

# ANDROID™ NETRUNNER™

## THE CARD GAME



## Frequently Asked Questions

Version **4.0** / Effective **6.2.2017**

### SUMMARY OF CHANGES

Page 2: Card Errata Revision

Page 3: Decklist Errata Addendum

Page 4: "Ordinal Events" Example Revision

Page 4: "Passed" Terminology Revision

Page 5: Abilities Addendum

Page 7: Forced Encounters Addendum

Page 7: Additional Costs Revision

Page 11: False Lead Clarification

Page 12: Power Shutdown Clarification

Page 20: Fumiko Yamamori Interaction

Page 21: Timing Structure of Turns Revision

Page 22: Timing Structure of a Run Revision

Changes made since Version 3.1.1 are marked in blue.



This document contains card clarification and errata, rule clarifications, timing structures, and frequently asked questions for *Android: Netrunner*. All official play and tournaments will use the most recent version of this document to supplement the most recent *Android: Netrunner* tournament rules and core rulebook.

## Section 1: Card Errata

This section contains the official errata that have been made on individual cards in *Android: Netrunner*. Errata overrides the originally printed information on the card it applies to. Unless errata for a card appears below, the original English non-draft 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.

### AstroScript Pilot Program (U 81)

Should read: "Limit 1 per deck." (*Added to ability.*)

### e3 Feedback Implants (A 24)

Should read: "...you may pay 1D to break 1 subroutine on that ice." (*Removed "additional".*)

### Director Haas (S 10)

Should read: "You have 1 additional C to spend during your turn..." (*Changed "each" to "during your".*)

### Scavenge (S 34)

Should read: "Trash an installed program. If you do, install a program from your grip or heap..." (*Removed "As an additional cost to play Scavenge" and added "If you do".*)

### Pawn (U 2)

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..." (*Added "while Pawn is hosted on a piece of ice".*)

### Power Shutdown (U 58)

Should read: "X is equal to or less than the highest install cost among all installed programs and pieces of hardware." (*Defined value for "X".*)

### Punitive Counterstrike (U 79)

Should read: "...equal to the number of printed agenda points..." (*Added "printed".*)

### Security Testing (X 48)

Should read: "When your turn begins, you may..." (*Added "you may".*)

### Q-Coherence Chip (X 52)

Should read: "Trash Q-Coherence Chip when an installed program is trashed." (*Added "installed".*)

### Rachel Beckman (C 60)

Should read: "You have 1 additional C to spend during your turn." (*Changed "each" to "during your".*)

### Wireless Net Pavilion (S 108)

Should be unique.

### Progenitor (C 43)

Should read: "Whenever virus counters are purged, instead of removing all virus counters from the hosted card, remove..." (*Added "instead of removing all virus counters from the hosted card".*)

### Museum of History (P 19)

Should be unique.

### Weyland Consortium: Builder of Nations (U 38)

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." (*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".*)

### SYNC BRE (A 15)

Should read: "...accesses 1 fewer card whenever he or she accesses cards for the remainder of this run." (*Added "for the remainder of this run".*)

### Severnius Stim Implant (A 21)

Should read: "Hardware: Cybernetic" (*Changed "Cybernetics" to "Cybernetic".*)

Should read: "Whenever you access cards from that server during this run..." (*Added "during this run".*)

### MCA Informant (A 36)

Should read: "Install MCA Informant on a **connection** resource..." (*Added "resource".*)

### Nerine 2.0 (A 40)

Should read: "Do 1 brain damage..." (*Changed "Deal" to "Do".*)

### Maxwell James (D 11)

Should read: "...only if you made a successful run on HQ during this turn." (*Changed "after a successful run on HQ" to "if you made a successful run on HQ during this turn".*)

### Dhegdheer (D 20)

Should read: "Lower the install cost of programs you install on Dhegdheer by 1." (*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".*)

### Executive Functioning (D 35)

Should read: "Trace<sup>4</sup>– If successful..." (*Added "If successful".*)

### Holmegaard (D 36)

Should read: "Trace<sup>4</sup>– If successful..." (*Added "If successful".*)

### Hortum (D 50)

Should read: "If Hortum has 3 or more advancement tokens on it..." (*Changed "there 3 or more advancement counters on Hortum" to "Hortum has 3 or more advancement tokens on it".*)



