upgrades will either make the data fort harder to penetrate or do nasty things to you when you access them.

Rezzing Corporation Cards: With the exception of agendas, our installed cards must be rezzed, or made active, before they can be used. When we rez a card, we turn the card face up. We can only rez ice cards when they are approached by the Runner during a run (see Runs and Countermeasures, p. 17). We can only rez other cards at the following times:

- at the start of either player's turn;
- after each action;
- during a run while the Runner approaches a piece of ice and while the Runner passes a piece of ice;
- just before the Runner accesses a fort's contents, whether or not the Runner encountered ice during the run.

We rez a card by paying enough bits from our bit pool to the bit bank to satisfy the rez cost, which is in the upper right corner of the card. (Some cards have a rez cost of 0.) We never partially rez a card: at any given time, we either pay the entire rez cost and rez the card, or we do not rez the card. Once rezzed, a card is turned face up and stays active until it leaves play. Note that rezzing a card does not require an action.

Finding out what a card does by watching the Corp rez it usually amounts to finding out the hard way, but fortunately that's not the only way to discover what the Corp has in store for you. Some cards will expose the Corp's face-down cards. If a face-down card is exposed, turn it face up, but mark it somehow, to show that it has not yet been rezzed. If the Corp later rezzes the card, remove the marker. Rezzed cards that are derezzed remain face up, but you mark them in the same way.

Installing Runner Cards: To get a program, resource, or hardware card into play, you install it. To do so, you put down the card face up and immediately pay its installation cost, which is in the upper right corner of the card; the card is then available for use. (Note that some cards have an installation cost of 0.)

The combined MU cost of your installed programs cannot exceed your total MU, which starts the game at 4. If you install a program that causes you to exceed your total MU, you have to trash enough installed programs to make room. Generally, you should install cards as follows: program cards in a first row, followed by a row of hardware cards and then a row of resource cards.

Operation Cards: In addition to cards that we install, we have operation cards, which have some immediate effect when we play them. We play an operation card by taking an action, and the operation card is then trashed.

Prep Cards: You have cards similar to operation cards, called prep cards. You play them by taking an action, they have some immediate effect, and they are then trashed.

On the next page is an example of how the table might look in the middle of a game of Netrunner. We have created two subsidiary data forts, and the Runner has installed two programs, one hardware, and three resources.

Interpreting The Cards

Card Effects and Costs: Certain card abilities are written as "cost(s): effect." All of the costs must be satisfied to use the ability. Note that we and the Runner cannot borrow future actions to satisfy costs or card requirements; we can only take our actions on our turns. Also, if taking an action is part of the cost of an ability, we can only use that ability when we could normally take an action.

Examples: A card reads:

r, 1: Draw two cards.

We can take an action and pay 1 to draw two cards.

r, t: Remove up to three tags, at no cost.

If the Runner uses an action and trashes this card, he or she removes up to three tags.

Ablative counter: Prevent 1 meat damage.

If the Runner removes an Ablative counter from this card, he or she prevents 1 meat damage.

Resolving a card effect involves following the instructions for that effect before doing anything else in the game. If a player is instructed to do something that normally would take an action to do, that player does not take any actions other than those required by the cost of the effect. However, other card costs associated with a card effect must be paid, unless otherwise indicated. For example, if we are required to rez a card, we must pay the rez cost.

Example Effects: An operation card reads:

Add four advancement counters to any combination of installed cards that can be advanced.

Adding four counters is an extension of the action of playing this card: we do not have to take any actions to do what this text says, other than the action to play the operation.

A program card reads:

r: Make a run on the Archives.

If run is successful, do not access cards from the Archives; instead, treat run as a successful run on HQ. If you have this program in play and you want to use this effect, you only take the action required by the action-button icon-not one action to use the program and another to make the run.

Keywords: A card's keywords are the bold-face words in the first line of its text box. These keywords indicate what categories that card falls under.

Both we and the Runner have several cards that affect or are unaffected by other cards with certain keywords; these affected keywords are in bold-face text in a card's rules text. Note that a card's title is never used to determine whether it can be subject to a card effect.

Example: A card reads:

Score 1 agenda point if you liberated any Black Ops agendas this turn.

If the Runner plays this card, and had stolen any agenda with the words "Black Ops" in its keyword line during the turn, he or she would score 1 extra agenda point.

Runs And Countermeasures

Your most fundamental action is to make runs on the Corp's data forts in order to access cards in them. Accessing cards may enable you to disrupt the functioning of the Corp, and will hopefully result in your liberating agenda. You are assumed to always have some basic equipment, so you can always make a run, even if you don't have any programs or hardware in play.

If there is no ice protecting a given data fort, the Runner can access its contents with impunity (if the data itself does not punish the Runner). With ice protecting a data fort, the Runner must deal in turn with each piece of ice, from outermost to innermost.

During a run, there are three stages in dealing with a piece of ice. First, you are approaching that piece of ice. If that piece of ice is not already rezzed, the Corp can rez it at this point. The Corp can only rez a piece of ice when you are approaching it. If that piece of ice is rezzed or was already rezzed, you encounter it, at which point you can break its subroutines, that is, prevent them from taking effect. If the ice is not rezzed, or if you break all of the subroutines that end your run, you pass that piece of ice. You can then choose either to approach the next piece of ice, or to jack out, which means to voluntarily end the run. This is the only time you can jack out.

Each piece of ice you encounter will have one or more subroutines on it. Each subroutine will take effect unless you break it. To break an ice subroutine, you need a particular kind of program in play called an icebreaker. Each icebreaker affects whatever keyword categories of ice it references (there are three primary types of ice: walls, code gates, and sentries), but you won't know what kind of icebreaker you'll need to break a piece of ice until that ice is rezzed or revealed. An icebreaker can only break subroutines on a piece of ice if its strength (located in the icon on the lower right corner of the icebreaker) equals or exceeds the ice's strength (located in the icon on the lower left corner of the ice, or lower right if the card is viewed on its side). If the icebreaker is strong enough, you may use it to break one or more subroutines of the ice encountered, paying the stated cost for each subroutine you break. Most icebreakers allow you to increase their strength. If you increase an icebreaker's strength, the increase ends when you finish encountering that piece of ice. Usually a single icebreaker is used to break all the subroutines of a given piece of ice, but you may break each subroutine with a different icebreaker.

If you don't break all of the subroutines of a piece of ice, you suffer the effect of each of the unbroken subroutines, in the order they appear on the card. A subroutine that ends the run does so immediately, and any following subroutines do not take effect. If a subroutine requires a trace attempt (see Traces), make that trace attempt when the subroutine takes effect. If none of the unbroken subroutines end the run, you pass that piece of ice.

If you pass all the ice on a fort, you have one more opportunity to jack out before the Corp decides whether to rez any nodes or upgrades. If you choose not to jack out at this time, your run is considered successful.

If you make a successful run on:

- R&D: You access the top card of R&D.
- HQ: You access a random card from the Corporation's hand.
- Archives: Place any cards that are in the face-down pile into the face-up pile. Then access all the cards in the face-up pile.
- Subsidiary data fort: You access all nodes and agendas in the data fort.

In any of these cases, you access any upgrades installed inside that fort.

If you access an agenda, you are considered to have liberated it, and you set it aside and score the number of agenda points indicated on it. If you access a node or an upgrade, you may pay the trash cost (located in the trash can in the bottom right corner of the card) to trash it, even if it is stored in a central data fort. Otherwise, the cards are returned to where they were accessed from, in the same order.

Run Protocol - OVERVIEW

- For each piece of ice on the data fort: If the ice is unrezzed, we may rez it as the Runner approaches it. If we do, or if it is already rezzed, the Runner encounters it; otherwise, the Runner passes that piece of ice and can approach the next piece of ice or jack out.
- For each piece of ice encountered:
 - The Runner chooses which subroutines to break and which to leave unbroken.
 - Each of the unbroken subroutines takes effect, in order (from top to bottom).
 - If none of the subroutines end the run, the Runner passes that piece of ice and can jack out or approach the next piece of ice.
- If the Runner passes all of the pieces of ice (or if there is no ice to be passed in the first place), he or she gets one last chance to jack out. If the Runner doesn't jack out, we have one last opportunity to rez any of the nodes and upgrade cards inside the fort, and unless these end the run, the run is considered successful, and the Runner accesses the appropriate cards.

Sample Run

It's been one of those games. A few turns ago, you ran right into one of the Corp's traps, and wound up losing all of the cards in your hand, as well as most of your cards in play. And during the few turns it took you to build your hand back up, the Corp pieced together a brand-new data fort and installed something inside it. You have the icebreaker Black Dahlia in play, and the first thing you did this turn was to install Tinweasel, so you're well armed. You then spent two actions getting back up to a paltry 6, compared to the Corp's 12. Now you take your last action to jack in, and meet the Corp on its own turf once again.

The first piece of ice the Runner approaches is our Neural Blade. Though the sword cannot stop the Runner on its own, it can deliver a shock to the Runner, who will be at the mercy of any ice appearing later in the fort. Also, the Runner cannot afford to break both Neural Blade and Triggerman, so if we rez Neural Blade and the Runner chooses to break both subroutines, the Runner will not be able to deal with Triggerman later in the run. Rezzing Neural Blade will cost us 4, but it will cost the Runner this much to break both subroutines, so we decide to activate it.

After defeating the simple code locks on the outside of the fort, you turn the first corner, only to find a Neural Blade rezzing in front of you. Sword programs like the blade are bad news; while they can't force you out of the Net, they will give your gray matter a healthy shock, leaving you temporarily vulnerable to any nastier ice patrolling the fort.

Quickly, you select Black Dahlia from the main menu. The Neural Blade is a sentry, after all, and Dahlia was designed to attack such ice. Rising up in front of Neural Blade, your icebreaker absorbs most of the feedback (and you spend 2 to break the subroutine that prevents you from breaking the next ice in the run). However, you don't want to run out of bits later in the run, so you choose to leave the first subroutine unbroken, and therefore discard one card at random.

Although the Neural Blade was able to shock the Runner, it was not sufficient to repel the intrusion. The Runner is now approaching Filter, so we must decide whether to rez it. As the code gate is no threat to Tinweasel, we decide not to. With any luck, the Runner will assume that the ice is a powerful one that we can't yet rez, and will be more cautious in the future when we have a larger bit pool.

Shaking off the residual effects of the Neural Blade, you continue into the data fort. Looks like you caught a break, since the Corp doesn't rez the second piece of ice. However, you're not out of the virtual woods yet, since you still have to pass the innermost piece of ice.

Because the Runner saved 2 by not breaking Neural Blade's first subroutine, the projection is that our agenda will be stolen. Even if we rez Triggerman, the Runner can simply spend 2 to keep the run from being ended. However, rezzing the killer will also force the Runner to choose between losing a program (namely, the Black Dahlia, which is what we would choose to trash, as the Runner well knows) or running out of bits by spending another 2 to break that subroutine, so we decide to activate it.

Frack! Your cyberdeck slips a low buzzing noise into your feed, indicating that a sentry is rezzing somewhere nearby....

The first assault from the killer almost severs your connection into the Net. However, you quickly recover, and call up Black Dahlia again. With disturbing efficiency, the icebreaker blocks Triggerman's advance, and causes Triggerman to release its hold on your connection (that is, you pay 2 to break the second subroutine). The ice and icebreaker then battle it out, and by keeping on top of things, you patch Dahlia's code back together fast enough to keep her from crashing (that's another 2, to keep the ice from trashing a program; the Corp could choose a program other than Black Dahlia, but we both know what the source of its pain is).

And look what the Corp was hiding! It's the details behind its bid to construct an extension to the Tycho lunar colony. Without a second thought, you download the files, erase the originals, sell the data to the highest bidder (recorded as 4 agenda points rather than as bits), and retire to a quiet evening of bushwhacking Netwatch agents.

Priority

If we and the Runner can both perform functions (us rezzing a card, or the Runner using a card effect, for example) at the same time, the Runner always gets the first opportunity to perform any functions he or she likes, and then we perform any functions we like. The Runner does not have an opportunity to respond after we perform our functions. However, effects whose function is to prevent other effects are used whenever appropriate, even if it is the other player's turn to perform functions. For example, at the end of a run, the Runner has a card in play that allows him or her to search his or her stack for a program and install it. The Runner decides not to use that card, and then we rez an upgrade that deals Net damage to the Runner. It is too late for the Runner to use the card to find a program to prevent the Net damage, but if the Runner already had a card installed that prevented Net damage, he or she could still use that card.

Scoring Agenda

Agenda cards represent the data associated with one of our goals. To score an agenda, we must advance it by the number of counters indicated by its difficulty rating, which is the number in the symbol in the card's upper right corner. The only cards that can be advanced are agendas, and those nodes that indicate they can be advanced. We can only advance agendas and appropriate nodes after they have been installed. To advance a card, we take an action to pay 1 from our bit pool and place an advancement counter on the card. Agendas cannot be advanced further after they are scored, but nodes can be advanced before and after they are rezzed.

If we score an agenda card, we remove the card from the data fort, set it aside and clear it of advancement counters, score its agenda points (the number in the symbol in the lower right corner of the card), and receive whatever bonus it gives, as indicated in its text box. Agenda points exist independently of agenda cards, and we may choose to represent them with counters, since we may sometimes pay them out to fulfill card conditions, or increase them through special card effects. The bonus we receive for scoring an agenda is active as soon as applicable.

Scoring an agenda does not require an action, but we can do it only at the start of our turn or after any of our actions. We can, however, choose to put off scoring an agenda that has been advanced to its difficulty rating (certain card effects may make this desirable).

Your goal is to liberate agendas from the data fort(s) they're hidden in. If you access an agenda card, then you've liberated its data. You remove the card's advancement counters and set the card aside, and you score the number of agenda points stated on it, though you don't get the bonus described in its text. You may want to keep track of agenda points with counters: they exist apart from agenda cards, and card effects may increase them, or strip them away.

In the diagram on the next page, the agenda card shown is the agenda card being advanced in the data fort shown. If two more advancement counters are placed on it, the agenda card can be removed from play; we then score 1 agenda point, and the bonus of an extra action each turn. If the Runner liberates this agenda, he or she simply scores 1 agenda point.

Tracing The Runner

Sometimes a card will allow us to perform a trace on the Runner. If a card calls for a trace, it is indicated by the term "tracen," where n is the trace limit. If the trace succeeds, the card does something to the Runner, generally something with deterrent effect. When attempting a trace, we compare our trace value to the link value of the Runner. If our trace value equals or exceeds the Runner's link value, our trace is successful. Trace value is determined as follows:

Trace Value: Our trace value starts at 0 for each trace attempt. We can increase our trace value for that attempt by paying bits, 1 for each point of increase in our trace value. Note we pay these bits regardless of whether our trace attempt is successful or not. The most we can spend is the trace limit-that is, n in traceⁿ.

Sometimes a Corporate card will allow the Corporation to perform a trace on you. If the trace succeeds, the card could do something hideous to you, or might just blow up your apartment's electrical system. To evade a trace, you need a card installed that gives you links, which are connection points along your line into the Corp (a lot of links gives you a maze-like trail that's tough to follow). Your link value is the sum of two parts: a base link, and any modifiers to your link. If you can't manage to get your link value above 0, the Corp's trace succeeds automatically, unless its trace somehow ends up less than 0. You calculate your link value as follows:

Link Value: You start each trace attempt with a base link of 0, and no modifiers to your link. For a given trace attempt, you can choose to use one installed base link card. That card will set a new base link value. You can use that card, if applicable, and/or any number of cards that aren't base link cards, to modify your link value further. There is no limit to how much you can spend on modifying your link value, other than what you can afford. Any bits you spend setting your base link or modifying your link value are lost, regardless of whether or not you succeed in evading the Corp's trace attempt.

TRACE ATTEMPT PROTOCOL - OVERVIEW

1. We and the Runner secretly note how many bits we are spending to establish our trace and link value, respectively.
2. The Runner states which base link card in play, and which cards that aren't base link cards, he or she is using to establish link value.
3. We and the Runner simultaneously reveal how many bits we are spending. We compare our trace value to the Runner's link value. If our trace value equals or exceeds the Runner's link value, the trace is successful.

Let us say that while running one of our data forts, the Runner has the base link card Baedeker's Net Map in play and encounters our ice Homewrecker (see the diagram at right). The Runner has no icebreaker that can break Homewrecker, so we attempt a trace. The most we can spend on the trace is 5, because that is our trace limit. We and the Runner simultaneously reveal how much each of us spends during the trace attempt. Let's say we have 4 in our bit pool and decide to spend it all; our trace value is then 4. The Runner, say, spends 3, which increases his or her original link value of 1 by 3, so the Runner has a link value of 4. We both spend these bits secretly and then reveal them. Since our trace value is as large as the Runner's link value, the trace succeeds, and we end the Runner's run, trash a piece of his or her hardware (of our choice), and do 2 meat damage (see Damage, p. 30) to him or her, which cannot be prevented.

We sometimes manage to give the Runner a tag, typically by means of a trace. A tag is a clue to the Runner's identity or to where he or she is interfacing with the Net: it could be a description of the Runner or the Runner's favorite personalized Net icon; it could be the Runner's address, or perhaps the Runner's mother's address. The more tags we get on the Runner, the more we know about him or her.

We have many cards that can only be used, or are more effective, if the Runner is tagged. Also, while the Runner is tagged, we can take an action to pay 2 to trash any resource card the Runner has in play.

If the Corp gives you a tag, it has gotten some information about your identity and/or whereabouts: a tag could be a description of you, either on or off the Net; it could be your address, or perhaps your lover's address. You can remove a tag by taking an action to pay 2.

Damage

Sometimes a Corporation card will do damage to you. There are three types of damage. Net damage is damage done in netspace. Meat damage is damage done outside netspace—for instance, by a hired leg-breaker the Corp sends to adjust your attitude. Brain damage is, well, brain damage and is generally caused by the meaner forms of black ice. Each point of damage, regardless of type, results in the loss of a random card from your hand. Brain damage has the added effect of reducing your maximum hand size permanently by 1 for each point you suffer. (You may want to use counters to keep track of brain damage.) Other than that, the only difference between the types of damage is the cards that prevent them. For example, Net or brain damage might be stopped by a Force Shield program, while meat damage might be prevented by a Bodyguard. If you prevent all damage from an effect that causes damage, you are considered not to have been damaged at all by that effect.

If damage causes you to discard more cards than are in your hand, or if you have a maximum hand size of less than 0 at the end of your turn, then you are flatlined and have lost the game. If you take damage while liberating agenda, first resolve the damage, and if you survive, then score the agenda.

Note that if brain damage reduces your maximum hand size to 0, you are not automatically out of the game. You can still hold cards (for a little while), since you, like the Corp, normally only discard down to your maximum hand size at the end of the turn.

Sometimes the best solution to a problem is to remove the problem, permanently. Unfortunately, we can only deal damage to the Runner during a run (via ice, nodes, and so on), or through certain card effects if we have a tag on the Runner.

Netrunner Golden Rules

If a player suffers a penalty and can't fulfill that penalty (is forced to spend more bits than possible, trash more cards than possible, etc.), then that player must meet the conditions as far as possible and ignore conditions or parts of conditions that he or she can't fulfill. However, being required to forgo more actions than are left in the turn does not count as a penalty that can't be fulfilled: a player simply forgoes actions on succeeding turns until enough actions have been forgone.

If a player can't meet the cost, or any other requirements stated on the card, to perform a function or play a card, the player cannot perform that function or play that card.

Cards to be trashed or discarded are chosen one at a time, either randomly or by the player initiating the trashing or discarding, as appropriate, and then are sent to the appropriate discard pile.

The effects of cards are cumulative, as applicable, unless the cards specify otherwise.

A counter placed on a card is removed from the game if the card it is placed on leaves play.

"Immediately" means before any other action is taken in the game.

If multiple events take place at the same time, the player whose turn it is chooses the order of those events.

Deckmaster Golden Rules

After the game, players take back all the cards they began the game with. No cards actually change ownership during the course of the game.

Whenever cards conflict with the rules, the cards take precedence.

CORPORATION RULES

Corporation Overview

To play, we need a deck of Corporation cards. Our deck must have a minimum number of agenda points in it (this represents a certain amount of activity required to make a profit), which may be supplied by a variable number of agenda cards. The following chart indicates the agenda point-to-deck size ratios we must respect.

Corporation Deck Size Limits

Agenda points in our deck:	Our maximum deck size:
18-19	45
20-24	50

20-21	50
22-23	55
24-25	60
26-27	65
28-29	70
Etc.	Etc.

In addition to the limit imposed by the chart above, we may not play with fewer than 45 cards.

In addition to our deck, we will also need a number of markers, to represent bits and other counters. We will probably need no more than 40 such counters, but there is no limit to the number of bits we have available for use in the game. Each bit represents approximately 500,000 eurobucks worth of company resources: personnel, information, and equipment, among other things. When out of play, bits are in our bit bank; when in play, they are in our bit pool. We maintain our bit bank of counters in a convenient location in the margin of our playing area; we establish our bit pool somewhere directly in front of us.

Our deck is R&D, short for "Research and Development." Our hand is HQ, short for "Headquarters." The Corporate discard area, or Archives, consists of two piles, one face up and the other face down. Whenever any of our cards are trashed, whether by us or the Runner, they go to the top of one of the piles in our Archives. When any of our cards on the table that are face up are trashed, they go to the face-up pile. When we discard a card or when a card that is face down in play is trashed, it goes to the face-down pile. When a card that is accessed is trashed, it goes to the face-up pile. Operations we play go to the face-up pile. The Runner can examine the contents of the face-up pile at any time, but may only examine the face-down pile when he or she accesses the Archives.

Our primary purpose is to advance our agendas, which involves keeping the Runner from stealing them. To protect our uninstalled agendas, we will need to install ice on, and upgrades inside, our HQ and R&D. To protect our installed agendas, or the occasional nodes, we will want to establish subsidiary data forts. In order to make sure we have enough ice to protect our data forts, we should, as a start, try a deck with at least 25% ice cards. Finally, we must remember to obtain enough bits to pay for rezzing our nodes, upgrades, and ice, and to pay for advancing our agendas and playing our operations.

Corporation Cards

There are five types of cards in our Corporate deck: agenda, ice, node, upgrade, and operation. The following sections explain the special rules for and layout of each type of card.

Agendas: Agendas are data associated with our secret projects, generally projects to improve our Corporate infrastructure or advance our mission. In any case, agendas are highly sensitive data, theft of which could affect the value of our Corporation. Agendas are installed vertically and face down, and only in subsidiary data forts. Only one agenda or node card can occupy a given data fort at a time. If we wish, we can overwrite an existing agenda or node on our turn, which means to opt to trash it as part of the action of installing another agenda or node in its place. The number of advancement counters required to score the agenda, the difficulty of an agenda, is located in the symbol in the upper right corner of the card. The number of agenda points the card is worth is located in the symbol in the lower right corner of the card. Any bonus we might get for scoring the agenda is explained in the text box. Such a bonus is active as soon as it is applicable.

