

NISEI Comprehensive Rules Document

This rules document is to be used as reference material. It is not intended to be read straight through. If you still have questions after consulting this document, please ask us online via [Twitter](#).

This is **version 1.1** of this document, effective **November 16, 2018**.

Summary of Changes

Changes from version 1.0 are **highlighted in orange**.

- [Fixed rule 10.1.3](#) to correctly handle forfeiting/swapping cards that had been converted to agendas.
- Fixed typos in rule [4.4.9b](#) and in examples for rules [9.8.2b](#) and [9.8.5b](#).
- Added reference numbers for the abridged timing structures in [section 12](#).
- Added definitions in rules [9.2.7b](#), c, and d for the (P), (R), and (S) symbols used to denote paid ability, rez, and score windows.
- Re-worked table of contents for better readability.

Summary from 1.0

- Reorganized the FFG Rules Reference's alphabetical collection of rules information into a topic-based structure, and updated the text of most sections to improve clarity and readability.
- Introduced the concept of "checkpoints" to formalize effects the game needs to carry out regularly, but which aren't covered by the existing timing rules, like checking the Runner's programs against their memory limit, trashing cards or counters whose host is uninstalled, and so forth.
- Updated definitions for verbs relating to credits and the credit pool. Notably, a larger set of Corp card abilities can now meet the "gain credits" trigger conditions of NASX and PAD Tap, and "lose credits" effects like DNA Tracker now only ever affect the credit pool, not credits on cards.
- Cards converted to agendas ("add...to your score area as an agenda worth...") no longer keep their name. This removes some ambiguity about how Kasi String works when another Kasi String has previously been scored.
- Language on tracking clicks has been revised. Now, once you gain your clicks for the turn, they are actually a resource under your control. Cards like Director Haas and Victoria Jenkins no longer cause any click gain or loss when they change active/inactive status or become blanked or unblanked in the middle of a turn.
- Players can no longer use prevent/avoid abilities to stop a cost from being paid. Previously, costs could be prevented, and this would stop the associated ability from resolving. It was possible to trigger an

ability such as the one on Bankroll, prevent the card from trashing itself with Sacrificial Construct, and thereby get Tech Trader triggers. Now this use is prohibited: an ability that would trash a card (as its effect, not its cost) must be about to resolve in order to trigger Sacrificial Construct's prevent ability.

- Players are no longer required to find a card when searching their deck for a card with specified criteria.
- Previously a player who searched their deck but failed to find a valid target needed a third party to independently confirm the deck contained no valid targets for the search; making failure to find always optional in these cases removes this technicality.
- The order of the heap no longer needs to be maintained (yes, Wyvern: Chemically Enhanced has received a small errata, for what it's worth).
- Cleaned up rules regarding consoles and regions, including specifications for non-upgrade regions. Panchatantra now explicitly cannot abuse either subtype.
- Revised the steps of installing and playing cards. If Dadiana Chacon beats you up in the middle of playing a Sure Gamble, she can no longer trash that same copy of Sure Gamble.
- Issued non-functional errata to Inversificator so that its ability forms a grammatical sentence.
- Issued functional errata to Charlatan to bypass the ice on encounter instead of approach for timing clarity, simplicity, and consistency.
- Issued non-functional errata to Drive By to clarify the chosen card is only trashed if the expose effect resolves.

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1. Game Concepts

1.1. General

These rules are compatible with cards from the game ANDROID: NETRUNNER by Fantasy Flight Games. ANDROID: NETRUNNER is a game about the cyber struggle between massive Corporations and subversive hackers known as Runners.

- 1.1.1. The game is played between two players. One player takes the role of the Corp (Corporation) and the other takes the role of the Runner. This rules document will frequently refer to a player interchangeably with their game role.
- 1.1.2. Each player needs a legal deck, an identity card for their role, and any extra cards used from outside their deck. They also need a supply of tokens as described in [section 1.9](#). The constraints that define the legality of a deck are defined in [section 1.4](#), and the cases where cards outside the deck and identity can be used are defined in [section 1.5](#).

1.2. The Golden Rules

- 1.2.1. If the text of a card directly contradicts these rules, the text of the card takes precedence.
- 1.2.2. If a rule or ability directs something to happen, but another effect states that it cannot happen, the “cannot” ability takes precedence.
 - a. If a “cannot” effect prohibits all of the effects of another ability, that ability cannot be triggered.
 - b. If a “cannot” effect prohibits only part of another ability, that ability can be triggered, but the prohibited steps of resolving that ability are not carried out.

Example: During a run, Lockdown’s subroutine fires, preventing the Runner from drawing cards for the remainder of the turn. The Runner has a Diesel and a Process Automation in their grip. For the remainder of this turn, they cannot play Diesel as its entire ability is prohibited, but they can play Process Automation. Even though cards cannot be drawn through Process Automation, the Runner can play it to gain 2[c].

- 1.2.3. If an instruction includes the words “if able,” it can only be carried out fully or not at all. If any part of the instruction is not possible to carry out, the entire instruction is ignored.
- 1.2.4. If an instruction does not include the words “if able,” as much of that instruction as possible is carried out. Any parts of the instruction that are not possible to carry out are ignored.
- 1.2.5. A player can only take an action or use an ability if its effect has the potential to change the game state. This potential is assessed strictly by what the action or ability will have the ability to accomplish, without regard to the consequences of paying any costs to initiate that action or ability and without regard to any other abilities that may be triggered by initiating or resolving that action or ability.

Example 1: The Corp has one unrezzed piece of ice installed and Liquidation in HQ. As Liquidation requires the Corp to have at least one rezzed card to trash, the Corp cannot play Liquidation as it cannot change the game state.

Example 2: The Corp has one rezzed piece of ice installed and Liquidation in HQ. Because the Corp has at least one rezzed card that could be trashed (which would change the game state), they can play Liquidation, spending a click and paying its play cost. The Corp then chooses any number of their rezzed cards to trash, which could be zero cards.

Example 3: The Runner is playing Armand “Geist” Walker and has Forger installed. The Runner can only trash Forger and trigger Geist’s ability when they are about to take a tag (which Forger could avoid) or while they have a tag (which Forger could remove). Using Forger at any other time has no potential to change the game state.

1.3. Symbols

- 1.3.1. Several non-English symbols appear on cards and in this rules document. This section serves as a basic guide to those symbols.
- 1.3.2. When this document is presented in a format without images, plaintext replacements are used. These replacements are listed along with the symbols themselves for reference.
- 1.3.3. The symbol [c] (plaintext: [c]) stands for “credit”. It always appears with a numeral, such as 1[c], which means “one credit,” or 3[c], which means “three credits.” See [section 1.10](#) for rules about credits.
- 1.3.4. The symbol [click] (plaintext: [click]) stands for “click”. Multiple clicks can be represented either by multiple symbols, such as [click][click], or by a numeral and symbol, such as 2[click], both meaning “two clicks.” See [section 1.11](#) for rules about clicks.
- 1.3.5. The symbol [recurring] (plaintext: [recurring]) stands for recurring credit. It always appears with a numeral, such as 1[recurring], which means “one recurring credit,” or 3[recurring], which means “three recurring credits.” See [section 1.10.5](#) for rules about recurring credits.
- 1.3.6. The symbol [link] (plaintext: [link]) stands for “link”. It is always used with a quantity, such as 1[link], which means “1 link.” See [section 10.7](#) for rules about link.
- 1.3.7. The symbol [MU] (plaintext: [MU]) stands for “memory unit”. It always appears with a quantity, such as 2[MU], which means “2 memory units.” See [section 1.19](#) for rules about memory.
- 1.3.8. The symbol [sub] (plaintext: [sub]) stands for “subroutine”. Each symbol marks a single subroutine on a piece of ice. See [rule 3.4.7](#) for information about subroutines.
- 1.3.9. The symbol [trash] (plaintext: [trash]) stands for “trash”. It is used as a self-referential trigger cost in a card text, such as “[trash]: Draw 2 cards,” which means “Trash this card to draw 2 cards.” See [section 1.15](#) for rules about costs, and [section 1.18](#) for rules about trashing cards.

1.4. Deck Construction

- 1.4.1. Each player's deck is associated with a single identity card that determines the faction, minimum deck size, and influence limit of that deck. The identity card may also stipulate other variances from the standard deckbuilding rules.
- 1.4.2. Each deck must meet all requirements in this section to be legal for play.
- 1.4.3. The deck must contain at least as many cards as the minimum deck size indicated on the corresponding identity.
 - a. Identity cards, extra cards that begin the game outside the deck, and player aid cards are not part of the deck and are not counted towards the size of the deck.
 - b. There is no maximum deck size.
- 1.4.4. Decks cannot contain identity cards, player aid cards, cards from the wrong side (Corp cards in a Runner deck or vice-versa), or out-of-faction cards that lack influence costs.
- 1.4.5. Neutral cards and cards that belong to a faction other than the corresponding identity's faction are all considered out-of-faction. The total influence cost of out-of-faction cards in the deck must not exceed the influence limit of that identity.
 - a. The total influence cost of out-of-faction cards is counted by copy and not by name.

Example: Including a single copy of Diesel in a non-Shaper deck adds 2 to the total influence in that deck, while including two copies of Diesel in a non-Shaper deck adds 4 to the total influence in that deck.
- 1.4.6. A Corp deck must contain agendas totalling a certain number of agenda points, as determined by the total number of cards in the deck.
 - a. A deck with 40 to 44 cards must contain 18 or 19 agenda points.
 - b. A deck with 45 to 49 cards must contain 20 or 21 agenda points.
 - c. A deck with 50 to 54 cards must contain 22 or 23 agenda points.
 - d. A deck with more than 54 cards must contain 22 or 23 agenda points, plus an additional 2 agenda points for every full 5 cards in the deck over 50.

Example: A 66 card deck requires 6 additional agenda points, since it includes 3 sets of 5 cards beyond 50. This gives a final requirement of either 28 or 29 agenda points.
- 1.4.7. The deck cannot contain more than 3 copies of any single card, by name. Some cards stipulate alternative copy limits in their card text.
- 1.4.8. Tournament play may impose other restrictions or requirements on the legal configurations of identities and decks.

1.5. Extra Cards

- 1.5.1. Some abilities allow for the use of additional cards from outside the deck.
- 1.5.2. One Corp identity, *Jinteki Biotech: Life Imagined*, has the ability “Before taking your first turn, you may swap this card with any copy of Jinteki Biotech.” There are 3 versions of this identity, which have different abilities on their reverse side.
 - a. A player using Jinteki Biotech as their identity may bring any number of copies of that identity along with their deck. After completing game setup, that player may choose any copy they own to be their active identity for the duration of the game. All other copies are placed outside the game.
- 1.5.3. One Runner identity, *Adam: Compulsive Hacker*, has the ability “You start the game with 3 different **directive** cards installed (these cards are not considered part of your deck).”
 - a. A player using Adam as their identity must bring at least 3 differently-named cards with the **directive** subtype along with their deck. The player may bring any number of **directive** cards over the required 3.
 - b. After players reveal their identities, the player using Adam selects exactly 3 of their provided **directive** cards. Those cards begin the game installed in the play area. All other **directives** the player brought this way remain outside the game.
 - c. A player using Adam can also include **directive** cards in their deck. The cards chosen to be installed at the beginning of the game do not impact the deck’s influence requirements or the maximum allowed number of copies of those cards.
 - d. Once the game has begun, the cards installed this way are treated exactly as any other installed cards. Abilities that move these cards to other zones function normally, including shuffling them into the stack.
- 1.5.4. Two cards, *Rebirth* and *DJ Ferris*, make use of identity cards other than the one selected by the player during deck construction.
 - a. A player may bring any number of additional Runner identity cards along with their deck. These cards are kept in a pile outside the game. The Runner may look at these cards at any time.
 - b. When an ability refers to an identity other than the Runner’s current identity, it refers to the cards provided this way. If an identity card leaves the play area, it must be returned to the pile outside the game.
 - c. In a tournament, all identities brought to the game this way must be legal for players to use as their actual identity in that tournament.

1.6. Starting the Game

- 1.6.1. The players decide who will play as the Corp and who will play as the Runner. Each player places an appropriate identity card for the side they are to play faceup in the play area, then supplies a corresponding deck, placing it facedown in the play area, and any appropriate extra cards.
 - a. Some identity cards have abilities that affect setup. Even though cards are not active until the game begins, these identities still alter setup at the appropriate step as indicated by their text.
- 1.6.2. If a player's identity has an ability that affects setup or the start of the game, and that ability does not directly correspond to a setup step outlined in this section of the rules, that player makes any necessary decisions and changes for their identity's special setup or start of game abilities at this time. If both players have setup or start of game abilities at this time, the Corp resolves theirs first.
- 1.6.3. The players create the bank by gathering all types of tokens described in [section 1.9](#).
- 1.6.4. Each player takes five credits from the bank, placing the credits in their credit pool.
- 1.6.5. Each player shuffles their deck.
- 1.6.6. Each player draws five cards from the top of their deck to form their starting hand.
 - a. After drawing starting hands, the Corp may choose to take a mulligan; then, the Runner may choose to take a mulligan. To take a mulligan, the player shuffles their starting hand back into their deck, then draws a new starting hand. They must keep the second hand as their starting hand.
- 1.6.7. The game starts and the Corp takes their first turn.
 - a. If the Corp's identity has an ability with instructions for "before taking your first turn," the Corp resolves that ability immediately before taking their first turn, and thus before the game starts.

1.7. Ending the Game

- 1.7.1. The game ends when a player meets one of their win conditions.
 - a. If both players would simultaneously satisfy their win conditions, the game ends in a draw.
- 1.7.2. Each player has two possible win conditions available.
 - a. Either player can win by collecting agenda points in their score area (usually done by scoring or stealing agendas; see [section 1.16](#)). A player with a score of 7 or more wins the game.

- b. The Corp wins if the Runner is flatlined. The Runner is flatlined immediately if they suffer more damage than they have cards in their grip. The Runner is also flatlined if, at the beginning of their discard phase, their maximum hand size is less than 0. See [section 10.4](#) for more information about damage.
- c. The Runner wins if the Corp is required to draw a card from R&D but cannot because R&D is empty.

1.8. Cards

- 1.8.1. There are six types of Corp cards: agendas, assets, ice, identities, operations, and upgrades. All cards except the identity card are shuffled into the Corp's deck at the beginning of the game.
- 1.8.2. There are five types of Runner cards: events, hardware, identities, programs, and resources. All cards except the identity card are shuffled into the Runner's deck at the beginning of the game.
- 1.8.3. Cards that are ACTIVE are able to affect the game through their abilities.
 - a. Runner cards that are installed and faceup in the play area, Corp cards that are installed and rezzed, events and operations in the play area, agendas in the Corp's score area, and both players' identities are active.
 - b. Unless otherwise stated, Runner cards are played and installed active into the play area.
 - c. Unless otherwise stated, Corp cards other than operations are installed unrezzed, and thus inactive, into the play area. Assets, ice, and upgrades made active by rezzing them; agendas are made active by scoring them. Operations are played active into the play area.
- 1.8.4. Cards that are INACTIVE are unable to affect the game or have most of their abilities used.
 - a. Cards are inactive in R&D, HQ, Archives, the heap, the grip, the stack, and the Runner's score area, and while removed from the game. Cards installed facedown are also inactive.
 - b. Inactive cards in most zones retain their printed characteristics (name, card type, faction, cost, subtypes, influence, etc). Runner cards installed facedown have no characteristics.
- 1.8.5. Most abilities are active if and only if the card they appear on is active. [Rule 9.1.6](#) details the cases where abilities on inactive cards are still active.
- 1.8.6. Abilities can convert cards from one type into another type, or even from a card into a counter. [Rules 10.1.3](#) and [10.1.4](#) explain the details of card conversion.

1.9. Counters and Tokens

- 1.9.1. COUNTERS and TOKENS are game pieces (or equivalent) that track various resources, effects, and statuses of players and their cards.
 - a. The terms “counter” and “token” are interchangeable.
- 1.9.2. The BANK is the supply of tokens not yet in play. Tokens in the bank are available to both players to take and use as dictated by the game rules and card abilities. Players do not control tokens in the bank and cannot spend them. The bank is an unlimited supply; running out of game pieces to track a type of token does not prohibit a player from taking or using additional tokens of that type.
- 1.9.3. Some abilities can convert a card into a counter. A counter put into play in this way is tracked using the card as a game piece. See [rule 10.1.4](#).
- 1.9.4. Some abilities can cause a player or card to have or be “considered to have” one or more tokens or additional tokens without placing or giving those tokens. A token considered to exist in this way conveys all the same information and effects as a token of the specified type would, except that it cannot be moved or removed from the card or player it belongs to, nor can it be spent to pay a cost.
- 1.9.5. There are ten types of tokens: credit tokens, click tokens, tag tokens, bad publicity tokens, brain damage tokens, advancement tokens, virus counters, power counters, agenda counters, and condition counters.
 - a. CREDIT TOKENS are used to track the number of credits each player has in their credit pool; they can also be placed on cards. Rules for credits, the credit pool, and other related concepts are in [section 1.10](#).
 - b. CLICK TOKENS are a gameplay aid used to track the clicks the active player has spent or has left to spend during their turn. Rules for clicks are in [section 1.11](#).
 - c. TAG TOKENS are used to represent tags on the Runner. Rules for tags are given in [section 10.5](#).
 - d. BAD PUBLICITY TOKENS represent bad publicity the Corp has earned. Rules for bad publicity are in [section 10.6](#).
 - e. BRAIN DAMAGE TOKENS are a gameplay aid used to track brain damage the Runner has suffered. Each point of brain damage the Runner suffers forces them to take a brain damage token. See [section 10.4](#).
 - f. ADVANCEMENT TOKENS are a token used primarily on installed agendas to track the Corp’s progress toward being able to score them.
 - g. VIRUS COUNTERS are a generic token, used primarily by **virus** programs, that can be removed by the Corp purging them. See [rule 10.1.1](#).

- h. POWER COUNTERS are a generic token used by a variety of cards. They have no special rules.
- i. AGENDA COUNTERS are a generic token used primarily on scored agendas. They have no special rules.
- j. CONDITION COUNTERS are tokens that have rules text. Their abilities are active as long as they are hosted on a card.

1.10. Credits

Each of the Runner's credits represents enough money to upgrade some basic parts for their console, have a meal at a decent restaurant, or buy a ticket and some concessions for a night at the sensies.

Each of the Corp's credits represents enough money to manufacture a run of computer parts, buy out a decent restaurant, or film a low-budget sensie.

- 1.10.1. A CREDIT ([c]) is the basic unit of currency. Players spend their credits to pay for various costs, card abilities, traces, etc. Credit tokens most commonly represent 1[c] each, but can represent larger denominations if clearly marked.
- 1.10.2. Each player has a CREDIT POOL where they keep a supply of credit tokens matching the credits they have available to spend. The number of credits in a player's credit pool is open information.
- 1.10.3. Credits enter and leave a player's credit pool as that player gains, spends, or loses credits.
 - a. A player GAINS credits whenever credits enter their credit pool from any location.
 - b. If a player is instructed to LOSE credits, that player is forced to move the specified number of credits from their credit pool to the bank. Players cannot lose credits from cards.

Example: If a subroutine on DNA Tracker resolves, the Runner must lose 2[c] from their credit pool, or 1[c] if that is all they have. If the Runner's credit pool is empty, the effect does nothing.

- c. If a player is instructed to SPEND or PAY credits, that player must put the specified number of credits back into the bank. The credits spent can come from the credit pool or from a card that player controls with an ability allowing credits on it to be spent for the type of ability being resolved.

Example: The Runner may use the credit from Cyberfeeder to pay for Atman's first ability.

Example: The Runner may use credits from Ghost Runner when secretly spending credits to resolve a Psi ability (such as The Future Perfect).

Example: The Runner must use credits from Ghost Runner if this is the only way for them to pay 3[c] when resolving the “when encountered” ability on Tollbooth.

- 1.10.4. Abilities can place credits on cards. Credits on a player’s card are not in that player’s credit pool; the player can only interact with those credits as instructed by card abilities.
- a. If a player is instructed to TAKE credits from a card, they remove that many credits from that card and gain those credits.
 - b. If an ability specifies how a player is allowed to spend credits from a card, they can be spent from that card as if they were in the player’s credit pool for the specified actions or abilities.
 - c. If an ability specifies a time period during which a player is allowed to spend credits from a card, they can be spent from that card as if they were in the player’s credit pool for any purpose (other than losing credits) as long as the specified time period is active or the specified duration has not expired.
 - d. Spending credits from a card is considered “using” the card from which the credits are spent.

1.10.5. Recurring Credits

- a. RECURRING CREDITS ([recurring]) place credits on a card repeatedly. The text “N[recurring]” means “As this card becomes active or your turn begins, place credits on this card until there are N or more credits on it.”
- b. Recurring credits do not accumulate. They are refilled only up to the indicated number.
- c. Recurring credits are refilled during [step 5.6.1c](#) of the Corp’s turn and [step 5.7.1c](#) of the Runner’s turn, before other abilities that trigger at the start of the turn resolve.

Example: The Runner installs Spinal Modem, which has 2[recurring]. 2 credits are placed on Spinal Modem now. The Runner spends 1 of those credits later in their turn. At the beginning of the Runner’s next turn, the credits on Spinal Modem should be replenished up to 2[c], so one more credit is placed on it.