## NAPD Most Wanted List

The NAPD Most Wanted List contains a list of cards with additional deck building restrictions. *Players must adhere to the NAPD Most Wanted List for all Fantasy Flight Games tournament play. For more information, see Appendix A in the Android: Netrunner tournament rules.*

## Section 2: Other Errata

This section contains the official errata that have been made on individual deck lists and stickers in *Android: Netrunner*. Errata overrides the originally printed information on the deck list or sticker it applies to. Unless errata for a deck list or sticker appears below, the original English non-draft product printing of that deck list or sticker and all of its information is considered accurate, and overrides all other printings. This includes translated deck lists and stickers, promotional cards deck lists and stickers, and printings which may appear in alternate products.

### Ayla “Bios” Rahim (◆ Deck List)

#### Identity

1x Ayla “Bios” Rahim (45/15)

#### Events

3x Careful Planning

3x Deep Data Mining

3x Diesel\*

2x Modded\*

3x Process Automation

3x Special Order\*

1x Stimhack\*

3x Sure Gamble\*

#### Hardware

2x The Personal Touch\*

2x Ubax

2x LLDS Memory Diamond

#### Programs

2x Datasucker\*

3x Dhegdeer

2x Magnum Opus\*

2x Adept

2x Gordian Blade\*

1x Mammon

2x Egret

#### Resources

2x Biometric Spoofing

2x Dean Lister

### Objective: Closing In (◆ C8.2 Sticker)

Should read: “**Progress** – Score 1 agenda point.” (*Changed “Steal” to “Score”.*)

## Section 3: Rules Clarifications

This section contains the official rule clarifications and enhancements for *Android: Netrunner*. Used in conjunction with the core set rulebook, these clarifications and enhancements should enable a player to navigate through the most complex situations that can arise while playing the game.

### Accessing

#### When Accessed Abilities

A card with an ability that triggers when the card is accessed does not have to be active in order for the ability to trigger. When resolving such an ability, simply follow the instructions on the card.

*Example: The Corporation does not have to rez Project Junebug before the Runner accesses it in order to use its ability.*

### Accessing Archives

When accessing cards in Archives, the Runner turns all cards faceup in Archives before accessing them. Then he or she accesses and resolves individual cards one by one, in any order he or she wants.

If the Runner uses a replacement effect, then he or she does not turn any facedown cards faceup.

### Accessing Multiple Cards in a Server

When the Runner chooses to access cards in a server he or she will access a set number of cards. Upon choosing to access, that number is determined by the total number of cards a successful run on that server would normally access, any active modifiers that may be adding to or reducing the number, up to the number of cards actually in the server, plus all cards in a central server’s root.

During access to a central server if cards are added to the server in the middle of access, the number of cards to be accessed does not change, even if the total number of potential cards to be accessed was greater than the actual number of cards.

If the number of cards available to access is reduced during access, the Runner’s total number of cards to be accessed remains the same, but once the total number of accesses is set the Runner will attempt to access that number.

*Example: The Runner playing Leela Patel makes a successful run on HQ, and the access number is set at 3. Disposable HQ is accessed with the first access, placing all the cards in HQ but an agenda to the bottom of R&D. Leela accesses the agenda and bounces a card in play. Leela would still be able to access the bounced card, since the total number of set access was 3.*

When the Runner accesses multiple cards from HQ, the cards are accessed one at a time, and do not return to HQ until the Runner is finished accessing.

The Runner can intersperse accessing cards from R&D with any upgrades installed in the root of R&D. The Runner cannot choose to access the cards in R&D out of order.

*Example: The Runner has an R&D Interface installed and makes a successful run on R&D. He or she accesses the top card of R&D, and afterward chooses and accesses an upgrade installed in the root of R&D. The Runner then finishes accessing cards by accessing the second card of R&D.*

### Scoring and Stealing Agendas

Advancement tokens are removed from an agenda whenever it is scored or stolen.

### Purging Virus Counters

The Corp can purge virus counters as long as either counters would be removed from virus cards or cards would be trashed by the act of purging.

## Terminology

### “Additional”

The word “additional” denotes an ability that modifies another ability or a game state. The additional ability is resolved simultaneously with any ability it is modifying, and under the same conditions as that ability.

### “All”

The word “all” includes the number zero.