Nodes: Nodes are stores of data supporting projects that would be of little interest to marketplace competitors. If we were to run an advertising campaign, we might construct a node in netospace to contain the campaign's database. Nodes are installed vertically and face down, and only in subsidiary data forts. Only one of either an agenda or node card can occupy a given data fort at a time. If we wish, we can overwrite an existing agenda or node on our turn by trashing it and then installing a node from HQ in its place. Nodes are not active until we rez them. In general the effect of a node can extend beyond the data fort in which it is installed. If the Runner ever accesses one of our nodes, the Runner can pay its trash cost to put it on top of the face-up pile of our Archives. Occasionally nodes can be advanced; this will be indicated on the card. The further the node has been advanced, the more effective it will be, as indicated on the node.

Ice: We install a given piece of ice horizontally in front of the data fort it is to protect, directly ahead of any ice already protecting that fort. Ice is anti-intrusion programming that typically presents itself in netospace as some sort of barrier or obstacle. We install the first piece of ice on a data fort for free. After that, to install each additional ice card on that fort we must pay 1 for each ice card already installed on the fort. As we install the ice, we can trash one or more pieces of ice already on the fort, and thus lower the cost to install the new ice; however, the last piece of ice installed on a fort is always placed in the outermost position, regardless of the position of any ice cards trashed to reduce its cost. Trashing ice while installing ice does not take additional actions.

The only time we may rez a piece of ice when the Runner approaches that ice during a run on the fort. We may choose either to pay the rez cost of the ice, and thus activate it, or to let the Runner through. Once the ice is rezzed, it remains active and need not be paid for again. At the point that we rez a piece of ice, the Runner must break the subroutines of the ice, suffer their effect, or some combination thereof. When choosing ice, we need to keep in mind that only subroutines that actually end the run prevent the Runner from continuing the run.

Upgrade: We install upgrades vertically inside data forts, and we can install upgrades inside a fort whether or not an agenda or node currently occupies the fort. An upgrade represents an improvement to a data fort, perhaps a particularly competent sysop or a set of utility programs. There is no limit to the number of upgrades we can have in a given data fort. If we install an upgrade inside R&D or inside our Archives, we place it behind the appropriate pile(s); if we install an upgrade inside HQ, we put the card under or behind our bit pool. The Runner typically doesn't know whether a card inside a subsidiary data fort is an upgrade, an agenda, or a node, but since we cannot play an agenda or node on a central data fort, the Runner knows when we play an upgrade on one. When we wish to use an unrevealed upgrade's ability, we pay the rez cost of the upgrade and reveal it.

Operation: Operations represent some Corporate function of limited scope; we play an operation as an action, pay its cost, and then trash it. Operations are the only cards we trash after we play them. When we play operations, they go to the face-up pile in our trash. (See next page for diagram.)

RUNNER RULES

Runner Overview

To play, you need a deck of Runner cards. The only restriction for your deck is that it have at least 40 cards. You will also need access to a few dozen bit counters ('trode caps and black-market coins work well), each of which represents a couple hundred eurobucks worth of run-support information, spare cash and equipment, and so on. When out of play, bits are in your bit bank; when in play, they are in your bit pool. Keep your bit bank handy at the side of your playing area, and your bit pool somewhere closer in front of you.

During the course of the game, you will have a draw pile, called your stack, a face-up discard pile, called your trash, and your hand. Whenever one of your cards is trashed, whether by you or the Corp, it goes to the top of your trash. Your trash is far less secure than any Corporate Archives: both you and Corp can rummage the trash at any time to see what's in it. If your stack ever runs out of cards, you just keep playing the game with any cards left in your hand and ignore any event that requires you to draw when your stack's running on empty.

Your primary goal is to make runs successfully in order to liberate agendas. Occasionally, you will want to make a run to shut down a particularly useful node that the Corp is using. If the Corp leaves one of its data forts unprotected, especially HQ or R&D, you should feel free to run it in the hopes of finding agendas, but beware traps that the Corp might be setting for you. Eventually, the Corp will install ice, which you'll have to deal with. You should have icebreakers that get past walls, code gates, and sentries, or else you may end up helplessly watching the Corporation score its agendas. In order to ensure that you get your icebreakers quickly enough, you will probably want to play either with several types of each category of icebreaker or with cards that let you dig through your deck (like The Short Circuit, referenced on pg. 48 of Sample Game). In general, you are fairly safe to attempt a run as soon as you have a killer or other anti-sentry icebreaker in play, because walls and code gates do not usually present a threat beyond ending the run. You can make a run without having any icebreakers in play, but if you don't have one and there is ice protecting the fort, you may be asking for trouble.

In addition to icebreakers, you also should have cards that allow you to avoid receiving tags, or at least get rid of them quickly, and cards that provide links, or you will more than likely end up flatlined. Of course, you will need to draw enough bits to pay for installing your various tools, and to pay for using them.

Runner Cards

There are four types of cards in your deck: program, hardware, resource, and prep.

Program: You begin the game with 4 MU, or Memory Units. As the game progresses, you might install certain cards that increase your memory. The combined MU cost of your programs in play cannot exceed the number of MU you have. Since most programs take up 1 MU, this generally means you'll be limited to four programs, or three if you install one of the 2 MU hogs. The number of MU a program takes is indicated in the card's keywords.

Installing a program takes one of your four actions. As you install a program, you may choose to overwrite one or more programs you already have in play, whether or not you need to free up MU. This trashes the program.

If at any time you have too many programs in play for the MU you currently have (for instance, because you just lost some memory chips), you must immediately trash enough programs to correct the situation.

Different types of programs can be distinguished by the color of the dot located in the middle of the left side of the card, and by the icon on the bottom right corner of the card (within which the strength number on icebreakers is located). The following icons and colors are used:

[Program Icon and Color diagram]

Hardware: You may have any number of pieces of hardware installed at any given time. Installing a piece of hardware takes an action.

Resource: You may have any number of resources in play. Installing each one takes an action. During the course of the game, if the Corporation gives you a tag, it can trash one of your resources by taking an action and paying 2.

Prep: You play a prep as an action, pay its cost, and then trash it. Preps are the only cards you trash right after you play them.

SAMPLE GAME

Turn 1:

We and the Runner have each taken our starting bit pools (5) from our respective bit banks. As per standard operating procedure, we place our bit pool next to R&D, to represent the HQ data fort.

Next, we draw five cards from R&D, and the Runner draws five from his or her stack. Our cards turn out to be the sentry ice Code Corpse, the wall ice Fire Wall, the code gate ice Keeper, the node Rockerboy Promotion, and the upgrade Red Herrings. We then make the mandatory draw to begin our turn, which produces the operation Accounts Receivable as our sixth card. Now we

are ready to take our three actions for the turn.

Our first priority is to put ice on vulnerable forts to keep the Runner from stealing our agendas. We are never quite sure what R&D is up to, and for all we know, the next card of R&D could be an agenda. Therefore it makes sense to install ice on that data fort. And while we have no agendas stored in HQ, we do have a node and an upgrade that the Runner could trash if they were accessed, so we would like to protect HQ as well.

Having determined that we must protect both our forts if possible, we consider the ice we have available. The first ice card on each fort is installed for free, but if we can't pay to rez a card, it won't stop the Runner if the Runner decides to ignore it and run the fort, so our first concern is whether we can rez our cards. Our Fire Wall costs 5 to rez, Keeper costs 4, and Code Corpse costs 10. Our starting 5 does not allow us to rez any two of these ice, but playing Accounts Receivable will increase our bit pool to 9, giving us just enough bits to rez Fire Wall and Keeper (as long as we don't install them both on the same data fort, which would cost us 1 for the second ice installed). So we decide to spend our three actions playing Accounts Receivable, installing Fire Wall on R&D, and then installing Keeper in front of HQ. Running Bit Total: Runner: 5; Us: 9

While the Corp was going about its business, you were looking at your hand. The five cards you drew were The Short Circuit (a resource), the preps Score! and Livewire's Contacts, the program Force Shield, and Zetatech Mem Chip (hardware). Checking out the playing field, you see that the Corp has installed ice in front of R&D and in front of HQ, and has the bits to use them. Making a run on either fort right now would be risky, since either ice could be a sentry. Running into a code gate or wall wouldn't be too bad, though, as chances are the ice would simply end your run, but a sentry could easily trace you to your location or slap you with some Net damage-or do something just as depressing. Force Shield would help with the Net damage, but some sentries trash programs, and you wouldn't have any defense against that.

Luckily you have the resource The Short Circuit, which allows you to dig through your stack for programs, such as icebreakers. You spend the first action of your turn installing the Circuit, paying its installation cost of 1. As your second action, you pay 1 to use The Short Circuit's ability to search through your stack, and you quickly settle on Loony Goon, which is a relatively cheap, versatile icebreaker designed to defeat sentries. You show Loony Goon to the Corp before bringing it into your hand, as per The Short Circuit's card text, and then shuffle your stack.

Sadly, you can't afford the icebreaker's installation cost of 4 anymore, and you certainly can't afford to use Loony Goon once it's in play. So you spend your third and fourth actions playing Livewire's Contacts and Score!, bringing your bit pool first to 6 and then 10. Running Bit Total: You: 10; Corp: 9

Turn 2:

As always, we begin our turn by drawing a card. This time we draw the agenda Employee Empowerment, which is worth 3 agenda points for the player who scores it. (It's a good thing we protected R&D last turn!) However, we must now decide how best to keep the Runner from accessing the data. Do we install it, and hope to process it quickly, or do we keep the agenda in HQ, and improve our defenses? If we install the agenda and then install the Code Corpse to protect it, the Runner may get the agenda, since the Runner can break sentries. We decide to consolidate our resources before creating any new data forts, so we spend our first action installing Code Corpse in front of HQ, just outside Keeper. Since we aren't trashing Keeper, we pay an installation cost of 1 to do this. We're just a couple bits shy of being able to rez Code Corpse, so we spend our second and third actions drawing a total of 2 from the bank. Running Bit Total: Runner: 10; Us: 10

The Corp hasn't created a subsidiary data fort for you to plunder yet, so your options for running are limited to R&D and HQ, given that running the Archives is pointless. Since the Corp just installed a second piece of ice in front of HQ, it's unlikely that you'll have the right icebreakers to get through, or that you'd be able to afford to break the ice even if you did. You decide to run on R&D. But first, you install Loony Goon, at a cost of 4, giving you an option for breaking ice. This leaves you with 6, which is enough to use Loony Goon to break almost any ice with a single subroutine. However, you could be in trouble if the ice is strong and has multiple routines, so you spend your second action drawing 1 from the bit bank to give yourself more of a cushion. For your third action, you run against R&D.

The Runner is making a run against R&D, and is fast approaching Fire Wall. Rezzing Fire Wall would leave us with only 5, and we need to plan ahead to the protection of HQ. 4 is enough to rez the Keeper ice on HQ, but not the Code Corpse. However, the Runner still can't break Keeper, and we have four cards in our hand, so even if the Runner gets through to HQ successfully, we might not lose our agenda. We decide to rez Fire Wall on R&D, paying its rez cost of 5.

Whoops! Sadly, Loony Goon can only break sentries, so you can't break Fire Wall's subroutine. However (as is usually the case with walls), the only subroutine is "*" End the run," so the only penalty you suffer is that your run is ended. For your last action, you are not sure what to do. Should you use The Short Circuit to find a wall-buster that you can use to break into R&D? Now that the Corp has fewer bits and might not be able to rez both pieces of ice in front of HQ, maybe you should run HQ. In the end, however, you decide to draw a card. You hope to get a better source of income, but instead you draw the prep Inside Job. Inside Job lets you get past the first piece of ice you encounter, for free, so you could use it to raid R&D, or to help you get into HQ. Drawing this card is your last action this turn, but you are already thinking about what you will do next turn. Maybe you should continue your quest for more bits, or go search for that wall-buster. So many options, so little time to stop the Corp's nefarious plans.... Running Bit Total: You: 7; Corp: 5

Turn 3:

Well, R&D and HQ are relatively safe right now, but this won't last long, since the Runner can continue to search for programs with The Short Circuit. Loony Goon, however, is going to be very expensive to use against Code Corpse, so the Runner won't be able to get through to HQ very often; once we rez Code Corpse, we should have more time to build up our resources. With anticipation, we draw a card to start our turn, and we get the operation Trojan Horse. Now we have a nasty surprise waiting for

the Runner! If the Runner does manage to steal our Employee Empowerment or another agenda, we can play Trojan Horse, which tags the Runner after he or she steals an agenda. If we get a tag on the Runner, we could pay 2 to get rid of the resource The Short Circuit, which is giving us real problems. And there's always a chance that we'll draw a card that will enable us to deal with a tagged Runner permanently....

CORP AND RUNNER GLOSSARY

Access: When the Runner makes a successful run on one of our data forts, he or she accesses its contents. The way the cards are accessed and the number of cards accessed depend on the type of fort successfully run.

Action: The basic unit of a turn. An action can be taken in a number of ways. We have three actions on our turn after our mandatory draw. The Runner has four actions and no mandatory draw.

Advance: To score an agenda, or to improve the functioning of certain nodes, we can advance them. To advance an appropriate card, we take an action and pay 1 to put an advancement counter on the card advanced.

Agenda: The data associated with an especially sensitive Corporate project. Netrunner is a contest between us and the Runner to score agendas.

Approach ice: The Runner is said to be approaching a piece of unrezzed ice just before we decide to rez it, or approaching rezzed ice just before he or she is about to deal with its subroutines.

Archives: The central data fort that protects and includes our discard area, which contains a face-up pile and a face-down pile.

Base Link: Your link value is composed of two parts: your base link and any modifications to your link, which you add to your base link. Your base link starts off at 0 for each trace attempt. You can set your base link by using a base link card. Only one base link card can be used per trace attempt.

Bit: A counter representing a unit of wealth. Bits are spent to pay for cards and card effects. Of course, our bits represent more wealth than the Runner's.

Bit bank: The supply of bits not in use.

Bit pool: The bits we have available to spend. The Runner also has a bit pool.

Break: To stop a subroutine from taking effect.

Central data fort: R&D, HQ, or our Archives.

Code gate: See ICE.

Corporation: Your opponent.

Damage, brain: Damage to the Runner's brain. For each point of brain damage, the Runner loses one card at random from his or her hand, and his or her maximum hand size is permanently reduced by 1.

Damage, meat: General trauma to the Runner's body. The Runner loses a card at random for each point of meat damage.

Damage, net: Sensory overload induced in the Runner through the Net. The Runner loses a card at random for each point of Net damage.

Data fort: Discrete locations on our side that the Runner can attempt to gain access to. We have two types of data forts: central data forts, which we always have; and subsidiary data forts, which we build during the course of play. Any card we install is part of a data fort.

Derez: A card that is derezzed is marked to indicate that it hasn't been paid for. It is left exposed. Derezzing an unrezzed card has no effect.

Die: A six-sided die (or a randomizer subroutine with a range of the integers one through six applied with equal weight) is used with cards that call for a die roll.

Difficulty: The number of counters by which we must advance an agenda to score it.

Encounter ice: To meet and have to join battle with one of the cybernetic wards, traps, or demonic slaves of the diabolical Corp.

End the run: To force the Runner out of netspace. If an ice subroutine ends the run, any following subroutines do not take effect.

Expose: Certain cards can expose one or more cards the Corp has installed. If an unrezzed card is exposed, it is turned face up so that you can see it, but is marked to indicate that it has not been rezzed yet. Exposing a rezzed card has no effect.

Flatline: When the Runner ceases to be a threat.

Gain bits: Take bits from the bank.

Hardware: A deck or other piece of gear you can install to give you that extra edge.

HQ: Short for "headquarters." The central data fort that includes and protects our hand.

Ice: A program that protects our data forts from intrusion. An acronym for "intrusion countermeasures electronics." (An acronym for "insidious cortical electrocution.")

Icebreaker: A program that neutralizes ice in some way and permits its user to gain illicit entrance to data forts. A basic tool of the trade for hardworking proponents of information freedom.

In play: Only installed cards are considered to be in play.

Install: To put a card into play. Nodes, agendas, upgrades, and ice are installed face down. Ice is installed on a data fort. Nodes, agendas, and upgrades are installed inside a data fort.

Installation cost: Normally our cards have no installation cost, but each piece of ice on a fort after the first has an installation cost in bits equal to the number of pieces of ice already on that fort. All your cards other than prep cards have an installation cost stated on them.

Jack in: To enter the virtual reality of netspace. A neural interface connects your brain with your cyberdeck, typically via wires plugged directly into your gray matter. Your deck then connects to the Net, and your deck translates the signals it receives into direct sensory input. Jacking in is assumed to precede each run.

Jack out: To exit netspace. If the neural link to your deck is broken for any reason, your deck cuts its connection to the Net, dumping you back into the meat world. You will also be jacked out if you are flatlined, or if the power to your deck is cut. To jack out voluntarily, you typically send a thought-command, instead of punching a button on your deck.

Keywords: Bold-face words in the first line of a card's text box, and sometimes referenced within a card's rules text. Keywords identify the categories to which a card belongs. If a card references a keyword, the keyword will appear in bold text.

Link: Connection points along the Runner's telecommunication trail (a Runner with a lot of links has a maze-like trail that's hard to follow). The sum of your base link and any modifications to your link is your link value.

MU: Short for "Memory Units." You are limited as to the number of programs you can install by your current MU.

Netspace: The practically infinite virtual-reality environment of the Net.

Node: Data associated with one of our projects that would be of little interest to competitors. Nodes are stored in forts like agenda and in lieu of agenda.

Operation: One of our cards that is played as an action and then trashed. Operations are simple, one-time actions that are not part of our regular procedure.

Overwrite: To replace installed data with other data. Data may not merely be thrown away; it must be overwritten. If we wish to replace an installed agenda or node with a new one, we can trash the existing agenda or node and take an action to install an agenda or node from HQ. You may overwrite programs when installing new ones. This option can become desirable if you have no more MU left for installing additional programs.

Prep: One of your cards that is played as an action and then trashed. Preps are one-time special options you can exercise to make the job of netrunning easier.

Program: One of the main categories of cards available to you, which includes icebreakers, among other tools. You are limited in the number of programs you have in play by the number of MU you have.

R&D: Short for "research and development." The central data fort that protects and includes our draw pile.

Resource: Any of a number of different tools or connections in or outside netspace that you can work to your advantage. If the Corp tags you, it can trash your resources.

Reveal: A card turned face up, but not rezzed. Exposed cards and cards that have been derezzed but not trashed are considered revealed.

Rez: When we make an installed card active, we rez it by paying its rez cost. If it was face down, we now reveal it. Rez cost: The cost we pay in bits to rez an installed card. This is a one-time cost.

RUN: An attempt to gain access to a data fort.

Runner: Our opponent.

Score agenda: After we have placed a number of advancement counters on an agenda equal to or greater than its difficulty rating, we may choose to score that agenda. We may only score agendas during our turn. You score agendas by accessing them during a run.

Sentry: See ICE.

Stack: Your draw pile.

Stack: Four draw pile.

Store: Uninstalled cards in central data forts are considered "stored" in those data forts.

Strength: Our ice cards are rated at a certain strength: the higher the strength a card has, the harder it is for programs to sabotage it. **Your icebreakers come rated at a certain strength, which can be temporarily boosted in many cases. The icebreaker must have strength that equals or exceeds the strength of a piece of ice for it to affect that ice.**

Subroutines: The functions of ice, marked by *. Each subroutine on an ice card corresponds to an anti-intrusion effect. **Icebreakers also have subroutines, marked by their separate costs to use; generally, these subroutines either break the subroutines of ice cards or boost the icebreaker's strength.**

Subsidiary data fort: A data fort other than R&D, HQ, or our Archives. Can contain an agenda or a node, and any number of upgrades.

Tag: Information about the Runner. When tagged, a Runner is vulnerable to many card effects, and we can trash one of the tagged Runner's resource cards by taking an action to pay 2. **You can get rid of a tag by taking an action to pay 2.**

Trace: An attempt to figure out where the Runner is physically located.

Trace limit: The maximum number of bits we can spend to perform a trace on the Runner. The number n in "tracen."

Trash: To send a card to a discard pile, that is, our Corporate Archives or the Runner's "trash." When one of our cards is trashed, it goes to our Archives; when a Runner card is trashed, it goes to his or her trash. **"The trash" is the name for your discard pile; cards go face up to the trash.**

Upgrade: An improvement to a data fort's security.

Virus: A special class of programs the Runner may have access to and for which we provide a perennial debit allowance in our annual operating plan. **A special class of programs that you may have access to and that cause the Corporation misery.**

Wall: See ICE.

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Netrunner Rulings, v1.70

The following is a list of rulings made regarding Netrunner(R), the cyberpunk trading card game from Wizards of the Coast, Inc., under license from R. Talsorian Games, Inc. This list is not published or endorsed by Wizards of the Coast, Inc. It is, however, the list of official rulings used by the Top Runners' Conference, which sponsors various NR events.

This list was compiled primarily from rulings made on the Netrunner mailing list by representatives of Wizards of the Coast, including Marc Schmalz ("Sparky!!"), JD Wiker, Wendy Wallace, Charles Keith-Stanley, and Tom Wylie. It also includes rulings made by Skipper Pickle, (Netrunner Netrep from 11/4/97 to 12/15/98). On 18-02-2000 Holger Janssen was named TRC Rules Sensei. Netrunner-L generates the most discussion and traffic on the game. You can subscribe to the mailing list by sending the following command to listserv@oracle.wizards.com

SUBSCRIBE NETRUNNER-L <your real name>

The first section of this document deals with general rulings or common misconceptions. The second and third sections contain specific card rulings.

Cards are divided into Corporation and Runner cards and alphabetized within each of those sections. These are the most current rulings as of 03/11/00.

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While every effort has been made to ensure the accuracy and clarity of these rulings, their accuracy is not guaranteed and their clarity is yours to determine.

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New Rulings:

11-03-2000

Steroid

@ Sterdroid can double the strength of an **ice** that is not installed on the same fort. (Tom Wylie 11/12/99)

Ice and Icebreaker

@ Use the following procedure to compute the strength of a piece of **ice** when multiple effects can change it:

- 1)(Approach) Corp: Apply any text written on the piece of **ice** which modifies its strength.
- 2) Corp: Apply any other special effect which changes the strength of the **ice**. As always when multiple effects apply at the same time you choose the order of those effects.
- 3)(Encounter) Runner: Apply effects which modify the strength of the encountered piece of **ice**.
- 4) Runner: When you want to break any subroutines on this piece of **ice** increase the strength of your **icebreaker** if necessary.

Vortex

@ If you are rerouted by a **deflector** subroutine you can not jack out until after the encounter with the **ice**. If there is no **ice** you may jack out before accessing cards in the fort.