1.11. Clicks

Working a job, making connections, and especially jacking in--everything you do takes time, and it always goes by faster than you think. A click represents an abstract amount of time spent on a particular activity, either several hours all at once, or scattered across the day.

- 1.11.1. A CLICK ([click]) is the basic unit of activity. Players spend their clicks to perform actions and trigger abilities. Each click token represents 1 click.

- 1.11.2. As the first step of a player's turn, they gain an allotted number of clicks to spend during the action phase of that turn. See [section 5](#) for details about the procedures of player turns.
 - a. The Corp receives 3 [click] on each of their turns.
 - b. The Runner receives 4 [click] on each of their turns.
- 1.11.3. Some cards have the subtype **priority** and the text "Play only as your first [click]." A player can only play a **priority** card using the basic action to play an event or operation, and only if they have not spent any other clicks that turn. Losing clicks does not affect a player's ability to play a **priority** card.

1.12. Host, Hosted, and Hosting

- 1.12.1. Whenever a card or counter is placed onto a card, a host relationship is created between those two objects. The object placed on top of a card is HOSTED on that card. The card onto which the other object is placed is the HOST.
- 1.12.2. The state of being hosted is distinct, but not exclusive from, the state of being installed. If an ability instructs a player to host a card from an inactive state without reference to installing it, the hosted card remains inactive.
- 1.12.3. A card or counter can only be hosted on a single card at any given time.
- 1.12.4. A card can host any number of other objects, except where explicitly restricted by a card ability.
- 1.12.5. Any card can act as a host, but a host relationship can only be created or permitted by a card ability.
 - a. If a card has an ability describing the types and/or numbers of cards it can host, but it does not have an ability that directly hosts cards onto itself, then the card is permitted as an eligible installation destination for the types of cards listed, up to the number specified. A host card is chosen as an installation destination during [step 8.3.3](#) of the installation process.

*Example: Off-Campus Apartment has the ability "Off-Campus Apartment can host any number of **connections**." This means that whenever the Runner installs a **connection** card, they can choose to install that card into the play area hosted on Off-Campus Apartment or as normal directly into the play area.*

- b. If a card has an ability describing cards it can host, but also one or more abilities that can create host relationships onto itself, then it only allows cards to become hosted on it through those abilities. A card cannot be installed directly onto the card through an unrelated install effect.

Example: Glenn Station reads “Glenn Station can host a single card,” but also has a paid ability that hosts a card on itself. Therefore, Glenn Station only lets the Corp host cards through that paid ability, not through an install action.

- c. If a card has an ability stipulating that it can only be installed hosted onto another card, then during the installation process a player that wishes to install that card must choose a valid destination matching the description provided. If no such destination exists before the installation process begins, the card cannot be installed.

Example: Egret states “Install Egret only on a rezzed piece of ice.” The Runner can only install Egret if there is an installed, rezzed piece of ice available before the installation process begins; otherwise, it is illegal for the Runner to install Egret.

- d. Some operations and events convert themselves into condition counters and install themselves hosted onto other cards. An operation or event can never be installed through an install effect; it can only become an installed counter through its conversion ability. See [rule 10.1.4](#).

- 1.12.6. Unless otherwise noted, a card that is hosted as it is installed is hosted onto the destination card in the same faceup or facedown status it would normally be installed in.
- 1.12.7. Once a card is installed, hosted or not, a player cannot change that card’s hosted status unless a card ability explicitly directs it to be hosted onto a new card.
- 1.12.8. Host relationships are not transitive. If card A is hosted on card B, and card B is hosted on card C, card A is not considered to be hosted on card C.

Example: If the Runner installs a Leprechaun hosted on a Dhegdheer, programs hosted on Leprechaun do not have their install costs reduced because they are hosted on Leprechaun and not on Dhegdheer.

- 1.12.9. If an ability on a card refers to a “hosted” card or counter, that ability only references cards and counters hosted on that card.
- 1.12.10. Hosted cards and counters can be removed or spent from their host without affecting the host.
- 1.12.11. If a host card is uninstalled, all cards and counters hosted on that card (and all cards hosted on those cards, and so on) are trashed during the next checkpoint. This cannot be prevented. See [section 10.3](#) for details on checkpoints.

1.13. Ownership and Control

- 1.13.1. The OWNER of a card is the player who provided that card at the start of the game as their identity, part of their deck, or an extra card along with their deck.
 - a. A card that is converted into a counter retains its owner.

- b. No player owns counters that are not converted cards.
- 1.13.2. The CONTROLLER of a card or counter is the player responsible for that card or counter.
- a. The controller of a card in the play area is the player who installed or placed it there.
 - b. The Corp controls each agenda in the Corp's score area. The Runner controls each agenda in the Runner's score area.
 - c. Cards in other zones are controlled by their owner.
 - d. Each player controls the credits in their credit pool.
 - e. The Corp controls each bad publicity token. The Runner controls each tag token. However, see [rule 10.5.5](#) and [rule 10.6.3](#) regarding paying costs that involve tags and bad publicity, respectively.
 - f. The controller of a counter hosted on a card is the player who controls the host card.
 - g. Click tokens and brain damage tokens are gameplay aids only and have no controller.
- 1.13.3. Players can only pay costs using cards and counters they control.
- 1.13.4. Unless otherwise stated, players can only trigger paid abilities on cards they control.
- 1.13.5. Each card and counter is the SOURCE of abilities that originate from its text. The CONTROLLER OF AN ABILITY is the player who controlled the source of that ability at the time the ability triggered or became relevant to the game state.
- 1.13.6. Unless otherwise noted, the controller of an ability carries out its effects and makes any choices required. If a player is specified to perform all or part of an effect, the specified player carries out that part of the effect and makes any choices required instead.

Example: Rototurret's first subroutine reads "Trash 1 program." Since Rototurret is a Corp card, the Corp chooses which installed program to trash. Conversely, Bulwark's first subroutine reads "The Runner trashes 1 program." Since the Runner is specified to be carrying out this effect, they choose which of their installed programs to trash.

- a. Some trigger conditions care about effects performed by a particular player. These conditions are only met when that player is the one to carry out the relevant effect.

Example: The Corp has a rezzed Hostile Infrastructure. Apocalypse does not specify who trashes the cards, so the Runner is responsible for the trashing and Hostile Infrastructure triggers.

Example: Alice Merchant states that "the Corp must trash 1 card from HQ", so the Corp carries out this effect even though Alice Merchant is a Runner card, and therefore Hostile Infrastructure does not trigger.

1.14. Targets

- 1.14.1. If a card ability requires a player to choose cards, the player can only choose installed cards unless the ability specifically works on cards in other zones.

Example: The Corp resolves a subroutine that says “[sub] The Runner trashes 1 program.” The Runner must trash one of their installed programs and may not trash a program from their grip or stack.

- 1.14.2. If an effect would act on multiple cards at once, either through a player choosing more than one card or through the effect specifying a subset of cards to act upon, then all of the cards are acted upon as a single effect instead of one effect per card. First, all of the cards that will be acted upon are determined (or chosen, if applicable), then all of those cards are acted upon simultaneously.
- a. Each card can only be determined or chosen once. If the cards to be affected are chosen by a player, but there are not enough cards available to be chosen, then that player chooses as many cards as possible.

Example: The Runner accesses an Aggressive Secretary with three advancement tokens on it. The Runner only has two installed programs, so the Corp chooses both of those programs for Aggressive Secretary. After programs have been chosen, they are both trashed simultaneously.

1.15. Costs

- 1.15.1. In order to initiate an action or ability or use an optional ability, a player may be required to pay a cost. A cost can take the form of any card, counter, or other item a player must spend; an effect a player must resolve; or other type of requirement a player must meet. If a player cannot pay the full cost of an action or ability all at once using cards and counters they control, they cannot use the effect associated with that cost.
- a. The act of paying a cost cannot be modified or cancelled by optional prevent/avoid abilities.

Example: The Runner can trash Heartbeat to trigger its paid ability, but cannot use LLDS Energy Regulator to prevent Heartbeat from being trashed this way.

- b. If a constant ability or a mandatory triggered prevent/avoid ability would prevent the steps of paying a cost from being carried out if they were performed as an effect, that cost cannot be paid.

Example: The Runner cannot pay the additional cost to steal Obokata Protocol while Guru Davinder is installed, because the Runner could not currently take 4 damage if instructed to: Guru Davinder’s first ability would prevent the damage.

- c. If a player ever attempts to pay a cost that includes 0 or less of an item, 0 of that item is paid but the cost is still considered paid.

- 1.15.2. Some cards have a printed play or install cost of X. The value of X is determined when the card is played or installed, after applying any modifiers which affect the play or install cost of that card.
- a. If the play or install cost of a card with a play or install cost of X needs to be referenced at any other time, X is considered to be 0.
- 1.15.3. There are six main types of costs: install costs (found mainly on hardware, programs, and resources, and incurred when installing ice), play costs (found on operations and events), rez costs (found on assets, upgrades, and ice), paid ability trigger costs, additional costs, and nested costs.
- 1.15.4. The INSTALL COST of a card must be paid to install that card.
- a. The install cost of a program, resource, or piece of hardware is listed on the card itself.
 - b. The install cost of a piece of ice is a number of credits equal to the number of pieces of ice already protecting the server that ice will be installed protecting.
 - c. There is no cost to install an asset, upgrade, or agenda.
- 1.15.5. The PLAY COST of an operation or event must be paid to play that card. It is listed on the card itself.
- 1.15.6. The REZ COST of an asset, upgrade, or piece of ice must be paid in order to rez that card. It is listed on the card itself.
- 1.15.7. The TRIGGER COST of each paid ability is the first part of that ability's text. It is followed by a colon (:) and then the ability's effect. See [section 9.5](#) for more details on paid abilities.
- 1.15.8. An ADDITIONAL COST adds something to the regular cost of initiating a particular game effect. A player must pay all additional costs along with any regular costs in order to initiate an effect.
- a. If a player would be forced to carry out a game effect, but doing so has an additional cost, that player may decline to pay the additional cost, even if they are able to pay it, thus preventing that effect from occurring.

Example: The Runner accesses an Obokata Protocol. Normally the Runner is forced to steal agendas that they access, but because Obokata Protocol has an additional cost to steal, the Runner can decline to suffer the net damage and not steal the agenda.

- b. A player must pay all additional costs simultaneously with the cost that is being added to, even if multiple cards or abilities are adding separate additional costs. A player cannot pay the original cost or any of the additional costs individually. If they cannot pay for all of the costs at once, then they do not pay any of the costs and the corresponding effects cannot occur.

Example: The Runner accesses an Obokata Protocol while Ben Musashi and Predictive Algorithm are both active. The Runner must be able to pay 2 credits and suffer 6 net damage all at once in order to steal the Obokata Protocol, even though each of the three costs are from different card abilities. After all costs have been paid, abilities that meet their trigger conditions from the paying of any of those costs, such as I've Had Worse or Order of Sol, can then resolve as applicable.

- 1.15.9. A NESTED COST is a cost appearing within an ability's effects that must be paid while the ability is resolving in order for some or all of the rest of the effects of that ability to resolve.
- a. Nested costs are usually written in the format "[player] may [cost] to [effect]." If the indicated player pays the indicated cost, the indicated effect is carried out. Otherwise, that part of the ability is not carried out.

1.16. Score, Scoring, and Stealing

- 1.16.1. The sum of all agenda points on agendas in a player's score area is that player's SCORE.
- 1.16.2. If at any time a player's score becomes greater than or equal to 7, they win the game at the next checkpoint. See [section 1.7](#) regarding winning the game, and [section 10.3](#) for details about checkpoints.
- 1.16.3. Players add agendas to their score areas by SCORING or STEALING them. The Corp scores an agenda to their score area as an option during certain paid ability windows on their turn. The Runner steals an agenda to their score area by accessing it.
- a. The ADVANCEMENT REQUIREMENT of an agenda restricts when the Corp can score it. The Corp can only score an agenda that has advancement tokens on it greater than or equal to its advancement requirement. See [section 1.17](#).
 - b. The Corp is not required to score an agenda immediately upon satisfying its advancement requirement.
 - c. Scoring an agenda does not cost [click] and is not an action.
 - d. The Runner cannot decline to steal an agenda they access, unless there is an additional cost to steal that agenda and the Runner cannot or does not wish to pay it. [Section 7](#) details accessing, and [rule 1.15.8](#) details additional costs.
 - e. If an effect directly adds an agenda to a score area or otherwise moves an agenda from any zone to a score area, that agenda is not considered scored or stolen.
 - f. If an effect causes another card to be added to a score area "as an agenda", the newly converted agenda is not considered scored or stolen. See [rule 10.1.3](#).
- 1.16.4. Agendas are always added to the score area faceup, regardless of their previous faceup/facedown status.

- 1.16.5. If an installed agenda is scored or stolen, it becomes uninstalled. Any advancement tokens on the scored or stolen agenda are returned to the bank. See [rule 1.12.11](#).
- 1.16.6. Some agendas and other cards have abilities with a trigger condition related to an agenda being scored. These abilities become pending after the Corp moves the agenda from the play area to their score area.
- 1.16.7. Some agendas and other cards have abilities with a trigger condition related to an agenda being stolen. These abilities become pending after the Runner moves the agenda from its current zone to their score area.
- 1.16.8. If an ability meets its trigger condition from an agenda being scored or stolen, the agenda's last known number of advancement tokens before being scored or stolen is used for any references to the number of advancement tokens in the effects of that ability.

1.17. Advancing Cards

- 1.17.1. To ADVANCE a card is to place an advancement token from the bank on it. The Corp typically advances cards with a basic action during their action phase, but card abilities can also advance cards.
 - a. If an effect directly places advancement tokens onto a card or moves advancement tokens from one card to another, the destination card is not being advanced.

Example: The Corp plays Mushin-no-Shin, choosing to install an Oaktown Renovation. Because the three advancement tokens were placed on the card directly, the Corp does not gain any credits from the ability on Oaktown Renovation.
- 1.17.2. Agendas can always be advanced while installed. If a card other than an agenda says that it can be advanced, the card can be advanced even when the card is unrezzed. There is no limit to the number of times a card can be advanced.

1.18. Trashing

- 1.18.1. TRASHING is the act of moving a card to its owner's discard pile.
- 1.18.2. During access, the Runner has the opportunity to pay the trash cost of the accessed card to trash it. See [section 7.7](#).
- 1.18.3. A trashed card is not considered to have been discarded, and vice versa. Cards that prevent a card from being trashed cannot prevent a card from being discarded.
- 1.18.4. The symbol [trash] represents trashing the card or counter it appears on. It is only used as a cost of paid abilities.

Example: Fall Guy's last ability reads "[trash]: Gain 2[c]." The cost to trigger this ability is to trash Fall Guy.

- a. “A [trash] ability” refers to a paid ability that includes [trash] in its trigger cost.

1.19. Memory

- 1.19.1. A MEMORY UNIT (MU) is a space available to the Runner to install programs. Memory units always appear with a quantity, such as 2[MU], which means “2 memory units.”
- 1.19.2. The Runner’s MEMORY LIMIT is the total number of memory units the Runner has. The Runner’s starting memory limit is 4[MU]. Card abilities that indicate +[MU] apply that increase to the Runner’s memory limit.

Example: The Runner has Astrolabe installed, which has the ability “+1[MU]”. The Runner can therefore have up to 5[MU] worth of programs installed.

- 1.19.3. Programs have a MEMORY COST that is continually applied against the memory limit. [Rule 3.9.3](#) details how the Runner’s installed programs are constrained by the memory limit.

2. Parts of a Card

2.1. Name

- 2.1.1. The identifier of a card is its NAME, alternatively referred to as its title. It is written along the top of the card for identities, agendas, ice, operations, events, and resources, or immediately below the art box in the case of assets, upgrades, hardware, and programs.
- 2.1.2. Identities have a subtitle written immediately below the main title line. Their full name is the combination of their main title and subtitle.
- 2.1.3. When a card refers to its own name, it is a self-reference. See [section 10.12](#).
- 2.1.4. When a card refers to “copies of” cards with a particular name, it refers to any card with that name.

2.2. Unique Symbol

- 2.2.1. Some cards are UNIQUE, and have a unique symbol (◆) before their name to designate this. There can be only one unique card of the same name active at a time. If a card with a unique name becomes active, any other card that shares its name is unpreventably trashed during the next checkpoint. See [section 10.3](#).

2.3. Play Cost, Install Cost, or Rez Cost

- 2.3.1. The play, install, or rez cost of a card is a number that appears in the top-left corner of most card types. Play and install costs appear within a large circular icon, while rez costs appear within a small octagonal icon.

- 2.3.2. Play, install, and rez costs on cards are all paid in credits. [Section 8](#) details how cards are played, installed, and rezzed.
- 2.3.3. Events and operations have a play cost.
- 2.3.4. Hardware, programs, and resources have an install cost.
 - a. Ice also has an install cost, but it does not appear on the card. The install cost of ice is determined by the configuration of other installed ice rather than being intrinsic to the card. See [rule 1.15.4](#).
- 2.3.5. Assets, ice, and upgrades have a rez cost.

2.4. Advancement Requirement

- 2.4.1. The advancement requirement appears only on agendas. It is a number in the top-right corner of the card, within a small circle.
- 2.4.2. [Section 1.16](#) details how agendas are scored and the purpose of the advancement requirement.

2.5. Agenda Points

- 2.5.1. The agenda point value appears only on agendas. It is the number in the center-left of the card, on top of a graphic depicting three pillars.
- 2.5.2. The agenda points in a player's score area contribute toward that player winning the game. See [section 1.7](#).

2.6. Trash Cost

- 2.6.1. Assets, upgrades, and some ice and operations have trash costs. A trash cost is a number appearing in the lower-right corner of the card within a [trash] symbol.
- 2.6.2. [Section 7.7](#) details how the Runner can trash a card they access by paying its trash cost.

2.7. Strength

- 2.7.1. Strength is a number appearing on ice and on **icebreaker** programs. It appears on the bottom-left corner of the card within a large semicircle.
- 2.7.2. Non-**icebreaker** programs have a dash (–) in the bottom-left corner instead of a strength value.
- 2.7.3. [Section 3.9.5](#) discusses the interaction between ice strength and **icebreaker** strength.

2.8. Memory Cost

- 2.8.1. Memory Cost is a number appearing only on programs. It appears to the right of the install cost, within an [MU] symbol.
- 2.8.2. [Section 1.19](#) discusses the topic of memory, and [rule 3.9.3](#) details how programs interact with the Runner's memory limit based on their memory cost.

2.9. Base Link

- 2.9.1. Base link is a number appearing in the top-left of Runner identity cards.
- 2.9.2. The Runner's base link contributes to their link value. [Section 10.7](#) defines how the Runner's link value is calculated, and [section 10.8](#) explains how it contributes to contesting trace attempts.

2.10. Minimum Deck Size

- 2.10.1. Minimum deck size is a number shown as the uppermost of two small boxes in the lower-left of Corp identities and the lower-right of Runner identities.
- 2.10.2. [Section 1.4](#) details the rules for building a deck, including the requirement to adhere to the minimum deck size of the deck's associated identity.

2.11. Influence Limit

- 2.11.1. The influence limit is a number shown as the lowermost of two small boxes in the lower-left of Corp identities and the lower-right of Runner identities.
- 2.11.2. [Section 1.4](#) details the rules for building a deck, including the requirement that out-of-faction cards in the deck adhere to the influence limit of the associated identity.

2.12. Faction Affiliation

- 2.12.1. Cards are divided into ten factions: four Corp factions, three Runner factions, and three Runner mini-factions. Factions and influence restrict deckbuilding options, allowing each faction to have distinct play differences from one another.
 - a. The Corp factions are Haas-Bioroid, Jinteki, NBN, and the Weyland Consortium.
 - b. The major Runner factions are Anarch, Criminal, and Shaper.
 - c. The Runner mini-factions are Adam, Apex, and Sunny Lebeau.
- 2.12.2. A card's faction can be identified by the color of its background, as well as a faction logo in one of its four corners. This logo also appears as a watermark behind the text box. If a card has a white background and no logo, it is neutral.

- 2.12.3. Each identity is associated with one faction. [Section 1.4](#) details how factions affect deckbuilding.

2.13. Influence Cost

- 2.13.1. A card's influence cost, or influence value, is represented in a bar with 5 circular slots near the bottom of most cards. The influence cost is the number of slots that are filled with a blue circle, and can range from 0 to 5.
- 2.13.2. Some cards cannot be played out of faction, and therefore do not have an influence value, which is different from an influence cost of "0". These cards do not have the influence bar at all.
- 2.13.3. Some Corp cards have the subtype **alliance** and text defining adjustments to their influence costs. The ability adjusting the influence cost of an **alliance** card applies only when determining the legality of an already constructed deck and does not have any effect during gameplay. The ability references other cards included in the deck to determine whether the card should apply its printed influence cost or 0 against the deck's influence limit.
- 2.13.4. [Section 1.4](#) details how a card's influence cost (or lack thereof) affects deckbuilding.