*Example: The Corporation plays an Oversight AI and rezzes a Woodcutter. The Runner encounters the Woodcutter while it has zero subroutines. The Runner is considered to have broken all the subroutines on the Woodcutter, and the ice is trashed.*

### “Bypass”

When an effect allows the Runner to “bypass” a piece of ice, he or she immediately passes that ice and continues the run. All subroutines (including 0) on the ice bypassed are not broken.

*Example: The Runner encounters a piece of ice that she can bypass with Femme Fatale. The last piece of ice the Runner encountered was Chum, whose subroutine the Runner did not break. The Runner pays to bypass the current piece of ice with Femme Fatale, and takes 3 net damage from Chum's ability, since subroutines on bypassed ice are not broken.*

### “Cannot”

Cards that use the word “cannot” prohibit an effect from resolving or an action from taking place. If two cards conflict, and the first card prohibits an effect, ability, or action using the word “cannot”, the second card cannot be played or triggered, unless the prohibited action is a condition granted by way of a non-prohibited effect. It should be noted, that while that card could then be played, the prohibited part of the effect still cannot resolve.

### “Ordinal Events”

When an ability refers to a specific ordinal instance of something happening (e.g. “the first time”, “the second time”, etc.), it refers to that instance and only that instance. If a replacement or prevent ability happens, the game still counts it toward the number of times the replaced or prevented event has occurred.

*Example: If the first instance of net damage during a run is prevented by the Runner using Net Shield, or if it is replaced with Tori Hanzō's own effect, then Tori Hanzō cannot trigger for the remainder of the run.*

### “For each”

Doing something “for each” instance of something never results in zero of the former; rather, if the condition is not fulfilled then the effect does not resolve.

*Example: The Runner accesses a Cerebral Overwriter from R&D. The Runner does not take 0 damage; instead, they take 1 damage for each advancement token on Cerebral Overwriter, which results in nothing happening.*

### “Hosted”

“Hosted” is always self-referential and refers to cards and tokens hosted on that card, unless otherwise noted. Cards are always hosted faceup, unless otherwise noted.

The limit of 1 console per player prevents the Runner from installing a second console, even if the Runner wishes to trash the first.

### “If successful...”

Whenever there is an “If successful...” effect tied to the outcome of a run, the run itself must have been successful against the specified server(s), if applicable. If the Runner initiates a run against the specified server but ends the run on a different server, the “If successful...” effect does not resolve when the run is successful.

*Example: The Runner plays Legwork on HQ. During the run, a Bullfrog moves the Runner to R&D. Even though the run is successful, the Runner cannot use the “If successful...” effect on Legwork because the run was not successful against HQ.*

If the ability including “If successful...” does not specify a server, then it does not matter if the attacked server is changed during the run, and the ability resolves as normal.

### Initiate vs Make a Run

Initiating a run is any card ability or use of the basic action that directly causes a run. Making a run refers to the basic click action to cause a run. A card ability that says “Make a run.” initiates a run, but does not count as having spent a basic click action to do so.

### Installed

Events, operations, and identity cards are never installed.

### “Limit 1 console per player.”

This restriction refers only to active consoles. A player can have multiple copies of a console, and even different consoles, in his or her deck.

### “Normally be Trashed”

Trashing cards that “cannot normally be trashed” only refers to trashing cards that do not have a trash cost.

### “Passed”

The Runner passes a piece of ice at step 4 of the run. This usually occurs when an encounter ends after the resolution of any unbroken subroutines, but it can occur separately, such as when an approached ice is not rezzed or when the Runner bypasses a piece of ice.

### “Pile”

A pile is a stack of 1 or more cards.

### “Swap”

An exchange of two named things or groups of things (cards, counters, tokens, etc.). When they are swapped, both exchange



places simultaneously. Any hosted items are trashed if the hosting card is uninstalled in the swap.

## Uninstalled

Any time an installed card enters HQ, R&D, Archives; the Runner's grip, stack, or heap; either player's score area; or is removed from the game, the card has been "uninstalled."

## "Using"

Any time an ability is optional, the player resolving the ability is "using" the ability. This includes all paid abilities and all optional conditional abilities (triggered abilities that use the word "may" or "allows").