Theorem Proof

@ If the Runner chooses to install Theorem Proof as a **program** it is not considered stolen. So you can't play Trojan Horse afterwards.
@ Bizzare Encryption Scheme can not prevent the Runner from installing Theorem Proof as a **program**. But if the Runner does not install it and it is still in the fort at the start of the next Runner turn the Runner scores Theorem Proof without having to install it.

Self Destruct

@ In order to be used Self Destruct has to be rezzed before the Runner decides to access cards. When the Runner accesses Self Destruct it can be trashed to use its effect. The Runner has to survive the effect before he can trash any card in the fort or score any **agenda**. If a card is trashed by Self Destruct it goes to the archives before the Runner can trash or score it.

Indiscriminate Response Team

@ Indiscriminate Response Team is used after a successful run has ended. So if Indiscriminate Response Team is trashed during the run it can no longer be used.

Puzzle

@ The trashing effect of Puzzle is triggered because Runner has encountered the **ice**. So even if Puzzle is derezzed at the end of run, it 'remember' the fact that it must be trashed, and so ends its days in the

Archives. Simply derezzing a piece of **ice** doesn't wipe out any effects that would apply to it, even if they're internal effects like imploding at end of turn. (Tom Wylie 15/02/00)

Discarding

@ Hand size can be negative, but when it is negative, it is treated as 0 for all purposes except raising them back up again. So if a Corp gets really slammed with Gremlins, it has to do a lot of work (or forgo actions) to get its hand size above 0 again, but it doesn't lose. (Tom Wylie 11/12/99). The same applies to the Runner though he has to survive flatlining at the end of his turn because he has to discard more cards than he can.

N.E.T.O.

@ Referring to the rulebook on page 31 (« If a player can't meet the cost, or any other requirement stated on the card, to perform a function or play a card, the player cannot perform that function or play that card »), you must pay for the cards. If you cannot pay, you cannot take them into your hand. (Tom Wylie 11/12/99)

Preying Mantis

@ As I recall, Netrunner operates on the 'destroying the source doesn't end the effect' principle. Choosing to use Preying Mantis launches an effect that does 2 things : immediate action-gain, delayed brain damage.(Tom Wylie 11/12/99)

Dr. Dreff

@ The **sleepy ice** says '...the cost to rez is reduced by 5...'. Dr Dreff says '...pay half of that card rez cost...'. Since the rez cost is the number shown on top right of a card (as explained on pages 11-12 of the rulebook), and only that, rez cost differs from 'cost to rez' which means 'if you want to rez, do that'. With Dr Dreff, the ice is not rezzed (it is just encountered), so you don't trigger the reduction of rez cost. The **sleepy** text just affects efforts to rez the **ice**, not 'pay bits equal to card's rez cost' in general. (Tom Wylie 11/12/99)

@ You can dreff Dumpster on the archives because Dumpster's restriction is on 'installation' only, and Dr Dreff does not install the **ice**.(Tom Wylie 11/12/99)

Elena Laskova

@ Each time you play a **prep**, you can use Elena Laskova, unless the **prep** generates multiple sequential effects (like Playful AI). All 'simple effect' (or 'one shot' effect) **preps** are always affected during all the game. The unaffected **preps** would be then Playful AI (only the first dice rolled would give one extra bit, if any), misc for Sale (only the first card trashed would give 4 bits), Organ Donor (only the first card trashed would give 3 bits), Reconnaissance (only the first **ice** rezzed would give 2 bits). If you keep cycling the same Organ Donor over and over again, Elena Laskova gives one more bit each time you play that Organ Donor, etc.(Tom Wylie 11/12/99)

@ The extra bit has the same restrictions (if any) as the base bits, a la

Bioweapons Engineering (Cinderella would give 3 unpreventable meat damage). Lucidrine Booster Drug would give then 10 'Lucidrine' bits, usable only during the run. With Hijack, you would get 4 bits, that you would have to give back to the bank if not spent. (Tom Wylie 11/12/99)

Glacier

@ Dr Dreff acts with a 'rez cost' and only that. The 'rez cost' is the number shown in the upper right corner of the card. The **agenda** point is not concerned, because it is written in the text (technically speaking, it is not a part of a rez cost : it is just something subsequent to the fact of rezzing Glacier). Therefore, the Corp doesn't pay the **agenda** point with Dr Dreff, because Dr Dreff doesn't rez the **ice**. (Tom Wylie 11/12/99)

@ Security Purge says 'rez them, at no cost'. 'No cost' refers to the number in the upper right corner of a card. Security Purge doesn't let you get out of paying Glacier's **agenda** point cost.

Note that Security Purge instructs you to install and rez the **ice**, which means you have to do so if possible. If there are additional costs to install + rez, and you can pay them, you have to install + rez and pay those costs. I.e, if you've scored any **agenda**, and Security Purge turns up Glacier, you have to install + rez Glacier, and therefore spend 1 of your **agenda** points.(Tom Wylie 11/12/99)

Security Purge

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Superglue

@ You cannot use Superglue to derez the **ice** after using Dropp to break the subroutines on that **ice**. We should have used the Disintegrate template rather than the old Dropp one. Treat like Dropp and Disintegrate.(Tom Wylie, 12/21/99)

Rent-I-Con

@ Each time you use the "break an **ice** subroutine" effect, a "trash Rent-I-Con at the end of the run" effect piggybacks with it. At the end of the run, all end-of-run effects are processed, one at a time. If you use Joan on the first one, it won't be there for the next one. (Sensei, 11-03-2000)

Omnitech Wet Drive

@ The MU vary dynamically and instantly. With MIT West Tier, the Runner's hand is 0 before he DRAWS 5 cards. The MU are 0 for an moment. (Tom Wylie 11/12/99)

General Netrunner Rulings

- [Deck Construction](#)
- [Central & Subsidiary Data Forts](#)
- [Ice & Icebreakers](#)
- [Tracing](#)
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Deck Construction

The Runner deck must have a minimum of 45 cards (the v1.0 Rulebook mistakenly says 40 cards). (Wendy Wallace, Netrunner-L, 4/29/96)

Central & Subsidiary Data Forts

Ice is installed *ON* a data fort. Agenda, nodes, and upgrades are installed *IN* a data fort. (Wendy Wallace, Netrunner-L, 5/1/96)

A subsidiary data fort goes away if (and as soon as) there are no cards left in or on it. So even one piece of Ice will cause the data fort to stick around indefinitely. (Tom Wylie, Netrunner-L, 4/13/96)

Counters of any kind, including Virus counters, are not sufficient to maintain a subsidiary data fort. When the last card in or on the fort is removed, the fort collapses, period. When that happens, the counters no longer exist. (Wendy Wallace, Netrunner-L, 5/28/96)

The deck of cards and the player's hand are considered to be 'stored' in R&D and HQ respectively; they are not installed cards and are immune to effects that target installed cards. (Netrunner FAQ v1.0, 5/23/96)

Central data forts (HQ, R&D, and the Archives) always exist, even if there are no cards in them. (Netrunner Rulebook, pp9-10; Sparky, Netrunner-L, 5/30/96)

Ice & Icebreakers

When the Runner passes a piece of Ice, the Ice remains in play; it must be passed every time the Runner runs on the fort. (Netrunner FAQ v1.0, 5/23/96)

When Ice is trashed, any Ice that is outside of it moves in to fill the vacuum left by its predecessor. (Sparky, Netrunner-L, 4/19/96)

An Icebreaker that targets any of the Ice's keywords will work on that piece of Ice.

(Wendy Wallace, Netrunner-L, 4/29/96)

If a piece of rezzed Ice is modified by some external effect, then derezzed, it will "remember" the modification if rezzed again. (Wendy Wallace, Netrunner-L, 4/30/96) If it is uninstalled, however, the modifications are "forgotten." (Sparky, Netrunner-L, 11/11/96)

The Runner can break the subroutines on a piece of Ice in any order. When the Runner has completed this process, the unbroken subroutines take effect in the order they are printed on the card. (Wendy Wallace, Netrunner-L, 4/30/96)

The strength of Ice and Icebreakers can be negative. (Glenn Elliott, Netrunner-L, 5/9/96)

In general, you can only use an Icebreaker's abilities during an encounter with a piece of Ice, and that piece of Ice must correspond to the type of subroutine that the Icebreaker can break. Any exceptions to this are noted in the individual Icebreaker's card text. (Skipper Pickle, Netrunner-L, 1/12/98)

Any effect that duplicates the subroutines on a piece of Ice only duplicates subroutines generated by the text on the card. (Sparky, Netrunner-L, 11/18/96; Tom Wylie, 8/26/97)

Use the following procedure to compute the strength of a piece of **ice** when multiple effects can change it:

1)(Approach) Corp: Apply any text written on the piece of **ice** which modifies its strength.

2) Corp: Apply any other special effect which changes the strength of the **ice**. As always when multiple effects apply at the same time you choose the order of those effects.

3)(Encounter) Runner: Apply effects which modify the strength of the encountered piece of **ice**.

4) Runner: When you want to break any subroutines on this piece of **ice** increase the strength of your **icebreaker** if necessary. (Sensei, 11-03-2000)

Tracing

The corp can successfully trace with an investment of zero bits. After all, if trace and link are equal, the trace is successful. If you don't have a link card out, you're stuck at a link of zero. (Sparky, Netrunner-L, 4/24/96)

You may only use one Base Link card per trace attempt. You cannot use parts of two. You can use as many other non-Base Link cards to increase your link as you like.

(Sparky, Netrunner-L, 5/30/96)

Both players have a right to know the number of bits in the other player's bit pool at any time (see "Public Knowledge"). (Skipper Pickle, Netrunner-L, 1/8/98)

You can use a Hidden Resource to pay for a trace. You don't have to reveal the Hidden Resource until each player has revealed the amount he or she is spending. Thus, you might actually note an amount greater than the amount in your bit pool. (Skipper Pickle, Netrunner-L, 1/8/98)

Taking Actions and Playing Cards

You cannot combine actions by playing a card that says make a run and gain some benefit at the same time that you use an installed card's special effect to gain a different benefit. (Wendy Wallace, Netrunner-L, 4/26/96)

If a card tells you to make a run (or do anything else that normally requires an

action), anything the card tells you to do is included in action of playing the card; you do not have to take an additional action to make that run, unless the card specifies otherwise. (Wendy Wallace, Netrunner-L, 4/30/96)

Preps and Operations are assumed to be trashed before their effects occur. This is the order 1) pay for the card and make all decisions; 2) put the card in the Trash/Archives; 3) execute the card instructions. (Sparky, Netrunner-L, 8/27/96)

Stealth and Noise

You do not have to have Stealth cards in play in order to use Noisy cards. (Wendy Wallace, Netrunner-L, 4/26/96)

Card Effects

Either player can use special effects during the same times the Corp can rez cards. However, if the effect requires a cost of one or more actions, it can only be used during that player's turn. (Netrunner FAQ v1.0, 5/23/96)

If the Corp and the Runner can both perform functions (the Corp rezzing a card, or the Runner using a card effect, for example) at the same time, the Runner always gets the first opportunity to perform any functions he or she likes, and then the Corp performs any of its functions. (Sparky, Netrunner-L, 10/11/96)

If a player has multiple effects to process at any given time (e.g., start of turn, end of turn, start of run, end of run), that player chooses the order in which the effects are processed. Thus the Corp could rez a Hologrid Campaign at the start of his or her turn, then gain a bit from that Hologrid Campaign at the start of that turn. (Sparky, Netrunner-L, 5/22/96)

When card effect A prohibits an effect of type B, the blanket prohibition always takes precedence, and effect B does not happen (even if a card "forces" you to do it). (Sparky, Netrunner-L, 7/10/96)

If an effect targets multiple cards, all decisions are made regarding those targets before the effect is resolved (e.g., if the Runner plays Hunt Club BBS, all of the cards to be exposed are chosen before they are exposed) (Netrunner FAQ v1.0, 5/23/96)

If an effect generates multiple consequences, those consequences are processed in the order they appear on the card. (JD Wiker, Netrunner-L, 2/11/96)

Trashing Cards

Only cards with a trash cost (nodes and upgrades) can be usually be trashed. These are the cards with the trashcan in the lower right corner. If you pay that number of bits, you can trash the card instead of watching it go right back to where you got it. (Sparky, Netrunner-L, 4/18/96)

If a player's effect trashes a one or more of a particular card type, that player chooses which specific cards are trashed, unless the effect indicates otherwise. For example, if an Ice subroutine trashes a program, the Corp chooses which program is trashed. (Wendy Wallace, Netrunner-L, 4/26/96) That player also chooses the order in which the cards are trashed. (Sparky, Netrunner-L, 5/15/96) In the case of an effect that trashes multiple cards, all of the cards are trashed (resolving the trashing effect), then the consequences of the trashing are dealt with. (Netrunner FAQ v1.0, 5/23/96)

When the Runner accesses a card, that card's effect, if any, takes effect before the Runner has an opportunity to trash it. (Sparky, Netrunner-L, 5/19/96) When the Runner trashes cards in a fort, all of the trashing happens simultaneously; there is no "sequence" to the trashing that occurs at the end of a run. (Sparky, Netrunner-L,

7/10/96)

If the Runner is tagged, the Corp may trash a Hidden Resource in the same way that it can trash any other resource. (Sparky, Netrunner-L, 10/18/96)

If the Runner manages to trash an installed agenda with advancement counters on it, those advancement counters are lost. (JD Wiker, Netrunner-L, 12/23/96)

Archives/Trash

Anytime a Corp card that the Runner has seen goes to the Archives it goes to the face-up stack. (Wendy Wallace, Netrunner-L, 5/1/96) Any card that goes to the Archives that has not been seen by the Runner goes to the face-down pile. (JD Wiker, Netrunner-L, 1/20/96)

No rearrangement of the Trash or Archives is allowed, except as specified by the rules or a card effect. (Sparky!, Netrunner-L, 5/8/96)

The Corp may look through the Runner's trash at any time; the Runner may look through the face-up cards in the Corp's Archives at any time. When players recover a card from respective discard piles, it is common courtesy to show the opponent which card they are retrieving. (Sparky, Netrunner-L, 7/25/96)

Dealing & Taking Damage

Each subroutine is a separate source of damage. For instance, if three subroutines on a single piece of Ice do 1 brain damage each, the Runner must take or prevent each 1 separately, rather than taking (or preventing) 3 brain damage all at once. (Sparky!, Netrunner-L, 5/14/96)

Each source of damage must be dealt with separately and immediately. Let's say you're using Blink to break through Cortical Scrub. You roll a 3 attempting to break the "Do 1 brain damage" subroutine. You must immediately deal with the 3 Net damage from Blink. Assuming you survive, you then attempt to break the "End the run" subroutine. You roll a 1; you take 1 Net damage from Blink. Now you take the consequences of the unbroken subroutines 1 brain damage and an ended run. (Sparky!, Netrunner-L, 5/14/96)

Cards that go to the trash as the result of damage are chosen randomly, and they go to the trash in the order in which they were randomly chosen. (Sparky, Netrunner-L, 5/15/96)

Discarding

You only check your hand size at the end of your turn. If your hand size is reduced, you are not forced to automatically discard. (Sparky, Netrunner-L, 8/8/96)

You only discard down to your maximum hand size at the end of your turn. If your hand size becomes less than zero, but you still have cards in your hand, you have until the end of your turn to get your hand size up to zero, or you will flatline at the end of the turn. (Sparky, Netrunner-L, 5/22/96)

You cannot end your turn with more cards than allowed by your maximum hand size. Although the automatic draw at the start of the Corp's turn is a start-of-turn effect, discarding isn't an end-of-turn effect, so it doesn't fit into timing. It's just the last thing you do during your turn. Check for a discard after all 'end of turn' effects. (Sparky, Netrunner-L, 7/25/96)

Hand size can be negative, but when it is negative, it is treated as 0 for all purposes except raising them back up again. So if a Corp gets really slammed with Gremlins, it has to do a lot of work (or forgo actions) to get its hand size above 0 again, but it

doesn't lose. (Tom Wylie 11/12/99). The same applies to the Runner though he has to survive flatlining at the end of his turn because he has to discard more cards than he can. (Sensei, 11-03-2000)

Viruses & Forgoing Actions

Virus counters are given only after a successful run is completed. (Sparky, Netrunner-L, 9/9/96)

As soon as the Corp declares three actions forgone, all Virus counters given to the Corp are removed. (Charles Keith-Stanley, Netrunner-L, 5/3/96)

The Corp's mandatory draw is NOT an action. The Corp still draws a card at the beginning of each Corp turn, even if the Corp has foregone all of the actions for that turn.

(Wendy Wallace, Netrunner-L, 5/23/96)

Virus counters remain in play even if the program that gave them is uninstalled. (Sparky, Netrunner-L, 5/22/96)

You can remove virus counters (and be forced to forgo your next three actions) any time you can rez a card. (Sparky, Netrunner-L, 7/17/96)

Forgoing actions to remove virus counters is cumulative if you forgo your next three actions to remove viruses, and forgo another three before you've paid the penalty for the first removal, you will forgo six consecutive actions. (Sparky, Netrunner-L, 9/3/96)

If the player is forced to forgo actions, actions dedicated to a specific purpose (e.g., Wilson, Weeflerunner Apprentice) can be used to fulfill the penalty. (Sparky, Netrunner-L, 9/12/96)

Cumulative Effects

Unless the card text indicates otherwise, a card referring to itself (e.g., Broker) refers only to that specific card, not to the other versions of that card that are also in play. (Sparky!, Netrunner-L, 5/6/96)

Gaining Actions

You can only take actions during your own turn. (Sparky!, Netrunner-L, 5/7/96) Neither player can use effects to gain actions during the other player's turn. (Netrunner FAQ v1.0, 5/23/96)

When an effect gives you an extra action, you gain that action immediately, even if you gained the action as a result of rezzing something after the last action of your turn. (Sparky!, Netrunner-L, 5/9/96)

When a card states that you will get an extra action per turn, you must declare when you use it. If the card is trashed during the Corp's turn and the Corp has not declared that it had used the extra action, the extra action is lost. (Sparky, Netrunner-L, 7/26/96)

You must use all of your actions, if possible. You may not gain an action that you can neither use nor forgo, unless a card's text says otherwise. (Skipper Pickle, Netrunner-L, 10/14/98)

Paying Costs

You cannot spend resources you don't have. If you have 0 agenda points, and you are required to spend 1 or more agenda points to activate an effect, you cannot activate

the effect; another good example of this is South African Mining Corp, which requires you to spend 3 actions to gain 6 bits if you don't have 3 actions immediately available to you, you can't gain the 6 bits. (Sparky!, Netrunner-L, 5/8/96)

Accessing Cards

Unless a node specifically says otherwise, if it is installed, it must be rezzed in order to take effect. Of all the nodes and upgrades in v1.0 and Proteus, only Virus Test Site has any effect when the Runner accesses it while it is both installed AND unrezzed (it does 1--and only 1--Net damage to the Runner, regardless of the number of advancement counters on it). (Sparky!, Netrunner-L, 5/13/96)

The Runner chooses the order in which he or she will access cards, including any draws or face-down cards as well. That's the order in which they affect the Runner. If the Runner survives accessing all the cards there, the Runner can then score agenda and pay to trash nodes and upgrades. (Sparky, Netrunner-L, 6/12/96) The effect of each accessed card must be dealt with separately and immediately, before accessing the next card. (Sparky, Netrunner-L, 11/18/96)

If you are accessing multiple cards from HQ, you can choose the order in which you take picks, and intermingle them with accessing upgrades as you wish. (Sparky, Netrunner-L, 11/18/96)

If you are accessing multiple cards from R&D, you can choose the order in which you take draws from the top of R&D, and intermingle them with accessing upgrades as you wish; you cannot alter the order in which you draw cards from the top of R&D. (Sparky, Netrunner-L, 11/18/96)

If you are accessing cards from the Archives, you take all the cards in the face-down pile and put them in the face-up pile, then access them one at a time, working down the pile. You can intermingle accessing cards in the Archives with with accessing upgrades as you wish. (Sparky, Netrunner-L, 11/18/96)

When the Runner accesses cards stored in HQ, the Corp always has the right to know which cards were accessed. (Skipper Pickle, Netrunner-L, 11/11/97)

Advancing Cards & Scoring Agenda

An agenda must be installed before it can be scored, even if it has an effective difficulty of 0. (Sparky, Netrunner-L, 5/19/96)

It is legal to advance an agenda beyond its difficulty. (Sparky, Netrunner-L, 6/12/96)

"Advancing a card" is spending an action and a bit to add an advancement counter to one of your installed cards that can be advanced. "Advancing a card" is simply one of several methods of adding an advancement counters to a card. (Sparky, Netrunner-L, 6/12/96)

Unless a card effect prevents it, the Runner must score any agenda accessed; if an additional cost must be paid and the Runner does not pay it, the agenda is not scored and returns to the fort from which it was accessed. (Sparky, Netrunner-L, 10/2/96)

Installing Programs

Once a program is installed in one location, you cannot voluntarily move it around to another location (e.g., a program installed in regular MU cannot be moved to a Daemon without removing the program from play first). (Netrunner FAQ v1.0,

5/23/96)

MU will never prohibit you from installing a program, but sometimes you'll have to trash something else in play to do so. (Sparky, Netrunner-L, 6/17/96)

Prevention Effects

A prevention effect essentially occurs "before" the effect it is preventing. (Sparky, Netrunner-L, 6/17/96)

You can't use prevention effects unless you have something to prevent (e.g., Emergency Self-Construct can only be triggered when you flatline) (Sparky, Netrunner-L, 7/10/96) Any prevention effect on a card is also a condition of play for that card. (Sparky, Netrunner-L, 12/2/96)

If you prevent a cost from being paid, you prevent that cost's effect from being played. So, for instance, if you activate a Lockjaw by trashing it, but use Umbrella Policy to prevent the Lockjaw from being trashed, your Lockjaw will be saved and your Umbrella Policy will be gone, but you will not be able to give any icebreaker a benefit of +2 strength. (Skipper Pickle, Netrunner-L, 9/29/98)

Making Runs and Jacking Out

Unless a card effect says otherwise, there is no opportunity for the Runner to jack out between the start of a run and the encounter with the first piece of Ice. (Sparky, Netrunner-L, 7/22/96)

Voluntary Effects

You cannot reveal one of your own cards just because you want to do so. You must have a reason--a card or game effect--to reveal it. (Sparky, Netrunner-L, 9/11/96)

You cannot voluntarily trash, or otherwise uninstall, an installed card unless a game effect specifically allows you to do so. (Skipper Pickle, Netrunner-L, 11/4/97)

Public Knowledge

Players have a right to know following information about their opponents at any time: the number of bits in the opponent's bit pool, the number of cards in the opponent's hand, the number of cards remaining in the opponent's draw pile, the number of cards in the opponent's discard pile, the number of tokens/counters on any card that implements tokens/counters. (Skipper Pickle, Netrunner-L, 9/18/98)

The Runner knows the following about face-down cards in a subsidiary data fort: how many cards are in the fort, how many advancement counters are on each card, and what order the cards went into the fort; thus, if the Runner played Hunt Club BBS, the Corp would not be allowed to shuffle cards around inside a single data fort. This prevents having advancement counters end up on a card that didn't previously have them, which would be "unsportsmanlike conduct." (Skipper Pickle, Netrunner-L, 9/10/98)

Agenda Rulings

AI Chief Financial Officer

Though the card text is not specific, you shuffle into R&D all of the cards stored in HQ and the Archives. (Official Netrunner Rulings, 4/21/97)

Artificial Security Directors

If the difficulty of an agenda is reduced to zero or less, it must still be installed to be scored. (Sparky, Netrunner-L, 5/19/96)

Scoring multiple Artificial Security Directors produces a cumulative effect (i.e., scoring two will reduce the difficulty of Black Ops agendas by 2). (Sparky on Executive Extraction, Netrunner-L, 6/25/96)

Corporate Headhunters

Note that while the first ability mimics brain damage, it is not actually brain damage, so ignores effects that would prevent, remove, or otherwise interact with brain damage. (Official Netrunner Rulings, 4/21/97)

Data Fort Reclamation

You may use additional bits from your bit pool to rez and install the cards. (Sparky, Netrunner-L, 10/18/96)

Note that you are not gaining actions in order to construct the data fort, but simply constructing it as a result of scoring Data Fort Reclamation. So this card does not supply actions you can forgo in order to get rid of virus counters, for example. (Official Netrunner Rulings, 4/21/97)

Employee Empowerment

The additional draw provided by Employee Empowerment is a start-of-turn effect separate from the normal draw; the Corp can draw one card and look at it before deciding whether or not to draw another card. (JD Wiker, Netrunner-L, 1/28/97)

Executive Extraction

See notes on [Artificial Security Directors](#).