2.14. Card Type

- 2.14.1. A card's types appear as a line of text across the center of non-ice cards above the text box. For ice, they run along the left side of the text box, rotated 90° from the rest of the text.
- 2.14.2. Each card has one card type, which can be identity, agenda, asset, ice, operation, upgrade, event, hardware, program, or resource. It is written in bold at the beginning of the type line.
- 2.14.3. While inactive, a card is still considered a card of the type printed on it, with the exception of facedown installed Runner cards. See [section 8.4](#).
- 2.14.4. Abilities can change a card from its printed type to an agenda. See [rule 10.1.3](#).
- 2.14.5. Counters never have card types.

2.15. Subtypes

- 2.15.1. Cards may have one or more subtypes, which are written following the primary type. Subtypes are card descriptors that can be referenced by card abilities. Cards that share a subtype often share a distinct characteristic or ability.
 - a. The subtypes **region**, **console**, and **icebreaker** have special rules, discussed in sections [3.6.5](#), [3.8.5](#), and [3.9.5](#) respectively. Other subtypes have no intrinsic rules meaning.

- 2.15.2. In card text, subtypes are always referenced in bold text. If a word or phrase that is also a subtype appears in a card's text but is not in bold text, that word or phrase does not reference the subtype.
- 2.15.3. Some abilities reference cards by a lack of subtype, such as "non-**virus**". These abilities can only affect cards that do not have the specified subtype, regardless of any other subtypes the cards do have.
- 2.15.4. A card has all of its subtypes at all times, even while inactive, with the exception of facedown installed Runner cards. See [section 8.4](#).
- 2.15.5. Abilities can add or remove subtypes. The number of times a card has, gains, and loses each subtype is tracked as a running total, but the result is binary: if the total number of instances of the subtype exceeds the number of times it is removed, the card has that subtype. Otherwise, it does not.

Example: The Runner plays Tinkering on a Wendigo hosting 1 advancement token. Wendigo has two instances of Code Gate, one printed and one from Tinkering, and has lost one instance of Code Gate from its own ability. Thus it is still a Code Gate.

- 2.15.6. If an effect requires a player to choose a subtype, that player must choose a single subtype that has been printed on at least one legal card. If a player is required to choose a subtype belonging to a specific card type, they must choose a subtype that has been printed on at least one legal card with that type.
- 2.15.7. Below is a list of all subtypes.
 - a. The identity subtypes are Bioroid, Clone, Corp, Corporation, Cyborg, Digital, Division, G-mod, Megacorp, Natural, Police Department, Stealth, and Subsidiary.
 - b. The agenda subtypes are Ambush, Expansion, Initiative, NEXT, Psi, Public, Research, Security, Sensie, and Source.
 - c. The asset subtypes are Advertisement, Alliance, Ambush, Beanstalk, Bioroid, Cast, Character, Clone, Corporation, Executive, Facility, Government, Hostile, Illicit, Political, Psi, Region, Research, Ritzy, Seedy, and Transaction.
 - d. The ice subtypes are AP, Advertisement, Ambush, Barrier, Bioroid, Code Gate, Deflector, Destroyer, Grail, Illicit, Morph, Mythic, NEXT, Observer, Psi, Sentry, Tracer, and Trap.
 - e. The operation subtypes are Alliance, Black Ops, Condition, Current, Double, Gray Ops, Illicit, Psi, Reprisal, Terminal, Transaction, and Triple.
 - f. The upgrade subtypes are Advertisement, Alliance, Ambush, Beanstalk, Bioroid, Character, Clone, Connection, Enforcer, Executive, Facility, Hostile, Off-site, Orgcrime, Psi, Region, Ritzy, Security Protocol, Sysop, and Unorthodox.
 - g. The event subtypes are Condition, Current, Double, Job, Mod, Orgcrime, Priority, Run, Sabotage, Stealth, and Terminal.

- h. The hardware subtypes are Bomb, Chip, Console, Consumer-grade, Cybernetic, Gear, Link, Mod, Stealth, Vehicle, and Weapon.
- i. The program subtypes are AI, Caïssa, Cloud, Daemon, Decoder, Deva, Fracter, Icebreaker, Killer, Stealth, and Virus.
- j. The resource subtypes are Clan, Connection, Directive, Genetics, Government, Job, Link, Location, Remote, Ritzy, Sabotage, Seedy, Source, Stealth, and Virtual.

2.16. Text Box

- 2.16.1. The TEXT BOX is the central area on a card containing any abilities the card has. Abilities usually only apply when the card they appear on is active. [Rule 9.1.6](#) details exceptions.
- 2.16.2. Many cards have italicised text written after their game text. This is FLAVOR TEXT, and has no effect on the game or the function of the card, nor can other abilities reference or interact with it.

3. Card Types

3.1. Identities

- 3.1.1. Each player starts the game with a single identity active in the play area. See [section 1.6](#).
 - a. Identities are not installed.
- 3.1.2. Only identity cards have minimum deck sizes and influence limits. These values are not used during the game; instead, they determine deckbuilding constraints for decks using that identity. See [section 1.4](#).
- 3.1.3. Only Runner identities have a base link. This value is used in calculating the Runner's link value. See [section 10.7](#).
- 3.1.4. The Corp's identity card is used to mark the location of HQ. See [section 4.4.8](#).

3.2. Agendas

Agendas represent valuable pieces of Corporate data. When the Corp advances and scores agendas, it represents completion of critical Corporate projects. When the Runner steals agendas, it represents their acquisition of secret Corporate data.

- 3.2.1. The Corp may install agendas only in remote servers. There can be only one agenda or one asset installed in any given remote server at a time. See [section 4.7.8](#).
- 3.2.2. Only agendas have advancement requirements and agenda points. See [section 1.16](#).
 - a. An agenda's advancement requirement is the minimum number of advancement tokens that must be on that agenda for the Corp to score it.

- b. The agenda points on an agenda contribute to a player's score while the agenda is in their score area.
- 3.2.3. Agendas cannot be rezzed and are inactive while installed. Agendas are active in the Corp's score area. Agendas are inactive in the Runner's score area unless the agenda's card text specifies otherwise. See [section 4.6](#).
 - a. Some agendas may be installed faceup or turned faceup through card abilities. Faceup agendas are neither rezzed nor unrezzed. If an agenda's printed text instructs the Corp to install it faceup, that agenda's abilities are active while it is installed.
 - b. Some agendas modify the requirements for stealing or scoring them. These abilities are always active, according to any restrictions or requirements specified. See [rule 9.1.6](#).
- 3.2.4. Agendas can always be advanced. See [section 1.17](#).

3.3. Assets

Assets represent various resources and connections at the Corp's disposal.

- 3.3.1. The Corp may install assets only in remote servers. There can be only one agenda or one asset installed in any given remote server at a time. See [section 4.7.8](#).
- 3.3.2. Assets are among the card types that have rez costs. They are installed unrezzed and remain inactive until the Corp rezzes them by paying their rez costs during a paid ability window. See [section 8](#).
- 3.3.3. Assets are among the card types that have trash costs. If the Runner accesses an asset, they may pay the trash cost to trash that asset. See [section 7.7](#).
- 3.3.4. One asset (Lady Liberty) has the subtype **region** and the text "Limit 1 **region** per server." See [section 3.8.5](#) for rules governing region cards.

3.4. Ice

Ice are sophisticated security systems that protect Corporate servers through a variety of means. "Ice" has been suggested to stand for a variety of expressions, but is most commonly expanded as "Intrusion Countermeasures Electronics"

- 3.4.1. "Ice" and "piece of ice" are synonymous.
- 3.4.2. Ice are the only type of card installed protecting servers. Ice are not installed in servers. See [section 4.7.9](#).
 - a. Ice protecting a server are laid out horizontally in front of that server, with the outermost piece of ice furthest from the server.

- b. When the Corp installs a piece of ice, they must install it in the outermost position protecting a server. See [section 8.2](#).
- 3.4.3. Ice are among the card types that have rez costs. They are installed unrezzed and remain inactive until the Corp rezzes them by paying their rez costs. See [section 8](#).
- a. Unlike assets and upgrades, ice can normally only be rezzed while being approached during a run. See [section 6.4](#).
- 3.4.4. Ice are among the card types that have strength. An ice's strength determines which icebreakers are allowed to interact with it. See [section 3.9.5](#).
- 3.4.5. Some ice have trash costs. If the Runner accesses an ice with a trash cost, they may pay the trash cost to trash that ice. See [section 7.7](#).
- a. Unlike assets, upgrades, and agendas, ice are not normally accessed while installed. Encountering a piece of ice does not entail accessing that ice and does not give the Runner an opportunity to pay its trash cost.
- 3.4.6. Ice are the only Corp cards with install costs. The install cost of a piece of ice is not a printed value but instead a calculated value based on the number of other ice already protecting the relevant server. See [rule 1.15.4](#).
- 3.4.7. Ice are the only cards with subroutines. A piece of ice may have any number of subroutines in its text box, each one indicated by the [sub] symbol.
- a. A subroutine on a piece of ice is a required conditional ability that resolves while that ice is being encountered, usually during a run. See [rule 6.5.5](#).
 - b. Before the subroutines on a piece of ice resolve during an encounter, the Runner has the opportunity to break them. A broken subroutine does not resolve. See [rule 6.5.4](#).

3.5. Operations

- 3.5.1. Operations are the only Corp cards that are played. Operations are never installed. Playing an operation causes its abilities to become active, and once those abilities are fully resolved the operation is trashed. See [section 8.5](#).
- a. Some operations have the subtype **condition**. As part of their abilities, **condition** operations convert themselves into condition counters and install themselves. A **condition** operation cannot be installed by an install effect, it can only be installed through its own conversion ability. See [rule 10.1.4](#).
 - b. Some operations have the subtype **current**. As part of their abilities, **current** operations prevent themselves from being trashed until another **current** operation or event is played or the Runner steals an agenda. When one of these occurs, the active **current** is trashed during the next checkpoint. See [section 10.3](#).

- 3.5.2. Operations are the only Corp cards with play costs. An operation's play cost is the number of credits the Corp must spend to play the operation. See [section 8.5](#).
- 3.5.3. Some operations have trash costs. If the Runner accesses an operation with a trash cost, they may pay the trash cost to trash that operation. See [section 7.7](#).

3.6. Upgrades

- 3.6.1. The Corp may install upgrades only in remote servers and in the roots of central servers. Upgrades are the only card type that can be installed in the root of a central server.
- 3.6.2. There is no limit to the number of upgrades that can be installed in a single location.
- 3.6.3. Upgrades are among the card types that have rez costs. They are installed unrezzed and remain inactive until the Corp rezzes them by paying their rez costs during a paid ability window. See [section 8](#).
- 3.6.4. Upgrades are among the card types that have trash costs. If the Runner accesses an upgrade, they may pay the trash cost to trash that upgrade. See [section 7.7](#).
- 3.6.5. **Regions**
 - a. Some upgrades have the subtype **region**. All regions have the text "Limit 1 **region** per server."
 - b. The **region** limitation applies only to cards with the subtype **region** that are installed or in the process of being installed in a remote server or the root of a central server. It does not apply to cards in central servers, and it does not apply to ice.
 - c. The **region** limitation applies to all cards as specified in [rule 3.6.5b](#), regardless of the active or inactive state of those cards.
 - d. When the Corp installs a card with the subtype **region** into a server that already has a region subtype, they must trash the already installed **region**. See [section 8.2](#).
 - e. The Corp cannot swap a **region** card with a non-region card in another location if there is another **region** card already installed in the destination location.

3.7. Events

- 3.7.1. Events are the only Runner cards that are played. Events are never installed. Playing an event causes its abilities to become active, and once those abilities are fully resolved the event is trashed. See [section 8.5](#).
 - a. One event (On the Lam) has the subtype **condition**. As part of its abilities, it converts itself into a condition counter and installs itself. This event cannot be installed by an install effect, it can only be installed through its own conversion ability. See [rule 10.1.4](#).

- b. Some events have the subtype **current**. As part of their abilities, **current** events prevent themselves from being trashed until another **current** operation or event is played or the Corp scores an agenda. When one of these occurs, the active **current** is trashed during the next checkpoint. See [section 10.3](#).
- 3.7.2. Events are the only Runner cards with play costs. An event's play cost is the number of credits the Runner must spend to play the event. See [section 8.5](#).

3.8. Hardware

The Runner's hardware are the physical tools at their disposal: the computers, chips, and other machinery that make up their rig.

- 3.8.1. "Hardware" and "piece of hardware" are synonymous.
- 3.8.2. The Runner installs hardware into the play area.
- 3.8.3. Hardware are among the types of cards with install costs. The Runner installs a hardware faceup and active by paying its install cost. See [section 8.2](#).
- 3.8.4. There is no limit to the number of hardware the Runner can have installed.
- 3.8.5. Consoles
 - a. Some hardware have the subtype **console**. All consoles have the text "Limit 1 **console** per player."
 - b. This limitation applies only to hardware with the subtype **console**.
 - c. This limitation applies only to active **consoles**. A player can have multiple copies of a **console**, and even different **consoles**, in their deck.
 - d. A player with an active **console** cannot install another **console**.
 - e. While a **console** is installed, if an effect would attempt to force another **console** to be installed, the new **console** is trashed instead of being installed.

3.9. Programs

Programs are digital tools at the Runner's disposal, primarily used as a means of intrusion.

- 3.9.1. The Runner installs programs into the play area.
- 3.9.2. Programs are among the types of cards with install costs. The Runner installs a program faceup and active by paying its install cost. See [section 8.2](#).
- 3.9.3. Programs are the only card type that have a memory cost. A program's memory cost is the number of memory units that program requires while it is installed.
 - a. A program's memory cost is not consumed. If a program becomes uninstalled, the memory units it required are available for other programs.

- b. When the Runner installs a program that would increase the total memory cost of installed programs over their memory limit, they must trash one or more installed programs such that the total memory cost of installed programs including the new program will not exceed their memory limit. See [section 8.2](#).
- c. If the Runner's memory limit decreases below the total memory cost of installed programs, or if the total memory cost of installed programs increases above the memory limit for any reason other than installing another program, the Runner must trash one or more installed programs such that the total memory cost of the remaining programs does not exceed their memory limit. This occurs during the next checkpoint after the memory limit is exceeded. See [section 10.3](#).
- d. A program's memory cost is not a cost. It cannot be increased, lowered, ignored, or otherwise modified by abilities that affect costs to install programs.

3.9.4. Programs are among the card types that have strength.

- a. Programs with the subtype icebreaker have a printed numerical strength value. An icebreaker's strength determines which ice it is allowed to interact with. See [section 3.9.5](#).
- b. Programs without the subtype icebreaker do not have a strength value. A dash (–) is printed on non-icebreaker program cards in the location where icebreakers have their strength.

3.9.5. Icebreakers

- a. Some programs have the subtype **icebreaker**. **Icebreaker** programs have strength and abilities that interact with ice.
- b. Triggered abilities that modify an icebreaker's strength may or may not specify a duration for this modification. If no duration is specified, the modification expires at the end of the current encounter. If a triggered ability modifies an icebreaker's strength outside of the timing structure encompassed by its duration, the modification expires during the next checkpoint.

Example: Corroder has the ability "1[c]: +1 strength." Since no duration is specified, this strength increase applies until the end of the current encounter. If the ability is triggered outside of an encounter, it applies only until the next checkpoint.

Example: Gordian Blade has the ability "1[c]: +1 strength for the remainder of this run." This ability applies until the end of the current run, whether it is triggered during an encounter or another step of the run. If the ability is triggered outside of a run, the strength increase applies only until the next checkpoint.

Example: Study Guide has the ability "Study Guide has +1 strength for each power counter on it." Since this is a constant ability, not a triggered ability, the strength increase has no set duration and applies continuously as long as the ability is active.

- c. The phrase “return to its base strength” refers to the point when temporary modifiers to an icebreaker’s strength expire. Abilities that affect the process by which an icebreaker “returns to its base strength” can override the duration of other abilities modifying that icebreaker’s strength.

Example: The Runner controls Gebrselassie hosted on Corroder, and plays Injection Attack to make a run and raise Corroder’s strength by 2. During the run, the Runner increases Corroder’s strength again with its own ability. Gebrselassie’s ability extends the duration of both of these strength increases until the end of the turn.

- d. All icebreakers have abilities that can interact with ice. The most common interaction is to break one or more subroutines, but some icebreakers can interact by reducing the strength of ice or derezzing ice.
- e. The Runner can only use an ability on an icebreaker that would interact with a piece of ice during an encounter with that piece of ice. Abilities that interact with ice cannot be used outside [step 6.9.3c](#) of the encounter timing structure. If an encounter skips step 6.9.3c or ends before step 6.9.3c is reached, then no subroutines on the ice are broken.
- f. The Runner can only use an ability on an icebreaker that would interact with a piece of ice if the icebreaker has strength greater than or equal to the strength of the ice. An icebreaker’s strength is only relevant when using abilities on that icebreaker to interact with ice.
- g. If an ability on an icebreaker specifies that it affects a particular subtype of ice, then that ability can only be used on a piece of ice that has the specified subtype. If an ability on an icebreaker does not specify a subtype of ice that it affects, that ability can be used on any piece of ice.

3.10. Resources

Resources are a wide variety of connections and skills that aid the Runner.

- 3.10.1. The Runner installs resources into the play area.
- 3.10.2. Resources are among the types of cards with install costs. The Runner installs a resource faceup and active by paying its install cost. See [section 8.2](#).
- 3.10.3. There is no limit to the number of resources the Runner can have installed.
- 3.10.4. While the Runner is tagged, the Corp may spend [click] and 2[c] to trash an installed resource as a basic action. See [section 10.5](#).

4. Game Zones

4.1. General

4.1.1. A ZONE is a place in which cards can exist during the game. There are 6 zone types: deck, hand, discard pile, score area, play area, and removed from game. Each player has their own deck, hand, discard pile, and score area. All players share the play area and the removed from game zone.

4.1.2. Game rules and card effects can move cards between zones, but can never cause a card to be in more than one zone at a time.

- a. Whenever a card moves between zones, or changes location inside a hidden zone, any pending effects acting on that card lose their pending status and do not trigger or resolve.

Example: If the Corp uses The Foundry after the first install from among the cards looked at by Accelerated Beta Test, then the other cards currently being looked at by Accelerated Beta Test are shuffled along with the rest of R&D, and the rest of Accelerated Beta Test's abilities do not resolve. No other cards are looked at, installed, or trashed.

- b. If a facedown card or a card in a hidden zone would ever move to another zone as part of an effect that requires that card to have a specific attribute, that card must be revealed before being moved to the new zone, unless it is being installed.

Example: When resolving Clone Suffrage Movement, the Corp chooses a facedown Fast Break in Archives. The Corp must reveal the Fast Break before adding it to HQ, to demonstrate that it is indeed an operation, meeting Clone Suffrage Movement's requirement.

4.1.3. A card that is not in any zone is outside the game. Cards outside of the game are distinct from cards in the removed from game zone, and cannot affect the game. They can only be affected by abilities that explicitly bring in extra cards from outside the game. See [section 1.5](#).

4.1.4. A PUBLIC zone is one that contains faceup cards that can be examined at any time by both players. The play area, the removed from game zone, and both players score areas and discard piles are public zones.

- a. Public zones may also contain facedown cards, which can be looked at only by their controller.

4.1.5. A HIDDEN zone is one where cards are not visible to either player. Each player's deck is a hidden zone.

4.1.6. A SECRET zone is one where cards are visible only to their controller. Each player's hand is a secret zone.

4.2. Searching

- 4.2.1. If a player is instructed to SEARCH a zone for one or more cards, they look at all the cards in that zone for cards matching the criteria of the search.
- a. If a player is instructed to search a hidden or secret zone, they are temporarily allowed to look at those cards until the search is complete, so long as they maintain that zone as hidden or secret as necessary to the other player.

- 4.2.2. While a player is searching, they may FIND an appropriate number of cards matching any criteria of the search by taking them from the zone being searched and setting them aside facedown.

- a. A card cannot be found for a search unless it both matches the specified criteria of the search and can be acted upon by any other effects referencing the found card in the ability that initiated the search.

Example: The Runner uses Artist Colony to search for a card and install it. They cannot find an event with the search because events can never be installed. They also cannot find a program, hardware, or resource that they cannot afford to install.

- b. The searching player is not required to reveal any found cards unless instructed to do so by the ability that initiated the search. Found cards are not revealed until resolution of the ability that initiated the search resumes, pending any necessary shuffling.
- c. If a player is searching for a set number of cards without any specified criteria, they must find that many cards from that zone or all the cards in that zone if there are not enough.
- d. If a player is searching a deck for one or more cards with specified criteria, they may choose to fail to find anything, even if one or more cards matching the criteria exist in that deck.

- 4.2.3. Once a search through a deck is complete, whether or not any cards are found, the deck must be immediately reshuffled before continuing to resolve any remaining effects from the ability that initiated the search. The shuffling takes precedence over anything that would be done with the found card(s), as well as any chain reactions that occur as a result of the search, finding, or remaining abilities.

Example: The Corp is playing Near-Earth Hub and uses the ability on Tech Startup to search their deck for an asset and install it. After finding the asset, R&D must be immediately shuffled before installing the asset or triggering Near-Earth Hub's ability.

- 4.2.4. Once the search is complete, and any shuffling necessary has occurred, resolution of the ability that initiated the search resumes. If no cards were found during the search, any effects referencing found cards fail to resolve, but as much of the remaining effects resolve as possible.