## Abilities

### Triggered Abilities

In order to use a triggered ability a prerequisite must be met. This prerequisite is either a trigger cost that must be paid (paid ability) or a trigger condition that must be met (conditional ability). Once an ability is triggered, its effect is resolved and can only be stopped by prevent or avoid effects, even if another ability is already in the process of resolving. Players must follow all restrictions on the cards when triggering abilities.

### Paid Abilities

In order to trigger a paid ability, a trigger cost must be paid. The most common trigger costs are spending clicks, credits, or hosted counters, and trashing cards. Some effects feature a combination of costs.

A card's trigger cost is always listed in its text box before the effect, following the format "cost: effect." A paid ability can be triggered an unlimited number of times as long as the cost is paid and any restrictions specified by the effect are observed. Paid abilities can be triggered at a variety of timing structures over the course of the game, including at the beginning and end of each turn, before and after each action, and during runs. If an ability requires any number of clicks as part of its cost, it can only be triggered as an action during a player's action phase. See the timing structures at the back of the FAQ for a full list of opportunities to use paid abilities.

### Conditional Abilities

In order for a conditional ability to trigger, a trigger condition must be met while the card with the ability is active. A conditional ability can only be resolved once per trigger condition. The trigger condition for a conditional ability is defined in its text by a preceding clause with one of the words when, whenever, before, after, or unless. Some conditional abilities use ordinal events as trigger conditions (e.g. "The first time each turn..."). Multiple abilities can meet their trigger conditions at the same time.

If a conditional ability uses a permissive word like "may" or "allows", it is an optional conditional ability. The decision to trigger the ability belongs to the player who controls the card, provided the ability's trigger condition is met. If a conditional ability does not contain any permissive words, it is a required conditional ability. It must be triggered when its trigger

condition is met, although the exact timing of resolution may vary.

Ice subroutines are required conditional abilities that can be broken, in which case they do not resolve.

### "If... when" vs. "When.... if"

Some conditional abilities stipulate additional requirements for their usage.

If a requirement is part of the ability's trigger condition, then the ability only meets its trigger condition if that requirement is met at the moment that the trigger condition would occur.

*Example: 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.*

If a requirement is part of the ability's effect, then that requirement only needs to be met when the conditional ability resolves, even if that requirement is not met at the time the ability meets its trigger condition.

*Example: If the Runner 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, so when Underworld Contact triggers its resolution will see that the Runner has 2 link and give them 1 credit.*

### Trigger Steps

Triggered abilities follow three steps for taking effect:

**Trigger Met:** The trigger condition of a conditional ability has occurred or the trigger cost of a paid ability has been paid, and the ability is ready to trigger. Note that multiple conditional abilities can have their trigger met at the same time. Whenever one or more abilities are in this state, a player must trigger one of them. If the active player controls any of the abilities, that player chooses one of their abilities to trigger; if not, the inactive player chooses one of the abilities they control to trigger. After that ability is triggered and resolved, another ability in the "trigger met" state (if any) should be triggered in the same way.

**Triggered:** The ability is ready to resolve and becomes independent of its source card. An ability that has triggered must resolve and can continue to affect the game, even if the source card becomes inactive. Once an ability is triggered, players can use prevent/avoid effects to modify what they would do, but no other actions can be taken. Once no more prevent/avoid effects are being applied, the ability resolves.

**Resolve:** The ability's instructions are carried out and affect the game state.

If a card becomes inactive after its trigger is met but before it triggers, then the ability fails to trigger and resolve. This can

occur in situations involving simultaneous effects or chain reactions.

*Example: The Runner has both Aesop's Pawnshop and Wyldside installed. Both cards 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 Wyldside, Wyldside's ability never reaches the point where it triggers, so the Runner does not lose a click or draw two cards.*

If the trigger condition of a conditional ability is met by a specific timing structure of the game (for example, "When your turn begins...") and that timing structure becomes invalid between the trigger condition being met and the ability triggering, then the triggered ability never triggers and does not resolve. A timing structure becomes invalidated by that structure ending prematurely, usually due to simultaneous effects or chain reactions.

*Example: The Runner encounters a Tollbooth that they can bypass with Femme Fatale. Both cards have the same trigger condition, but because it is the Runner's turn the Femme Fatale triggers first. The ice is bypassed, and because the encounter timing structure has ended and the pass timing structure has begun, the trigger condition for Tollbooth is no longer valid. The ability to force the Runner to pay credits or end the run does not trigger or resolve.*

### Constant Abilities

Any ability that is not a triggered ability (does not specify a trigger cost or a trigger condition) is a constant ability. Constant abilities continually affect the game as long as the card they appear on is active. Some constant abilities stipulate additional requirements with one of the words "if", "while", or "until". Such constant abilities only affect the game as long as those requirements are met.