Fetal AI

The Runner may choose not to pay the 2 bits and not steal Fetal AI; Fetal AI is still considered to be accessed. (Sparky, Netrunner-L, 10/2/96)

Genetics-Visionary Acquisition

See notes on [Artificial Security Directors](#).

Ice Transmutation

If the Corporation scores Ice Transmutation and uses it on a piece of ice that is subsequently derezzed but not removed from play, the ice remembers that it was affected by Ice Transmutation. If that same card is uninstalled or trashed and later replayed, it does not remember the change. (Netrunner FAQ v.1.0, 5/22/96)

This effect doubles all subroutines provided by the ice itself, even those that are generated after Ice Transmutation takes effect. It will not double subroutines provided by other abilities; for example, two Ice Transmutations don't double the subroutines the other Transmutation provides. However, it will double subroutines that are not actually printed on the card; for instance, Ice Transmutation will repeat the subroutines generated by the card text on Minotaur (note that this is a reversal of a previous ruling). (Official Netrunner Rulings, 4/21/97)

Marine Arcology

In order to get the benefit of Marine Arcology, you must have two actions immediately available to you; actions must be consecutive and they must all be spent on the same turn. (Sparky on South African Mining Corp, Netrunner-L, 5/16/96)

Please Don't Choke Anyone

When any effect owned by the Corp does preventable damage, Please Don't Choke Anyone can prevent that damage to gain a PDCA counter (e.g., the Corp could prevent the damage done by a Mastiff counter to gain a PDCA counter). (Tom Wylie, 8/26/97)

The Runner has the opportunity to prevent damage before the Corp can use Please Don't Choke Anyone to prevent that damage to gain a PDCA counter. If the Runner prevents it, then it is not successful and no counter is given. (Skipper Pickle, Netrunner-L, 8/26/98)

Priority Requisition

"At no cost" does not cover additional "above the rez cost" costs (cf. Caryatid or Digiconda), since these are not part of the rez cost. (Sparky, Netrunner-L, 9/5/96) "At no cost" means you waive the normal bit/action cost for whatever the action is, as well as any special costs listed in the text; all outside penalties still apply. (Tom Wylie via Sparky, Netrunner-L, 9/6/96)

Project Babylon

The Runner only scores 1 agenda point for stealing Project Babylon, regardless of the number of advancement counters on it. (Sparky, Netrunner-L, 5/22/96)

Security Net Optimization

The fort gives the bonus to ice installed on it before and after Security Net Optimization is scored. (Sparky, Netrunner-L, 6/18/96)

Security Purge

"At no cost" does not cover additional "above the rez cost" costs (cf. [Caryatid](#) or Digiconda), since these are not part of the rez cost. (Sparky, Netrunner-L, 9/5/96) "At no cost" means you waive the normal bit/action cost for whatever the action is, as well as any special costs listed in the text. All outside penalties still apply, so the Purge still has to account for Restrictive Net Zoning and similar cards. (Tom Wylie via Sparky, Netrunner-L, 9/6/96)

If the Corp scores Security Purge when there are fewer than three cards left in R&D, the Corp shows as many cards as there are in R&D to the Runner and

fulfills as much of the Purge effects as possible; since the effects do not require the Corp to "draw" the cards, the Corp player cannot lose the game by scoring this agenda. (Skipper Pickle, Netrunner-L, 7/17/98)

Security Purge says 'rez them, at no cost'. 'No cost' refers to the number in the upper right corner of a card. Security Purge doesn't let you get out of paying [Glacier's agenda](#) point cost. Reverses ruling above. Note that Security Purge instructs you to install and rez the **ice**, which means you have to do so if possible. If there are additional costs to install + rez, and you can pay them, you have to install + rez and pay those costs. I.e, if you've scored any **agenda**, and Security Purge turns up Glacier, you have to install + rez Glacier, and therefore spend 1 of your **agenda** points. (Tom Wylie 11/12/99)

Subsidiary Branch

Barring interaction from other cards, the Corporation will have four actions per turn for the remainder of the game, including during the turn in which Subsidiary Branch is scored. (Netrunner FAQ v.1.0, 5/22/96)

Theorem Proof

If the Runner chooses to install Theorem Proof as a **program** it is not considered stolen. So you can't play Trojan Horse afterwards.

[Bizzare Encryption Scheme](#) can not prevent the Runner from installing Theorem Proof as a **program**. But if the Runner does not install it and it is still in the fort at the start of the next Runner turn the Runner scores Theorem Proof without having to install it.

Viral Breeding Ground

If Viral Breeding Ground returns a daemon to the Runner's hand, the programs installed inside it are trashed; there is currently no effect in the game that will prevent the trashing of these programs. (Sparky, Netrunner-L, 9/5/96)

Any advancement counters on Viral Breeding Ground are not considered Virus counters; they're just advancement counters that happen to be on a Virus card. (Sparky, Netrunner-L, 10/2/96)

World Domination

The Runner only scores 3 agenda points for stealing World Domination, regardless of the number of advancement counters on it. (Sparky on Project Babylon, Netrunner-L, 5/22/96)

Ice Rulings

Ball and Chain

If the Corp subsequently rezzes a piece of ice, and the Runner refuses to pay the 2 bits, the Runner is not affected by the subroutines on that piece of ice. (Sparky, Netrunner-L, 5/22/96)

You only encounter rezzed ice, so the decision on whether or not to pay is made after the Corp has rezzed the ice. (Sparky, Netrunner-L, 11/18/96)

Bug Zapper

If Dr. Dreff forces the Runner to encounter Bug Zapper, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Bug Zapper will do zero net damage. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Caryatid

All rezzing bonuses and penalties are based on the card's keywords at the time the Corp rezzes it; rez it and then immediately change its keyword string. (Sparky, Netrunner-L, 9/11/96)

Credit Blocks

For notes on morphing ice, see [Caryatid](#).

Datacomb

If an effect (e.g., Rio de Janeiro City Grid) ends the run after the Runner has passed Datacomb but before the Corp deals with the "pay or uninstall" effect, the Corp does not have to deal with the effect. (Tom Wylie via Sparky, Netrunner-L, 9/27/96)

Digiconda

Digiconda's strength can be modified by other effects, such as Antiquated Interface Routines. (Sparky, Netrunner-L, 11/11/95)

Dog Pile

If Dr. Dreff forces the Runner to encounter Dog Pile, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Dog Pile will do zero net damage and will receive no bonuses to its strength from the number of layers of ice installed on the fort in which it is encountered. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Dumpster

For notes on **deflector ice**, see [Vortex](#)

Entrapment

For notes on **deflector ice**, see [Vortex](#)

Galatea

For notes on morphing ice, see [Caryatid](#).

Glacier

[Dr Dreff](#) acts with a 'rez cost' and only that. The 'rez cost' is the number shown in the upper right corner of the card. The **agenda** point is not concerned, because it is written in the text (technically speaking, it is not a part of a rez cost : it is just something subsequent to the fact of rezzing Glacier). Therefore, the Corp doesn't pay the **agenda** point with Dr Dreff, because Dr Dreff doesn't rez the **ice**. (Tom Wylie 11/12/99)

[Security Purge](#) says 'rez them, at no cost'. 'No cost' refers to the number in the upper right corner of a card. Security Purge doesn't let you get out of paying Glacier's **agenda** point cost.

Note that Security Purge instructs you to install and rez the **ice**, which means you have to do so if possible. If there are additional costs to install + rez, and you can pay them, you have to install + rez and pay those costs. I.e, if you've scored any **agenda**, and Security Purge turns up Glacier, you have to install + rez Glacier, and therefore spend 1 of your **agenda** points.(Tom Wylie 11/12/99)

Haunting Inquisition

If the Runner somehow suffers the first subroutine more than once (for example, it was doubled by Ice Transmutation), the effects apply in parallel, not serially. For example, running into a transmuted Inquisition only affects the Runner's next six actions, not her next twelve. (Official Netrunner Rulings, 4/21/97)

The "six actions" to which Haunting Inquisition refers must consist of actions the Runner actually takes; they cannot be actions that were somehow gained but not taken nor actions that have been forgone. (Skipper Pickle, Netrunner-L, 8/26/98)

Homing Missile

Homing Missile's strength can be modified by other effects, such as Antiquated Interface Routines. (Sparky, Netrunner-L, 11/11/95) Effects that modify Homing Missile's strength do not modify the trace limit. (Sparky, Netrunner-L, 11/11/95)

Hunting Pack

If Dr. Dreff forces the Runner to encounter Hunting Pack, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Hunting Pack will not have any subroutines. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Iceberg

The Corp may purchase as many subroutines as it wishes and can afford. (Sparky, Netrunner-L, 9/13/96)

Jack Attack

The Runner may no longer choose to jack out, but effects which end the run still work. (Sparky, Netrunner-L, 5/19/96)

As with any "you cannot do this" effect, this effect prohibits the Runner from jacking out at all, even through effects such as Smarteye or Speed Trap. (Official Netrunner Rulings, 4/21/97)

Lesser Arcana

For notes on morphing ice, see [Caryatid](#).

Marionette

If an effect (e.g., Rio de Janeiro City Grid) ends the run after the Runner has passed Marionette but before the Corp deals with the "pay or uninstall" effect, the Corp does not have to deal with the effect. (Tom Wylie via Sparky, Netrunner-L, 9/27/96)

Mastermind

If Dr. Dreff forces the Runner to encounter Mastermind, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Mastermind will do zero brain damage and will receive no bonuses to its strength from the number of layers of ice installed on the fort in which it is encountered. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Minotaur

If Dr. Dreff forces the Runner to encounter Minotaur, the ice is not installed anywhere and therefore there is no ice "installed outside" it; Minotaur will not have any "*End the run" subroutines. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Puzzle

The trashing effect of Puzzle is triggered because Runner has encountered the **ice**. So even if Puzzle is derezzed at the end of run, it 'remember' the fact that it must be trashed, and so ends its days in the Archives. Simply derezzing a piece of **ice** doesn't wipe out any effects that would apply to it, even if they're internal effects like imploding at end of turn. (Tom Wylie 15/02/00)

Riddler

The Corp may purchase as many subroutines as it wishes and can afford. (Sparky, Netrunner-L, 9/13/96)

Roadblock

If a 6 is rolled, the Runner ignores Roadblock's subroutines. (Official Netrunner Rulings, 4/21/97)

Shock.r

The Runner may not choose to jack out, but effects which end the run still work. (Sparky, Netrunner-L, 5/19/96)

If the Runner does not encounter any more ice on the fort, the Runner may not jack out for the remainder of the run. (Skipper Pickle, Netrunner-L, 12/11/97)

Sphinx 2006

For notes on morphing ice, see [Caryatid](#).

Sumo 2008

For notes on morphing ice, see [Caryatid](#).

Trapdoor

For notes on **deflector ice**, see [Vortex](#)

Tutor

Tutor does not modify itself, unless the Runner encounters it again later in the run (cf. Vacuum Link). (Netrunner FAQ v.1.0, 5/22/96)

Twisty Passages

If an effect (e.g., Rio de Janeiro City Grid) ends the run after the Runner has passed Twisty Passages but before the Corp deals with the "pay or uninstall" effect, the Corp does not have to deal with the effect. (Tom Wylie via Sparky, Netrunner-L, 9/27/96)

Vacuum Link

If there aren't enough pieces of ice on the fort, the Runner simply returns to the outermost piece of ice. This might be Vacuum Link itself. (Official Netrunner Rulings, 4/21/97)

Viral 15

The Runner chooses the program(s) to be trashed. (Sparky, Netrunner-L, 8/9/96)

Vortex

If you are rerouted by a **deflector** subroutine you can not jack out until after the encounter with the **ice**. If there is no **ice** you may jack out before accessing cards in the fort. (Sensei, 11-03-2000)

Node Rulings

City Surveillance

When Crash Everett, Inventive Fixer is in play, the runner must take a tag or pay [1] for the additional card you draw. (Wendy Wallace, Netrunner-L, 5/1/96)

When using Ronin Around, the runner don't have to pay because Ronin Around doesn't say draw. (Wendy Wallace, Netrunner-L, 5/1/96)

Yes, we may interrupt the Runner's action to rez City Surveillance (e.g., if the Runner plays Jack 'n' Joe, we may rez City Surveillance to force the Runner to either take three tags or pay three bits or any combination thereof). (Sparky, Netrunner-L, 5/17/96) The Runner cannot decide not to complete an action because City Surveillance is rezzed during that action. (Netrunner FAQ v.1.0, 5/22/96) If the Runner draws a card without announcing that action, the Corp can still respond by rezzing City Surveillance; "the fact that the Runner isn't being talkative doesn't allow him to get away with drawing without CS being rezzed. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)"

Corporate Negotiating Center

Multiple Corporate Negotiating Centers work independently of each other; process each one individually as a start-of-turn effect. (Sparky, Netrunner-L, 7/25/96)

Corprunner's Shattered Remains

ERRATA: Should read, "When Runner accesses Shattered Remains, trash one piece...." (Sparky, Netrunner-L, 10/11/96)

Cowboy Sysop

Cowboy Sysop can uninstall itself. (JD Wiker, Netrunner-L, 1/27/97)

Cybertech Think Tank

Though it is not explicit on the card, this ability is used after a source of meat damage is used, to increase the damage dealt by that source. (Official Netrunner Rulings, 4/21/97)

Data Masons

This ability applies to any means of rezzing a piece of ice, not just the standard way of doing so; apply the Data Masons modification before implementing the rezzing effect (e.g., with a Data Masons in play, Olivia Salazar would rez ice for (X-1)/2). (Official Netrunner Rulings, 4/21/97)

While the number of bits you pay to rez a piece of ice is reduced, its actual rez cost is considered unchanged. Thus, Startup Immolator must pay the normal rez cost, Dr. Dreff isn't helped out by this ability, and so on. (Official Netrunner Rulings, 4/21/97)

Doppelganger Antibody

If Doppelganger Antibody has been installed and is accessed from a subsidiary data fort, the Corp must rez it for it to take effect (as a result, the

Runner may activate Speed Trap in response and escape its effects). (Tom Wylie, Pacificon, 9/1/96)

You can pay the 2 bits only once each time the Runner accesses Doppelganger Antibody. (Sparky on Pattel Antibody, Netrunner-L, 9/27/96)

Doppelganger counters are not removed when the Corp forgoes actions to remove Virus counters. (Sparky, Netrunner-L, 10/2/96) According to R&D, the Corp viruses aren't removed when the Corp forgoes actions because that text isn't on the Corp virus cards. (Sparky, Netrunner-L, 11/11/96)

Encoder, Inc.

See [Data Masons](#) for related rulings on effects that reduce rez costs.

Euromarket Consortium

If a node that increases the Corp's hand size is trashed, the Corp's hand size is reduced immediately, but no discards are made until the end of the Corp's turn. (Sparky, Netrunner-L, 8/7/96)

Executive Boot Camp

You may not use the bits gained from Executive Boot Camp to pay for effects which must occur "at the start" of a run (e.g., Siren). (JD Wiker, Netrunner-L, 2/14/97)

Experimental AI

ERRATA: Should read, "When Runner accesses Experimental AI, trash one program...." (Sparky, Netrunner-L, 10/11/96)

Fortress Architects

See notes on [Chester Mix](#).

Government Contract

Bits gained from Government Contract cannot be used to pay a cost noted as being "above the rez cost." (Skipper Pickle, Netrunner-L, 5/14/98)

Since Dr. Dreff does not rez ice, you cannot use Government Contract bits to pay for Dreffing ice. (Skipper Pickle, Netrunner-L, 5/14/98)

Hacker Tracker Central

ERRATA: Should say "trace value," instead of "trace strength." (Sparky, Netrunner-L, 10/11/96)

Indiscriminate Response Team

Indiscriminate Response Team is used after a successful run has ended. So if Indiscriminate Response Team is trashed during the run it can no longer be used. (Sensei, 11-03-2000)

Investment Firm

You can put 2 bits on each Investment Firm for each bit that you choose not to add to your pool. (JD Wiker, Netrunner-L, 12/18/96)

The bits may come from any source. (JD Wiker, Netrunner-L, 12/19/96) "Note that you don't spend bits to put bits on Investment Firm, but modify

whatever effect is putting bits into your pool. So restrictions on spending those bits don't apply. Therefore, you can convert normally-specialized bits into Investment bits." (Tom Wylie via JD Wiker, Netrunner-L, 1/20/96)

Newsgroup Taunting

The Corp cannot rez Newsgroup Taunting at the start of a run; to force the Runner to pay the extra bit, Newsgroup Taunting must already be rezzed when the Runner declares the run. (Sparky, Netrunner-L, 7/16/96)

Omniscience Foundation

The effect only occurs if Omniscience Foundation is in play at the end of the turn. (Wendy Wallace, Netrunner-L, 4/26/96)

Pacifica Regional AI

ERRATA: Add to the ability line "Use this ability only during your turn." (Sparky, Netrunner-L, 10/11/96) Neither player can use effects to gain actions during the other player's turn. (Netrunner FAQ v.1.0, 5/22/96)

Pattel Antibody

If Pattel Antibody has been installed and is accessed from a subsidiary data fort, the Corp must rez it for it to take effect (as a result, the Runner may activate Speed Trap in response and escape its effects). (Tom Wylie, Pacificon, 9/1/96)

You can pay the 3 bits only once each time the Runner accesses Pattel Antibody. (Sparky, Netrunner-L, 9/27/96)

Pattel counters are not removed when the Corp forgoes actions to remove Virus counters. (Sparky, Netrunner-L, 10/2/96) According to R&D, the Corp viruses aren't removed when the Corp forgoes actions because that text isn't on the Corp virus cards. (Sparky, Netrunner-L, 11/11/96)

Remember that the strength of ice and icebreakers does not bottom out at 0; it can go negative. For example, if the strength of an icebreaker is reduced to less than 0, the Runner will indeed have to pay to increase its strength to use it on 0-strength ice. (Official Netrunner Rulings, 4/21/97)

Remote Facility

The action is gained immediately (e.g., if the Corp rezzes Remote Facility after its third action, it can take a fourth action). (Sparky, Netrunner-L, 5/9/96)

If, during the Corp's turn, the Corp trashes Remote Facility prior to using the extra action it provides, the extra action is lost. (Sparky, Netrunner-L, 6/27/96) When a card states that you will get an extra action per turn, you must declare when you use it. If something trashes a Remote Facility during the Corp's turn and the Corp has not declared that it had used the Remote Facility's extra action, the action is lost. In 'formal' play, it's not assumed that the first action taken is the bonus action. (Sparky, Netrunner-L, 7/26/96)

Rustbelt HQ Branch

If a node that increases the Corp's hand size is trashed, the Corp's hand size is reduced immediately, but no discards are made until the end of the Corp's turn. (Sparky, Netrunner-L, 8/7/96)

Setup!

If Setup! has been installed and is accessed from a subsidiary data fort, the Corp must rez it for it to take effect (as a result, the Runner may activate Speed Trap in response and escape its effects). (Tom Wylie, Pacificon, 9/1/96)

Siren

Siren can reroute a run that was initially specified as being on one fort, but can't route you into making an illegal run, such as running on Roving Sub illegally. This means that you will run on the Siren fort regardless of what your prep, resource, or program says you're going to run on. (Tom Wylie via Sparky, Netrunner-L, 9/6/96)

If the Runner plays an effect, such as Custodial Position, that allows the Runner some bonus based on a successful run on a particular fort, and Siren reroutes that run to a different fort, the Runner does not gain the bonus. (Sparky, Netrunner-L, 10/2/96)

Skalderviken SA Beta Test Site

See notes on [Data Masons](#).

South African Mining Corp

In order to get the benefit of South African Mining Corp, you must have three actions immediately available to you; actions must be consecutive and they must all be spent on the same turn. (Sparky, Netrunner-L, 5/16/96)

Syd Meyer Superstores

ERRATA: "[action], trash a piece of rezzed ice: Gain 4" (Sparky, Netrunner-L, 11/6/96)

TRAP!

