

ANDROID™

NETRUNNER™

THE CARD GAME



Tournament Rules 1.1.1

Fantasy Flight Games® Organized Play for *Android: Netrunner* will follow the organization and rules provided in this document. Please remember that these tournaments are designed for players who want to celebrate and enjoy the most challenging aspects of *Android: Netrunner*. Players should be respectful to others and follow the instructions set forth in this document and by their tournament organizer. Additions since the last update appear in blue text.

Player Conduct

Card Interpretations and Rules

Sanctioned tournaments are played using the most recent rules set and the most recently updated official FAQ document, which can be found on the *Android: Netrunner* support page at www.fantasyflightgames.com. Remember the golden rule when interpreting card effects and interactions: if the text of a card directly conflicts with the rules of the game, the card text takes precedence.

The tournament organizer (“TO”) is the final authority for all card interpretations at that event.

Unsportsmanlike Conduct

Players are expected to behave in a mature and considerate manner, and to play within the rules and not abuse them. This prohibits maintaining an illegal game state, colluding with another player, behaving inappropriately, scouting decks, artificially manufacturing the results of a match, treating an opponent with a lack of courtesy or respect, etc. The TO, at his or her sole discretion, may remove players from the tournament for unsportsmanlike conduct.

Cheating

Cheating will not be tolerated. The TO reviews all cheating allegations, and he or she can immediately remove an offending player from the tournament if he or she believes that player has cheated.

Slow Play

Players must play in a timely fashion regardless of the complexity of the game situation and adhere to time limits specified in the tournament. Players must maintain a pace to allow the match to be finished within the announced time limit. Stalling is not acceptable. Players may request a TO to watch their game for slow play.



Pregame Information

Corporation and Runner Decks

Each player must bring both 1 Corporation and 1 Runner deck to a tournament. Players will play both decks against each opponent.

Authorized Cards

All *Android: Netrunner* cards produced by Fantasy Flight Games are legal for sanctioned play (unless banned). No other cards or proxy cards are permitted. In North America, cards are legal upon their release. Competitors outside North America should check with their TO to determine which cards are tournament legal.

Card Sleeves

For all officially sanctioned regional, national, and world championship events, players are required to use protective sleeves for their decks. Sleeves for each deck must all be identical and cards must be placed in these sleeves in an identical manner. If a player's deck contains alternate art cards, the sleeves must be art sleeves or opaque. Players can use different sleeves for their Corporation and Runner decks. Cards that are not shuffled into a deck, such as identity or click tracker cards, are not required to be sleeved. No card sleeves are required for local events, but players are encouraged to use sleeves to protect their cards.

Deck Restrictions

When building a deck for organized play, players must observe the following restrictions:

- A deck must be associated with a single identity card, and cannot contain fewer cards than the minimum deck size value listed on the chosen identity card. There is no maximum deck size, but the deck must be able to be sufficiently randomized in a short period of time. Identity cards, reference cards, and click tracker cards are never counted as part of a deck and do not count against the minimum deck size.
- A deck cannot have more than three copies of a single card (by title) in it.
- A deck associated with a Runner identity can never contain Corporation cards, and vice versa.
- A deck cannot contain out-of-faction cards with a total influence value that exceeds the influence limit listed on the chosen identity card. Cards that match the faction of the identity card do not count against this limit.
- A Corporation deck must have a specific number of agenda points in it based on the size of the deck, as follows:
 - 40 to 44 cards requires 18 or 19 agenda points.
 - 45 to 49 cards requires 20 or 21 agenda points.
 - 50 to 54 cards requires 22 or 23 agenda points.

For decks larger than this, add 2 additional agenda points to the 54 card deck requirements **each time** the number of cards in the deck reaches a multiple of 5 (55, 60, 65, etc.).

Deck Lists

Players are required to submit a deck list for each of their decks in order to enter an officially sanctioned regional, national, or world championship event. Decklists must detail the name and quantity of each card in the deck. No substitutions of cards are allowed during the entire tournament.

Tokens

Players are responsible to bring their own tokens for tournament play.

Miscellany

Card Shuffling

Decks must be randomized by some form of shuffling prior to the start of every game and whenever instruction requires it. Each time a deck is randomized, the opponent must be given an opportunity to shuffle and/or cut the cards as well.

Open Information

The number of cards in a player's hand or deck, and the number of credits in his credit pool, are open information.