### Using Abilities

Any time an ability is optional, regardless of whether it is a triggered ability or a constant ability, then the player is considered to be "using" that ability and the card it is on if they choose to resolve it. A player can only use an ability if its effect has the potential to change the game state. This potential is assessed without taking into account the consequences of paying any costs or triggering any other abilities.

### Chain Reactions

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 the abilities from the most recent trigger condition before continuing.

*Example: The Corp makes a successful trace against a Runner during a run on a server that has ChiLo City Grid installed. The Corp also has a scored Sentinel Defense Program. The Runner has a Spinal Modem installed, and the successful trace meets the trigger condition for both ChiLo City Grid and Spinal Modem*

*simultaneously. Since it is the Runner's turn, the Spinal Modem resolves before the ChiLo City Grid. As part of the resolution of Modem, the Runner takes 1 brain damage. This means that the Sentinel Defense Program has met its trigger condition, and so it is a chained reaction that resolves before the ChiLo City Grid.*

### Subroutines

Unless specified otherwise, the Corporation always chooses the effects of a subroutine, when necessary.

*Example: Ichi 1.0 has "Trash 1 program." If this subroutine triggers, then the Corporation chooses and trashes one of the Runner's installed programs.*

### Replacement Effects

An ability that uses the word "instead" is a replacement effect. Once an effect has been replaced with a new one, no other effects can be triggered off the original effect, regardless if they are regular effects or additional replacement effects.

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

### Using Icebreakers

The Runner can boost the strength of his icebreakers outside of an encounter with a piece of ice. However, unless the icebreaker says otherwise, its strength is immediately reset to its previous value.

### Breaking Subroutines

The Runner can only break the subroutines on a piece of ice during step 3.1 of a run. If step 3.1 of a run is not reached, such as when bypassing a piece of ice, then no subroutines on that piece of ice are broken.

### Prevent/Avoid Effects

Prevent/Avoid effects take priority over conditional abilities that would trigger from whatever is being prevented or avoided, except when a conditional ability uses the word "additional." An "additional" conditional ability occurs simultaneously with the trigger condition and can be prevented/avoided along with the trigger condition.

A prevent/avoid effect can only be used when the thing it is preventing/avoiding is resolving.

### Installing Multiple Cards

Whenever multiple cards are installed by the same effect, those cards are installed one at a time.

*Example: The Runner uses Mass Install to install three programs, including Scheherazade. The Runner can install the Scheherazade first, and then host the other two programs on it.*

### Advancing Cards

A card is only considered to be advanced when the Corp spends 1 click and 1 credit on the action of advancing it. Placing



or moving advancement tokens to a card is not the same as advancing it.

*Example: The Corporation plays Mushin-no-Shin, choosing to install an Oaktown Renovation. Because the three advancement tokens were placed on the card, however, the Corp does not gain any credits from the ability on Oaktown Renovation.*

## Rezzing Cards

The Corporation may rez non-ice cards after the Runner approaches any piece of ice. See step 2 of a run on page 13.

## Forced Encounters

If an effect requires the Runner to encounter a piece of ice outside of the normal progression of a run, resolve steps 3 through 3.2 of the timing structure of the run, up through either the run ending or the ice being passed. After the encounter, if the run was not ended, return to the effect that caused the encounter and proceed from there.

*Example: The Twins does not cause an extra approach phase.*

This type of encounter neither affects nor is affected by the Runner's position in the run.

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

If an effect requires the Runner to approach a piece of ice, this does not initiate any additional timing structures. It only moves the Runner's position in the current run.

## Costs

### Memory Cost

For the purposes of card abilities, a program's memory cost is not considered an additional cost.

*Example: The Runner plays a Test Run with no free MU. He or she will have to trash a program to make room for the program being installed, since the memory cost of that program is not ignored as an additional cost.*

### Trashing as a Cost (🗑️)

If the cost of a paid ability requires a card to be trashed (🗑️), then preventing that card from being trashed prevents the cost from being paid and the paid ability does not resolve.