If TRAP! has been installed and is accessed from a subsidiary data fort, the Corp must rez it for it to take effect (as a result, the Runner may activate Speed Trap in response and escape its effects). (Tom Wylie, Pacificon, 9/1/96)

You can pay the 4 bits only once each time the Runner accesses TRAP! (Sparky on Pattel Antibody, Netrunner-L, 9/27/96)

Vapor Ops

The Corporation can use this special function at the same time it can rez a card. (Netrunner FAQ v.1.0, 5/22/96)

Virus Test Site

If it is installed and rezzed, Virus Test Site does 2 Net damage per advancement counter on it; if it has no advancement counters on it, it does 1 Net damage. (Sparky, Netrunner-L, 7/23/96) It must be rezzed to do 2 Net damage per advancement counter; if it has advancement counters, but the Corp chooses not to rez it, it still does 1 Net damage. (Official Netrunner Rulings, 4/21/97)

Operation Rulings

Closed Accounts

The Runner only loses bits in his or her bit pool; bits stored on installed cards are not affected. (Sparky, Netrunner-L, 11/18/96)

Corporate Detective Agency

If either one of the two resources is Time to Collect, the Runner can successfully use Time to Collect to prevent the trashing of the other resource. (Sparky, Netrunner-L, 11/11/96)

Data Sifters

Note that this operation can be played regardless of how or why the Runner trashed the node(s). (Official Netrunner Rulings, 4/21/97)

Edgerunner, Inc., Temps

The actions gained from Edgerunner, Inc., Temps may be forgone to remove Virus counters. (JD Wiker, Netrunner-L, 12/19/96)

Emergency Rig

You can play a second Emergency Rig on a piece of ice that already has Kludge counters on it to extend the number of turns it can remain in play. When the last Kludge counter is removed, each Rig's effect trashes the ice, so saving the ice would require using more than one prevention effect. (Tom Wylie via JD Wiker, Netrunner-L, 3/18/97)

The Kludge counters stay on the ice even if it is derezzed. (Tom Wylie via JD Wiker, Netrunner-L, 3/25/97)

You can play Emergency Rig on a piece of non-Kludged ice that is already rezzed; the ice will be trashed when the last Kludge Counter is removed. (Tom Wylie via JD Wiker, Netrunner-L, 3/28/97)

Management Shake-Up

Yes, you can add all of the advancement counters to the same card. (Wendy Wallace, Netrunner-L, 5/28/96)

The advancement counters do not come from your bit pool; bits and advancement counters are not the same. (Sparky, Netrunner-L, 6/7/96)

Power Grid Overload

The Corporation chooses the order in which the Runner's hardware cards hit the Runner's trash pile. Any effects caused by the trashing of those cards (for example, the Runner's having to trash programs due to reduced MU after memory chips have been trashed) are handled only after all those cards are trashed. (Netrunner FAQ v.1.0, 5/22/96)

Project Consultants

Yes, you can add all of the advancement counters to the same card. (Wendy Wallace, Netrunner-L, 5/28/96)

The advancement counters do not come from your bit pool; bits and advancement counters are not the same. (Sparky, Netrunner-L, 6/7/96)

Rent-to-Own Contract

The effect ends when the last counter is removed; this should be considered errata for Rent-to-Own Contract. (Tom Wylie via JD Wiker, Netrunner-L, 1/13/97)

Systematic Layoffs

Yes, you can add both advancement counters to the same card. (Wendy Wallace, Netrunner-L, 5/28/96)

The advancement counters do not come from your bit pool; bits and advancement counters are not the same. (Sparky, Netrunner-L, 6/7/96)

Team Restructuring

When the Corporation plays Team Restructuring, we cannot put both advancement counters on one card. (Netrunner FAQ v.1.0, 5/22/96)

The advancement counters do not come from your bit pool; bits and advancement counters are not the same. (Sparky, Netrunner-L, 6/7/96)

Underworld Mole

The resource is trashed before the tag is given; if the Corp trashes a tag prevention resource (e.g., Fall Guy) with Underworld Mole, that resource cannot be used to prevent the tag. (JD Wiker, Netrunner-L, 2/11/97)

Upgrade Rulings

Aardvark

Note that the card text explicitly breaks the rules by allowing you to rez this card in response to an action of the Runner's, namely using a worm. (Official Netrunner Rulings, 4/21/97)

As with other "you cannot do this" effects, the Runner is flatly prohibited from using worms during runs on that fort, even if the worm would normally require the Runner to use it during that run. (Official Netrunner Rulings, 4/21/97)

Bizarre Encryption Scheme

ERRATA: Reword as follows: "Bizarre Encryption Scheme may only be installed in a subsidiary data fort. Runner does not score any agenda (or agendas) that he or she accesses from this fort; return the agenda to the fort instead. Runner scores the agenda at the start of his or her next turn if it is still in the fort." (Sparky, Netrunner-L, 10/11/96)

If you re-access Bizarre Encryption Scheme on a second run, the whole card text takes effect again and you can't score the agenda, but if you trash it, then run again, you can score the agenda. (Sparky, Netrunner-L, 7/25/96)

Under the errata, if the agenda leaves a Bizarrely-Encrypted fort, Bizarre Encryption Scheme loses track of the agenda, and the Runner does not score it. (Sparky, Netrunner-L, 9/13/96)

An agenda scored at the beginning of the Runner's turn in this way is considered neither stolen nor accessed. Thus, if the agenda is a Fetal AI, then, at the beginning of the Runner's next turn, the Runner will score the Fetal AI without any obligations--no Net damage, no 2 bits to pay. (Skipper Pickle, NR-L, 3/16/98)

Chester Mix

This ability reduces additional costs imposed on installing the ice, such as Jenny Jett or Restrictive Net Zoning. (Official Netrunner Rulings, 4/21/97)

Crystal Palace Station Grid

Since a Runner can use Pile Driver to break "up to four" subroutines on a piece of ice, the Runner may choose to pay the extra bit only for those subroutines he or she wishes to break. (Netrunner FAQ v.1.0, 5/22/96)

Under Dropp's corrected wording (0: Break all subroutines...) the Runner cannot choose to break only some of the subroutines on a piece of ice. The additional one-bit payment must be made for all or none of the subroutines. (Netrunner FAQ v.1.0, 5/22/96)

Dr. Dreff

ERRATA: Dr. Dreff should say "Whenever the Runner passes the last piece of ice on this fort or declares a run on it when it has no ice,...." rather than referring to "successful runs." (Sparky, Netrunner-L, 8/9/96)

If the run is being made on a fort other than the one from which cards are to be accessed, Dreff may be used if he is installed in the fort on which the run is

being made. If Dreff were installed in the fort from which cards are to be accessed, he could not be used. So if you want Dreff to defend you from Shredder Uplink Protocol, you need to install in him in the Archives; Dreff in HQ can't help you against Shredder. (Sparky, Netrunner-L, 8/9/96)

If an effect can remove the ice from play before Dreff trashes the ice (e.g., Marionette), Dreff loses track of the ice and does not trash it. (Sparky, Netrunner-L, 10/31/96)

When Dr. Dreff forces the Runner to encounter ice, that ice is not considered "rezzed" (e.g., the Corp could not gain 3 bits by having Dreff force the Runner to encounter Misleading Access Menus). (JD Wiker, Netrunner-L, 2/25/97)

Ice played via Dr. Dreff is not actually installed anywhere, so there's no such thing as other ice being "outside" it; for instance, if Dreff forces the Runner to encounter a Mastermind, the Mastermind will do zero brain damage and have a strength of zero (unless it is some other ice-strength modifier is in play), regardless of how many layers of ice are installed on this fort. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

The Runner never approaches the ice but goes straight to encountering it, so she doesn't have the chance to play abilities before the encounter. (Official Netrunner Rulings, 4/21/97)

If a card refers to the ice "on" the fort, it is referring to ice installed on the fort. Effects that modify or target ice "on" a fort cannot modify or target ice that Dr. Dreff forces the Runner to encounter. (Skipper Pickle, Netrunner-L, 11/11/97)

The **sleepy ice** says '...the cost to rez is reduced by 5...'. Dr Dreff says '...pay half of that card rez cost...'. Since the rez cost is the number shown on top right of a card (as explained on pages 11-12 of the rulebook), and only that, rez cost differs from 'cost to rez' which means 'if you want to rez, do that'. With Dr Dreff, the ice is not rezzed (it is just encountered), so you don't trigger the reduction of rez cost.

The **sleepy** text just affects efforts to rez the **ice**, not 'pay bits equal to card's rez cost' in general. (Tom Wylie 11/12/99)

You can dreff Dumpster on the archives because Dumpster's restriction is on 'installation' only, and Dr Dreff does not install the **ice**. (Tom Wylie 11/12/99)

Jenny Jett

ERRATA: Jenny Jett should say "When Runner passes the last piece of ice on this fort, if any...", rather than referring to "successful runs." Jenny may not be used if the run was made on a fort other than the one from which cards are accessed (e.g., Shredder Uplink Protocol). (Sparky, Netrunner-L, 8/9/96)

If the run is being made on a fort other than the one from which cards are to be accessed, Jenny Jett may be used if she is installed in the fort on which the run is being made. If Jenny were installed in the fort from which cards are to be accessed, she could not be used. So if you want Jenny to defend you from Shredder Uplink Protocol, you need to install in her in the Archives; Jenny in HQ can't help you against Shredder. (Sparky, Netrunner-L, 8/9/96)

Since Jenny Jett "installs" ice, that ice is affected by effects which modify the normal cost(s) to install ice. (JD Wiker, Netrunner-L, 1/24/97)

Jerusalem City Grid

See notes on [Data Masons](#).

Lesley Major

ERRATA: Lesley Major should say "Use this ability only when Runner passes the last piece of ice on this fort or declares a run on it when it has no ice,...." (Skipper Pickle, Netrunner-L, 11/11/98)

Lisa Blight

Cards are trashed face-down. (JD Wiker, Netrunner-L, 1/20/96)

Marcel DeSoleil

Cards are trashed face-down. (JD Wiker, Netrunner-L, 1/20/96)

Namatoki Plaza

If Namatoki Plaza leaves play, deal with the effects immediately. (Tom Wylie via JD Wiker, Netrunner-L, 2/4/97)

If this card is trashed, leaving the fort with too many nodes and/or agendas, the Corp chooses which of those cards are trashed. (Official Netrunner Rulings, 4/21/97)

Networked Center

See notes on [Artificial Security Directors](#).

New Galveston City Grid

When the Runner trashes multiple cards in a fort, all of them are trashed at the same time; thus, New Galveston City Grid still increases the cost of everything else being trashed. The only benefit of sequential trashing is that the Runner can determine the order in which the cards hit the Archives. (Sparky, Netrunner-L, 7/10/96)

Obfuscated Fortress

All bits that you spend during the run count against your limit, regardless of the source of those bits. (Official Netrunner Rulings, 4/21/97)

At the start of a run on an Obfuscated Fortress, the Runner may "announce" a number of bits greater than the amount currently in his or her bit pool. During this run, the Runner may spend bits from sources other than the Runner's bit pool (e.g., he or she may use bits from Stealth sources or from Hidden resources). When the run is complete, if the Runner did not spend all of the bits that were previously announced, Obfuscated Fortress will cause the Runner to lose only bits that are in his or her bit pool; bits on his or her installed cards cannot be lost in this manner. (Skipper Pickle, Netrunner-L, 9/12/98)

Obfuscated Fortress generates a start-of-run effect that can be processed with other start-of-run effects. In the event that an Obfuscation takes place at the beginning of a run on a fort containing Obfuscated Fortress, and the run on that fort is then redirected (i.e., by Siren), then the Obfuscation remains in effect. However, if the run continues on another fort that contains an Obfuscated Fortress (and it is still the start of the run), the Runner may

redeclare the number of bits he or she will spend on the run, and the previous declaration is no longer in effect. (Skipper Pickle, Netrunner-L, 9/12/98)

Olivia Salazar

Olivia cannot rez ice that Dr. Dreff causes the Runner to encounter, since Olivia only affects "installed" ice. (JD Wiker, Netrunner-L, 12/17/96)

Multiple Olivia Salazars would enable the Corp to rez more than one piece of ice in a fort for half cost, but could not be used in multiples on the same piece of ice in the same run; the first Olivia would rez the ice, and the others would get there too late. (JD Wiker, Netrunner-L, 12/19/96)

Omni Kismet, Ph.D.

The Corp can use Omni Kismet, Ph.D.'s special effect after the Runner has activated Smarteye to expose a piece of ice, switching the exposed ice for a piece of concealed ice, which the Runner cannot expose. (Sparky, Netrunner-L, 11/11/96)

Pavit Bharat

Yes, Pavit Bharat uninstalls himself too. (Sparky, Netrunner-L, 9/13/96)

ERRATA: Pavit Bharat should say "Rez Pavit Bharat only when Runner has passed the last piece of ice on this fort or declared a run on it when it has no ice." (Skipper Pickle, Netrunner-L, 11/11/98)

Red Herrings

If the Runner is using an effect that allows the trashing of any card (e.g., Kilroy Was Here), Red Herrings does not prohibit a Runner from trashing an agenda. (Sparky, Netrunner-L, 6/27/96)

Research Bunker

See notes on [Artificial Security Directors](#).

Rio de Janeiro City Grid

The Corp still rolls for Rio even if effects allow the Runner to pass a piece of ice "automatically" (e.g., Inside Job). (Sparky, Netrunner-L, 6/7/96)

Roving Submarine

ERRATA: "This fort may be run only if you installed a card or added an advancement counter to a card inside or on this fort during your last turn." (Sparky, Netrunner-L, 7/10/96)

Cards installed during the Runner's last turn (e.g., with Pavit Bharat) do not allow the fort to be run. (JD Wiker, Netrunner-L, 1/20/96)

Self Destruct

@ In order to be used Self Destruct has to be rezzed before the Runner decides to access cards. When the Runner accesses Self Destruct it can be trashed to use its effect. The Runner has to survive the effect before he can trash any card in the fort or score any **agenda**. If a card is trashed by Self Destruct it goes to the archives before the Runner can trash or score it. (Sensei, 11-03-2000)

Simon Francisco

ERRATA: Should read "When accessing cards in this data fort, access one less card stored in this data fort." The ability is not triggered by accessing Simon. (Sparky, Netrunner-L, 9/11/96)

Simon Francisco does not prohibit you from accessing installed cards. (JD Wiker, Netrunner-L, 1/3/97)

Steroid

Steroid can double the strength of an **ice** that is not installed on the same fort. (Tom Wylie 11/12/99)

Washington, D.C., City Grid

See notes on [Artificial Security Directors](#).

Weapons Depot

See notes on [Artificial Security Directors](#).

Hardware Rulings

Arasaka Portable Prototype

ERRATA: Should say, "If you use any of the bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

"Armadillo" Armored Road Home

ERRATA: Should say, "If you use any of the bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

Artemis 2020

ERRATA: Should say, "If you use any of the bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

Bodyweight (tm) Data Creche

You may make the extra run after a successful run using the extra action provided by Wilson, Weeflerunner Apprentice; there is no limit on the number of bits you can use during the Bodyweight Data Creche run. (Sparky, Netrunner-L, 8/6/96)

Since the bonus run granted by Bodyweight Data Creche does not happen in the context of an action, it does not occur "during" an action and is not prohibited by the first subroutine on Haunting Inquisition. This means that you could use the bonus run right after a (successful) run in which you become Haunted. (Skipper Pickle, Netrunner-L, 8/10/98)

Corolla Speed Chip

ERRATA: Should say, "If you use the bit, replace it from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

Dermatech Bodyplating

ERRATA: Should say "Prevent up to 1 meat damage each turn." (Sparky, Netrunner-L, 10/11/96)

"Drifter" Mobile Environment

ERRATA: Should say, "If you use any of these bits, replace them from the bank...." (Sparky, Netrunner-L, 10/11/96)

You can use the bits only for tag removal, not for activating card effects that result in tag removal (e.g., you can't use these bits to activate Nomad Allies). (Sparky, Netrunner-L, 8/7/96)

Eurocorpse (tm) Spin Chip

The icebreaker inside Eurocorpse Spin Chip has all the benefits and drawbacks of any other installed icebreaker (e.g., it can be trashed by killer ice subroutines). (Sparky, Netrunner-L, 10/18/96)

"Green Knight" Surge Buffers

ERRATA: Should say "Prevents up to 1 Net damage each turn." (Sparky, Netrunner-L, 10/11/96)

HQ Interface

Multiple HQ Interfaces provide cumulative effects. (Sparky, Netrunner-L, 6/4/96)

The additional cards accessed do not include cards installed in HQ. (JD Wiker, Netrunner-L, 1/3/97)

Lifesaver (tm) Nanosurgeons

If some effect prevents the damage (e.g., Shield), you cannot use Lifesaver Nanosurgeons to draw cards. (Sparky, Netrunner-L, 7/11/96)

The damage must happen DURING one of your last three actions; you can't activate the drawing effect of Lifesaver Nanosurgeons using damage that occurs between actions or as a start-of-turn or end-of-turn effect to fulfill the prerequisite condition. (JD Wiker, Netrunner-L, 2/7/97)

Lifesaver Nanosurgeons no longer has an erratum that inserts the word "successfully" before the word "damaged." (Skipper Pickle, Netrunner-L, 9/29/98)

Lucidrine (TM) Drip Feed

You only gain one action each turn from Lucidrine Drip Feed; the actions do not accumulate. (Sparky, Netrunner-L, 9/27/96)

The action gained from Lucidrine Drip Feed may be forgone to fulfill a penalty. (Sparky, Netrunner-L, 10/2/96)

Microtech Backup Drive

Cards placed on Microtech Backup Drive go faceup. (Sparky, Netrunner-L, 4/20/96)

A program that goes to a Microtech Backup Drive can be considered trashed and out of play (REVERSEs a previous ruling). (Skipper Pickle, Netrunner-L, 9/28/98)

Microtech 'Trode Set

"Ignoring" a subroutine means that you don't even get a chance to break it, not that you just ignore its effect. (Official Netrunner Rulings, 4/21/97)

Omnitech Wet Drive

The MU vary dynamically and instantly. With MIT West Tier, the Runner's hand is 0 before he DRAWS 5 cards. The MU are 0 for an moment. (Tom Wylie 11/12/99)

Pandora's Deck

ERRATA: Should say, "If you use any of the bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

These bits cannot be used for SETTING a base link--only for using effects that modify a base link (e.g., these bits could not be used to pay for Access through Alpha, since Alpha only sets a base link, but does not allow you to increase your link). (JD Wiker, Netrunner-L, 6/26/97)

PK-6089a

ERRATA: Should say, "If you use any of the bits, replace them from the

bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

These bits cannot be used for SETTING a base link--only for using effects that modify a base link (e.g., these bits could not be used to pay for Access through Alpha, since Alpha only sets a base link, but does not allow you to increase your link). (JD Wiker, Netrunner-L, 6/26/97)

R&D Interface

Multiple R&D Interfaces provide cumulative effects. (Sparky, Netrunner-L, 6/4/96)

The additional cards accessed do not include cards installed in R&D. (JD Wiker, Netrunner-L, 1/3/97)

Raven Microcyb Eagle

ERRATA: Should say, "Prevents up to 1 Net damage each turn," and "If you use any of these bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

Raven Microcyb Owl

ERRATA: Should say, "If you use any of these bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

See [Clook](#) for notes on Stealth cards.

Sunburst Cranial Interface

See [Clook](#) for notes on Stealth cards.

Techtronica (tm) Utility Suit

ERRATA: Should say, "Put [5] from the bank on Techtronica Utility Suit ..." and "If you use any of these bits, replace them from the bank at the start of your next turn." Should say "Prevents up to 1 meat damage each turn" (Sparky, Netrunner-L, 10/11/96)

These bits cannot be used for SETTING a base link--only for using effects that modify a base link (e.g., these bits could not be used to pay for Access through Alpha, since Alpha only sets a base link, but does not allow you to increase your link). (JD Wiker, Netrunner-L, 6/26/97)

The Deck

See [Access through Alpha](#) for notes on base links.

Total Genetic Retrofit

If multiple Total Genetic Retrofits are played, they will all wait for the "next" tag; you can't use them to avoid that number of future tags. (Tom Wylie, 8/26/97)

ZZ22 Speed Chip

ERRATA: Should say, "If you use any of these bits, replace them from the bank...." (Sparky, Netrunner-L, 10/11/96)

Preps Rulings

All-Hands

The additional cards accessed do not include cards installed in HQ. (JD Wiker, Netrunner-L, 1/3/97)

Arasaka Owns You

Playing Arasaka Owns You during a run does not end the run. (Sparky, Netrunner-L, 6/27/96)

If you are flatlined by unpreventable damage, you cannot play Arasaka Owns You. (Sparky, Netrunner-L, 10/18/96) Any prevention effect is also a condition for play. (Sparky, Netrunner-L, 12/2/96)

Custodial Position

The additional cards accessed do not include cards installed in R&D. (JD Wiker, Netrunner-L, 1/3/97)

Demolition Run

If you also have [Armageddon](#) installed, you may not give a Doom counter AND trash the rezzed ice on the fort; you must do one or the other (see notes on [Armageddon](#)). (JD Wiker, Netrunner-L, 2/4/97)

Disgruntled Ice Technician

Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken. (Sparky, Netrunner-L, 9/5/96)

You cannot use Disgruntled Ice Technician to derez the ice after using Dropp to break the subroutines on that ice. (JD Wiker, Netrunner-L, 1/6/97)

Edited Shipping Manifests

If you want to prevent the tag given by Edited Shipping Manifests, you cannot pay for the tag prevention effect (e.g., Nasuko Cycle) using the bits from that Edited Shipping Manifests. Since the Runner must process a card's effects in order, he or she does not get the ten bits until after the tag is given. (Netrunner FAQ v.1.0, 5/22/96)

If the run is successful and the Corp has no bits, the Runner accesses cards as normal. (Sparky, Netrunner-L, 8/6/96)

Executive Wiretaps

The additional cards accessed do not include cards installed in HQ. (JD Wiker, Netrunner-L, 1/3/97)

Forged Activation Orders

ERRATA: Forged Activation Orders has no effect on a piece of rezzed ice; the card should say "Choose an unrezzed piece of ice." (Official Netrunner Rulings, 4/21/97)

Hunt Club BBS

All choices about which and how many cards will be exposed are made before any of them are exposed. (Netrunner FAQ v.1.0, 5/22/96)

Kilroy Was Here

You may trash agendas even if an effect prevents you from scoring those agendas (e.g., Red Herrings). (Sparky, Netrunner-L, 6/25/96)

Lucidrine (tm) Booster Drug

You may use the bits from Lucidrine Booster Drug to pay for trashing nodes and upgrades accessed during that run. (Wendy Wallace, Netrunner-L, 5/28/96)

Preps and Operations go to the trash after they're fully declared (i.e., after all decisions are made) but before they're resolved; Lucidrine Booster Drug goes into the trash before any cards trashed as a result of the run and before the card you lose to the brain damage caused by Lucidrine Booster Drug. (Sparky, Netrunner-L, 8/27/96)

You don't take the brain damage until after the run is complete, so if you score enough agenda to win (or meet another winning condition such as trashing Nevinyrral), you never suffer the damage. (Official Netrunner Rulings, 4/21/97)

misc.for-sale

ERRATA: misc.for-sale will read "successfully trashed" instead of "trashed." You cannot get bits from misc.for-sale if you use Joan of Arc to prevent programs from being trashed. (Sparky, Netrunner-L, 7/24/96)