- 4.2.5. If the trigger condition of a conditional ability involves a search, that ability becomes pending when the search would initiate and before any zones are looked at.

4.3. Deck

- 4.3.1. When the game begins, each player's deck presented during setup becomes their in-game draw deck.
- 4.3.2. Decks must be kept facedown with their cards hidden from both players. Neither player may look at or rearrange the cards in any deck without being explicitly directed to do so by a rule or card ability.
- 4.3.3. Whenever a player is instructed to draw one or more cards, they draw from the top of their deck.
- 4.3.4. The number of cards in a deck is open information. Any player may count the number of cards in a deck at any time.
- 4.3.5. Cards in a deck are inactive.
- 4.3.6. Each player's deck has its own name as a means of differentiating between the two.
- 4.3.7. R&D

R&D stands for Research and Development. It represents upcoming projects and acquisitions the Corp will soon have at their disposal.

- a. R&D is the name for the Corp's deck. It is also one of the Corp's central servers. See [section 4.7.7](#).
- b. If the Corp must ever draw from R&D while it is empty, the Runner wins the game. See [section 1.7](#).

- 4.3.8. Stack

The stack represents the Runner's untapped potential; future plans, connections, and opportunities they have yet to discover.

- a. The STACK is the name for the Runner's deck.

4.4. Hand

- 4.4.1. A player's HAND is the zone in which they hold the cards they have drawn from their deck. Cards can be added to a player's hand by other rules and card abilities as well. During setup, each player draws a starting hand. See [section 1.6](#).
- 4.4.2. A player's hand is kept secret from their opponent. A player may look at the cards in their own hand, but not at any of the cards in their opponent's hands.

- 4.4.3. Hands are not ordered. A player may freely arrange the cards in their hand in any order at any time.
- 4.4.4. The number of cards in a hand is open information to all players. Any player may count the number of cards in a hand at any time.
- 4.4.5. Cards in a hand are inactive.
- 4.4.6. Each player has a maximum hand size, usually five. A player may have any number of cards in their hand at any given time, but during the discard phase of a player's turn they must discard cards from their hand until there are no more cards in their hand than their maximum hand size allows. See [section 5.5](#).
- 4.4.7. Each player's hand has its own name as a means of differentiating between the two.
- 4.4.8. HQ

HQ stands for Headquarters. It represents the projects, staff, technology, and other assets the Corp is authorized to deploy.

- a. HQ is the name for the Corp's hand. It is also one of the Corp's central servers. See [section 4.7.7](#).
- b. The Corp's identity card represents their HQ server for the purposes of gameplay. Ice protecting HQ is installed in front of the Corp's identity card and upgrades installed in the root of HQ are installed behind the Corp's identity card.

4.4.9. Grip

The grip represents the Runner's currently accessible thoughts, plans, knowledge, potential social connections, and other intangible information that can be leveraged.

- a. The GRIP is the name for the Runner's hand.
- b. Suffering damage forces the Runner to discard cards from their grip at random, and suffering brain damage also reduces the Runner's maximum hand size. The Runner flatlines and loses the game if they suffer more damage than they have **cards** in grip or must discard down to a hand size lower than zero. See [section 10.4](#).

4.5. Discard Pile

- 4.5.1. A player's DISCARD PILE is the zone in which they place cards that have been trashed or discarded. Discard piles start the game empty.
- 4.5.2. Discard piles are not ordered. A player may freely arrange the cards in their discard pile in any order at any time.
- 4.5.3. The number of cards in a discard pile is open information. Any player may count the number of cards in a discard pile at any time.

4.5.4. Cards in a discard pile are inactive.

4.5.5. Each player's discard pile has its own name as a means of differentiating between the two.

4.5.6. Archives

Archives represents the Corp's internal record database of all scrapped, abandoned, or discontinued projects, contracts, assignments, and other endeavours.

- a. ARCHIVES is the name for the Corp's discard pile. It is also one of the Corp's central servers. See [section 4.7.7](#).
- b. Cards in Archives can be either faceup or facedown. If a Corp card is visible to the Runner when it is trashed or discarded, it is put in Archives faceup. If a Corp card is not visible to the Runner when it is trashed or discarded, then it is put in Archives facedown. Facedown cards in Archives should be oriented horizontally so that the Runner can easily see they are present.
- c. The faceup cards in Archives are open information. Any player may look through the faceup cards in Archives at any time. The facedown cards in Archives are visible only to the Corp. The Corp may look through the facedown cards in Archives at any time, but the Runner cannot look at them.

4.5.7. Heap

The heap represents what the Runner has lost: their old jobs, favours burned, friends long gone, gear wrecked, and code erased.

- a. The HEAP is the name for the Runner's discard pile.
- b. The cards in the heap are open information. Any player may look through the cards in the heap at any time.

4.6. Score Area

The score areas represent major accomplishments for each player in service of their long-term ambitions. The Corp's score area contains all large-scale projects they have seen to completion. The Runner's score area is a memorial to all such initiatives they have successfully disrupted, exposed, or sold details of to the highest bidder.

4.6.1. A player's SCORE AREA is the zone in which they place agendas they have scored or stolen. [Section 1.16](#) details scoring and stealing agendas. Score areas start the game empty.

4.6.2. The agendas in a score area are open information. A player may look through or count the agendas in a score area at any time.

- 4.6.3. Score areas are not ordered. A player may freely arrange the agendas in their score area in any order at any time.
- 4.6.4. Agendas in the Corp's score area are active. Agendas in the Runner's score area are inactive unless stated otherwise.

4.7. Play Area

- 4.7.1. The PLAY AREA is the shared active zone into which cards are played or installed. The play area normally starts the game empty except for each of the player's identities.
 - a. [Section 1.5](#) details cases where an ability may cause cards to start the game in the play area.
- 4.7.2. The number of cards in the play area and where in the play area they are located is always open information.
- 4.7.3. Whether or not a card itself and its attributes are open information while in the play area is determined by the card's status. Cards that are faceup are open information and can be examined by any player at any time. Cards that are facedown are secret information and can only be examined by the player who controls the card. See [section 10.2](#).
- 4.7.4. Whether or not a card is active while in the play area is determined by the card's status.
 - a. Identities start the game in the play area and are always active.
 - b. Generally, Corp agendas, assets, ice, and upgrades are installed into the play area unrezzed and thus inactive. They are active while rezzed. See [section 8.2](#).
 - c. Generally, Runner hardware, programs, and resources are installed into the play area faceup and active. See [section 8.2](#).
 - d. Some Runner cards are installed facedown or turned facedown through card abilities. This is distinct from the status of rezzed/unrezzed that Corp cards can have. Facedown Runner cards are not active. See [section 8.4](#).
 - e. Operations and events are played into the play area faceup and are active for the duration of their resolution before being trashed. See [section 8.5](#).
- 4.7.5. Some cards in the play area are organized into specific orientations and/or locations.
 - a. Corp cards are arranged into distinct servers. Agendas and assets are installed in remote servers, upgrades are installed in remote servers or in roots of central servers, and ice are installed horizontally protecting servers. See [section 4.7.6](#).
 - b. The Corp's identity is used to indicate where in the play area HQ exists for the purposes of installing upgrades in the root of HQ and ice protecting HQ. See [section 4.7.7](#).

- c. The Runner's identity, hardware, programs, and resources do not have specific locations in the play area.
- d. There is no specific location in the play area for operations or events. They are simply played into the play area, where they resolve before being trashed. See [section 8.5](#).
- e. Some cards can act as install locations for other cards while in the play area, such that cards of a specific type can be hosted directly onto them during the installation process. In this type of host relationship, both the host card and the hosted card are in the play area, but the host relationship can affect certain aspects of either card or the installation process. See [section 1.12](#).
- f. Some cards can host other cards without installing them. In this type of host relationship, both the host card and the hosted card are in the play area, but the hosted card is not installed and thus not active. See [section 1.12](#).

4.7.6. Servers

- a. A SERVER is a location where the Corp installs their cards into the play area and against which the Runner can initiate runs. Whenever a Corp installs an agenda, asset, ice, or upgrade, they must choose a destination server for that card. See [section 8.2](#).
- b. Once a Corp card is installed, it cannot be moved from its server without explicit direction from a game rule or card effect.
- c. The two types of servers are central servers and remote servers. See sections [4.7.7](#) and [4.7.8](#), respectively.
- d. All servers can have ice installed protecting them. See [section 4.7.9](#).

4.7.7. Central Servers

- a. The Corp has three CENTRAL SERVERS at all times: HQ (hand), R&D (deck), and Archives (discard pile).
- b. Cards cannot be installed in central servers. The cards in a central server are the cards in the zone corresponding to that central server.
- c. Each of the central servers, and only the central servers, has a ROOT where any number of upgrades can be installed. Assets and ice cannot be installed in the root of a central server. Cards in the root of a central server are not in or protecting that server.
- d. Only one **region** upgrade can be installed in the root of a central server at a time. See [section 3.6.5](#).

- e. The Corp's identity is in the play area to indicate the location of HQ relative to other servers, but it is not in HQ, in the root of HQ, or protecting HQ. The cards in HQ are held in the Corp's hand. The upgrades installed in the root of HQ are placed in a vertical orientation behind the Corp's identity. The ice installed protecting HQ are placed in a horizontal orientation in front of the Corp's identity outwards towards the Runner.
- f. The Corp's deck is placed in the play area to indicate the location of R&D relative to other servers, but the cards in the deck are not installed. The cards in R&D are the cards in the deck. The upgrades installed in the root of R&D are placed in a vertical orientation behind the deck. The ice installed protecting R&D are placed in a horizontal orientation in front of the deck outwards towards the Runner.
- g. The Corp's discard pile is placed in the play area to indicate the location of Archives relative to other servers, but the cards in the discard pile are not installed. The cards in Archives are the cards in the discard pile. The upgrades installed in the root of Archives are placed in a vertical orientation behind the discard pile. The ice installed protecting Archives are placed in a horizontal orientation in front of the discard pile outwards towards the Runner.

4.7.8. Remote Servers

- a. Agendas, assets, and upgrades can be installed in REMOTE SERVERS. A remote server can have any number of upgrades installed in it, but only either one asset or one agenda can be installed in a remote server at any given time. All cards installed in a remote server are kept in a pile in the same orientation and location together. The order in which the cards are installed is open information, but the type of cards installed in the server should not be derivable from their orientation or location.
- b. The Corp starts the game with no remote servers. The Corp creates new remote servers by installing cards into or protecting them. There is no limit to the number of remote servers the Corp can have at any given time.
- c. Cards installed in separate remote servers are placed in a vertical orientation in a row extending away from the central servers to indicate the locations of the remote servers relative to other servers. The ice installed protecting each remote server are placed in a horizontal orientation in front of any cards in that server, outwards towards the Runner.
- d. Only one **region** card can be installed in a remote server at a time. See [section 3.6.5](#).
- e. A remote server exists as long as there is at least one card installed in or protecting it. A remote server can be made up of only ice protecting it, only cards installed in it, or a combination of both.
- f. During checkpoints, a remote server ceases to exist if there are no cards installed in it and no cards installed protecting it. If a server ceases to exist during a run, then

the run ends after any currently open paid ability window closes. Unless the run has already been declared either successful or unsuccessful, it is neither. See [rule 8.2.7](#).

4.7.9. Protecting a Server

- a. Installed ice is arranged in a horizontal position in front of the server it is protecting. While installed, ice can be classified by its position in relation to the server it is protecting, measured by the number of other pieces of ice between it and the server.
- b. If there is no other ice between the server and a piece of ice, that ice is the innermost piece of ice. If there is no ice farther from the server than a piece of ice, that ice is the outermost piece of ice. If there is only one piece of ice protecting a server, that ice is both the innermost and the outermost piece of ice.
- c. If two pieces of ice protecting two different servers share the same number of ice between them and their respective servers, those pieces of ice are considered to be in the same position.
- d. When the Corp installs a piece of ice protecting a server, they must place it in the outermost position protecting that server. See [section 8.2](#).
- e. If the number of other ice between a piece of ice and the server changes, its position will change accordingly, moving either closer or farther from the server. If this occurs while that ice is being approached, encountered, or passed during a run, the Runner's position in the server changes in the same way.

4.8. Removed from the Game

- 4.8.1. The REMOVED FROM GAME ZONE is an inactive zone shared by both players. It is used to take cards out of any player's control until the end of the game.
- 4.8.2. If a card is removed from the game, it is moved from its current zone to the removed from game zone.
- 4.8.3. Forfeiting an agenda removes it from the game. See [section 10.1.2](#).
- 4.8.4. Cards that have been removed from the game are inactive. Their abilities are inactive even even if they fall under one of the exceptions that would normally apply to inactive cards.
- 4.8.5. Unless a card effect explicitly says otherwise, a card that has been removed from the game cannot move out of the removed from game zone or otherwise be interacted with.
- 4.8.6. Cards that have been removed from the game are open information. Any player may look through or count the cards that have been removed from the game at any time.

5. Turns

5.1. General

- 5.1.1. A turn is a duration of time during which a player may take actions and receives priority to act during paid ability windows.
- 5.1.2. The Corp's turn consists of three phases. During the DRAW PHASE, the Corp draws the top card of R&D into HQ; during the ACTION PHASE, the Corp spends [click]s to perform actions; during the DISCARD PHASE, the Corp discards until the number of cards in HQ does not exceed their maximum hand size. Once the Corp's turn ends, the Runner's turn begins.
- 5.1.3. The Runner's turn consists of two phases. During the ACTION PHASE, the Runner spends [click]s to perform actions; during the DISCARD PHASE, the Runner discards until the number of cards in their grip does not exceed their maximum hand size. Once the Runner's turn ends, the Corp's turn begins.

5.2. Actions

- 5.2.1. An ACTION is any paid ability that includes one or more [click] in its cost.
- 5.2.2. Each player has several basic actions they can always perform. The Corp's basic actions are listed in [section 5.2.6](#), and the Runner's basic actions are listed in [section 5.2.7](#).
- 5.2.3. Once an action is initiated, no other actions or paid abilities may be used or triggered, no cards may be rezzed, and no agendas may be scored until the action is finished resolving, unless the action initiates a new timing structure, such as a run.
- 5.2.4. A player can only take an action if its effect has the potential to change the game state. See [rule 1.2.5](#).
- 5.2.5. A player may take actions on their turn in any combination and order as long as they pay the appropriate costs.
- 5.2.6. Corp Actions
 - a. The following BASIC ACTIONS are always available to the Corp during their action phase, in addition to any actions provided by card abilities.
 - b. [click]: Gain 1[c].
 - c. [click]: Draw 1 card.
 - d. [click]: Install 1 agenda, asset, upgrade, or piece of ice from HQ. See [section 8.2](#).

- e. [click]: Play 1 operation from HQ. See [section 8.5](#).
- f. [click], 1[c]: Advance 1 installed card. See [section 1.17](#).
- g. [click], 2[c]: Trash 1 resource if the Runner is tagged. See [section 10.5](#).
- h. [click], [click], [click]: Purge virus counters. See [rule 10.1.1](#).

5.2.7. Runner Actions

- a. The following BASIC ACTIONS are always available to the Runner during their action phase, in addition to any actions provided by card abilities.
- b. [click]: Gain 1[c].
- c. [click]: Draw 1 card.
- d. [click]: Install 1 program, resource, or piece of hardware from the grip. See [section 8.2](#).
- e. [click]: Play 1 event from the grip. See [section 8.5](#).
- f. [click]: Make a run. See [section 6](#).
- g. [click], 2[c]: Remove 1 tag. See [section 10.5](#).

5.3. Draw Phase

- 5.3.1. The draw phase is the first phase of the Corp's turn. It includes the formal beginning of the Corp's turn and the Corp's MANDATORY DRAW.
- 5.3.2. The mandatory draw is a card draw performed by the Corp. It is not an action and does not cost [click].
- 5.3.3. The Runner's turn does not have a draw phase.

5.4. Action Phase

- 5.4.1. The action phase is the core of each player's turn and is the only timing structure in which actions can be performed.
- 5.4.2. A player must spend all of their available clicks during their action phase. Once they have no remaining clicks, the action phase ends.

5.5. Discard Phase

- 5.5.1. The discard phase is the last phase of each player's turn. It requires the active player to discard cards until their maximum hand size is satisfied, and includes the formal end of that player's turn.

- 5.5.2. DISCARDING is the act by which a player moves a card to their discard pile during their discard phase if they have exceeded their maximum hand size.
- a. Cards discarded from HQ are always sent to Archives facedown, regardless of whether they have been previously accessed by the Runner.
 - b. A discarded card is not considered to have been trashed, and vice versa.
- 5.5.3. A player's MAXIMUM HAND SIZE is the maximum number of cards that player can keep in their hand during their discard phase.
- a. Players begin the game with a maximum hand size of five cards.
 - b. Each point of brain damage the Runner suffers permanently reduces their maximum hand size by one card. See [section 10.4](#). Other abilities can modify a player's maximum hand size directly.

5.6. Steps of the Corp's Turn

- 5.6.1. During the draw phase, the following steps occur in order:
- a. The Corp gains their allotted clicks (default [click][click][click]).
 - b. A paid ability window occurs, in which players may use paid abilities, the Corp may rez non-ice cards, and the Corp may score agendas. (P) (R) (S)
 - c. The Corp's recurring credits ([recurring]) refill.
 - d. The Corp's turn formally begins. At this time, the Corp's abilities with "When your turn begins..." trigger conditions become pending.
 - e. A checkpoint occurs.
 - f. The Corp performs their mandatory draw.
- 5.6.2. During the Corp's action phase, the following steps occur in order:
- a. A paid ability window occurs, in which players may use paid abilities, the Corp may rez non-ice cards, and the Corp may score agendas. (P) (R) (S)
 - b. If the Corp has any unspent [click], the Corp takes an action. Otherwise, the action phase ends and the game proceeds to the Corp's discard phase.
 - c. Return to (a).
- 5.6.3. During the Corp's discard phase, the following steps occur in order:
- a. The Corp discards one card at a time from HQ until the number of cards in HQ is less than or equal to the Corp's maximum hand size.
 - b. A paid ability window occurs, in which players may use paid abilities and the Corp may rez non-ice cards. (P) (R)

- c. If the Corp has any unspent [click], the Corp loses those [click].
- d. The Corp's turn formally ends. At this time, the Corp's abilities with "When your turn ends..." trigger conditions become pending.
- e. A checkpoint occurs.

5.6.4. After the Corp's discard phase is completed, play proceeds to the Runner's turn.

5.7. Steps of the Runner's Turn

5.7.1. During the Runner's action phase, the following steps occur in order:

- a. The Runner gains allotted clicks (default [click][click][click][click]).
- b. A paid ability window occurs, in which players may use paid abilities and the Corp may rez non-ice cards. (P) (R)
- c. The Runner's recurring credits ([recurring]) refill.
- d. The Runner's turn formally begins. At this time, the Runner's abilities with "When your turn begins..." trigger conditions become pending.
- e. A paid ability window occurs, in which players may use paid abilities and the Corp may rez non-ice cards. (P) (R)
- f. If the Runner has any unspent [click], the Runner takes an action. Otherwise, the action phase ends and the game proceeds to the Runner's discard phase.
- g. Return to (e).

5.7.2. During the Runner's discard phase, the following steps occur in order:

- a. The Runner discards one card at a time from the grip until the number of cards in the grip is less than or equal to the Runner's maximum hand size.
- b. A paid ability window occurs, in which players may use paid abilities and the Corp may rez non-ice cards. (P) (R)
- c. If the Runner has any unspent [click], the Runner loses those [click].
- d. The Runner's turn formally ends. At this time, the Runner's abilities with "When your turn ends..." trigger conditions become pending.
- e. A checkpoint occurs.

5.7.3. After the Runner's discard phase is completed, play proceeds to the Corp's turn.

6. Runs

6.1. General

- 6.1.1. A RUN is a Runner's attack on a server. There are 6 phases used in the procedure of carrying out a run, described in sections [6.3](#) through [6.8](#). A run always begins with the Initiation Phase. [Section 6.9](#) contains the full set of steps carried out during each phase, and should be referred to in conjunction with the subsections discussing the phases.
- 6.1.2. The ATTACKED SERVER is the server the Runner is attempting to reach, usually to access cards in that server.
 - a. The Runner declares the attacked server in the initiation phase of the run.
 - b. Card abilities can sometimes change the attacked server during the run. This does not end the run, but it can affect whether or not certain card abilities or effects apply.
 - c. If an ability changes the attacked server without specifying a position, the Runner approaches the outermost piece of ice protecting the new server. If there is no ice protecting that server, instead the Runner approaches the server.
- 6.1.3. Many effects can halt the Runner's progress toward the server. To END THE RUN means to abort the current phase of the run and proceed to the Run Ends phase.
 - a. If the run ends during a paid ability window, that paid ability window is completed before the current phase is aborted.
 - b. If the run ends outside a paid ability window, the current phase of the run is aborted immediately.
- 6.1.4. JACKING OUT is the process by which a Runner voluntarily ends a run.
 - a. The Runner has opportunities to jack out while approaching a piece of ice and while approaching the attacked server.
 - b. The Runner cannot jack out the first time they approach a piece of ice during a run.