*Example: The Runner trashes Cortez Chip and has an installed Sacrificial Construct. If the Sacrificial Construct is used to prevent the Cortez Chip from being trashed, then the paid ability on Cortez Chip does not resolve.*

When a card has a trash ability that is triggered, 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 a new copy of that card in Archives or the heap.

*Example: The Corporation trashes Allele Repression with 3 advancement counters on it. The Corporation would be 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.*

## Additional Costs

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. However, if a player is ever forced into a game effect that 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 has Blackguard installed and exposes Archer. Blackguard requires the Corp to rez Archer by paying its rez cost, but since Archer has an additional cost to rez, the Corp can decline to forfeit an agenda and not rez the Archer.*

## Rez Cost & Play Cost

Rez and play costs are formulas that take into account any effects that modify them. They are not just the printed number on the card.

## Other

### Choosing Cards

Unless otherwise noted, a card ability that requires a player to choose a card can only affect installed cards.

*Example: The Corporation resolves a subroutine that says "👉The Runner trashes 1 program." The Runner must trash one of his or her installed programs.*

If an ability allows a player to choose multiple cards, all of the cards must be chosen before the effect resolves.

*Example: The Runner plays Satellite Uplink. The Runner chooses two cards to expose, and then both are exposed simultaneously.*

## Hosting

The following replaces the rules on hosting that appear in the core set rulebook:

"Hosting" is the result of placing a counter on top of a card, or a card on or beneath another card, creating a relationship between the host card and what is hosted. If a card states that it can host cards but has no ability that states how, it can only host a card as it is being installed. If the card states how it hosts cards, that is the only way a card can be hosted on it.

*Example: Glenn Station can only host cards through its paid ability, "🕒: Host a card from HQ facedown on Glenn Station."*

Hosted counters or tokens can be spent without affecting their host. If a trigger cost requires one or more hosted counters or tokens, those counters or tokens are "spent" by being returned to the token bank from the card the ability appears on.

If a host is trashed or uninstalled, all cards, counters, and tokens hosted on it are also trashed. This cannot be prevented. If a host

Corp card is derezzed, all cards, counters, and tokens hosted on it remain hosted.

The state of hosting is distinct (but not exclusive from) the state of installing. Most cards are hosted on another card when they are installed. If a card is hosted but not installed, the card is inactive.

### **Destruction of Servers**

If there are no cards installed in or protecting a remote server, then the server immediately ceases to exist. If a server ceases to exist during a run, then the run ends after any currently open paid ability windows close. Unless the run has passed step 5.4 of the timing structure of a run, it is not considered to be successful or unsuccessful.

The Corp cannot destroy a server during the resolution of an install effect. By having a server to install a card into, that server by definition exists, even if all the other cards installed in or protecting it are trashed over the course of installing the new card.

### **Destruction of Ice**

If a piece of ice is destroyed during an approach or encounter with that piece of ice, then the ice is immediately passed and the run continues after any currently open paid ability windows close.

### **Inactive Cards**

An inactive card retains its printed characteristics (name, card type, faction, cost, subtypes, influence, etc). Note “Facedown Runner Cards” on page 9 are an exception.

### **Encountering Ice**

When the Runner encounters a piece of ice, he or she must resolve any abilities triggered by the encounter before he or she can trigger paid abilities or break subroutines. See Timing of a Run Step 3 page 6.

### **Recurring Credits**

Recurring credits are placed on a card when the card becomes active, and can be used immediately. Recurring credits do not stack; a player replaces recurring credits up to the number listed on the card when his or her turn begins. This occurs at step 1.3 of the turn, before any conditional abilities can be triggered. Recurring credits are only ever replaced up to their current value, not removed.

### **Search**

If a player is searching for a card, he or she must find the card, if able. If a player is unable to fulfill the condition of the search, then nothing happens, but the deck is always reshuffled.

Once a player completes a search (whether a card is found or not), any found cards are set aside and 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 any installing or playing of

the searched card as well as any chain reactions that occur as a result of the search.

*Example: The Corp uses the ability on Mumbad City Hall to search her deck for Heritage Committee and play it. After finding Heritage Committee, she must immediately shuffle R&D before resolving the played operation.*

### **Revealing Cards**

If a Corporation card is not visible to the Runner when it is trashed or discarded, then it is sent to Archives facedown. If a Corporation card is visible to the Runner when it is trashed or discarded, it is sent to Archives faceup.