Taking Notes

Players are not allowed to take notes to aid memory or gameplay, whether physically or digitally, during a tournament match. Referencing outside material and information during a match is also prohibited, except for official rule documents.

Tournament Organizer Participation

The TO may participate in a tournament for which he or she is responsible only if there is a second tournament organizer present. This second TO must be present and announced at the beginning of the tournament, and is responsible for all rulings for games in which the primary TO is playing.



Tournament and Match Structure

Tournament Formats

All officially sanctioned tournaments for *Android: Netrunner* will use the following format:

- Swiss Format
- 65 minute rounds (the TO may adjust this time by +/- 10 minutes at his discretion before the tournament begins)
- Match play consisting of two games

Match Structure

A match consists of two games. Players alternate playing Corporation and Runner during a match. For the first game of a match, the players must decide who will play Corporation and who will play Runner by using a random method (such as a die roll or coin flip). The winner of this random method chooses which side to play.

After drawing his or her starting hand, the Corporation must decide first whether to take his or her mulligan, followed by the Runner.

Winning Matches

The winner of each match is the player with the most match points at the conclusion of the match.

The winner of a game scores 10 match points. The loser of a game scores match points equal to the number of agenda points he or she had at the time the game ended.

At the conclusion of the match each player totals up the match points he or she scored in both games, and the player with the highest total wins the match.

Prestige

At the conclusion of each match, players are awarded prestige based on their results. For each game a player wins during his or her match, he or she gains 2 prestige. The winner of the match also gains an additional 2 prestige. Thus, the potential maximum amount of prestige that a player can gain each round is 6. Remember that you still gain prestige for winning a game, even if you lose the match.

Example: Kevin just finished playing his match against Jasmine, and each player won a single game. This means that they each gain 2 prestige. In order to figure out who won the match, they total up their match points from both games. Kevin won the first game (10 points) but lost the second game with only 3 agenda points. This gives him a total of 13 match points. Jasmine lost the first game but had 5 agenda points when she did, and won the second game (10 points). This gives her 15 match points. Jasmine wins the match and gains 2 additional prestige.

In the case of a tied match, players split the prestige for that match (each gaining 1 prestige).

Going to Time

Players play both games over the course of 65 minutes. The second game is not started until the first game is completed.

If time is called and neither player has achieved victory in the current game, then play continues until both players have completed one turn. If victory has still not been achieved after the final turn, then no one wins the game and the players score match points based on the number of agenda points they currently have. Players then total up their match points like normal to see who won the match.

In the case of an unfinished game, players split the prestige for that game (each gaining 1 prestige).

Example: Simon and Doc are unable to finish their current game in time. Simon is taking his turn when time is called, and so the game is completed after Doc's next turn. At that point Simon has 6 agenda points and Doc has 4, so Simon scores 6 points for the match, and Doc scores 4. Each player also gains 1 prestige for the unfinished game, even though Simon had more agenda points.

If the players have not started the second game of a match when time is called, then they do not gain any prestige from that game. A game is not considered to have started until the Corporation draws 1 card from R&D at the beginning of his first turn.

Tournament Structure

Each tournament round, players gain prestige based on the results of their games and match. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), either a tournament champion is declared or there is a cut to a single-elimination bracket. The elimination bracket is generally used for larger tournaments.

If there is no elimination bracket, then the player with the most prestige after all tournament rounds are completed is the winner of the tournament, with ties broken by total match points accrued during the tournament.

If there is an elimination bracket, the players with the most prestige (usually a top 4 or top 8) will be seeded and paired up in order to determine the tournament champion. The number of players who make the cut must be determined and announced before the start of the tournament. Each player's order of finish in the preliminary rounds determines his or her seeding in the elimination brackets: the player who qualifies with the most prestige in the preliminary rounds will play against the player who qualified with the least prestige in the preliminary rounds, the player with the second most prestige will play against the player with the second least prestige, and so on. Ties are broken by strength of schedule first (totalling up the prestige of each player's opponents) and then by a player's total match points accrued during the tournament. A player advances in the championship bracket with a match win, a

player is eliminated from contention with a match loss. In the case of a match tie, the higher seed advances.

When the final 2 participants compete in the championship match, there is no time limit. The winner of this final match is the tournament champion. In the case of a match tie, the players randomly choose sides as if they were starting a new match and play a third game. The winner of this third game wins the championship match and the tournament.

Note that in elimination play, the match can be decided before completing the second game. If this happens there is no need to complete the second game.