6.2. Position

- 6.2.1. The Runner's POSITION during a run is a measure of their distance from the server. The Runner's possible positions correspond to the positions of ice protecting the attacked server.
 - a. The Runner does not have a position while they are not engaged in a run, nor do they maintain their position from one run to the next. The Runner always begins a run in the outermost position.

6.2.2. The Runner progresses through the positions protecting a server (and corresponding ice) in order. They approach, encounter (if the ice is rezzed), and pass each piece of ice, then proceed to the next piece of ice moving inward, until they pass the innermost piece of ice or the run is ended.

6.2.3. Ice entering or leaving a position protecting the attacked server server can affect the Runner's position.

- a. If a piece of ice is added to or removed from the attacked server in a position outward from the Runner's current position, nothing happens. The Runner will normally not need to approach or encounter the new piece of ice to reach the server.

Example: During a run on R&D, Architect fires and the Corp installs a new piece of ice in the outermost position protecting this server. The Runner does not approach that new piece of ice during this run because they have already passed that position.

- b. If a piece of ice is added to the attacked server in a position inward from the Runner's current position, the Runner and each piece of ice outside of the new ice's position shift one space outward.

Example: During a run on a remote server, Howler fires and the Corp installs a new piece of ice in the next inward position protecting the server. The Runner will have to approach that new piece of ice later in this run because they have not passed that position.

- c. If a piece of ice inward from the Runner's position is uninstalled or moved to another server, the Runner and each piece of ice outside of the departed ice's position shift one space inward. The Runner does not re-approach ice they have already passed.

6.2.4. Changes to the piece of ice in the Runner's current position can affect the progression of the run, but they do so differently during the Approach Ice Phase than during the Encounter Ice Phase.

- a. If a piece of ice is uninstalled or moved to another position (protecting this or another server) while it is being approached, the Runner moves to the Pass Ice Phase, all outward ice moves one position inward, and the run continues. The Runner does not re-approach ice they have already passed.

Example: The Runner has passed two ice, and is approaching the innermost piece of ice which is a rezzed Himitsu-Bako. During the paid ability window of the approach, the Corp uses the ability on Himitsu-Bako to put it into HQ. All remaining ice on the server moves one position closer, and the Runner is now passing the innermost position and is about to approach the server.

- b. If a piece of ice is uninstalled or derezzed while it is being encountered, the Runner moves to the Pass Ice Phase. All outward ice moves one position inward if the ice

was uninstalled, and the run continues. The Runner does not re-approach ice they have already passed.

- c. If a piece of ice currently being encountered moves to another position or is swapped with ice in another position, the Runner remains with the encountered ice and continues the run from that ice's new position.

Example: The Runner encounters Bullfrog as the innermost piece of ice protecting a remote server. Bullfrog's subroutine resolves and it is moved to be the outermost piece of ice protecting Archives. The Runner is now running on Archives and continues the run from Bullfrog's new position.

- d. If a piece of ice currently being approached is swapped with ice in another position, the Runner remains in their current position and is now approaching the new piece of ice occupying that position.
- e. If a piece of ice is uninstalled, derezzed, moved, or swapped while it is being passed, the Runner is not moved and is still passing the original position.

6.3. Initiation

6.3.1. The INITIATION PHASE prepares the game state for the run and resolves any trigger conditions related to the start of the run.

6.3.2. During the Initiation Phase, the Runner declares a server to be the attacked server.

- a. Some abilities state that the Runner "cannot run on" or "cannot initiate a run on" certain servers under certain conditions. These effects refer to the declaration of the attacked server in the Initiation Phase.

Example: Off the Grid states in part, "The Runner cannot initiate a run on this server." This only prohibits the Runner from declaring this particular remote server as the attacked server at the beginning of the run. If an ability changes the attacked server while a run is in progress, Off the Grid does not interfere with that ability.

- b. Some abilities impose an additional cost to run, either generally or on a particular server. Any costs to run a server must be paid at the time that server is declared as the attacked server.
- c. Some abilities look for particular conditions occurring "during a run" or are restricted to being used "during a run." For purposes of abilities, the run formally begins only after the attacked server is declared and any costs are paid.

Example: The Runner initiates a run against a server with a rezzed Heinlein Grid while the Corp has Enhanced Login Protocol in play. They do not lose any credits to Heinlein Grid's ability, as the additional click Enhanced Login Protocol requires them to spend is spent to initiate the run, and is not spent during the run.

- 6.3.3. During the Initiation Phase, the Runner receives credits equal to the number of bad publicity the Corp has. See [section 10.6](#) for an explanation of bad publicity.
- a. Credits from bad publicity cannot be spent to pay costs to make the run, as they are received after the attacked server is declared.
 - b. Once they are received, credits from bad publicity are in the Runner's credit pool and behave just as any other credits. They can be spent, lost, placed on cards, and so on as normally allowed.
 - c. During the Run Ends Phase, any credits from bad publicity remaining in the Runner's credit pool are lost.
- 6.3.4. When the initiation phase completes, the Runner approaches the outermost piece of ice protecting the attacked server, or if there is no ice protecting that server, approaches the server itself. See the Approach Ice Phase, [section 6.4](#), and the Approach Server Phase, [section 6.7](#).

6.4. Approach Ice

- 6.4.1. In the APPROACH ICE PHASE, the Runner makes contact with a piece of ice and decides whether or not to continue the run. If the Runner chooses to continue, the Corp has the opportunity to rez that ice, which will lead to the Runner encountering it.
- 6.4.2. To APPROACH a piece of ice is to move the current timing point of the run to the beginning of the Approach Ice phase at the position that ice occupies.
- a. If an ability directs the Runner to approach a piece of ice, their position moves to that ice's position regardless of the normal progression of the run.
 - b. If the Runner is directed to approach a piece of ice protecting a server other than the attacked server, the new server becomes the attacked server.
- 6.4.3. The paid ability window in [step 6.9.2f](#) of the Approach Ice Phase is the only time the Corp can normally rez ice. In this window, the Corp only gains the ability to rez the piece of ice being approached, not any other ice.
- 6.4.4. If the approached piece of ice is rezzed at the end of the Approach Ice Phase, then the Runner encounters it next. See the Encounter Ice Phase, [section 6.5](#).
- 6.4.5. If the approached piece of ice is unrezzed at the end of the Approach Ice Phase, then the Runner passes it next. See the Pass Ice Phase, [section 6.6](#).

6.5. Encounter Ice

- 6.5.1. In the ENCOUNTER ICE PHASE, the Runner can interact with a piece of ice and the ice's subroutines can resolve.

- 6.5.2. To ENCOUNTER a piece of ice is to resolve an Encounter Ice Phase for that ice.
- If an ability directs the Runner to encounter a piece of ice, resolve an Encounter Ice Phase but do not change the Runner's position, if any. After the encounter, return to the effect that caused the encounter and proceed from there.

Example: If Shiro causes Chrysalis to be accessed, resolve the encounter with Chrysalis and then return to resolving subroutines on Shiro.

- Note that being directed to encounter a piece of ice is not analogous to being directed to approach a piece of ice.

6.5.3. Bypass

- When an effect allows the Runner to BYPASS a piece of ice, the Encounter Ice Phase is aborted and the Runner immediately proceeds to pass that ice.
- Most bypass effects occur at the beginning of an encounter and cause steps [6.9.3c](#) and [6.9.3d](#) to be skipped, meaning that subroutines on the encountered ice are neither broken nor resolved.
- A few bypass effects can be triggered later. If ice is bypassed in [step 6.9.3c](#), subroutines may or may not have been broken, but [step 6.9.3d](#) is skipped so no subroutines resolve. Note that for ice with zero subroutines, the Runner has 'broken all subroutines' if and only if [step 6.9.3c](#) was reached. See [section 10.9.3](#) for more information about "all" and zero.

Example: The Runner plays Forked and encounters a Troll that they can bypass with Femme Fatale. The Runner pays to bypass the current piece of ice with Femme Fatale. Forked does not meet its trigger condition, and Troll is not trashed, because the opportunity to break subroutines was never reached.

- 6.5.4. During the paid ability window in the Encounter Ice Phase ([step 6.9.3c](#)), the Runner can break subroutines on the ice. Subroutines remain broken for the duration of the encounter, then lose that status during the next checkpoint after the encounter ends.
- Many cards that can break subroutines are **icebreakers**. See [section 3.9.5](#) for rules about using **icebreakers**.
- 6.5.5. After the paid ability window in the Encounter Ice Phase closes, unbroken subroutines on the encountered ice resolve. This step is handled as a special reaction window during which only the Corp receives priority. Each unbroken subroutine on the encountered ice becomes a mandatory pending ability in that window. Instead of choosing the order to trigger and resolve pending abilities, the Corp must trigger the pending subroutines in the order they appear on the ice. See [rule 9.2.8](#) for details of reaction windows, and [section 9.6](#) for information on triggering and resolving these abilities.
- If an effect ends the run, any remaining pending subroutines lose their pending status and do not trigger or resolve.

6.6. Pass Ice

- 6.6.1. The PASS ICE PHASE concludes the Runner's contact with a particular piece of ice and directs the run to the next appropriate phase.
- 6.6.2. If there are more pieces of ice inward from the position the Runner is passing, the Runner proceeds to approach the next inward piece of ice. See the Approach Ice Phase, [section 6.4](#).
- 6.6.3. If the position passed was the innermost position protecting the server, the Runner approaches the server. See the Approach Server Phase, [section 6.7](#).

6.7. Approach Server

- 6.7.1. The APPROACH SERVER PHASE includes several important elements of the run. The Runner has a final opportunity to jack out, a final paid ability window occurs, and then the run is declared successful and the Runner accesses cards from the attacked server.
- 6.7.2. A SUCCESSFUL RUN is one in which the Runner has broken through the Corp's defenses and reached the server itself. Normally, a successful run results in the Runner accessing cards from the attacked server.
- 6.7.3. Many abilities that initiate a run specify an effect with the words "If successful," which may modify the procedure for accessing cards, replace accessing cards with other instructions entirely, or simply create an effect at the time the run becomes successful.
 - a. If an effect that initiates a run specifies that that run must be made against a specific server or servers, any "If successful" abilities associated with that effect are tied to that server or servers. If the attacked server has changed since the run was initiated, and no longer is a server that could have been chosen for this run, the "If successful" abilities do not resolve.

Example: The Runner plays Because I Can, which directs them to make a run on a remote server. If an effect moves the run to a central server, the "If successful" effect on Because I Can will not apply. However, if the run is moved instead to another remote server, the "If successful" effect is still applied, since Because I Can would have allowed a run on the second remote server to begin with.

- b. If an "If successful" effect gives the Runner an effect they can optionally carry out instead of accessing cards, that decision is made at the time accessing cards would begin, in [step 6.9.5f](#) ([step 7.6.1](#) of the nested timing structure for accessing cards).

Example: The Runner plays Account Siphon while Ash 2X3ZB9CY is installed in the root of HQ, and the run is successful. The Runner can wait until after the trace from Ash 2X3ZB9CY completes before deciding to access cards normally or force the Corp to lose credits.

- 6.7.4. When the Runner accesses cards as a result of a successful run, they follow the procedures detailed in [section 7](#). The sets of cards accessed are as follows:
- a. For a run on a central server, the Runner accesses the standard set of cards from that server and all upgrades installed in the root of that server. Accessing the upgrades may be interspersed with accessing the cards from the server itself.
 - b. For a run on a remote server, the Runner accesses all cards in that server.

6.8. Run Ends

- 6.8.1. The RUN ENDS PHASE formalizes the end of the run and prepares the game to return to the timing structure from which the run was initiated.
- 6.8.2. During the Run Ends Phase, if the Runner has any credits from bad publicity remaining in their credit pool, the Runner loses those credits.
- 6.8.3. Abilities with “when a run ends,” “when a run is unsuccessful,” or “when a(n) (un)successful run ends” trigger conditions do not trigger during the Run Ends Phase. Rather, they trigger at the checkpoint following the conclusion of the entire run. Thus, those abilities do not resolve during the run.

Example: The Runner is playing Jesminder Sareen and has John Masanori installed. If the Runner makes an unsuccessful run, Jesminder Sareen will not avoid the tag from John Masanori's second ability, because it is no longer during the run when the ability resolves.

6.9. Steps of a Run

- 6.9.1. Initiation Phase
- a. The Runner declares the attacked server.
 - b. A checkpoint occurs.
 - c. The Runner gains 1[c] to spend during the run for each bad publicity the Corp has.
 - d. The run formally begins. At this time, any abilities with “run begins” or “run initiated” trigger conditions become pending.
 - e. A checkpoint occurs.
 - f. If the attacked server has at least one piece of ice protecting it, the Runner proceeds to [step 6.9.2](#), Approach Ice, approaching the outermost piece of ice protecting the attacked server. If the attacked server is not protected by ice, the Runner moves to [step 6.9.5](#), Approach Server.
- 6.9.2. Approach Ice Phase
- a. Any “when you approach” conditional abilities that apply to the current approach become pending.

- b. A checkpoint occurs.
- c. A paid ability window occurs, in which players may only use paid abilities. (P)
- d. If this is the first time the Runner has approached a piece of ice during this run, skip to (f). If this is not the first approach this run, continue to (e).
- e. The Runner may choose to jack out, proceeding to [step 6.9.6](#), Run Ends. If the Runner does not, continue to (f).
- f. A paid ability window occurs, in which players may use paid abilities and the Corp may rez non-ice cards. Additionally, the Corp may rez the approached piece of ice. (P) (R)
- g. If the approached piece of ice is rezzed, continue to [step 6.9.3](#), Encounter Ice. If the ice remains unrezzed, skip to [step 6.9.4](#), Pass Ice.

6.9.3. Encounter Ice Phase

- a. Any “when you encounter” conditional abilities that apply to the current encounter become pending.
- b. A checkpoint occurs.
- c. A paid ability window occurs, in which players may only use paid abilities. Subroutines on the encountered ice can be broken during this window. If this step is skipped, no subroutines on the encountered ice are broken. (P)
- d. Each unbroken subroutine becomes pending. A special reaction window opens for the pending subroutines, during which the Corp triggers and resolves those subroutines one by one in order. (If a subroutine ends the run, the encounter ends and the run moves to [step 6.9.6](#), Run Ends).
- e. Continue to [step 6.9.4](#), Pass Ice.

6.9.4. Pass Ice Phase

- a. The Runner passes the piece of ice. At this time any “When passed” abilities that apply to the current position become pending. If there are no more pieces of ice protecting the server in positions more inward than the ice just passed, any “passes all ice” abilities also become pending.
- b. If there is another piece of ice protecting the server in a position more inward than the ice just passed, the Runner proceeds to [step 6.9.2](#), Approach Ice, again, approaching the next inward piece of ice. If there are no more pieces of ice protecting the server in positions more inward than the ice just passed, the Runner continues to [step 6.9.5](#), Approach Server.

6.9.5. Approach Server Phase

- a. The Runner approaches the attacked server. At this time any “approach server” abilities become pending. If no ice was protecting the server and this step was reached directly from the Initiation Phase, any “passes all ice” abilities also become pending.
- b. A paid ability window occurs, in which players may only use paid abilities. (P)
- c. The Runner may choose to jack out, proceeding to [step 6.9.6](#), Run Ends. If the Runner does not, continue to (d).
- d. A paid ability window occurs, in which players may use paid abilities and the Corp may rez non-ice cards. (P) (R)
- e. The run becomes successful. At this time, any abilities with “successful run” trigger conditions become pending.
- f. The Runner accesses cards from the attacked server as described in [rule 6.7.4](#) and [section 7](#).
- g. End the run, continuing to [step 6.9.6](#), Run Ends.

6.9.6. Run Ends Phase

- a. The Runner loses any unspent bad publicity credits.
- b. If the run has not become successful and the attacked server still exists, the run becomes unsuccessful.
- c. This phase and the run as a whole conclude simultaneously. Any abilities with trigger conditions related to the run ending or becoming unsuccessful become pending, but are triggered and resolve only after the game returns to the timing structure from which the run was created.

7. Accessing Cards

7.1. General

- 7.1.1. ACCESSING is the process of the Runner looking at and interacting with the Corp’s cards. Accessing usually occurs during a successful run.
 - a. The Runner can access multiple cards in a single run, or when accessing cards directly through abilities. To ACCESS A SERVER or ACCESS CARDS FROM A SERVER means to access the set of cards prescribed for that server in sections 7.2 through 7.5.
 - b. If an ability directs the Runner to access “the top card of R&D,” “1 card from HQ,” or “all cards in Archives,” that direction means the Runner accesses the corresponding

central server. Any abilities that apply “whenever the Runner accesses cards” are able to modify the set of cards accessed.

Example: The Runner has Gang Sign and HQ Interface installed. When the Corp scores an agenda, Gang Sign will allow the Runner to access HQ. HQ Interface’s ability will apply to that access, so the Runner will access 2 cards.

- c. Whenever a set of cards is accessed, whether that set was determined through the rules for a particular server or specified through other means, the Runner follows the steps in [section 7.6](#) to structure those accesses. In [step 7.6.5](#) of that structure, the Runner accesses one of the individual cards in the set. The rules for accessing an individual card are given in [section 7.7](#), and the sequence of steps carried out is given in [section 7.8](#).

7.1.2. When the Runner accesses a server, the number of cards they will access is set before any individual cards are accessed. The rules for accessing that server determine the base number of cards that are accessed. Abilities can increase or decrease that number of cards, but not beyond the total number of cards available at the time the access begins.

- a. If a central server is accessed during a run, that server’s root is also accessed. The number of upgrades in that root is added to the total number of cards to access.
- b. If an ability instructs the Runner to access a central server outside the normal structure of a run, that server’s root is not accessed.
- c. If cards are added to the server in the middle of access, the number of cards to be accessed does not change.

Example: The Runner plays Legwork while the Corp has two cards in HQ and one upgrade in the root of HQ. The rules for accessing HQ specify that 1 card is accessed by default. Legwork allows the Runner to access 2 additional cards, plus the upgrade in the root of HQ adds another 1 card. So the Runner would be able to access 4 cards during this run. However, there are only 3 actual cards available to access, so the number of cards to be accessed is fixed at 3. If other cards enter HQ after the individual card accesses begin, perhaps because the Runner steals Bacterial Programming, the Runner still only accesses a total of 3 cards.

- d. If the number of cards available to access is reduced after access begins, the Runner’s total number of cards to be accessed remains the same. The Runner will attempt to access the number of cards that was initially set until it is reached or all cards in the server (and its root, if appropriate), have been accessed.

Example: The Runner, playing Leela Patel, makes a successful run on HQ, and the number of cards to be accessed is set at 3. The first card accessed is Disposable HQ, and the Corp uses its “when accessed” ability to put all the cards in HQ but an agenda on the bottom of R&D. Leela accesses the agenda, and returns a card in play to HQ. Leela is able to access the returned card, since there is still 1 card remaining in the set number of cards to be accessed.

- 7.1.3. A card with an ability that triggers when that card is accessed does not have to be active in order for the ability to trigger. See [section 9.1.6](#).
- 7.1.4. Except for cards in R&D, the Runner can access cards from a server (and its root, if applicable) in any order. See [section 7.2](#) regarding the order of accessing cards from R&D.
- 7.1.5. When the Runner accesses cards from anywhere other than R&D, which cards are being accessed is open information, and the current card being accessed at each point is visible to both players.
- 7.1.6. Each individual card can be accessed only once in a single instance of accessing a server or other set of cards.
 - a. After each card access is completed, if the card was not trashed, stolen, or otherwise removed from its location, that card should be marked or set aside until all the accesses are completed, to clearly indicate that it has been accessed already. Setting aside a card this way does not change its location for purposes of resolving abilities.
 - b. If a card is moved to a different location and then returns to the server being accessed, or if a card that has been accessed from R&D is moved to a different position in R&D, it is considered a new copy of that card and can be accessed again.

7.2. Accessing R&D

- 7.2.1. When the Runner accesses R&D, they begin with the top card of R&D and proceed down. Cards accessed from R&D must be accessed in this order.
 - a. If the root of R&D is being accessed, the Runner may access upgrades in the root of R&D anywhere in this process, including between accessing cards from R&D. Only the cards in R&D itself have their order of access constrained, and only relative to each other.
 - b. Players must return accessed cards to R&D in the same order they were in before.
 - c. If the order of R&D is changed during an access, the Runner continues accessing cards from R&D as normal, starting with whatever card is now on top of R&D, and proceeding down through as many cards as they have accesses remaining.

Example: The Runner makes a run on R&D using The Maker's Eye. The second card that the Runner accesses is Bacterial Programming. They steal it, allowing the Corp to rearrange, draw, and trash the top 7 cards of R&D (including the first card that the Runner accessed). Once the Corp has finished this process, the Runner then accesses their final card, starting with the topmost card of R&D.

- 7.2.2. A card being accessed from R&D is not visible to the Corp unless an ability states that the Runner must reveal that card if it is accessed from R&D. If this applies, the card remains revealed until it is no longer being accessed.
- 7.2.3. By default, the Runner accesses 1 card from R&D (the top card of R&D).

7.3. Accessing HQ

- 7.3.1. When the Runner accesses HQ, they select and access random cards from the Corp's hand one at a time.
- 7.3.2. By default, the Runner accesses 1 card from HQ.