If a specific card or card type in an inactive state is chosen by a card effect, the Corporation must show that card to the Runner without changing its faceup or facedown status. The Corporation only reveals the card if it was facedown and the effect says he must reveal it.

### **Negative Strength**

Ice and icebreakers can have negative strength.

### **Card Memory**

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.

### **Infinite Loops**

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 Corporation chooses how many times this loop occurs, say 2,157 times, and then the Runner continues the run.*

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 him or her 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.

### **Approaching Ice**

Ice is always approached according to the position it occupies protecting a server, ranging from the outermost piece of ice to the innermost piece of ice. If there is one piece of ice protecting a server, that piece of ice is both the outermost and the innermost piece of ice. The Runner always starts at the outermost position at the beginning of a run. After passing a piece of ice, the Runner approaches the next innermost position.

If a piece of ice is added to a server during a run in a position that has already been passed, the Runner does not encounter that ice.



*Example: During a run on R&D, Architect fires and the Corporation installs a new piece of ice in the outermost position protecting this server. The Runner does not encounter that new piece of ice during this run because he or she has already passed that position.*

If a piece of ice is added in a position the Runner has not yet passed, the Runner will encounter that piece of ice.

*Example: During a run on a remote server, Howler fires and the Corporation installs a new piece of ice in the next innermost position protecting the server. The Runner was in the second outermost position with only 1 piece of ice in the innermost position. There are now two piece of ice between the server and the Runner's current position, and he or she must encounter that new piece of ice during this run because he has not passed that position.*

If a piece of ice in an inner position is uninstalled during a run, the Runner and all ice move one position closer to the server. The Runner does not re-encounter any ice already passed.

*Example: The Runner has passed two ice, and is approaching the innermost piece of ice which has a Parasite hosted on it. The Runner uses Datasucker to lower the strength of that ice to zero, causing parasite to trash the ice. All remaining ice on the server moves one position closer, and the Runner is now approaching the server.*

## Faceup Agendas

Faceup agendas are not rezzed or unrezzed. If an agenda's text instructs the Corp to install it faceup, that agenda's abilities are active while it is installed

## Facedown Runner Cards

Runner cards that are installed or turned facedown do not have a name, type or a subtype, and their abilities are not active. The Runner can look at his or her facedown cards at any time. If a facedown Runner card is trashed, it is turned faceup when entering the heap. A Runner card turned facedown is not considered to be uninstalled and remains in the same position of his or her rig.

If a Runner card is installed facedown from an out of play area, that card is placed in its own row (rather than in the program, hardware, or resources row).

## Self-References

If the card title referenced on a card matches the title 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 title only refers to that copy of the card, and not to any other copies of it.

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 title of the card Media Blitz, the ability has no effect.*

## Open Information

Open information is any information about the game, game state, or cards 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 Runner's Grip, the number of credits in a credit pool, and any other information continuously available to both players.

Open information is the right of every player and cannot be hidden from an opponent. A player must allow his or her opponent to discover the information themselves if they attempt to do so.

## Derived Information

Derived information is any information about the game, game state, or cards one or more players has learned through the process of deduction. This includes card that has been chosen for Femme Fatale, a card hosted on another card, etc.

Derived information may be marked with the use of a token or other indicator so that players remember the information. A player cannot misrepresent derived information or hide the open information necessary to discover derived information.

## Hidden Information

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, a card that was exposed, but remains facedown and unrezzed, etc. If a card is temporarily revealed, it is derived information for as long as the player(s) is able to uniquely identify that card.

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 and chooses to verbally share it with his or her opponent, that player is not required to tell the truth. Bluffing is an important aspect of Android: Netrunner and is allowed.



## Section 4: Card Clarifications

This section addresses rules interactions with regard to specific cards. The cards are sorted by set and then card number.

### Core Set



#### 1 Noise

- Cards trashed by Noise's ability are placed facedown in Archives.

#### 2 Demolition Run

- The Runner can trash an agenda accessed with Demolition Run, instead of stealing it.

#### 9 Djinn

- The Runner cannot move other installed programs to Djinn when it is installed.
- When the Runner installs a program, he or she has the choice of installing it directly into his rig or on Djinn. He cannot move programs onto Djinn at a later point.