On the Fast Track

If you trash cards that you don't see (cf. Death from Above), and you play On the Fast Track, you can ask the Corp if you trashed an Advertisement or Transactions card this turn, but you may not look at the cards or the Archives to verify this. If necessary, you can ask a third party to verify the Corp's answer. (Tom Wylie via JD Wiker, 3/11/97)

Organ Donor

Preps and Operations go to the trash after they're fully declared (i.e., after all decisions are made) but before they're resolved; Organ Donor goes into the trash before any cards are trashed from your hand. (Sparky, Netrunner-L, 8/28/96)

Pirate Broadcast

You only get one chance to run each fort; if something (e.g., Siren) misdirects you away from a fort, you can't run it again. (JD Wiker, Netrunner-L, 2/5/97)

Prearranged Drop

The bits are gained as soon as the agenda is accessed, so the Runner can use these bits to pay trash costs or pay costs for stealing agenda (e.g. Red Herrings). (Skipper Pickle, Netrunner-L, 5/18/98)

Promises, Promises

The Runner scores the additional agenda point as soon as the agenda is accessed, but the Runner cannot win the game until after all cards in the fort are accessed and their effects dealt with (See Sparky's Run Chart). (Skipper Pickle, Netrunner-L, 5/18/98)

Remote Detonator

In the case of a misdirected run, the ice trashed is the ice on the fort that was accessed (e.g., the Runner runs on Archives but accesses cards in HQ; the ice on HQ is trashed). (JD Wiker, Netrunner-L, 3/5/97)

Rush Hour

The additional cards accessed do not include cards installed in R&D. (JD Wiker, Netrunner-L, 1/3/97)

Senatorial Field Trip

If the ice is not rezzed, Senatorial Field Trip has no effect. (Sparky, Netrunner-L, 9/5/96)

Sneak Preview

If you use Sneak Preview to install a program, then later trash that program, it will not return to your hand. (Sparky, Netrunner-L, 7/17/96) If the program ends up on a Microtech Backup Drive, or leaves play for any other reason, it won't return to your hand. (Tom Wylie, 8/26/97)

Social Engineering

The Corp has the right to count the Runner's bits before the effect starts, but not once the guessing game begins. (Sparky, Netrunner-L, 7/25/96)

You must encounter a piece of ice before you pass it. If the Runner chooses an unrezzed piece of ice, the Corp has a chance to rez that ice. (Sparky, Netrunner-L, 7/26/96)

Social Engineering only allows you to pass that piece of ice one time during that run. (Skipper Pickle, Netrunner-L, 11/4/97)

Subliminal Corruption

It's not legal to trash something that's already in the Archives, so you can't give the Corp bad publicity for advertisements that are already in the Archives. (Official Netrunner Rulings, 4/21/97)

Synchronized Attack on HQ

Each card for which the Corp pays 2 bits is no longer available to be discarded. Essentially, effects that force the Corp's discards to be random (e.g., Cockroach) are worthless when combined with Synchronized Attack. (Tom Wylie via Sparky, Netrunner-L, 8/7/96)

Unofficial **ERRATA**: Sparky says, "To make the function of [Synchronized Attack on HQ] more clear, we're CONSIDERING: 'For each card stored in HQ, Corp either pays[2] or discards that card.' This better explains why the card interacts the way it does with discard modifiers, like Cockroach counters." (Sparky, Netrunner-L, 8/9/96)

Total Genetic Retrofit

If multiple Total Genetic Retrofits are played, their effects are cumulative (i.e., if you play two Retrofits, you avoid your next two tags) (REVERSES a previous ruling). (Skipper Pickle, Netrunner-L, 9/30/98)

Valu-Pak Software Bundle

You get 5 actions and 1 bit, not 5 actions and 1 bit per action. (Sparky, Netrunner-L, 6/18/96)

You must use the actions you gain from Valu-Pak Software Bundle immediately or forfeit them. (JD Wiker, Netrunner-L, 12/16/96)

The bit must be spent "during" one of the actions gained from Valu-Pak Software Bundle--you cannot use it on special effects that occur between those actions. (Skipper Pickle, Netrunner-L, 10/4/98)

Program Rulings

Afreet

Once a program is installed in a particular place you can't move it around. Programs that are already installed may not be placed inside a daemon that comes into play later in the game. (Wendy Wallace, Netrunner-L, 5/2/96)

If the Runner has an icebreaker installed in an Imp, and the Imp is installed inside an Afreet, the icebreaker's strength is only reduced by 1. When checking for penalties, the Runner only checks to see where the icebreaker is immediately installed. (Netrunner FAQ v.1.0, 5/22/96)

You can install one daemon inside another. (Sparky, Netrunner-L, 6/25/96)

If an effect (e.g., Viral Breeding Ground) returns a daemon to the Runner's hand, the programs installed inside it are trashed; there is currently no effect in the game that can prevent this trashing. (Sparky, Netrunner-L, 9/5/96)

You can't install part of a program in a daemon. (Skipper Pickle, Netrunner-L, 5/1/98)

AI Boon

ERRATA: Change strength from "*" to 0. Main card text should read: "At the start of each run, roll a die and add the result to AI Boon's strength for that run." (Sparky, Netrunner-L, 10/11/96)

If you have an AI Boon with Shell counters on it (cf. The Shell Traders), you can pay the bits to remove the counters and install it in the middle of a run, whenever special effects may be used by the Runner. If you do this, AI Boon is considered to have a default strength of zero - you only roll for its strength at the start of each run. (Sparky, Netrunner-L, 5/6/96) Remember that the Runner cannot react to the Corporation's rezzing of an ice card by using his or her own special effects. (Netrunner FAQ v.1.0, 5/22/96)

There is no opportunity to jack out between the time you roll the die at the start of the run and the time you encounter the first piece of ice installed on the fort. (Sparky, Netrunner-L, 9/27/96)

Armageddon

For notes on Virus programs, see [Boardwalk](#).

If you make a successful run on R&D using Demolition Run, you may not give a Doom counter AND trash the rezzed ice on the fort; you must do one or the other. (JD Wiker, Netrunner-L, 2/4/97) If you have more than one "you may do A instead of B," then you can do as many or as few A's as you like whenever B would have happened. However, if B never would have happened, then you can't do any of the A's. Demolition Run means that you never would have accessed cards, so you can't use Armageddon, or related effects. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/97)

Each time you would access cards, you can use as many Armageddons as you like. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/97)

You can give the Corp a Doom counter even if the number of cards you would have accessed has been reduced to zero or less. (Tom Wylie via JD Wiker, Netrunner-L, 3/25/97)

Each time the Corp installs a card, each counter produces a separate effect,

but the Corp must roll dice equal to the number of Doom counters in play. If any 6s are rolled, the card is trashed. For each 6 rolled, the Corp removes a Doom counter. This means that more than one Doom counter could be removed with a single installation. (Tom Wylie via JD Wiker, Netrunner-L, 3/25/97)

Baedeker's Net Map

See [Access through Alpha](#) for notes on base links.

Bakdoor (tm)

See [Access through Alpha](#) for notes on base links.

Blink

If you fail to break a subroutine with Blink, you may use another icebreaker to break the subroutine. (Charles Keith-Stanley, Netrunner-L, 5/2/96) The other icebreaker can be another Blink. (Sparky, Netrunner-L, 6/18/96)

On a 1, 2, or 3, the attempt to break the subroutine fails. (Sparky, Netrunner-L, 6/18/96)

You can break subroutines in any order you want. Any unbroken subroutines affect you in the order listed on the card. (Sparky, Netrunner-L, 6/20/96)

Boardwalk

If a Virus program is trashed, any corresponding Virus counters stay in play; the Corp will still have to forgo three actions to remove their effects. (Sparky, Netrunner-L, 5/22/96)

Virus counters are given if the run is successful, but not until the end of the run. (Sparky, Netrunner-L, 9/6/96)

The Corp cannot choose to keep some Virus counters. (Sparky, Netrunner-L, 10/2/96)

The Corp may forgo actions to remove Virus counters anytime that special effects can be used. (JD Wiker, Netrunner-L, 1/29/97)

Viruses that say, "Every X counters have this effect," have their entire effect all at once, rather than once for every X counters the Corp has. In this case, the Corp shows you all of the cards at once, so there's no chance of seeing the same card over and over again. (Official Netrunner Rulings, 4/21/97)

Bulldozer

See [Hammer](#) for notes on Noisy cards.

Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken. (Sparky, Netrunner-L, 9/5/96)

Butcher Boy

For notes on Virus programs, see [Boardwalk](#).

Cascade

For notes on Virus programs, see [Boardwalk](#).

The cards are trashed from the top of R&D. (Sparky, Netrunner-L, 5/15/96)

Cloak

ERRATA: Should say, "If you use any of the bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

If bits are removed from a Stealth card because the Runner uses a Noisy card (and not because they're being spent), those bits get replaced at the beginning of the next turn. (Netrunner FAQ v.1.0, 5/22/96)

Clown

Ice can have a negative strength. (Sparky, Netrunner-L, 5/17/96)

Clown is cumulative; if a Runner has two copies of Clown installed, all ice is encountered with its strength Boardwalk reduced by 2. (Netrunner FAQ v.1.0, 5/22/96)

Cockroach

For notes on Virus programs, see [Boardwalk](#) .

Crumble

For notes on Virus programs, see [Boardwalk](#).

Deep Thought

For notes on Virus programs, see [Boardwalk](#).

Disintegrator

Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken. (Sparky, Netrunner-L, 9/5/96)

You cannot use Disintegrator to derez the ice after using Dropp to break the subroutines on that ice. (JD Wiker, Netrunner-L, 1/6/97)

Dropp (tm)

ERRATA: Should say, "[0]: Break all subroutines of a piece of ice, and end the run." Delete the rules text "Using Dropp ends your run." (Sparky, Netrunner-L, 10/11/96)

You cannot use Startup Immolator after using Dropp to break the subroutines of a piece of ice because Dropp ends the run before the Runner can choose to use Startup Immolator. (Netrunner FAQ v.1.0, 5/22/96)

Dropp ends the run after the Runner finishes the piece of ice he or she was encountering when it was used. (Netrunner FAQ v.1.0, 5/22/96) The subroutines are broken, but the ice is not successfully passed; game effects triggered by "passing" ice are not triggered by breaking subroutines with Dropp. (Sparky, Netrunner-L, 11/11/96)

Crystal Palace Station Grid will force you to pay an extra bit to break each subroutine on a piece of ice; if you cannot pay for all of the subroutines, you cannot use Dropp to break them. (Netrunner FAQ v.1.0, 5/22/96)

You cannot use Pattel's Virus after using Dropp to break the subroutines of a piece of ice because Dropp ends the run before it can be considered successful. (Sparky, Netrunner-L, 5/30/96)

You cannot use Superglue to derez the ice after using Dropp to break the subroutines on that ice. (Tom Wylie, 12/21/99)

Emergency Self-Construct

For the remainder of the game, you lose one of your actions each turn; if some effect gives you additional actions (e.g. Quest for Cattekin), you would still have the benefit of the additional actions. (Wendy Wallace, Netrunner-L, 5/2/96) The "three actions per turn, instead of four part" refers to your base actions only. (Sparky, Netrunner-L, 7/15/96)

Emergency Self-Construct cannot prevent meat damage that is marked unpreventable (e.g., Cinderella). (Sparky, Netrunner-L, 7/10/96)

You can't use prevention effects unless you have something to prevent, so you can't activate Emergency Self-Construct without being flatlined. (Sparky, Netrunner-L, 7/10/96)

Each activation of Emergency Self-Construct sets the Runner's base actions to 3 per turn. You can hit the ESC key as many times per game as you like, and each time your base actions per turn will be set to 3. (Tom Wylie, 8/26/97)

Enterprise, Inc., Shields

You can use it multiple times for large lumps of damage, but you cannot hold over the damage prevention; each source of damage must be paid for separately. (Sparky, Netrunner-L, 9/13/96)

Fait Accompli

For notes on Virus programs, see [Boardwalk](#).

Counters of any kind, including virus counters, are not sufficient to maintain a subsidiary data fort. When the last card in or on the fort is removed, the fort collapses. When that happens, the counters no longer exist. (Wendy Wallace, Netrunner-L, 5/28/96)

False Echo

If the Runner activates False Echo and the Corp does not rez all of the ice on the fort, a third party can be used to verify that the Corp is not able to do so, but the Corp is not required to show the ice to the Runner. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Forward's Legacy

There is no opportunity to jack out between the time you roll the die at the start of the run and the time you approach the first piece of ice installed on the fort. (Sparky, Netrunner-L, 9/27/96)

Fubar

See [Hammer](#) for notes on Noisy cards.

The ability to choose the type of ice that Fubar breaks can only be used once during the "lifetime" of the program. (JD Wiker, Netrunner-L, 1/14/97)

Fubar's ability to select the type of ice that it breaks can be used any time an icebreaker can normally be used. (JD Wiker, Netrunner-L, 1/15/97)

Garbage In

For notes on Virus programs, see [Boardwalk](#).

Garbage In counters allow you to trash upgrades on R&D, as well as cards stored in R&D. (Skipper Pickle, Netrunner-L, 11/11/97)

Gremlins

For notes on Virus programs, see [Boardwalk](#).

Hammer

You are not required to have Stealth cards in play in order to use Noisy cards; losing bits from Stealth cards is a penalty, not a cost. (Netrunner FAQ v.1.0, 5/22/96)

Highlighter

For notes on Virus programs, see [Boardwalk](#).

The additional cards accessed do not include cards installed in R&D. (JD Wiker, Netrunner-L, 1/3/97)

I Spy

Cards in the draw pile of R&D, the HQ hand, and the Archives are not installed, thus they are not exposed by the Spy counter. (Netrunner FAQ v.1.0, 5/22/96)

Counters of any kind, including virus counters, are not sufficient to maintain a subsidiary data fort. When the last card in or on the fort is removed, the fort collapses. When that happens, the counters no longer exist. (Wendy Wallace, Netrunner-L, 5/28/96)

The Spy counter is given as an "end-of-run" effect. (Sparky on Vienna 22 and the Run chart, Netrunner-L, 9/9/96)

Imp

See [Afreet](#) for notes on Daemons.

Incubator

For notes on Virus programs, see [Boardwalk](#).

The Runner cannot choose to duplicate Virus counters given by Corp Virus cards (e.g., Pattel Antibody). (Sparky, Netrunner-L, 10/2/96)

The duplicate counter stays in the same location where it is duplicated. (JD Wiker, Netrunner-L, 1/28/97)

Invisibility

ERRATA: Should say, "If you use the bit, replace it from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

See [Cloak](#) for notes on Stealth cards.

Jackhammer

See [Hammer](#) for notes on Noisy cards.

Joan of Arc

Joan of Arc can prevent the trashing of Mystery Box, and the new program will still be installed. (Netrunner FAQ v.1.0, 5/22/96)

If you have Joan of Arc in play and you access two Chimeras in the same data fort, you access the first Chimera, sacrifice Joan in response, then you access the second and lose the daemon anyway. (Sparky, Netrunner-L,

6/20/96)

misc.for-sale has an erratum that requires that programs be "successfully trashed"; if you use Joan to prevent the trashing of programs by misc.for-sale, you cannot gain bits for those programs. (Sparky, Netrunner-L, 6/20/96)

If a single effect trashes multiple programs (e.g., Experimental AI) and Joan of Arc is chosen first, Joan can still prevent the trashing of the other programs; prevention effects can be activated prior to the consequences of the effect. (Sparky, Netrunner-L, 6/27/96)

Lockjaw

Contrary to Netrunner FAQ v.1.0, if you use Joan of Arc to prevent the trashing of Lockjaw, you will not gain the benefit of +2 icebreaker strength (REVERSEs a previous ruling). (Skipper Pickle, Netrunner-L, 9/29/98)

Mouse

Cannot expose ice cards, which are installed on forts, not in forts. (Official Netrunner Rulings, 4/21/97)

Mystery Box

Joan of Arc can prevent the trashing of Mystery Box, and the new program will still be installed. (Wendy Wallace, Netrunner-L, 5/24/96)

Pattel's Virus

For notes on Virus programs, see [Boardwalk](#).

You cannot use Pattel's Virus after using Dropp to break the subroutines of a piece of ice because Dropp ends the run before it can be considered successful. (Sparky, Netrunner-L, 6/11/96)

Read it like this: "Whenever you make successful run, put ONE Pattel counter on ONE piece of ice that had all its subroutines broken during that run. Each Pattel counter on a piece of ice reduces its strength by 1." (Sparky, Netrunner-L, 5/30/96)

Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken. (Sparky, Netrunner-L, 9/5/96)

Pile Driver

See [Hammer](#) for notes on Noisy cards.

Crystal Palace Station Grid will force you to pay an extra bit to break each subroutine on a piece of ice. Since you pay to break "up to four" subroutines at a time, you can choose to pay only for those subroutines you wish to break. (Netrunner FAQ v.1.0, 5/22/96)

Poltergeist

ERRATA: Should say, "Put [2] from the bank on Poltergeist ..." and "If you use any of these bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

Pox

For notes on Virus programs, see [Boardwalk](#).

Counters of any kind, including virus counters, are not sufficient to maintain a subsidiary data fort. When the last card in or on the fort is removed, the fort collapses. When that happens, the counters no longer exist. (Wendy Wallace, Netrunner-L, 5/28/96)

Rabbit

Note that Rabbit reduces the trace limit, not the trace, so Rabbit merely limits how much the Corp can spend. Barring other effects, the trace value will always be at least 0. (Official Netrunner Rulings, 4/21/97)

Ramming Piston

See [Hammer](#) for notes on Noisy cards.

Rent-I-Con

Each time you use the "break an **ice** subroutine" effect, a "trash Rent-I-Con at the end of the run" effect piggybacks with it. At the end of the run, all end-of-run effects are processed, one at a time. If you use Joan on the first one, it won't be there for the next one. (Sensei, 11-03-2000)

Scaldan

For notes on Virus programs, see [Boardwalk](#).

Each Scaldan counter generates a separate start-of-turn effect, so the Corp may forgo actions between die rolls. (JD Wiker, Netrunner-L, 1/28/97)

Scatter Shot

ERRATA: Should say, "If you use any of these bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

SeeYa

Cards in the draw pile of R&D, the HQ hand, and the Archives are not installed. (Netrunner FAQ v.1.0, 5/22/96)

Self-Modifying Code

ERRATA: Should say, "You may use this ability during an encounter with a piece of ice." (Sparky, Netrunner-L, 10/11/96)

You must pay the program's installation cost. (Wendy Wallace, Netrunner-L, 5/2/96)

If you can't install the program, it remains in your stack (unlike other search cards, it never states, "bring it into your hand"); note that MU will never prohibit you from installing a program, but sometimes you'll have to trash something else in play to do so. (Sparky, Netrunner-L, 6/17/96)

Shredder Uplink Protocol

With Shredder Uplink Protocol, you access upgrades in HQ. (Sparky, Netrunner-L, 6/12/96)

Note that you are treating the run as a successful run on HQ for all intents and purposes, not simply accessing cards stored in HQ. (Official Netrunner Rulings, 4/21/97)

Signpost

You have to use bits you haven't allocated in the trace/link auction. (Charles Keith-Stanley, Netrunner-L, 5/3/96)

You can use Signpost even if you do not have a Base Link card in play (the Runner always starts with a base link of zero). (Netrunner FAQ v.1.0, 5/22/96)

Skivviss

For notes on Virus programs, see [Boardwalk](#).

Being required to draw additional cards via Skivviss, does not use up any of the Corp's normal 3 actions per turn; it is a start-of-turn effect. (Charles Keith-Stanley, Netrunner-L, 5/2/96)

Skullcap

Each card accessed that deals damage is a separate effect. If you access 10 cards from R&D and they're all Setup!s, you'll have to deal with each Setup! as a separate effect. (Sparky, Netrunner-L, 11/18/96)

Smarteye

If some effect prevents you from jacking out (e.g., Jack Attack), you lose the ability granted by Smarteye to jack out early. (Sparky, Netrunner-L, 5/22/96)

The Corp can use Omni Kismet, Ph.D to switch the exposed ice for a piece of concealed ice, which the Runner cannot expose (since he or she no longer has the opportunity to use special effects before the ice is rezzed). (Sparky, Netrunner-L, 11/11/96)

Speed Trap

The run is considered successful if the Runner activates Speed Trap after passing the last piece of ice on the fort, but the Runner does not access cards. (Sparky, Netrunner-L, 5/13/96)

You can only activate Speed Trap in response to the Corp rezzing an upgrade or a node. Ambush agenda (e.g., Marked Accounts) cannot be avoided with Speed Trap. Virus Test Site does not have to be rezzed, even if it is installed, so Speed Trap doesn't work against it. When the Runner accesses other Ambush nodes from R&D or HQ and the node specifies that it takes effect "even when it is not installed" (e.g., Speed Trap or Doppelganger Antibody), it cannot be avoided with Speed Trap, since the Corp does not rez those cards; however, if they are installed, then the Corp does have to rez them for their punitive effects to take place, and thus Speed Trap can be successfully activated. (Sparky, Netrunner-L, 6/25/96; Tom Wylie, Pacificon, 9/1/96)

Startup Immolator

ERRATA: Should say, "Use this ability after passing that piece of ice, if you broke all the subroutines of that ice." (Sparky, Netrunner-L, 10/11/96)

You cannot use Startup Immolator after using Dropp to break the subroutines of a piece of ice because Dropp ends the run before the Runner can choose to use Startup Immolator. (Netrunner FAQ v.1.0, 5/22/96)

Joan of Arc can be trashed to prevent the trashing of Startup Immolator, and the piece of ice will still be trashed. (Netrunner FAQ v.1.0, 5/22/96)

You can only use Startup Immolator during a run. (Sparky, Netrunner-L, 6/11/96)

Ice with no subroutines on it (e.g., Hunting Pack as the only ice on a fort) can be considered to have had all of its subroutines broken. (Sparky, Netrunner-L, 9/5/96)

Succubus

See [Afreet](#) for notes on Daemons.

Superglue

You cannot use Superglue to derez the **ice** after using Dropp to break the subroutines on that **ice**. (Tom Wylie, 12/21/99)

Taxman

For notes on Virus programs, see [Boardwalk](#).

Vewy Vewy Quiet

ERRATA: Should say, "If you use any of these bits, replace them from the bank...." (Sparky, Netrunner-L, 10/11/96)

See [Cloak](#) for notes on Stealth cards.

Vienna 22

For notes on Virus programs, see [Boardwalk](#).

The additional cards accessed do not include cards installed in HQ. (JD Wiker, Netrunner-L, 1/3/97)

Viral Pipeline

For notes on Virus programs, see [Boardwalk](#).