7.4. Accessing Archives

- 7.4.1. When the Runner accesses Archives, each facedown card in Archives is turned faceup before any cards are accessed.
- 7.4.2. By default, the Runner accesses all cards in Archives.

7.5. Accessing a Remote Server

- 7.5.1. When the Runner accesses a remote server, they access all cards installed in that server.

7.6. Steps of Accessing A Set of Cards

- 7.6.1. Abilities with "Whenever you access cards" trigger conditions become pending.
- 7.6.2. A checkpoint occurs.
- 7.6.3. Determine the number of cards to be accessed.
- 7.6.4. If the set of cards being accessed is Archives, each facedown card in Archives is turned faceup.
- 7.6.5. If there are accesses remaining, access a card. If not, accessing this set of cards ends.
- 7.6.6. A checkpoint occurs.
- 7.6.7. Return to [step 7.6.5](#).

7.7. Accessing Individual Cards

- 7.7.1. Each card is accessed one at a time, and all effects associated with accessing that card must be fully resolved before any other cards are accessed, unless an ability initiates a new timing structure during that access.
- 7.7.2. If the accessed card has a trash cost, the Runner may pay that cost to trash the accessed card. If abilities allow the Runner to trash the accessed card by other means,

the Runner uses those abilities at the time they would pay the card's trash cost. See [section 1.18](#) for more details about trashing cards.

- a. The Runner cannot trash or pay the trash cost of cards in Archives.
 - b. If the Runner uses an ability to trash an agenda they access, the agenda cannot be stolen during this access.
 - c. Some abilities modify this procedure or allow the Runner to trash cards that "cannot normally be trashed." The phrase "cannot normally be trashed" refers to Corp cards that do not have a trash cost.
- 7.7.3. If the accessed card is an agenda, the Runner must steal it as long as there are no additional costs to do so. If there are any additional costs, the Runner can pay those costs and steal the agenda or decline to pay the costs and not steal the agenda.
- 7.7.4. Once the above steps have been completed, the access ends. If the card was stolen or trashed, it is moved to the relevant zone. If it was neither stolen nor trashed, it remains in its initial location, but is set aside until the Runner finishes accessing any other cards associated with this access.

7.8. Steps of Accessing a Card

- 7.8.1. The card is accessed. At this time, "when accessed" abilities relevant to the accessed card become pending.
- 7.8.2. A checkpoint occurs.
- 7.8.3. The Runner may trash the accessed card, if applicable.
- 7.8.4. If the accessed card is an agenda, the Runner must steal it.
- 7.8.5. The access is complete. At this time, "after you access" abilities relevant to the accessed card become pending.

8. Installing, Rezzing, and Playing Cards

8.1. Terminology

- 8.1.1. Cards in the play area are either FACEUP or FACEDOWN. Faceup cards are freely visible to all players. Facedown cards are oriented so that the face containing the card's information is not visible. Players may look at the front face of any facedown cards they control.
- 8.1.2. INSTALLING an agenda, asset, ice, upgrade, hardware, program, or resource card is the act of placing that card into the play area. Events and operations are never installed.
 - a. Cards and counters can also be installed onto other cards if either the card being installed onto or the card or counter being installed has an ability allowing this. The

relationship created this way is called HOSTING and is discussed in [section 1.12](#). Some abilities also host cards without installing them.

- b. A card or counter is UNINSTALLED when it stops being installed for any reason.
- 8.1.3. An agenda, asset, upgrade, or piece of ice is UNREZZED if it is installed and facedown. An asset, upgrade, or piece of ice is REZZED if it is installed and faceup. Runner cards, faceup agendas, operations, events, and counters are neither rezzed nor unrezzed.
- a. To REZ an unrezzed card is to turn it faceup. Normally this can only be done in an appropriate paid ability window, as discussed in [section 9.2.7](#), and requires the Corp to pay the card's rez cost. Cards can be rezzed at other times by effects, which may ignore the rez cost or require it to be paid.
 - b. To DEREZ a rezzed card is to turn it facedown. Cards are only derezzed by card effects.
- 8.1.4. PLAYING an event or operation is the act of placing that card into the play area. Agendas, assets, ice, upgrades, hardware, programs, and resources are never played.
- 8.1.5. To REVEAL a card is to show its front face to all players, then return it to its previous state.
- a. Some abilities instruct the Runner to EXPOSE one or more cards. To expose a card is to reveal it, except that only installed, unrezzed cards can be exposed.
 - b. Accessing a card is not the same as revealing or exposing it. Looking at a card is not the same as revealing or exposing it. Both allow a single player to see the front face of a card without the other player seeing it. See [section 7](#) for more information on accessing.

8.2. Installing and Uninstalling

- 8.2.1. Corp cards are installed facedown, unrezzed, and remain inactive until rezzed. Corp cards are installed into specific locations. See [section 4.7.6](#) for more information on servers and the locations of installed Corp cards.
- a. Unless otherwise indicated, the Corp always installs ice into the outermost position protecting the destination server.
- 8.2.2. The Corp must keep the order of installs clear to the Runner. Cards in servers cannot be rearranged unless instructed by a card ability. To organize this hidden information for both players, it is important that the Corp observes the following rules for card orientation:
- a. Agendas, assets, and upgrades are always installed in a vertical orientation. An upgrade is installed in a remote server in the same position as an agenda or asset. The Runner should not be able to tell what type of card is installed in a remote server by its position.

- b. Ice is always installed in a horizontal orientation.
- 8.2.3. Runner cards are installed faceup, active. Runner cards are generally installed without designated locations.
- 8.2.4. Installing cards is an exception to [rule 1.14.2](#). If an effect would install more than one card, then those cards are chosen and installed one at a time, following all of the steps of the installation process ([section 8.3](#)) for each card before choosing and installing the next.
- Example: The Runner uses Mass Install to install three programs. The Runner can install Dhegdheer first, and then host one of the other two programs on Dhegdheer in order to reduce the install cost.*
- 8.2.5. As part of the installation process, a player installing an agenda, asset, upgrade, ice, or program has the opportunity to trash like cards.
- a. When installing an agenda, asset, or upgrade in a remote server, the Corp may first trash any other cards already installed in that server. If the card to be installed is an asset or agenda, the Corp must trash any other asset or agenda from that server. If the card to be installed is a **region**, the Corp must trash any other **region** from that server.
 - b. When installing an upgrade in the root of a central server, the Corp may first trash any other upgrades already installed in that root. If the card to be installed is a **region**, the Corp must trash any other **region** from that root.
 - c. When installing ice protecting a server, the Corp may first trash any other ice already installed protecting that server. Ice trashed in this way will not be counted when determining the install cost of the new ice.
 - d. When installing a program, the Runner may first trash any number of programs already installed. They must do so if installing the new program would exceed their memory limit.
- 8.2.6. If the Corp trashes any cards during the installation process, the trashed cards are placed in Archives with the same faceup or facedown status they had while installed.
- 8.2.7. If the last card installed in or protecting a remote server is uninstalled outside of the installation process, then the server ceases to exist during the next checkpoint. See [section 10.3](#).
- 8.2.8. If the last card installed in or protecting a remote server is trashed during the installation process, it is still considered the same server after the new card has been installed. The Corp cannot destroy a server by installing cards.
- 8.2.9. If a piece of ice is uninstalled while being approached or encountered, any open paid ability window is completed. Then the approach or encounter ends without completing

any further steps of that timing structure. The Runner passes the position the uninstalled ice had occupied, and the run continues.

- 8.2.10. Whenever a card is uninstalled, there is no memory of its previous state, and it is considered to be a new copy of the card.

8.3. Steps of Installing a Card

- 8.3.1. Choose the card to install and declare the install effect.
- 8.3.2. Place the card into the play area. It is not yet installed or active.
- a. The card is placed into the play area with the same faceup or facedown status it will have when the installation is completed.
- 8.3.3. Choose and declare the install destination appropriate to the card that will be installed, including any host relationships, if applicable.
- a. Unless stated otherwise, the install destination for a Corp card is always in, protecting, or in the root of a specific server. The Corp can either choose an already existing server as the destination for the new card or declare that the card will create a new remote server.
 - b. Unless stated otherwise, Runner cards are installed directly into the play area with no specific location.
- 8.3.4. Trash like cards as described in [section 8.2.5](#).
- 8.3.5. Pay the install cost.
- a. The install cost of a piece of ice is one credit for each piece of ice already installed protecting the destination server.
 - b. Assets, agendas, upgrades, and facedown Runner cards have no install cost.
 - c. The install cost of a piece of hardware, program, or resource is indicated on the card.
 - d. If a card has an install cost of X, the value for X is chosen by the player according to any stipulations written on the card.
- 8.3.6. If the card is to be the first card in or protecting a new remote server, that server is created. Move the card to the chosen install location. It becomes installed. If the card is faceup, it becomes active.
- 8.3.7. Abilities with “When installed...” trigger conditions become pending, including those on the installed card.

8.4. Facedown Runner Cards

- 8.4.1. Some abilities can install Runner cards facedown or turn already-installed Runner cards facedown.
- 8.4.2. Runner cards that are installed or turned facedown do not have a name, type, or subtypes, and their abilities are not active.
- 8.4.3. The Runner can look at their facedown cards at any time.
- 8.4.4. If a facedown Runner card is trashed, it is turned faceup before being added to the heap, but is not considered active during this time.
- 8.4.5. A Runner card turned facedown is not considered to be uninstalled and simply remains in the play area.
- 8.4.6. If an installed facedown Runner card is turned faceup, the card gains its name, type, and subtypes, and its abilities become active. Turning an installed facedown Runner card faceup does not trigger “when installed” abilities.

8.5. Playing Events and Operations

- 8.5.1. Normally, playing an operation or event requires paying its play cost. Abilities that initiate playing a card may ignore the play cost or require it to be paid.
 - a. If a card has a play cost of X, the value for X is chosen by the player at the time the play cost is paid, according to any stipulations written on the card.
- 8.5.2. Playing cards is an exception to [rule 1.14.2](#). If an effect would play more than one card, then those cards are chosen and played one at a time, following all of the steps of the play process ([section 8.6](#)) for each card before choosing and playing the next.

Example: The Corp uses Subcontract to play Hedge Fund and another operation. The Corp can use the credits gained from Hedge Fund to pay for the second operation.

- 8.5.3. Operations and events can create lasting effects. Once those effects exist, they become independent of the source operation or event and the card is considered fully resolved and ready to be trashed.

Example: Test Run has an ability that will trigger at the end of the turn, but once the program is installed and the stack is shuffled, Test Run is considered fully resolved even though the exact timing of its end of turn ability may come later.

- 8.5.4. An operation or event that initiates a timing structure remains active in the play area for the duration of that timing structure. It is not considered fully resolved until the timing structure is completed and any abilities on the card that trigger when the timing structure ends are resolved.

8.6. Steps of Playing an Event or Operation

- 8.6.1. Choose the card to be played and declare the play effect.
- 8.6.2. Place the card faceup into the play area. It is not installed and not yet active.
- 8.6.3. Pay the play cost.
- 8.6.4. The card becomes active.
- 8.6.5. Abilities with “When played...” trigger conditions become pending.
- 8.6.6. Resolve the effects of the card.
- 8.6.7. Trash the card.
- 8.6.8. Abilities with “After you resolve...” trigger conditions become pending.

9. Abilities

9.1. General

- 9.1.1. The text on a card or counter defines the ABILITIES of that card or counter.
- 9.1.2. Unless otherwise noted, the effects of an ability resolve in the order they are described in the ability’s text. If choices must be made to resolve the effects of a card, those choices do not need to be made until the relevant effects would resolve.
- 9.1.3. Any time a player chooses to resolve an optional ability, regardless of the type of ability, then the player is considered to be USING that ability and the source card of that ability.
 - a. A paid ability is considered used once the trigger cost has been paid. See [section 9.5.6](#) for the steps of using a paid ability.
 - b. An optional conditional ability is considered used once the relevant optional effects of the ability have been resolved by the controller of the ability. See [section 9.6.7](#) for the steps of triggering and resolving conditional abilities.
 - c. A player can only use an ability if its effect has the potential to change the game state. See [rule 1.2.5](#).
- 9.1.4. Each ability is either a TRIGGERED ability or a CONSTANT ability. Triggered abilities are further classified as either CONDITIONAL abilities or PAID abilities.
- 9.1.5. Abilities are ACTIVE if they are able to be triggered or apply to the current game state, and INACTIVE otherwise. By default, a card’s abilities are active if and only if that card is active. Abilities of counters are active for as long as the counter exists.
- 9.1.6. Some types of abilities are active even while the card they appear on is inactive.

- a. “When accessed...” abilities on cards are active and trigger even while the card they are on is inactive.
- b. Abilities stating that they trigger from a particular zone, or which can have an effect only in a particular zone, are active in that zone, regardless of whether cards in that zone are active.

Example: The last ability on Subliminal Messaging states in part, “you may add Subliminal Messaging to HQ from Archives.” This ability can only ever do anything if Subliminal Messaging is in Archives, so the ability is active there.

- c. Abilities that modify when or if the card they appear on can be played, installed, or rezzed are active even while the card they are on is inactive.
- d. Abilities that modify the cost to install, rez, or play the card they appear on are active even while that card is inactive.
- e. Abilities stating the card they appear on can be advanced are active even while that card is unrezzed.

- 9.1.7. When a card must be trashed as part of the cost to use an ability, any reference to the game state within that resolving effect is based on the game state as it was at the moment of trashing, but with the trashed card considered to be a new copy of that card in its owner’s discard pile.

Example: The Corporation trashes Allele Repression with 3 advancement counters on it. The Corporation is able to swap 3 cards out of Archives for 3 cards in HQ, even though the advancement counters were discarded when Allele Repression was trashed. Additionally, Allele Repression itself could be swapped back to HQ.

9.2. Timing and Priority

- 9.2.1. The ACTIVE PLAYER is the player whose turn it is. The other player is the INACTIVE PLAYER.
- 9.2.2. A TIMING STRUCTURE is a unit of the game in which a prescribed sequence of steps progress the game forward. Each timing structure ends with an implicit checkpoint. See [section 10.3](#).
- a. The Corp’s turn and the Runner’s turn are timing structures.
 - b. A run is a timing structure, as are each of the 6 phases of a run detailed in [Section 6](#).
 - c. Accessing a set of cards is a timing structure.
 - d. Accessing an individual card is a timing structure.
- 9.2.3. PRIORITY is a player’s opportunity to act and make certain game choices. No more than one player can have priority at any given time.

- 9.2.4. A PRIORITY WINDOW is a general term for a timing step in which one or both players receive priority. Priority windows OPEN for different purposes throughout the game. When a priority window CLOSES, the game continues to the next timing step.
- a. Except during action windows, the player with priority has the option to PASS in addition to the available options defined by that priority window. When a player passes, the game progresses to the next step, either by giving priority to the other player or by closing the priority window. Each type of priority window defines the method and resolution of passing.
 - b. Unless otherwise noted, the player with priority receives priority again after resolving one of their available options. That player will continue to receive priority until they pass.
 - c. While a priority window is open, another nested priority window can open as well. The most recently opened priority window is always resolved before returning to an earlier priority window.
 - d. Whenever a player receives priority during a priority window, a checkpoint occurs immediately before that player may act. See [section 10.3](#).
- 9.2.5. The types of priority windows are action windows, paid ability windows, reaction windows, and interrupt windows.
- 9.2.6. An ACTION WINDOW is a priority window that opens during a player's action phase if they have unspent clicks.
- a. An action window gives only the active player priority.
 - b. During an action window, the active player must take an action. [Section 5.2](#) discusses actions. This type of window does not give the option to pass.
 - c. After the active player takes an action, the action window closes and the game moves to the next timing step. The player does not receive priority again.
 - d. There are two timing steps during which an action window may open. The Corp has an action window in [step 5.6.2b](#) of their action phase. The Runner has an action window in [step 5.7.1f](#) of their action phase.
- 9.2.7. A PAID ABILITY WINDOW is a priority window that opens throughout the game's timing structures to allow players to trigger paid abilities, rez cards, or score agendas.
- a. Paid ability windows give both players priority, starting with the active player. When a player passes, the other player receives priority. Players continue to exchange priority until a player who receives priority from their opponent passes without resolving any other option available to them. Once this happens, the paid ability window closes.

- b. During every paid ability window, the player with priority has the option to trigger paid abilities. **Within this document, the symbol (P) denotes a paid ability window in which paid abilities can be used.** See [section 9.5](#).
 - c. During some paid ability windows, the Corp has the option to rez cards while they have priority. **Within this document, the symbol (R) denotes a paid ability window in which cards can be rezzed.** See [section 8](#).
 - d. During some paid ability windows, the Corp has the option to score agendas while they have priority. **Within this document, the symbol (S) denotes a paid ability window in which agendas can be scored.** See [section 1.16](#).
 - e. During the paid ability window at [step 6.9.2f](#) of the Approach Ice phase of a run, the Corp has the option to rez the approached piece of ice while they have priority.
 - f. The player with priority during a paid ability window may use any of the options available to them any number of times in any combination and order until they decide to pass, so long as they are allowed and the player pays any and all costs to use each option. Each option must be fully resolved before another is chosen. A player is not obligated to resolve any of the options available to them, except they must pass.
 - g. Paid ability windows occur throughout the timing steps of turns and runs. [Section 5.6](#), [section 5.7](#), and [section 6.9](#) detail those steps and indicate which options are available in which windows. [Section 12](#) also contains a summarized version of these steps.
- 9.2.8. A REACTION WINDOW is a priority window that opens whenever one or more active conditional abilities become pending by meeting their trigger conditions. [Section 9.6](#) discusses conditional abilities.
- a. Each reaction window is associated with the fixed set of conditional abilities that met their trigger conditions as the window opened. If other abilities become pending during a reaction window, a separate reaction window opens to handle the new abilities. See [rule 9.3.4](#).
 - b. Reaction windows give both players priority, starting with the active player. When the active player passes, the inactive player receives priority. When the inactive player passes, the reaction window closes.
 - c. During a reaction window, the player with priority has the option to trigger pending conditional abilities they control that are associated with that window.
 - d. The player with priority during a reaction window may trigger their pending abilities in any order until they decide to pass; they do not need to trigger mandatory abilities before optional ones. Each ability they trigger must be fully resolved before another is chosen.

- e. The player with priority cannot pass if they control any pending mandatory abilities. They may pass with optional conditional abilities still pending, in which case those abilities lose their pending status without triggering. [Section 9.6.3](#) describes the differences between mandatory and optional conditional abilities.
- f. If a reaction window opens due to a timing structure beginning, and during that reaction window the timing structure ends (e.g. by an effect moving the game to another timing point past the end of the structure), then the reaction window immediately closes. All remaining abilities associated with the window lose their pending status without being triggered, even if they are mandatory abilities.

Example: The Runner has a Femme Fatale installed, and chose a Tollbooth with its “when installed” ability. When the Runner encounters the Tollbooth, they pay 1[c] to bypass the Tollbooth with Femme Fatale. Because the resolution of Femme Fatale’s ability causes the encounter to end, the pending ability from Tollbooth fails to trigger. The Runner does not pay 3[c] and the run does not end.

- 9.2.9. An INTERRUPT WINDOW is a priority window that opens just before an effect would resolve when one or more players have abilities that could modify that imminent effect. See [section 9.8.3](#) for rules on prevention and avoidance, and [section 9.8.2](#) for rules on “additional” abilities.
- a. Each interrupt window is associated with the single imminent effect being modified by the abilities triggered during the window.
 - b. Interrupt windows give both players priority, starting with the active player. When the active player passes, the inactive player receives priority. When the inactive player passes, the reaction window closes.
 - c. During an interrupt window, the player with priority has the option to trigger abilities they control that can modify the imminent effect.
 - d. The player with priority during an interrupt window may trigger their pending abilities in any order until they decide to pass, regardless of ability type. They do not need to trigger mandatory abilities before optional ones. Each ability they trigger must be fully resolved before another is chosen.
 - e. The player with priority cannot pass if they control any mandatory abilities that could modify the imminent effect. They may pass with optional conditional abilities still pending, in which case those abilities lose their pending status without triggering. [Section 9.6.3](#) describes the differences between mandatory and optional conditional abilities.

9.3. Simultaneous Effects and Chain Reactions

- 9.3.1. When multiple abilities have the same timing or meet their trigger conditions at the same time, first all the constant abilities are applied, then a reaction window opens for all the pending abilities that just met their trigger conditions.

- 9.3.2. If more than one constant ability attempts to modify the same card or value, add up all the modifiers and use the sum to determine the end result.
- 9.3.3. If more than one constant ability attempts to modify the same card or value, but some number of them are mutually exclusive, then first the active player's abilities are resolved as in [section 9.7](#), followed by all of the inactive player's abilities.
- 9.3.4. If during the resolution of an ability another ability meets its trigger condition, then a "chain reaction" is created. The ability that just met its trigger condition resolves immediately following the active effect on the current ability. If this ability results in another ability meeting its trigger condition, then that ability is also "chained." Resolve all of the abilities from the most recent trigger condition before continuing.