Forgoing an action due to a Pipe counter is a start-of-turn effect. A player may choose the order in which his or her start-of-turn effects occur. The Corp may forgo actions to remove Virus counters before forgoing actions to Pipe counters, and thus avoid the effects of Pipe counters. (Sparky, Netrunner-L, 9/5/96)

Remember that the Runner uses special effects first; then the Corp gets to use special effects. This means that if at any point the Corp has 3 appropriate Socket counters, the Runner will be able to give the Pipe counter before the Corp can forgo actions to remove Virus counters (this is important if the Runner has Code Viral Cache installed). (JD Wiker, Netrunner-L, 2/4/97)

Wrecking Ball

See [Hammer](#) for notes on Noisy cards.

Zetatech Software Installer

ERRATA: Should say, "Put [2] from the bank on Software Installer ..." and "If you use any of these bits, replace them from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

Resource Rulings

Access through Alpha

You must establish a base link value by paying the base link cost on whatever gives you link, before you can pay to increase the link. You can only use a single source for base link, and if that source also allows you to increase your link, you may use that source as much as you can afford. If you have other means to increase your link besides another base link, you may use that as well. (Charles Keith-Stanley, Netrunner-L, 5/3/96)

Access to Arasaka

See [Access through Alpha](#) for notes on base links.

Access to Kiribati

See [Access through Alpha](#) for notes on base links.

Aujourd'Oui

When City Surveillance is in play, you don't have to take a tag because Aujourd'Oui doesn't say draw. (Wendy Wallace on Ronin Around, Netrunner-L, 5/1/96)

For note on costs see [N.E.T.O.](#)

Back Door to Hilliard

See [Access through Alpha](#) for notes on base links.

Back Door to Orbital Air

See [Access through Alpha](#) for notes on base links.

Back Door to Rivals

See [Access through Alpha](#) for notes on base links.

You gain a bit after any successful trace avoidance during which Back Door to Rivals was used, even if you would have avoided the trace without the link the Back Door provided. (Official Netrunner Rulings, 4/21/97)

Bargain with Viacox

On a 6, if the card revealed is a Hidden Resource, reveal the card to the Corp, then install it face down. (Sparky, Netrunner-L, 9/5/96)

On a 6, if the card can't be played (e.g., it is a prevention effect with nothing to prevent) or if you cannot pay the costs associated with playing the card, it stays in your hand; you must pay the costs if you can. You still have to reveal it to the Corp. (Sparky, Netrunner-L, 9/5/96)

The action gained from Bargain with Viacox may be forgone to fulfill a penalty. (Sparky, Netrunner-L, 10/2/96)

Broker

If you have multiple Brokers out, you can use each one during a turn. Each Broker refers only to itself. (Sparky, Netrunner-L, 5/6/96)

Chiba Bank Account

Using each Chiba Bank Account is a separate effect, and that effect must be completely resolved before any other effect can take place, thus you cannot use multiple Chiba Bank Accounts and prevent their trashing with a single Time to Collect. (Sparky, Netrunner-L, 9/27/96)

You can use Chiba Bank Account to pay for installation costs. (Sparky, Netrunner-L, 11/11/96)

When using Chiba Bank Account to install a card or pay for an effect, follow this sequence: 1) announce the card/effect; 2) pay the price (this is when you trash Chiba Bank Account); 3) place the card in the trash/archives; 4) perform the effect. (Sparky, Netrunner-L, 11/11/96)

"You may use this ability whenever..." means you can use Chiba Bank Account at the specified times in addition to the normal times that special effects can be used. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Crash Everett, Inventive Fixer

When City Surveillance is in play, you must take a tag or pay [1] for the additional card you draw. (Wendy Wallace, Netrunner-L, 5/1/96)

If you trash the extra card, you can't put it on Microtech Backup Drive, because the card is not installed (as specified by Microtech Backup Drive). (Sparky, Netrunner-L, 7/25/96)

Credit Subversion

You can only activate one Credit Subversion each run before it is no longer "immediately after a successful run on HQ." (JD Wiker, Netrunner-L, 1/13/97)

Death from Above

The Corp can rez nodes and upgrades before the run is considered successful; for instance, Dr. Dreff can throw ice in front of the runner before the Runner can activate Death from Above. (JD Wiker, Netrunner-L, 2/19/97)

If you trash cards that you don't see, and you play a card that provides a bonus or effect that depends on what card was trashed, (cf. On the Fast Track), you can ask the Corp if you trashed the appropriate type of card, but you may not look at the trashed cards or the Archives to verify this. If necessary, you can ask a third party to verify the Corp's answer. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

When Death From Above meets New Galveston City Grid, the "normal cost to trash" the cards in the fort becomes the cost of DFA's effect, so the Runner must still pay the additional 2 bits per node and other upgrades installed inside the fort. If the Runner can't pay the cost for ALL of the nodes and other upgrades, the Runner cannot use DFA's effect. The Runner only has to pay for upgrades or nodes that have been rezzed or exposed. (Skipper Pickle, Netrunner-L, 11/4/97)

Elena Laskova

Each time you play a **prep**, you can use Elena Laskova, unless the **prep** generates multiple sequential effects (like Playful AI). All 'simple effect' (or 'one shot' effect) **preps** are always affected during all the game. The unaffected **preps** would be then Playful AI (only the first dice rolled would

give one extra bit, if any), misc for Sale (only the first card trashed would give 4 bits), Organ Donor (only the first card trashed would give 3 bits), Reconnaissance (only the first **ice** rezzed would give 2 bits). If you keep cycling the same Organ Donor over and over again, Elena Laskova gives one more bit each time you play that Organ Donor, etc. (Tom Wylie 11/12/99)

The extra bit has the same restrictions (if any) as the base bits, a la Bioweapons Engineering (Cinderella would give 3 unpreventable meat damage). Lucidrine Booster Drug would give then 10 'Lucidrine' bits, usable only during the run. With Hijack, you would get 4 bits, that you would have to give back to the bank if not spent. (Tom Wylie 11/12/99)

Hell's Run

ERRATA: Should say, "If you use the bit, replace it from the bank at the start of your next turn." (Sparky, Netrunner-L, 10/11/96)

HQ Mole

Multiple HQ Moles provide cumulative effects. (Sparky on R&D Interface, Netrunner-L, 6/4/96)

The additional cards accessed do not include cards installed in HQ. (JD Wiker, Netrunner-L, 1/3/97)

Karl de Veres, Corporate Stooge

ERRATA: "Gain 1 bit after each successful run." The bit is gained as an "end-of-run" effect. (Sparky, Netrunner-L, 9/11/96)

Liberated Savings Account

Using each Liberated Savings Account is a separate effect, and that effect must be completely resolved before any other effect can take place, thus you cannot use multiple Liberated Savings Accounts and prevent their trashing with a single Time to Collect. (Sparky, Netrunner-L, 9/27/96)

You can use Liberated Savings Account to pay for installation costs. (Sparky, Netrunner-L, 11/11/96)

When using Liberated Savings Account to install a card or pay for an effect, follow this sequence: 1) announce the card/effect; 2) pay the price (this is when you trash Liberated Savings Account); 3) place the card in the trash/archives; 4) perform the effect. (Sparky, Netrunner-L, 11/11/96)

"You may use this ability whenever..." means you can use Liberated Savings Account at the specified times in addition to the normal times that special effects can be used. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Loan from Chiba

If you start the turn with no bits, there is no effect; this is a penalty you cannot pay. (Sparky, Netrunner-L, 5/19/96)

If an effect causes Loan from Chiba to leave play during the Corp's turn, you can pay the 10 bits to avoid losing the game, since this does not require an action. (Wendy Wallace, Netrunner-L, 5/28/96)

A player can choose the order in which start-of-turn effects generated by his or her cards occur; you can choose to lose the bit from Loan from Chiba before gaining bits from a start-of-turn effect. (Sparky, Netrunner-L, 6/6/96)

If you trash Loan from Chiba with misc.for-sale, the bits earned cannot be used to pay off the Loan. (Sparky, Netrunner-L, 7/15/96)

N.E.T.O.

When City Surveillance is in play, you don't have to take a tag because N.E.T.O. doesn't say draw. (Wendy Wallace on Ronin Around, Netrunner-L, 5/1/96)

Referring to the rulebook on page 31 (« If a player can't meet the cost, or any other requirement stated on the card, to perform a function or play a card, the player cannot perform that function or play that card »), you must pay for the cards. If you cannot pay, you cannot take them into your hand. (Tom Wylie 11/12/99)

Preying Mantis

You have to declare each Preying Mantis one at a time, and at the end of the turn you take damage one at a time. (Sparky, Netrunner-L, 5/15/96)

The action gained from Preying Mantis may be forgone to fulfill a penalty. (Sparky, Netrunner-L, 10/2/96)

As I recall, Netrunner operates on the 'destroying the source doesn't end the effect' principle. Choosing to use Preying Mantis launches an effect that does 2 things : immediate action-gain, delayed brain damage.(Tom Wylie 11/12/99)

Quest for Cattekin

If you use a start-of-turn effect to trash Quest for Cattekin before activating it, you can't use it; if you roll for Quest, you deal with the results before you can trash it. (Sparky, Netrunner-L, 7/29/96)

The action gained from Quest for Cattekin may be forgone to fulfill a penalty. (Sparky, Netrunner-L, 10/2/96)

R&D Mole

Multiple R&D Moles provide cumulative effects. (Sparky on R&D Interface, Netrunner-L, 6/4/96)

The additional cards accessed do not include cards installed in R&D. (JD Wiker, Netrunner-L, 1/3/97)

Ronin Around

When City Surveillance is in play, you don't have to take a tag because Ronin Around doesn't say draw. (Wendy Wallace, Netrunner-L, 5/1/96)

Ronin Around can only expose installed cards. (Wendy Wallace, Netrunner-L, 5/1/96)

For note on cost see [N.E.T.O.](#)

Runner Sensei

See [Access through Alpha](#) for notes on base links.

Smith's Pawnshop

You may only use Smith's Pawnshop's ability once per turn. (Sparky, Netrunner-L, 11/11/95)

Submarine Uplink

ERRATA: Should say, "Submarine Uplink ends your run after the current encounter." (Sparky, Netrunner-L, 10/11/96)

See [Access through Alpha](#) for notes on base links.

If you use Submarine Uplink, the run isn't over until the encounter with the current piece of ice ends. You still have to deal with all the other subroutines on the ice. Whether you successfully pass the ice depends on what happens with the rest of the subroutines. (i.e., using the Uplink doesn't stop you from having an encounter end in "successfully passed," but doesn't automatically mean that, either). (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

Swiss Bank Account

Using each Swiss Bank Account is a separate effect, and that effect must be completely resolved before any other effect can take place, thus you cannot use multiple Swiss Bank Accounts and prevent their trashing with a single Time to Collect. (Sparky, Netrunner-L, 9/27/96)

You can use Swiss Bank Account to pay for installation costs. (Sparky, Netrunner-L, 11/11/96)

When using Swiss Bank Account to install a card or pay for an effect, follow this sequence: 1) announce the card/effect; 2) pay the price (this is when you trash Swiss Bank Account); 3) place the card in the trash/archives; 4) perform the effect. (Sparky, Netrunner-L, 11/11/96)

"You may use this ability whenever..." means you can use Swiss Bank Account at the specified times in addition to the normal times that special effects can be used. (Tom Wylie via JD Wiker, Netrunner-L, 3/11/96)

The Shell Traders

ERRATA: "A: Choose a program or hardware card from your hand. Set that card aside face up, and put a number of Shell counters on it equal to its installation cost. When the last Shell counter on that card has been removed, install that card, at no cost." 1: Remove one Shell counter from a card." Remove one Shell counter from one card at the start of each of your turns." (Sparky, Netrunner-L, 5/19/96)

The removal of a Shell counter at the start of a turn is mandatory. (Wendy Wallace, Netrunner-L, 5/2/96)

When the last Shell counter is removed, the program or hardware must be installed. (Wendy Wallace, Netrunner-L, 5/2/96)

You can pay to remove Shell counters and install cards set aside by The Shell Traders in the middle of a run, whenever special effects may be used by the Runner. (Sparky, Netrunner-L, 5/6/96) Remember that the Runner cannot react to the Corporation's rezzing of an ice card by using his or her own special effects. (Netrunner FAQ v.1.0, 5/22/96)

At the start of a turn, each copy of The Shell Traders can remove one counter from any one card that has them. (Sparky, Netrunner-L, 5/19/96)

If Shell Traders is removed from play, any cards with Shell counters on them remain 'in limbo' and can have their counters removed by subsequent copies of Shell Traders. (Sparky, Netrunner-L, 5/19/96)

"At no cost" means the regular bit cost of a card. If a card states that it has additional installation costs, you must pay them. If another card indicates that

additional costs must be paid to install the card being processed by Shell Traders, you must pay that cost. (Sparky, Netrunner-L, 5/19/96)

If you remove the last counter from a program and don't have any free MU, you MUST overwrite an existing program. (Sparky, Netrunner-L, 5/19/96)

If you remove the last counter from a card that has additional costs to install and you have those resources, you MUST spend them and install the card.

If you CANNOT pay the additional costs, you lose the opportunity to install that card, and it slips into limbo permanently; remove it from the game. (Sparky, Netrunner-L, 5/19/96)

You cannot activate Shell Traders in response to the Corp's trashing it. (Sparky, Netrunner-L, 7/30/96)

The Springboard

You have to use bits you haven't allocated in the trace/link auction. (Charles Keith-Stanley, Netrunner-L, 5/3/96)

You can use The Springboard even if you do not have a Base Link card in play (the Runner always starts with a base link of zero). (Netrunner FAQ v.1.0, 5/22/96)

Time to Collect

Time to Collect can be used to prevent the trashing of a resource being trashed by Corporate Detective Agency, even if Time to Collect is also being trashed. (Sparky, Netrunner-L, 11/11/96)

If you use a Time to Collect to prevent a cost from being paid, you prevent that cost's effect from being played (REVERSEs a previous ruling). (Skipper Pickle, Netrunner-L, 9/29/98)

Wilson, Weeflerunner Apprentice

Wilson's ability allows you to make a run, not to use a prep card or the special function of another card. (Sparky, Netrunner-L, 6/6/96)

After declaring the end of his or her turn, the Runner cannot declare the use of the extra Wilson run in response to the Corp rezzing a card or using a special effect; the Runner gets to use special effects first, and the Corp gets to use them second. (Sparky, Netrunner-L, 6/12/96)

The action gained from Wilson, Weeflerunner Apprentice may be forgone to fulfill a penalty. (Sparky, Netrunner-L, 10/2/96)

Wired Switchboard

You can use Wired Switchboard even if you do not have a Base Link card in play (the Runner always starts with a base link of zero). (Netrunner FAQ v.1.0, 5/22/96)

Holger's Turn Chart

1. Start of Game:

Runner: Shuffle your deck; take [5] from bank; draw 5 cards = hand size; 4 MU.

Corp: Shuffle your deck; take [5] from bank; draw 5 cards = hand size.

2. Corporation's Turn:

The Corporation's turn consists of drawing a card from R&D and then taking three actions. Cards in play might give the Corporation additional actions.

3. Start of Corp Turn:

Runner: Special card effects can be used.

4. Corp: Draw a card from R&D.

Special card effects can be used, including rezzing a node or upgrade. You may score an agenda if it has advancement counters on it equal to or more than its difficulty. Resolve any 'start of turn' effects in any order you choose.

5. Check victory conditions:

Did Corp gain 7th Bad Publicity counter ?

Yes: Corp loses; END.

No: *Did Corp draw all required cards ?*

No: Corp loses; END.

Yes: *Did Corp score 7th Agenda Point ?*

Yes: Corp wins; END

No: Go to [step 6](#).

6. Corp: Do you have any actions left?

Yes: Go to [step 7](#).

No: Go to [step 11](#).

7. Corp: Take an action. You can do any one of the following things for each of your actions:

1. Draw another card from R&D.
2. Take a bit from the bit bank to the Corporate bit pool.
3. Install an agenda, ice, node, or upgrade card.
4. Play an operation card.

5. Advance a card that is capable of being advanced. (Pay [1] to put an advancement counter on the card.)

6. Pay [2] from the your bit pool to destroy one of the Runner's resource cards if the Runner has a tag.

7. Cards in play might let you perform actions not listed here.

8. After a Corp action

Runner: Special effects may be used.

9. **Corp:** Special effects may be used, including rezzing nodes and upgrades. You may score an agenda if it has advancement counters on it equal to or more than its difficulty.

10. Check victory conditions:

Did Corp gain 7th Bad Publicity counter ?

Yes: Corp loses; END.

No: *Did Corp flaltine the Runner ?*

Yes: Corp wins; END.

No: *Did Corp score 7th Agenda Point ?*

Yes: Corp wins; END

No: Go to [step 6](#).

11. End of Corp turn.

Corp: Deal with any 'end of turn' effects. After performing all end-of-turn effects discard down to your maximum hand size.

12. Runner's Turn

The Runner's turn consists of taking four actions. Cards in play might give the Runner additional actions.

13. Start of Runner Turn.

Runner: Special effects may be used. Resolve any 'start of turn' effects in any order you choose.

14. **Corp:** Special card effects can be used, including rezzing nodes and upgrades.

15. Check victory conditions:

Did Corp gain 7th Bad Publicity counter ?

Yes: Corp loses; END.

No: *Did Runner get flatlined ?*

Yes: Corp wins; END.

No: *Did Runner score 7th Agenda Point ?*

Yes: Runner wins; END

No: Go to [step 16](#).

16. **Runner:** *Do you have any actions left?*

Yes: Go to [step 17](#)

No: Go to [step 21](#)

17. **Runner:** Take an action. You can do any one of the following things for each of your actions.

18. Draw a card from the stack.

19. Take a bit from the bit bank to your bit pool.

20. Install a hardware, resource, or program card. The card's installation cost is paid immediately.

21. Play a prep card.

22. Make a run on a data fort. See [Sparky's Run Chart](#).

23. Pay [2] to lose a tag.

24. Cards in play might let you perform actions not listed here.

25. After a Runner action

Runner: Special effects may be used.

26. **Corp:** Special effects may be used, including rezzing nodes and upgrades.

27. Check victory conditions:

Did Corp gain 7th Bad Publicity counter ?

Yes: Corp loses; END.

No: *Did Runner get flatlined ?*

Yes: Corp wins; END.

No: *Did Runner score 7th Agenda Point ?*

Yes: Runner wins; END

No: Go to [step 16](#).

28. **End of Runner Turn**

Runner: Deal with any 'end of turn' effects. After performing any end-of-turn effects discard down to your maximum hand size.

Is your hand size less than zero ?

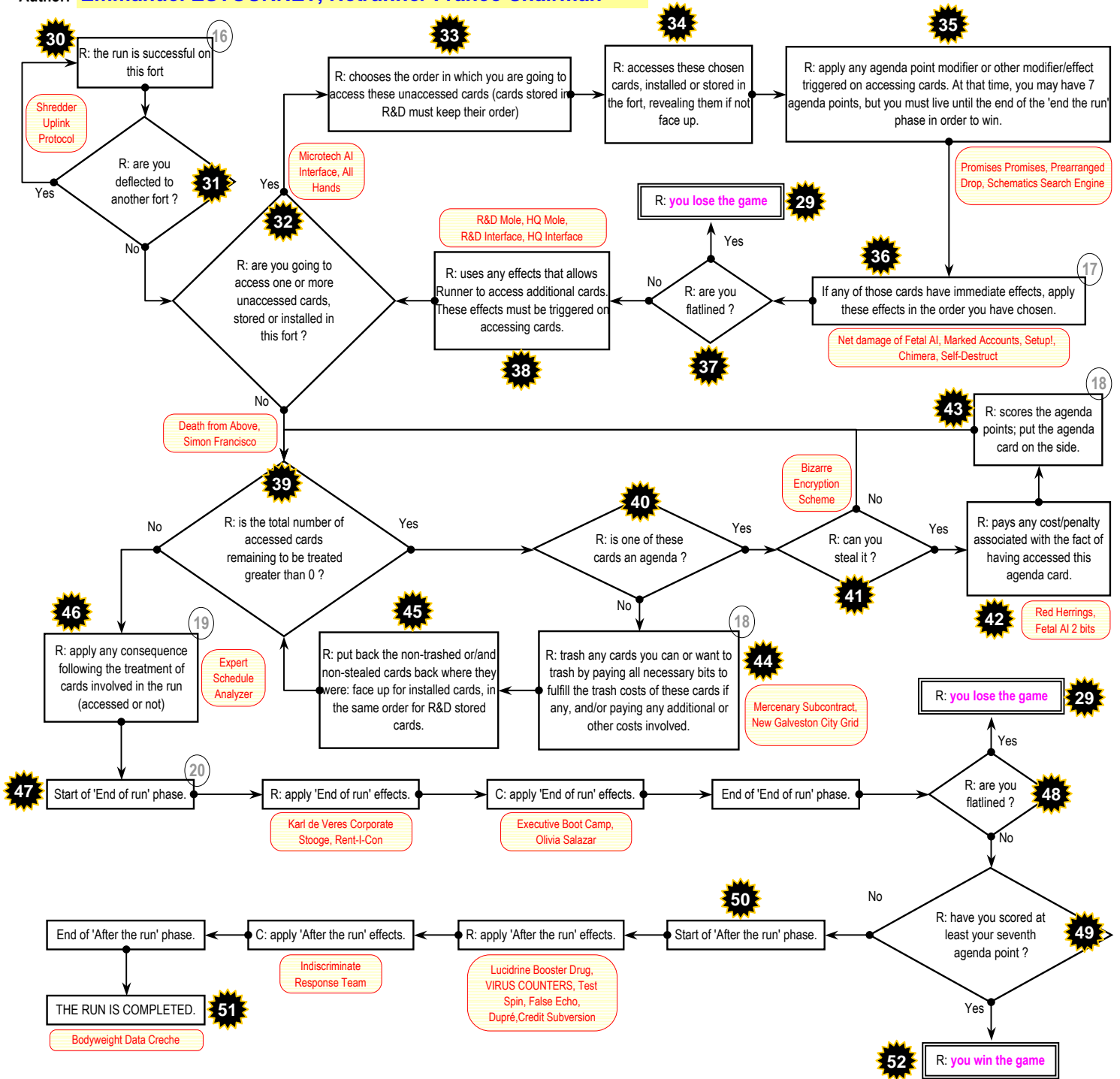
Yes: Runner is flatlined; Runner loses; END

No: Go to [step 2](#).

RUN FLOW CHART, access phase

At any time, if the conditions are met, a player may use a 'triggered' effect (essentially a prevention effect): Joan of Arc, Skullcap, Speedtrap, Nasuko Cycle, Department of Misinformation...

Author: **Emmanuel ESTOURNET, Netrunner France Chairman**



(1) : Sparky's Run FlowChart approximate reference

OFFICIAL NETRUNNER
STANDARD FLOOR RULES

Effective October 1, 1998

INTRODUCTION

The DCI Standard Floor Rules are the foundation of fair and consistent **Netrunner** tournament play worldwide. In order to maintain standardization, tournament participants must abide by both the rules themselves and the spirit in which they were created. **Players who violate sections of the Standard Floor Rules or the codes of conduct will be subject to the appropriate provisions of the DCI penalty guide.** The codes of conduct and the DCI penalty guide are included in the Appendix.