Example: The Runner is playing Geist and accesses a Snare! from R&D with only 2 cards in their grip. Before taking a tag or suffering any net damage, the Runner uses Forger to avoid the tag. Using the Forger causes Geist to meet its trigger condition. As it is the most recent ability to meet its trigger condition, it must trigger and resolve first before Forger avoids the tag and before Snare! finishes resolving. The Runner draws a card from Geist, avoids the tag from Snare! with Forger, and then finally suffers and survives the 3 net damage from Snare!

9.4. Triggered Abilities

- 9.4.1. A triggered ability can be either a CONDITIONAL ABILITY or a PAID ABILITY and consists of a PREREQUISITE and an EFFECT.
- 9.4.2. A triggered ability can only resolve if and when its prerequisite is met.
- 9.4.3. Once a triggered ability is triggered, it becomes independent of its source card and cannot be stopped, even if the source card becomes inactive, except by a prevent or avoid ability. See [section 9.8.3](#).
 - a. The exact timing of when an ability becomes triggered varies by ability type and context. See [section 9.5](#) for triggering paid abilities and [section 9.6](#) for triggering conditional abilities.

9.5. Paid Abilities

- 9.5.1. For a PAID ABILITY, the prerequisite is a TRIGGER COST. A paid ability is always written in the form "[cost]: [effect]".
- 9.5.2. The trigger cost of a paid ability is everything before the colon (:).
 - a. If the trigger cost of a paid ability includes one or more [click], the ability is an ACTION. An action paid ability can only be used during an action window in which the controller of the ability has priority. See [section 9.2.6](#).
- 9.5.3. The effect of a paid ability is everything after the colon (:).
- 9.5.4. Paid abilities are always optional.

9.5.5. A non-action paid ability can only be used during a paid ability window when its controller has priority. During that time, any given paid ability can be used an unlimited number of times as long as its cost is paid each time and any restrictions specified by its effect are observed.

9.5.6. Steps of Using a Paid Ability

- a. Choose the paid ability to use and declare the intent to use it.
- b. Pay the trigger cost. The ability is considered used. “When used” conditionals and abilities with trigger conditions met by the cost being paid become pending.
- c. A checkpoint occurs.
- d. The ability is triggered and its effects become imminent.
- e. Abilities can modify, prevent, or avoid the imminent effects.
- f. Resolve the ability’s effects.

9.6. Conditional Abilities

9.6.1. For a CONDITIONAL ABILITY, the prerequisite is a TRIGGER CONDITION describing the occurrence or game state that permits the ability to be resolved.

9.6.2. The trigger condition of a conditional ability is defined in its text by an accompanying clause containing “when”, “whenever”, “before”, “after”, or an ordinal phrase (e.g. “The first time...”, “The second time...”, etc.).

- a. Each time the event described in a conditional ability’s trigger condition finishes resolving, it follows the steps in [section 9.6.7](#) exactly once. A conditional ability can never resolve more than once from a single triggering occurrence or game state.
- b. A conditional ability can only recognize its trigger condition occurring if it is active at the time the trigger condition resolves. If a conditional ability becomes active after the point when its trigger condition was met, that conditional ability does not become pending, even if other abilities sharing that trigger condition are still pending.
- c. A conditional ability that has an ordinal trigger condition can only recognize the specified instance of that trigger condition resolving. Even if a replacement, prevent, or avoid ability nullifies or replaces the specified instance of the trigger condition, the game still counts that occurrence toward number of times the trigger condition has occurred.

Example: If the first instance of net damage during a run is prevented by the Runner using Feedback Filter, or if it is replaced with Tori Hanzo’s own effect, Tori Hanzo cannot trigger on any other instances of net damage for the remainder of the run, as the next

instance of net damage is considered the second one and no other “first” net damage will ever occur.

- d. A conditional ability can only recognize its trigger condition occurring if all the stipulations and requirements listed in the trigger condition are met at the moment that the trigger condition would occur.

Example: The entire trigger condition on Quantum Predictive Model is “If the Runner is tagged when Quantum Predictive Model is accessed”. Quantum Predictive Model can only meet its trigger condition if the Runner is tagged at the time the access occurs. Even if Casting Call is hosted on Quantum Predictive Model, the tag will be given after the access occurs, and no ordering of the abilities will result in Quantum Predictive Model triggering.

- e. Additional stipulations and requirements listed in the effect of a conditional ability are part of the ability’s effect and not part of the ability’s trigger condition. These requirements only need to be met when the ability resolves in order for the effects to resolve, even if some or all of those requirements were not met at the time the ability met its trigger condition. See [section 9.3](#) on simultaneous effects.

Example: If a Runner with 1 link has both Underworld Contact installed and The Supplier installed hosting a Dyson Mem Chip, both Underworld Contact and The Supplier meet their trigger conditions at the same time. The Runner can trigger The Supplier first, installing the Dyson Mem Chip, thus allowing Underworld Contact to recognize that the Runner has 2 link and give them 1 credit, even though the Runner did not have 2 link at the time the Underworld Contact became pending.

9.6.3. If a conditional ability gives its controller a choice of whether to apply its effects, such that the ability could potentially have no effects at all, it is considered an OPTIONAL CONDITIONAL ABILITY. These abilities can usually be recognized by the presence of permissive words such as “may” or “allows”, or by a restriction such as “Use this ability only once per turn.” If the ability is not optional, then it is a MANDATORY CONDITIONAL ABILITY.

- a. An optional conditional ability is not required to be triggered when its trigger condition is met.
- b. A mandatory conditional ability must be triggered when its trigger condition is met. If multiple conditional abilities are pending, the controller of those abilities must trigger the mandatory ones before passing priority, unless the reaction window for those abilities closes before all of the mandatory abilities have been triggered. See [rule 9.2.8](#).
- c. Both optional and mandatory conditional abilities may have optional components outside of their trigger conditions. Even if triggering the ability is mandatory, its controller may still decline any optional constituent effects that arise during its resolution.

- 9.6.4. Ice subroutines are mandatory conditional abilities that have special rules for their resolution. See [section 6.5](#) for details.
- 9.6.5. If the source card of a pending conditional ability becomes inactive before the ability is triggered, then that ability loses its pending status and will not trigger or resolve.

Example: The Runner has both Aesop's Pawnshop and Drug Dealer installed. Both cards have abilities that meet their trigger conditions when the Runner's turn begins. If the Runner chooses to trigger Aesop's Pawnshop first, and then uses it to trash Drug Dealer, Drug Dealer's pending ability never triggers, so the Runner does not lose a credit.

- 9.6.6. If a reaction window closes while pending abilities associated with it remain, the remaining abilities lose their pending status and will not trigger or resolve. See [rule 9.2.8f](#).

9.6.7. Steps of Resolving Conditional Abilities

- a. Every ability that has met its trigger condition becomes PENDING. A reaction window opens, associated with all the pending abilities that met their trigger condition at that instant. Whenever a player chooses an ability to trigger in that window, the remaining steps of resolution are carried out in full for that ability before another ability may be triggered.
- b. The ability chosen by the player with priority becomes triggered. Its effects are now IMMINENT.
- c. Other abilities can modify, prevent, or avoid the imminent effects of the triggered ability.
- d. The effects of the triggered ability resolve. If any of the effects contain optional components, the ability is considered used if the controller chooses to resolve any of them, in which case "when used" conditionals become pending.

9.7. Constant Abilities

- 9.7.1. A CONSTANT ABILITY does not have a trigger cost or a trigger condition; it only has effects. Any ability that is not a paid ability or a conditional ability is a constant ability.
- 9.7.2. Constant abilities continually affect the game as long as the card they appear on is active.
- 9.7.3. If a constant abilities stipulates any additional requirements with one of the words "if", "while", or "until", the ability only affects the game while those requirements are met.

9.8. Special Effects

9.8.1. Composite Effect

- a. A composite effect is one that uses the word “and” to combine multiple effects into one. Both parts resolve simultaneously, and the opportunity to prevent either or both parts occurs before either effect.

Example: Snare! Does 3 net damage to the Runner and gives the Runner a tag simultaneously. The Runner can prevent the net damage, avoid the tag, or both before any of the remaining unprevented effects resolve.

- b. The individual effects in a composite effect are not dependent on each other. As long as at least one of the effects in the composite effect has the potential to change the game state or is otherwise resolvable, the whole ability can be used and as much as can resolve does resolve.

Example: If the Runner accesses a rezzed card while Aeneas Informant is installed, they still gain 1[c] even though the rezzed card is already revealed.

9.8.2. “Additional”

- a. If an ability uses the word “additional” and is not adding an additional cost or causing a player or card to have an additional token or attribute, then the ability is a modifier to another ability or effect. See [section 10.9.1](#) for other uses of the word “additional”.
- b. An additional modifier ability applies before both the imminent effect the ability would modify and any prevent/avoid or other modifier abilities that would attempt to change the imminent effect. If more than one additional modifier ability is active at that time, an interrupt window opens for all of those abilities.

*Example: Normally an ability with the trigger condition “whenever you do meat damage” like The Cleaners would meet its trigger condition once the damage has been resolved, but because it adds an “additional” meat damage it triggers before the damage and increases the amount of damage by 1. This damage increase applies before the Runner would have the opportunity to prevent any amount of the **meat** damage.*

- c. An additional modifier ability only applies once to each effect that the ability would modify, and an additional modifier ability does not trigger itself or other additional modifier abilities.

Example: If the Corp plays High Profile Target with a scored The Cleaners, The Cleaners only applies once to increasing the amount of damage by exactly 1.

- d. An additional modifier ability applies under all the same conditions and specifications as the imminent effect the ability modifies.

Example: If the trace on Flare is successful with a scored The Cleaners, then all 3 points of meat damage are unpreventable.

9.8.3. Prevent and Avoid

- a. An ability that PREVENTS or AVOIDS an effect is the only type of ability that can directly stop a triggered ability from resolving. Prevent/avoid abilities specify the types of effects they can interrupt. If a prevent/avoid ability resolves, the prevented/avoided effect fails to resolve.
- b. Prevent/avoid abilities can only resolve when the effect they would prevent or avoid is imminent. If a prevent/avoid ability is optional, it cannot be used at any time other than when the effect it would prevent or avoid is imminent. See [section 9.5.6](#) for the exact timing allowance of prevent/avoid abilities against paid abilities, and see [section 9.6.7](#) for the exact timing allowance of prevent/avoid abilities against conditional abilities.
- c. A prevent/avoid ability applies before the imminent effect the ability would prevent or avoid, after any additional modifier abilities that would attempt to modify the imminent effect, at the same time that any non-additional modifier would apply. If more than one prevent/avoid effect and/or non-additional modifier for the imminent effect is active at that time, an interrupt window opens for all of those effects. See [section 9.2.9](#) on interrupt windows.

Example: If the Corp plays High Profile Target with a scored The Cleaners while the Runner has 1 tag and an installed Crash Space, the damage from High Profile Target is increased to 3 meat damage before the Runner has the opportunity to use Crash Space.

- d. If an effect is completely prevented or avoided, it still counts against the number of times that type of effect has occurred for the purposes of ordinal trigger conditions. See [rule 9.6.2c](#) for further details on ordinal condition trigger conditions.

9.8.4. Replacement Effect

- a. An effect that contains the word “instead” is a REPLACEMENT EFFECT. A replacement effect is a type of modifier that causes a specified imminent effect to stop resolving and instead have a different specified effect resolve in its place.
- b. An ability with a replacement effect resolves according to its ability type. When it resolves, a lasting effect is created that waits to replace the specified imminent effect with the new effect. The exact timing of the switch thus varies by the exact timing of the imminent effect that is intended to be replaced.

Example: If the Runner has an installed Bank Job when they make a successful run on a remote server, the Runner chooses whether or not to use Bank Job at step [step 6.9.5e](#) of the run when it is declared successful. However, the Runner does not take the credits off of Bank Job until [step 6.9.5f](#) when the Runner would normally access cards from the remote server.

- c. As a type of modifier, replacement effects apply before the imminent effect they modify would resolve, after any additional modifier abilities, at the same time that any prevent/avoid abilities and other types of modifiers would apply. If more than one prevent/avoid ability and/or non-additional modifier, including replacement effects, for the imminent effect are active at that time, an interrupt window opens for all of those effects. See [section 9.2.9](#) on interrupt windows.
- d. If an effect is completely replaced by a replacement effect, no other effects can be triggered off the original effect, and the original effect is no longer able to be replaced with a second replacement effect.

Example: The Runner cannot use two Bank Jobs during the same run. When the run is successful, the Runner may choose to either access cards or use the ability of a Bank Job. Using one of the Bank Jobs replaces accessing cards, so once the Runner triggers one of the Bank Jobs the other cannot be triggered.

- e. If an effect is completely replaced by a replacement effect, the original effect still counts against the number of times that type of effect has occurred for the purposes of ordinal trigger conditions. See [rule 9.6.2c](#) for further details on ordinal condition trigger conditions.

9.8.5. “Must”

- a. If a card ability states that a player “must” do something, then that player is prohibited from deliberately making a choice without the intention of resolving that choice. That player is forced to make any decisions necessary to satisfy the requirement, even if it requires the use of other card abilities.

Example: The Runner has an Imp and a Scrubber installed and accesses Mumbad Virtual Tour. If the Runner only has 4[c], they must still choose to either spend a counter from Imp to trash Mumbad Virtual Tour if they are able to do so or spend recurring credits on Scrubber to help pay the trash cost of the Mumbad Virtual Tour.

- b. If the “must” ability presents a player with a choice between two or more effects, that player must choose an effect that can be fully resolved. If none of the choices can be fully resolved, then the “must” ability does nothing.

Example: If the first subroutine on Fairchild 2.0 resolves while the Runner has no installed cards but 3[c], then the Runner must choose to pay 2[c]. When the second subroutine on Fairchild 2.0 resolves, the Runner can neither pay 2[c] nor trash an installed card, so nothing happens.

- c. Prevent/avoid abilities do not invalidate a choice made to satisfy a “must” ability. As long as a player makes the necessary choices for a “must” ability, the actual resolution of the ability can still be interrupted and even changed or prevented by a prevent/avoid ability.

Example: If the Runner encounters a Data Raven, they must choose to either take a tag or end the run. The Runner can choose to take the tag, then avoid the tag with a Forger. This does not cause the run to end, as the decision to take the tag has already been made.

- d. A singular “must” ability cannot force a player to pay an additional cost they wish to decline, but a player cannot avoid choosing a fully resolvable effect from among multiple options in a “must” ability by declining to pay the additional cost for one of those choices.

Example: If Service Outage is active and the Runner has Always Be Running installed, the Runner can decline to pay the additional 1[c] to make a run with their first [click], thus satisfying the “must” of Always Be Running and allowing them to take the rest of their turn normally. However, if a Runner plays a Forged Activation Orders on an unrezzed Archer, the Corporation cannot choose to rez the Archer but decline to forfeit an agenda; the Corp must either pay 4[c] and forfeit an agenda to rez the Archer or trash the Archer.

- e. If a “must” ability specifies the means by which a player must perform an effect, and that effect cannot be completed by the specified means, then that player is not required to carry out the effect, even if it would be possible through use of other card abilities.

Example: The Runner has an Imp and a Neutralize All Threats installed and no credits in their credit pool when they access Public Support. Because they are unable to trash Public Support by paying its trash cost, they are not required to spend a counter from Imp in order to trash it.

10. Additional Rules

10.1. General

- 10.1.1. To PURGE VIRUS COUNTERS is to remove all virus counters hosted on cards and return them to the bank. During the Corp’s action phase, they can spend [click], [click], [click] as an action to purge virus counters. Card abilities can also initiate a purge effect.
 - a. The Corp can always use a purge effect, even if there are no virus counters currently hosted on any cards. This is an exception to [rule 1.2.5](#).
- 10.1.2. Some card abilities require the Corp or Runner to FORFEIT an agenda. To forfeit an agenda means to remove from the game an agenda in that player’s score area. The player no longer scores points for the forfeited agenda. All cards hosted on that agenda are trashed and all tokens that are hosted on that agenda are returned to the bank. This is unpreventable and occurs during the next checkpoint. See [section 10.3](#).
- 10.1.3. Some abilities add a card to a player’s score area “as an agenda”. When this happens, the card loses all its previous properties and gains only those properties specified in the effect converting it. This conversion lasts until the card moves to **a zone that is not a**

score area, at which point it returns to being its original printed card. **If this happens in any way other than by agenda forfeit, the card is immediately trashed. See [rule 10.1.2](#).**

- 10.1.4. Some abilities can convert a card into a counter. When this happens, the card loses all its previous properties and gains only those properties specified in the effect converting it. This conversion lasts until the counter moves to another zone, at which point it reverts to being a card, regains its original printed characteristics, and is trashed.

10.2. Information

The game, at its core, is about information. Much of the game revolves around deducing information about the opponent's cards and strategy.

- 10.2.1. Information in the game is classified as HIDDEN INFORMATION or OPEN INFORMATION.

10.2.2. Hidden Information

- a. HIDDEN INFORMATION is any information about the game, game state, or cards unavailable to one or more players. This includes facedown cards in play or in Archives, cards in HQ or R&D, cards in the Runner's grip or stack, etc.
- b. A player cannot learn hidden information without the aid of a game effect, rule, or another player verbally communicating the information. However, if a player that has access to information about the game or a card chooses to verbally share it with their opponent, that player is not required to tell the truth. Bluffing is allowed.

Example: The Runner uses Indexing. While rearranging cards, the Runner places Braintrust on top of R&D, followed by Snare!. The Corp draws at the beginning of their next turn, then spends their first click to draw a card. For their second click, the Corp installs a card in an empty remote server, telling the Runner that they should run it because it is a Braintrust.

10.2.3. Open Information

- a. OPEN INFORMATION is any information about the game, game state, cards, or abilities that is available to both players. This includes faceup cards in Archives and the heap, the number of cards in HQ, R&D, the stack, and the grip, the number of credits in a credit pool, and any other information continuously available to both players.
- b. Open information cannot be hidden from an opponent. A player must allow their opponent to discover the information themselves if they attempt to do so.

Example: The Runner installs Femme Fatale, choosing a piece of ice protecting HQ with Femme's ability. The Runner must explicitly state to the Corp which ice has been chosen and must continue to do so if the Corp asks for Femme Fatale's target during a later turn.

10.3. Checkpoints

- 10.3.1. A CHECKPOINT is a timing point wherein cards or counters that have entered an illegal state are corrected, expired effects are removed, and other important conditions are checked. This procedure is automatically performed at several timing points during the game.
- 10.3.2. Whenever a player would receive priority, first a checkpoint occurs, then any conditional abilities that had their trigger conditions met during the checkpoint are triggered and resolved according to their normal rules per [section 9.6](#), then finally the player receives priority.
- 10.3.3. Whenever a timing structure is completed, first a checkpoint occurs, then the game proceeds to the next appropriate timing structure, then any conditional abilities that had their trigger conditions met by the timing structure ending or during the checkpoint itself are triggered and resolved according to their normal rules. Finally, the steps of the new timing structure are carried out.
- 10.3.4. A checkpoint entails the following steps, which are performed in order:

- a. Any ability with a duration that has passed is removed from the game state.

*Example: During the checkpoint that follows the end of an encounter, abilities that increased the strength of an **icebreaker** during that encounter expire and the **icebreaker's** strength is correspondingly lowered.*

Example: The Corp has Targeted Marketing in the play area when the Runner steals an agenda. In the next checkpoint, the game recognizes that the ability on Targeted Marketing that was preventing the operation from being trashed no longer applies, and so the Corp trashes Targeted Marketing as if it were completing its resolution.

- b. Any remote servers with no cards either in or protecting them cease to exist.
- c. If the agendas in either player's score area total 7 or more agenda points, that player wins the game. If both players would win this way simultaneously, the game ends in a draw.
- d. If two or more unique cards with the same name are active, for each such name, all of those cards except the one that became active most recently are trashed.
- e. If the total memory cost of installed programs exceeds the Runner's current memory limit, the Runner must trash one or more installed programs such that the total memory cost of the remaining programs does not exceed their memory limit.
- f. Any cards or counters that were hosted on an installed card that was uninstalled are trashed.
- g. Any cards or counters that were hosted on a scored agenda that is no longer in a score area are trashed.

- h. Any cards in discard piles that had been converted into counters or agendas return to their printed characteristics.

10.4. Damage

- 10.4.1. Many cards and ice subroutines inflict damage on the Runner. The Runner SUFFERS (sometimes referred to as “TAKES”) damage according to the rules for the type of damage specified. If a Corp card “does” damage to the Runner, they suffer that much damage, with the addition that the Corp and the source card are responsible for that damage.

Example: The Corp, playing as Argus Security, has scored The Cleaners. The Runner makes a run on R&D and steals a Hostile Takeover. Argus Security’s ability triggers and the Runner chooses to suffer 2 meat damage. As The Cleaners only adds additional damage when damage is “done” and not “suffered”, The Cleaners does not trigger. When the Corp plays Punitive Counterstrike on their next turn, The Cleaners adds an additional damage to the damage done by Punitive Counterstrike.

- 10.4.2. The three types of damage the Runner can suffer are meat, net, and brain damage.
 - a. MEAT DAMAGE and NET DAMAGE are resolved the same way. The Runner randomly trashes one card from their grip for each point of damage suffered.
 - b. For each point of BRAIN DAMAGE suffered, the Runner randomly trashes one card from their grip and has their maximum hand size permanently reduced by 1. The Runner takes a brain damage token for each brain damage suffered to track the reduction in hand size.
- 10.4.3. If the Runner suffers more than 1 damage of any type, the cards are randomly trashed simultaneously.