A. NECESSARY TOURNAMENT MATERIALS

Players must bring the following items to a tournament in order to participate:

- 1 Visible method to count bit totals (counters, dice, pen and pencil, and so on).
- 1 Visible items that denote accumulating card effects (dice, beads, and so on).
Note: Other **Netrunner** cards may not serve as counters, except those specifically designed to serve this purpose. The head judge may disallow any counter at his or her discretion.
- 1 One DCI membership card.
New players may register for DCI membership at their first tournament. Players may only have one membership card and one DCI number. Players using more than one DCI membership number should be reported to the DCI.
- 1 Any materials specifically required for a particular tournament format.
Example: Players need to bring preassembled decks to Constructed tournaments.
- 1 Additional required materials-if any-are determined by the related rules sections or by the tournament organizer. Tournament organizers specifying additional required materials for their tournaments must announce this requirement sufficiently in advance of the tournament.

B. TOURNAMENT SANCTIONING & RATING TYPES

The DCI sanctions the following **Netrunner** tournament types:

- 1 Constructed **Netrunner**
- 1 Limited **Netrunner**

The DCI produces the following ratings and rankings categories:

- 1 Constructed **Netrunner**
- 1 Limited **Netrunner**

C. PREGAME PROTOCOL

The following steps must be performed in order before each round begins.

1. Players shuffle their decks. See Section 1.3.11.
2. Players present their decks to their opponents (for additional shuffling and cutting, if desired).
3. Each player draws five cards from his or her deck and collects 5 bits from the bit bank.

STANDARD FLOOR RULES

IMPORTANT NOTE REGARDING ALL OPTIONAL RULES: Tournament organizers, tournament officials, and head judges who choose to use any rule marked "**OPTIONAL**" must provide notice to participants before the tournament begins. Optional rules may not be invoked or altered by either tournament officials or players once the tournament begins.

1.0 RULES GOVERNING ALL SANCTIONED TOURNAMENT PLAY

1.0.1 Judges, tournament organizers, and tournament officials may not play in the events they organize or run.

1.0.2 Rules Knowledge Responsibilities

Competitors in sanctioned tournaments are responsible for knowing and following the most current version of the DCI Standard Floor Rules and any other applicable regulatory documents.

1.0.3 Tournament Coordinator Handbook

Tournament organizers must have their updated DCI Tournament Coordinator Handbooks and a current copy of the DCI Standard Floor Rules available at any DCI-sanctioned events they are running. Tournament organizers must have copies of the most recent rulings, errata, and clarifications from the Top Runners' Conference.

1.1 Head Judge

Officially sanctioned competition requires the presence of a head judge during play to interpret rules, terminate excessively long matches, disqualify players, and make other official decisions. The head judge may enlist the help of other officials to answer rules questions or perform other tasks at the head judge's request. The head judge and the tournament organizer can, but do not have to, be the same individual.

1.1.1 Appeals to the Head Judge

If players should disagree with a tournament official's decision, they are free to appeal the ruling to the head judge. The head judge has the right to overrule all tournament officials' decisions.

1.2 RULES INFRACTIONS & JUDICIAL RESPONSIBILITIES

Judges must take action to resolve any rules infraction (whether a violation of the Standard Floor Rules or the rules for **Netrunner**) they notice or that is brought to their attention. Competitors are not permitted to waive penalties on behalf of their opponents. The head judge must ensure that the appropriate penalty, if any, is imposed.

1.3 RULES MOST LIKELY TO REQUIRE ENFORCEMENT OR INTERPRETATION

1.3.1 Termination of Lengthy Matches

The head judge may be required to determine the outcome of an excessively long match prior to its actual conclusion. Before intervening to terminate a match, the head judge must give the players involved at least thirty minutes prior notice.

Once the notice period passes, the judge announces that the match is over. A player in mid-turn has five minutes to complete his or her turn before the match result is determined. (A player in mid-turn is someone who has resolved start-of-turn effects.)

1.3.2 Tempo of Play

Players must take their turns in a timely fashion. Whereas taking a reasonable amount of time to think through game strategy is acceptable, deliberately stalling for time is not. If the head judge determines that a player purposely failed to complete his or her turn in a reasonable amount of time, that player will be subject to the appropriate provisions of the DCI penalty guide.

1.3.3 Pregame Time Limit

Prior to each game, competitors have five minutes to thoroughly shuffle their own decks. This five-minute period does not include shuffling an opponent's deck. Shuffling requirements specified in Section 1.3.11 apply during these steps.

If the head judge determines that a player exceeded the time limit on purpose and is stalling, the head judge will subject the player to the appropriate provisions of the DCI penalty guide.

OPTIONAL: The head judge or tournament organizer may set a time limit of less than five minutes for these procedures, but if he or she does so, this policy must be announced to players before the tournament begins.

1.3.4 Mid-game Shuffling Time Limit

A one-minute time limit exists for all shuffling that occurs during a game. If the head judge determines that a player's shuffling time is excessive, that player will be subject to the appropriate provisions of the DCI penalty guide.

Shuffling requirements specified in Section 1.3.11 apply.

1.3.5 Tardiness

Players are expected to be in their seats when each round begins. Players arriving at their seats ten minutes after the round begins receive a first-game loss in the match and a match loss after an additional ten minutes. Players who fail to take their seats by the end of the first round will be ejected from the tournament.

1.3.6 Cheating

Cheating will not be tolerated. The head judge reviews all cheating allegations, and if he or she determines that a player cheated, the head judge will issue the appropriate penalty based on the DCI penalty guide. All tournament disqualifications are subject to DCI review, and further penalties may be assessed.

- 1 Cheating includes, but is not limited to:
- 1 Receiving outside assistance or coaching
- 1 Looking at opponents' cards while shuffling or cutting
- 1 Taking notes-*See Section 1.3.6.1*
- 1 Misrepresenting cards or rules
- 1 Underpaying bit costs
- 1 Using marked cards/sleeves-*See Section 1.3.6.2*
- 1 Intentionally marking cards/sleeves during play
- 1 Drawing extra cards
- 1 Manipulating which cards are drawn from the player's or the opponent's deck
- 1 Deliberately stalling the length of a turn to take advantage of a time limit

- 1 Intentionally misrepresenting public information (bit totals, number of cards in hand, and so on).

1.3.6.1 Taking Notes

Players are not allowed to take notes on the contents of an opponent's deck while participating in a match, other than the following:

- 1 total MU for the Runner;
- 1 maximum hand size;
- 1 virus counters and similar effects;
- 1 bit totals;
- 1 the total number of cards each participant has played; and/or
- 1 agenda point totals for each player.
(Next to each entry, players may write a brief description of what caused any change.)

If any other notes are taken, the player will be subject to the appropriate provisions of the DCI Penalty Guide.

1.3.6.2 Marked Cards

A card is considered marked if it bears anything that makes it possible to identify the card without seeing its face. If each card is sleeved, the sleeve is considered part of the card.

For cards in clear sleeves, both the sleeve and the card must be examined in order to determine whether a card is marked.

For cards in opaque-backed sleeves, the sleeve must be examined in order to determine whether a card is marked.

For more information about the use of card sleeves, see Section 1.3.10.

If the head judge determines that a card in a player's deck is marked, that player will be subject to the appropriate provisions of the DCI penalty guide.

1.3.7 Unsportsmanlike Conduct

Unsportsmanlike conduct is unacceptable and will not be tolerated at any time. Judges, players, and officials must behave in a polite, respectable, and sportsmanlike manner. Collusion to alter the results of a game or match is considered to be unsportsmanlike and will not be tolerated. Players who engage in collusion, use profanity, argue, act belligerently toward tournament officials or one another, or harass spectators, tournament officials, or opponents, will be subject to the appropriate provisions of the DCI penalty guide and will be subject to further DCI review.

1.3.8 Card Elevation

Players must keep their cards on or above the level of the playing surface. If players need to temporarily set aside their hand of cards, the cards must be laid visibly on the table.

Example: The "trace game" and similar effects require players to select a number of bits, either by holding them in their hands or noting the amount in some manner. The player may opt to set the hand of cards down in plain view on the table to facilitate this action.

1.3.9 Proxy Cards

The use of proxy cards is not permitted, unless these cards are provided by a judge. When a judge determines that a card has become excessively worn through play or accidentally damaged in the current sanctioned tournament, the judge may provide a proxy replacement card at his or her discretion.

The term "proxy" includes counterfeit cards or any card that is not a genuine **Netrunner** card. Violation of this rule will be considered unsportsmanlike conduct and the responsible player will be subject to the appropriate provisions of the DCI penalty guide and to further DCI review. Counterfeiters will be prosecuted to the fullest extent of the law.

All cards in the participant's deck **MUST** be genuine **Netrunner** cards.

1.3.10 Card Sleeves

A player may use plastic card sleeves or other protective devices on cards. If a player chooses to use card sleeves, all cards in the player's current deck must be placed in these devices in an identical manner. If the sleeves feature holograms or other similar markings, cards must be inserted into the sleeves so that these markings appear only on the face of the cards. If for any reason any player's opponent wishes a player to remove the sleeves or protective devices, he or she may request this prior to the beginning of any match, and the player must immediately comply. All player requests to desleeve must be made prior to the beginning of the match.

Once a match has begun, a player may request that the judge inspect his or her opponent's card sleeves. The judge may disallow a player's card sleeves if the judge believes they are marked, worn, or otherwise in a condition that interferes with shuffling or game play. A card sleeve may be used to mark a player's card if the card is in the opponent's playing field.

Newly released card sleeves and/or types of protective devices are not permitted in sanctioned tournaments until the DCI gives its official approval for their use.

OPTIONAL: The head judge or tournament organizer may declare that card sleeves may not be used. If this option is used, it must be announced before the tournament begins.

1.3.11 Shuffle

Regardless of the method used to shuffle the deck, players' decks must be sufficiently randomized. After decks are presented, if a player is not satisfied that his or her opponent's deck is sufficiently randomized, the player must notify the head judge. The head judge has final authority regarding whether or not a deck has been sufficiently randomized.

Each time a player shuffles his or her deck during a match, the player's opponent may shuffle and/or cut the player's deck. Players may not use this rule as an opportunity to view any cards in an opponent's deck. After shuffling, the cards are returned to their original owners, who may cut (but not reshuffle) the cards before play begins.

1.3.12 Forgetting about Paying Card Costs

If a player ends an action and does not pay the appropriate cost, the effects of not paying that cost are realized immediately and the player is subject to the appropriate provisions of the DCI penalty guide.

Example: If the Runner plays Lucidrine Booster Drug to make a run and fails to account for the required brain damage, that damage is assessed immediately when the violation is noted.

1.3.13 Electronic Devices

OPTIONAL: The head judge or tournament organizer may choose not to allow players to participate with electronic devices such as cellular phones, pagers, 'troids, and/or portable audio units turned on. Players violating this rule will be subject to the appropriate provisions of the DCI penalty guide.

1.3.14 Spectators

Players have the right to request that any person, other than tournament officials, not observe their match. All such requests must be made through the head judge.

Spectators are expected to remain silent during the course of the match and are not permitted to communicate with players in any way while a match is in progress. Players are not permitted to observe other games.

1.3.13 Lengthy Rulings

If a judge needs more than one minute to make a ruling, either player may request that their match be extended by the amount of time that the game was delayed. The head judge may then, at his or her discretion, extend the match by the appropriate amount of time.

1.4 POSTING TOURNAMENT-SPECIFIC DCI STANDARD FLOOR RULES AT TITLE EVENTS

Tournament organizers coordinating title events (championships, et al.) must post tournament-specific sections of the DCI Standard Floor Rules at the tournament.

2.0 RULES FOR NETRUNNER CONSTRUCTED TOURNAMENTS

2.1 Constructed Tournament Required Materials

In order to participate in a sanctioned Constructed tournament, players must bring a preassembled deck of **Netrunner** cards (and everything specified in the introduction, Section A). Players' decks must each contain at least forty-five (45) cards. Corp decks must contain the minimum number of agenda points required by the **Netrunner** game rules. Players must each use the same deck throughout the tournament.

2.1.1 Tournament-Legal Decks

Decks that contain fewer than forty-five (45) cards, or Corp decks that contain less than the required agenda point total, do not comply with Section 2.1 and are not tournament legal. Use of illegal decks will result in the responsible player being subject to the appropriate provisions of the DCI penalty guide.

The following card sets are permitted in sanctioned Constructed **Netrunner** tournaments as of October 1, 1998:

- ¹ **Netrunner**
- ¹ *Proteus*

2.1.2 Deck Registration

OPTIONAL: The head judge or tournament organizer may require players to register their decks upon arrival at a tournament. Registration records the original composition of each deck. Once a player's decklist is received by a tournament official, it may only be altered at the head judge's discretion. The deck must be returned to its original composition before the beginning of a new match.

NOTE: Wizards of the Coast, Inc., reserves the right to publish contents of decks as well as transcripts or video reproductions of any sanctioned tournament.

2.1.3 New Releases

New **Netrunner** card sets (i.e., new expansions or new editions of the basic set) released during the first 15 days of a month are allowed in tournament play on the first day of the month following their retail release dates. Card sets released after the first 15 days of a month are allowed in tournament play on the first day of the second month following their release dates. Therefore, card sets always enter tournament play two to five weeks after their retail release dates, and always on the first day of the month. The DCI announces the exact date that each new card set enters tournament play before the set is released.

The card sets a tournament organizer plans to use at a tournament must be announced by tournament officials or the tournament organizer prior to the event.

2.1.4 Banned and Restricted Cards

There are no banned or restricted cards for Constructed **Netrunner** tournaments.

NOTE: The Banned and Restricted Lists are modified quarterly by the DCI as follows: March 1, June 1, September 1, and December 1.

2.2 ANTE

Players may not wager ante.

3.0 RULES FOR NETRUNNER LIMITED TOURNAMENTS

3.1 GENERAL RULES FOR LIMITED TOURNAMENTS

3.1.1 Banned and Restricted Lists

No Banned or Restricted lists exist for Limited-environment tournaments.

3.1.2 Anomalous Decks, Boosters, and Cards

If a player receives an anomalous deck, booster pack, or card, it should be brought to the head judge's attention and replaced at his or her discretion. In the case of an anomalous-or "marked"-card, the judge may replace it with a proxy card at his or her discretion. Neither Wizards of the Coast, Inc., nor the tournament organizer guarantees any specific distribution of card rarities or frequency in a particular pack or deck.

3.1.3 Deck Size Requirements

Each deck is required to have a minimum of forty-five (45) cards. Corp decks must contain the minimum number of agenda points required by the **Netrunner** game rules. Before a game begins, each player is allowed to count the number of cards in his or her opponent's deck to ensure the total number of cards has not changed since the deck was originally issued. Any discrepancy should be reported to a tournament official and, pending an investigation, the head judge will subject the player to the appropriate provisions of the DCI penalty guide.

3.1.4 Deck Registration

OPTIONAL: The head judge or tournament organizer may require players to record on a decklist every card they receive in a Limited tournament. Once the cards are registered, players have a limited amount of time to prepare their decks before play begins. The time allotted for deck construction must be announced by the head judge before the tournament begins.

3.1.5 Card Use

Players must only use the actual cards they receive or draft at a Limited tournament. Players may not trade or replace cards they receive or draft at a Limited tournament with any other cards, even if the replacement is an exact copy. If a card is damaged or otherwise considered "marked," players must comply with Section 3.1.2-Anomalous Decks, Boosters and Cards.

3.1.6 Early Departure

Limited-tournament participants may not withdraw from the event prior to the first match. Violation of this rule shall result in the offending participant receiving a match loss on the official tournament record (the opponent shall receive a match win).

3.2 RULES FOR SEALED-DECK TOURNAMENTS

3.2.1 Deck Construction

Before tournament play begins, each player receives a sealed deck of **Netrunner** cards and various booster packs, from which he or she will create a tournament deck.

The total number of cards available to a player for deck construction is determined by tournament officials prior to the event. The DCI suggests giving each player a combination of decks and/or boosters totaling ninety (90) to one hundred and

eighty (180) cards.

4.0 TOURNAMENT SCORING

4.1 Scoring Point Types

There are two different types of scoring points in **Netrunner** tournaments.

Game Points are awarded for winning games.

Tournament Points are awarded based on the number of games and matches won.

4.2 Game Point Scoring

A player receives ten (10) Game Points for winning a game. The losing player receives a number of Game Points equal to the agenda points scored.

In the event of an incomplete game, each player scores Game Points equal to the number of agenda points scored.

4.3 Tournament Point Scoring

A player receives one (1) Tournament Point for each game he or she has won in a match. The winner of the match receives one (1) additional Tournament Point.

A player who wins both games of the match is the winner of the match. If one game is incomplete when the match ends, the winner of the match is the winner of the complete game. Where each player has won one game, or no game was completed during the match, the player with the higher Game Point total is the winner of the match.

The tournament winner is the player with the highest Tournament Point total at the end of the final round.

APPENDIX I. DEFINITION OF TERMS

Cut: Removing a single portion of a deck and placing it atop the remaining portion without looking at any of the card faces.

Deck: Selection of cards that conforms to the deck construction rules for that particular format. For format-specific information, see:

- 1 Section 2.3 for Constructed tournaments
- 1 Section 3.1 for Limited tournaments

Game: One complete game of **Netrunner**

Match: A series of two games between two players to determine the winner. Each player in the match plays one game as the Runner and one game as the Corp.

Proxy card: A card used during competition to represent another card; also counterfeit cards, or any card that is not a genuine **Netrunner** card.

Public information: Statistics or card text that game participants are required to share with tournament officials and opponents by the rules of the game.

Round: The period during which match play takes place.

Stalling: Intentionally playing slowly in order to gain an advantage in a game or match.

APPENDIX II. CODES OF CONDUCT

i. Introduction

The purpose of the Codes of Conduct is to provide players and officials with a guide to expected behavior during Wizards of the Coast sanctioned tournaments. By entering a **Netrunner** tournament, players and spectators agree to abide by all rulings rendered by tournament officials.

ii. Sportsmanlike Conduct

Sportsmanlike conduct is based on mutual respect. Players, spectators, volunteers, and tournament officials are expected to exhibit this respect throughout a tournament.

iii. Unsportsmanlike Conduct

Unsportsmanlike conduct is not tolerated at any officially sanctioned tournament. Players, judges, spectators, and volunteers must conduct themselves in a polite, respectable, and sportsmanlike manner. A competitor behaving in a belligerent, argumentative, hostile, or unsportsmanlike manner will be subject to the appropriate provisions of the DCI penalty guide (see Appendix III).

The following behavior is automatically considered unsportsmanlike conduct:

- 1 profanity
- 1 physical intimidation
- 1 failing to start a game or match in a timely manner
- 1 arguing excessively with a judge
- 1 scouting other competitors' decks
- 1 enlisting the aid of observers to scout other competitors' decks
- 1 disobeying/disregarding the rules for the tournament event
- 1 willfully disobeying a ruling by the head judge or DCI tournament manager

iv. Reporting Violations of the Codes of Conduct

It is a player's individual responsibility to promptly notify tournament officials of any condition he or she believes interferes with tournament play. By failing to immediately notify tournament officials of possible unsportsmanlike conduct, witnesses and others waive any possible claims against tournament officials and/or the tournament organization(s) for not taking action. Notifying tournament officials means the possible conduct violation may be investigated at the officials' discretion. Any possible penalties will be issued based solely on the outcome of the officials' investigation.

If a player disagrees with how tournament officials handled the possible conduct violation, he or she can appeal the ruling to the DCI staff or the DCI tournament manager (if at the tournament) for a final decision. When the DCI staff (or DCI tournament manager) issues a final ruling, the players must follow that decision without further argument or other difficulties. If a player continues to argue or be disruptive, he or she will be subject to the appropriate provisions of the DCI penalty guide.

v. Player Responsibilities

All players must obey the current official tournament rules applicable to the tournament type in which they are competing. If a player has a rules question, he or she should communicate it to the other player and judging staff in a concise, polite, and rational manner.

Players have the right to appeal a judge's decision to the head judge. Players may appeal the head judge's decision to the DCI tournament manager (if at the tournament). When the head judge (or DCI tournament manager) issues a final ruling, the players must follow that decision without further argument or other difficulties. If a player continues to argue or be disruptive, he or she will be subject to the appropriate provisions of the DCI penalty guide.

vi. Spectator Responsibilities

To ensure that spectators at official tournament events do not disturb the players' ability to concentrate on their matches, spectators must maintain a minimum distance of three feet from the players and the play table. Spectators must also remain silent and refrain from engaging in any behavior that could be disruptive to the players. A spectator may not take notes regarding any player's deck during a tournament, unless he or she is doing so for journalistic purposes and has received advance clearance from the head judge or DCI tournament manager. Any spectator violating these rules may be warned by tournament officials or may be required to leave the event.

vii. Volunteer Responsibilities

Volunteers should receive a full briefing by the judging staff in preparation for the tournament event, including:

- 1 an overview of the official tournament rules, format, and procedures
- 1 a review of the rules governing scoring
- 1 a discussion regarding the length and number of tournament rounds
- 1 policies regarding player movement during the tournament

As with any public representative of DCI tournaments, volunteers are expected to treat players, spectators, and others with respect. Should any player or spectator feel that a judge has not treated him or her with respect, he or she may file a complaint with the DCI players' organization.

viii Tournament Organizer

The tournament organizer is charged with making sure an event runs smoothly and properly, and returning the event's results to the DCI in a complete and timely manner. Unless the organizer is also the head judge, he or she is not authorized to overrule any rules-related decisions made by the head judge.

ix. Judge Responsibilities

Judges must be provided with accurate and precise plans and procedures from the head judge and/or DCI tournament manager (if at the tournament).

Judges must treat players and spectators in a courteous and polite manner. Should any player or spectator feel that a judge has not treated him or her with respect, he or she may file a complaint with the DCI, head judge, and/or the DCI tournament manager (if at the tournament).

x. Head Judge Responsibilities

If the DCI tournament manager is not in attendance, the head judge is the final arbiter of all questions and disputes during a tournament. As with all other public representatives of DCI tournaments, head judges are expected to treat players and others in a courteous and polite manner. Should any player or spectator feel that a judge has not treated him or her with respect, he or she may file a complaint with the DCI and/or the DCI tournament manager (if at the tournament).

xi. DCI Tournament Manager

The DCI tournament manager is an employee of Wizards of the Coast, Inc., and is the final judicial authority at all events that he or she attends. The tournament manager may reverse any decision made by the head judge or any other tournament official. If the DCI tournament manager is present at the tournament, that person decides the degree to which a player should be subject to the DCI penalty guide.

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