Example: The Runner has 2 tags and four cards in their grip, one of which is I’ve Had Worse. The Corp plays BOOM!, dealing 7 meat damage to the Runner. If the Runner cannot or does not prevent at least 3 of the incoming damage, they immediately flatline as they have suffered more damage than they have cards in grip, and I’ve Had Worse does not have the opportunity to trigger. If the Runner does prevent enough of the damage to survive, the Runner randomly trashes as many cards as the remaining amount of damage. After all the cards have been randomly selected and placed in the heap, I’ve Had Worse triggers if it is among those cards trashed by the damage.

- a. If an effect modifies the procedure for dealing damage such that the cards trashed cannot be selected simultaneously, then the cards are selected sequentially but are still trashed simultaneously.

Example: The Corp is playing as Chronos Protocol: Selective Mind Mapping when the Runner accesses a Snare! before taking any other damage during this turn. The Corp looks at the grip and selects a card to be trashed as the first point of net damage for the turn, then two other cards are randomly selected. All 3 cards are trashed simultaneously.

- 10.4.4. If the Runner takes more damage than the number of cards in their grip, or if they have a maximum hand size of less than zero at the end of their turn, then they are FLATLINED and the Corp wins the game.

10.5. Tags

Tags represent the Corp's possession of valuable information about the Runner, such as a data trail they've left behind or the physical location they are jacked in from.

- 10.5.1. A TAG refers to a tag token placed on the Runner. Tags are used in card abilities and basic actions.
- 10.5.2. The Runner is TAGGED if there are one or more tags on them.
- 10.5.3. While the Runner is tagged, the Corp can, as an action, spend [click] and 2[c] to trash one of the Runner's resource cards.
- 10.5.4. While the Runner is tagged, they can, as an action, spend [click] and 2[c] to remove one tag, returning it to the bank.
- 10.5.5. The Runner controls each tag on them, but the Corp can pay costs involving tags as if they controlled the Runner's tags.

Example: The Runner has a tag, and makes a run on a server with Keegan Lane installed. Even though the tag token is controlled by the Runner, the Corp can remove it to pay the cost of Keegan Lane's ability to trash one of the Runner's programs.

10.6. Bad Publicity

Nobody likes corrupt Corps, or at least, most people say they don't. If a Corp has a bad reputation, the Runner has an easier time finding help to attack that Corp's servers. This extra help is abstracted as extra credits the Runner gets to use during runs.

- 10.6.1. BAD PUBLICITY refers to a bad publicity token placed on the Corp. Bad publicity is used by card abilities and during runs.
- 10.6.2. For each bad publicity the Corp has, the Runner gains 1[c] at the beginning of each run, during [step 6.9.1c](#). Any unspent bad publicity credits return to the bank at the end of the run, during [step 6.9.6a](#).
- a. If the Corp takes bad publicity while a run is already underway, the Runner does not gain additional bad publicity credits for that run.
- 10.6.3. The Corp controls each bad publicity on them, but the Runner can pay costs involving bad publicity as if they controlled the Corp's bad publicity.

10.7. Link

The Runner's link is the number of points their path through the Net traverses between their rig and the Corp's server. The more proxies, redirects, and other intermediary connecting points between the Corp and the Runner, the harder it is for sysops to track down the Runner's virtual location.

- 10.7.1. The Runner's LINK VALUE is calculated by adding the base link on their identity card to the link ([link]) produced by their installed cards.
- 10.7.2. Link is primarily used to contest traces, as described in [section 10.8](#), but other abilities can also refer to the Runner's link value.

10.8. Traces

A trace is the Corp's attempt to connect from their servers back to the Runner. Many traces can allow the Corp to gain information about the Runner, tagging them, but traces can also produce a wide variety of other effects. Traces most commonly originate from ice subroutines, but Corporate operations can produce some of the nastiest trace effects.

- 10.8.1. Some card abilities initiate a TRACE ATTEMPT (sometimes simply called a TRACE) on the Runner. Traces are marked by the language "Trace^N" (plain text "[trace N]") on a card, where the given value N is the BASE TRACE STRENGTH of the trace. A trace pits the Corp's trace strength against the Runner's link strength, both of which can be increased by spending credits.
- 10.8.2. The Corp acts first during a trace attempt, openly spending any number of credits. This sets the TRACE STRENGTH, which is the base trace strength plus the number of credits spent.
- 10.8.3. After the Corp spends their credits, the Runner has the opportunity to spend credits to establish their link strength. The Runner's LINK STRENGTH is equal to their link value plus the number of credits spent.
- 10.8.4. After the Runner's link strength is established, it is compared to the Corp's trace strength. If the trace strength exceeds the link strength, the trace attempt is successful and any "If successful" effects associated with the trace resolve. If the link strength is equal to or greater than the trace strength, then the trace attempt is unsuccessful, and any "If unsuccessful" effects associated with the trace resolve.
- 10.8.5. "If successful" and "if unsuccessful" effects following the "[trace N]" indicator are treated as constant abilities that must resolve before any conditional abilities become pending from the results of the trace.
- 10.8.6. **Steps of Resolving a Trace Attempt**
 - a. The trace initiates. At this time, any abilities with "when a trace is initiated" trigger conditions become pending.

- b. A checkpoint occurs.
- c. The Corp may spend credits to increase the trace strength.
- d. The Runner may spend credits to increase their link strength.
- e. The trace is determined to be successful or unsuccessful, and the resulting effects resolve. After any “if successful” or “if unsuccessful” effects resolve, any abilities with trigger conditions related to the result of the trace become pending.
- f. A checkpoint occurs.

10.9. Quantifiers

10.9.1. “Additional”

- a. An “additional cost” adds a cost to an already existing action, ability, or effect. See [rule 1.15.8](#).
- b. A player or card can have or be considered to have an “additional” token or attribute. See [rule 1.9.4](#).
- c. An effect can modify another resolving ability by adding an “additional” amount to a quantity it references. See [section 9.8.2](#).

10.9.2. “For each”

- a. When the resolution of an ability involves an effect repeated “for each” of some quantity, the full effect of the ability is first calculated, and then the ability resolves. A “for each” effect does not affect each specified item one at a time, but instead applies a single resolution of the ability as described. If the ability would resolve on an empty set or a value of 0, then nothing is counted and thus the effect does not resolve.

Example: The Runner encounters a Cortex Lock and does not break the subroutine. If the Runner has 2 unused MU, both of the net damage can be prevented with Biometric Spoofing because Cortex Lock does a single instance of 2 net damage, not 2 instances of 1 net damage each. If the Runner has no unused MU, then no net damage is dealt because there is no MU to count.

10.9.3. “All”

- a. If a condition refers to “all” items in a set and that set contains zero items, the condition is automatically satisfied as soon as it would be satisfied for one or more of that item.

Example: The Runner plays Forked, initiating a run on a server. The first piece of ice that the Runner encounters is Troll. If Troll’s “when encountered” ability does not end the run,

the Runner is automatically considered to have broken all of the zero subroutines on Troll as soon as [step 6.9.3c](#) of the encounter begins, and Troll is trashed with Forked.

10.10. Infinite Loops

- 10.10.1. If a mandatory infinite loop is created (a player cannot choose to stop resolving the loop) then the player who is resolving the loop chooses a number. The loop instantaneously resolves that many times, and then ends.

Example: The Runner runs into a rezzed Wormhole. The only other piece of ice that is rezzed is a Wormhole, and so a mandatory infinite loop is created where each the Wormholes' subroutines resolves the other. The Corp chooses how many times this loop occurs, say 2,157 times, and then the Runner continues the run.

- 10.10.2. If an optional infinite loop is created (a player can choose to stop resolving the loop) during a run, then the Runner must jack out unless another card ability prevents them from doing so. If the Runner cannot jack out, then it is the Corp's responsibility to end the loop by letting the Runner continue the run.

10.11. Swapping

- 10.11.1. A SWAP is an exchange of two cards. When they are swapped, each moves to the other's location simultaneously. If two installed cards are to be swapped, they remain installed throughout the process of swapping. If an installed card is to be swapped with an uninstalled card, the previously-uninstalled card is installed in the location of the previously-installed card, and the previously-installed card is uninstalled. Any cards or counters hosted on previously-installed cards are trashed.
- 10.11.2. If an effect instructs a player to swap a set of cards with another set of cards, that player assigns one card from each set to a pair, then swaps each pair simultaneously. If the sets do not have the same number of cards, they cannot be swapped.

10.12. Self-Referential Language

- 10.12.1. If the card name referenced on a card matches the name of that card, and the reference is not plural and/or does not include an additional modifier (e.g., "other copies" or "all"), then the card name only refers to that copy of the card, and not to any other copies of it.
- 10.12.2. If a card copies the text of another card, and the copied text includes a self-reference, the copied text does not function unless it explicitly says so.

Example: The Runner uses Media Blitz to copy the text of a Private Security Force in the Runner's score area. Because the self-reference in Private Security Force does not match the name of the card Media Blitz, the ability has no effect.

11. Appendix: Card Errata

11.1. Overview

- 11.1.1. This appendix lists cards that have received errata and provides the details of that errata. In the future, this appendix will be replaced by an external resource giving access to official, up-to-date details for all cards.
- 11.1.2. Errata overrides the originally printed information on the card it applies to. Unless errata for a card appears below, the original English nondraft product printing of that card and all of its information is considered accurate, and overrides all other printings. This includes translated cards, promotional cards, and printings which may appear in alternate products.

11.2. List of Errata

- 11.2.1. AstroScript Pilot Program (Original Core 81)
 - a. Should read: "Limit 1 per deck."
 - b. *(Added to ability.)*
- 11.2.2. e3 Feedback Implants (Genesis 24)
 - a. Should read: "...you may pay 1[c] to break 1 subroutine on that ice."
 - b. *(Removed "additional".)*
- 11.2.3. Director Haas (C&C 10)
 - a. Should read: "You have 1 additional [click] to spend during your turn..."
 - b. *(Changed "each" to "during your".)*
- 11.2.4. Scavenge (C&C 34)
 - a. Should read: "Trash an installed program. If you do, install a program from your grip or heap..."
 - b. *(Removed "As an additional cost to play Scavenge" and added "If you do".)*
- 11.2.5. Pawn (Spin 2)
 - a. Should read: "Whenever you make a successful run while Pawn is hosted on a piece of ice, move Pawn to the piece of ice directly after the current ice hosting Pawn, if able..."
 - b. *(Added "while Pawn is hosted on a piece of ice")*
- 11.2.6. Power Shutdown (Spin 58)

- a. Should read: "X is equal to or less than the highest install cost among all installed programs and pieces of hardware."
 - b. *(Defined value for "X".)*
- 11.2.7. Punitive Counterstrike (Spin 79, reprinted with the errata as Revised Core 122)
- a. Should read: "...equal to the number of printed agenda points..."
 - b. *(Added "printed".)*
- 11.2.8. Security Testing (H&P 48)
- a. Should read: "...turn begins, you may..."
 - b. *(Added "you may".)*
- 11.2.9. Q-Coherence Chip (H&P 52)
- a. Should read: "Trash Q-Coherence Chip when an installed program is trashed."
 - b. *(Added "installed".)*
- 11.2.10. Rachel Beckman (Lunar 60)
- a. Should read: "You have 1 additional [click] to spend during your turn."
 - b. *(Changed "each" to "during your".)*
- 11.2.11. Drive By (SanSan 64)
- a. Should read: "Expose 1 card installed in a remote server. If you do, trash that card..."
 - b. *(Added "If you do".)*
- 11.2.12. Wireless Net Pavilion (SanSan 108)
- a. Should be unique.
- 11.2.13. Franchise City (SanSan 114)
- a. Should read: "If the Runner accesses an agenda from R&D, he or she must reveal it."
 - b. *(Added the above text before Franchise City's ability.)*
- 11.2.14. Progenitor (O&C 43)
- a. Should read: "Whenever virus counters are purged, instead of removing all virus counters from the hosted card, remove..."
 - b. *(Added "instead of removing all virus counters from the hosted card".)*

- 11.2.15. Museum of History (Mumbad 19)
- a. Should be unique.
- 11.2.16. Salsette Slums (Mumbad 59)
- a. Should read: "Once per turn, you may pay the trash cost of a card you access that is not in Archives to remove that card from the game."
 - b. *(Changed "when you pay...instead of trashing it" to "you may pay...remove that card from the game".)*
- 11.2.17. Weyland Consortium: Builder of Nations (Flashpoint 38)
- a. Should read: "The first time an encounter with a piece of ice with at least 1 advancement token ends each turn, do 1 meat damage."
 - b. *(Changed "the Runner encounters a piece of ice with at least 1 advancement token on it" to "an encounter with a piece of ice with at least 1 advancement token ends".)*
- 11.2.18. SYNC BRE (Red Sand 15)
- a. Should read: "...accesses 1 fewer card whenever he or she accesses cards for the remainder of this run."
 - b. *(Added "for the remainder of this run".)*
- 11.2.19. Severnius Stim Implant (Red Sand 21)
- a. Should read: "Hardware: Cybernetic"
 - b. *(Changed "Cybernetics" to "Cybernetic".)*
 - c. Should read: "Whenever you access cards from that server during this run..."
 - d. *(Added "during this run".)*
- 11.2.20. MCA Informant (Red Sand 36)
- a. Should read: "Install MCA Informant on a connection resource..."
 - b. *(Added "resource".)*
- 11.2.21. Nerine 2.0 (Red Sand 40)
- a. Should read: "[sub] Do 1 brain damage..."
 - b. *(Changed "Deal" to "Do".)*
- 11.2.22. Adjusted Matrix (Red Sand 46)
- a. Should read: "Host icebreaker gains AI and 'You may spend [click] to break any subroutine on a piece of ice currently being encountered.'"

- b. *(Changed “[click]: Break ice subroutine” to “You may spend [click] to break any subroutine on a piece of ice currently being encountered”).*
- 11.2.23. Inversificator (Red Sand 48)
 - a. Should read: “The first time you pass a piece of ice each turn after an encounter in which you used Inversificator to break all subroutines...”
 - b. *(Added “after an encounter”).*
- 11.2.24. NEXT Opal (Red Sand 50)
 - a. Should read: “You may install...”
 - b. *(Added “You may”).*
- 11.2.25. Bioroid Work Crew (Red Sand 51)
 - a. Should read: “Use this ability only during the next paid ability window after playing and resolving an operation.”
 - b. *(Changed “immediately after playing” to “only during the next paid ability window after playing and resolving”).*
- 11.2.26. Standoff (Red Sand 77)
 - a. Should read: “...trashes 1 of his or her installed cards...”
 - b. *(Added “of his or her”).*
- 11.2.27. Respirocytes (Red Sand 102)
 - a. Should read: “Hardware: Cybernetic”
 - b. *(Changed “Cybernetics” to “Cybernetic”).*
- 11.2.28. Salvaged Vanadis Armory (Red Sand 103)
 - a. Should read: “Use this ability only during the next paid ability window after suffering any amount of damage.”
 - b. *(Changed “immediately after having taken” to “only during the next paid ability window after suffering any amount of”).*
- 11.2.29. Threat Level Alpha (Red Sand 117)
 - a. Should read: “...he or she has; if the Runner...”
 - b. *(Changed “.” to “;”).*
- 11.2.30. Charlatan (TD 10)

- a. Should read: "...you may pay credits equal to the strength of that ice. If you do, bypass that ice the next time you encounter it this run."
 - b. *Changed: "to bypass it" to "If you do, bypass that ice the next time you encounter it this run."*
- 11.2.31. Maxwell James (TD 11)
- a. Should read: "...only during the next paid ability window after a successful run on HQ ends."
 - b. *(Changed "after a successful run on HQ" to "during the next paid ability window after a successful run on HQ ends".)*
- 11.2.32. Dhegdheer (TD 20)
- a. Should read: "Lower the install cost of programs you install on Dhegdheer by 1."
 - b. *(Changed "When you install a program on Dhegdheer, lower its install cost by 1" to "Lower the install cost of programs you install on Dhegdheer by 1".)*
- 11.2.33. Executive Functioning (TD 35)
- a. Should read: "[Trace 4] – If successful, ..."
 - b. *(Added "If successful".)*
- 11.2.34. Holmegaard (TD 36)
- a. Should read: "[Trace 4] – If successful,..."
 - b. *(Added "If successful".)*
- 11.2.35. Hortum (TD 50)
- a. Should read: "If Hortum has 3 or more advancement tokens on it..."
 - b. *(Changed "there 3 or more advancement counters on Hortum" to "Hortum has 3 or more advancement tokens on it".)*
- 11.2.36. Emergent Creativity (Kitara 28)
- a. Should read: "...of programs and/or pieces of hardware from..."
 - b. *(Changed "or" to "and/or".)*
- 11.2.37. Kill Switch (Kitara 70)
- a. Should read: "If the Runner accesses an agenda from R&D, he or she must reveal it."
 - b. *(Added the above text between Kill Switch's first and second abilities.)*

- 11.2.38. Peeping Tom (R&R 45)
- a. Should read: "...has the named type for the remainder of this run."
 - b. *(Added "for the remainder of this run".)*
- 11.2.39. Wyvern, Chemically Enhanced (Hardwired Draft Starter)
- a. Should read: "You must maintain the order of your heap."
 - b. *(Added an ability.)*

12. Appendix: Timing Structure Reference

12.1. Overview

- 12.1.1. The following pages contain quick reference guides for the main timing structures in the game. When initiating a new timing structure, begin at the first numbered step and proceed through the structure sequentially, unless instructed to move to a different phase or step.
- 12.1.2. These guides are intended to serve as shorthand references only; for comprehensive rules relating to each timing structure, see the accompanying rules sections.

12.2. Timing Structure of Turns

12.2.1. Corp's Turn ([Section 5.6](#))

1) Draw Phase

- a) The Corp gains allotted clicks.
- b) Paid ability window: (P) (R) (S)
- c) The Corp's recurring credits refill.
- d) The Corp's turn begins.
- e) Checkpoint
- f) The Corp draws 1 card.

2) Action Phase

- a) Paid ability window: (P) (R) (S)
- b) Does the Corp have unspent clicks?
 - i) If yes, the Corp takes an action.
 - ii) If no, go to (3).
- c) Return to (a).

3) Discard Phase

- a) The Corp discards cards.
- b) Paid ability window: (P) (R)
- c) The Corp loses unspent [click].
- d) The Corp's turn ends.

e) Checkpoint

12.2.2. Runner's Turn ([Section 5.7](#))

1) Action Phase

- a) The Runner gains allotted clicks.
- b) Paid ability window: (P) (R)
- c) The Runner's recurring credits refill.
- d) The Runner's turn begins.
- e) Paid ability window: (P) (R)
- f) Does the Runner have unspent clicks?
 - i) If yes, the Runner takes an action.
 - ii) If no, go to (2).
- g) Return to (e).

2) Discard Phase

- a) The Runner discards cards.
- b) Paid ability window: (P) (R)
- c) The Runner loses unspent [click].
- d) The Runner's turn ends.
- e) Checkpoint

12.3. Timing Structure of a Run ([Section 6.9](#))

1) Initiation Phase

- a) The Runner declares attacked server.
- b) Checkpoint
- c) The Runner gains bad publicity credits.
- d) The run begins.
- e) Checkpoint
- f) Is there ice protecting server?
 - i) If yes, go to (2).
 - ii) If no, go to (5).

2) Approach Ice Phase

- a) The Runner approaches ice.
- b) Checkpoint
- c) Paid ability window: (P)
- d) Is this first Approach Ice Phase this run?
 - i) If yes, skip to (f).
 - ii) If no, continue to (e).
- e) The Runner may jack out.
- f) Paid ability window: (P) (R) and ice can be rezzed
- g) Is the approached ice rezzed?
 - i) If yes, go to (3).
 - ii) If no, go to (4).

3) Encounter Ice Phase

- a) The Runner encounters ice.
- b) Checkpoint
- c) Paid ability window: (P) and subroutines can be broken
- d) Unbroken subroutines resolve.
- e) Go to (4).

4) Pass Ice Phase

- a) The Runner passes ice.
- b) Is there more ice protecting server?
 - i) If yes, go to (2).
 - ii) If no, go to (5).

5) Approach Server Phase

- a) The Runner approaches server.
- b) Paid ability window: (P)
- c) The Runner may jack out.
- d) Paid ability window: (P) (R)
- e) The run is successful.
- f) The Runner accesses cards.
- g) Go to (6).

6) Run Ends Phase

- a) The Runner loses unspent bad publicity credits.
- b) If applicable, run is declared unsuccessful.
- c) The run ends.

12.4. Timing Structure of Accessing

12.4.1. Accessing Cards ([Section 7.6](#))

- a) Accessing cards begins.
- b) Checkpoint
- c) Determine number of accesses.
- d) Are there accesses remaining?
 - i) If yes, access a card.
 - ii) If no, accessing ends.
- e) Checkpoint
- f) Return to (d).

12.4.2. Accessing a Card ([Section 7.8](#))

- a) Card is accessed.
- b) Checkpoint
- c) The Runner may trash card if applicable.
- d) If card is an agenda, the Runner steals it.
- e) Access is complete.

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