#### 10 Medium

- Before accessing cards from R&D at step 5.5 of a run, the Runner chooses how many cards he or she wants to access when using Medium.

#### 12 Parasite

- Parasite cannot be hosted on Djinn. A card or counter can only be hosted in one place at a time, and Parasite has the restriction that it must be installed on a piece of ice.
- If a piece of ice hosting Parasite is derezzed, the Parasite continues to collect virus tokens, but the hosting ice has no strength while derezzed and therefore cannot be trashed by Parasite unless it is rezzed again.

#### 13 Wurm

- The Runner can only use Wurm to lower the strength of a currently encountered piece of ice, and only if Wurm is of equal or higher strength than that ice.

#### 18 Account Siphon

- The Runner can choose to not use the ability on Account Siphon when accessing cards, and if so does not take any tags.
- If the Runner ends up running successfully on another server than HQ, the "If successful..." effect on Account Siphon cannot be triggered.

#### 20 Forged Activation Orders

- The Corp cannot rez Akitaro Watanabe in response to a Forged Activation Orders being played. The effect of Forged Activation Orders is immediately resolved unless prevented or avoided.

#### 25 Femme Fatale

- Femme Fatale does not need to match the strength of a piece of ice in order to bypass it.

- The Runner can spend the credit from Cyberfeeder to pay for the bypass ability.
- If Femme Fatale is uninstalled, the Runner cannot bypass the ice chosen by the Femme Fatale when it was installed; the ability is no longer active since the card is no longer active. Even if that copy of Femme Fatale is re-installed, it is treated as a 'new' copy and cannot bypass anything other than the ice chosen when it was just installed.

#### 26 Sneakdoor Beta

- If Sneakdoor Beta is trashed during a run it initiated, the run is still treated as a run on HQ if it is successful.

#### 29 Bank Job

- The Runner can take credits from Bank Job if he or she made a successful run on an empty server.

#### 45 Net Shield

- Net Shield can prevent a single point of net damage each turn. It does not prevent all net damage from a single source.
- Multiple Net Shields cannot prevent more damage.

#### 47 Aesop's Pawnshop

- Aesop's Pawnshop can only trash a single card each turn.

#### 57 Aggressive Secretary

- The programs are trashed at the same time.
- The Corporation cannot choose to trash the same program more than once.

#### 75 Chum

- If the Runner jacks out immediately after encountering a Chum and not breaking its subroutine, the Runner does not take any damage.
- Chum deals its net damage the first time either of the following occur during an encounter with the next piece of ice:
  - 1) step 3.1 of a run closes and there is an unbroken subroutine on the piece of ice.
  - 2) step 3.1 of a run was skipped or did not resolve because the encounter/run ends (if 3.1 does not happen, no subroutines can be broken). This applies even if the piece of ice has 0 subroutines.

#### 90 Tollbooth

- If the Runner cannot pay 3C when encountering Tollbooth, then the run ends without the Runner paying any credits.
- The Runner must pay 3C if he or she is able to do so, even by spending temporary credits (such as bad publicity credits).

#### 91 Red Herrings

- If the Runner accesses an agenda from R&D and does not pay the additional cost to steal it, he or she does not reveal it to the Corp.

#### 97 Aggressive Negotiation

- Aggressive Negotiation can be played if the Corp scores an agenda during step 1.2 of his draw phase.

#### 101 Archer

- If the Corp has an over advanced Braintrust scored and rezzes Archer, forfeiting Braintrust, Archer gains the discounted rez cost.





## 11 Mandatory Upgrades

- If Mandatory Upgrades is forfeited, the Corp loses the additional click immediately. The Corp cannot choose to spend the additional click before the forfeit, except as part of his last action (at which point it has already been spent, and there is nothing left for the Corp to lose). Each player spends clicks from a pool of available clicks, and does not spend each click individually.

## 17 TMI

- TMI can be rezzed multiple times while the Runner approaches it. Timing structure of a run 2.3 is a window that allows the approached piece of ice to be rezzed. There is no limit to the number of times a Corp can rez an approached piece of ice if it is derezzed during this window.

## 24 e3 Feedback Implants

- e3 Feedback Implants triggers itself, so the Runner can break all subroutines on a **bioroid** ice by paying credits after spending a single click.
- If multiple subroutines are broken at the same time, e3 Feedback Implants triggers once for each subroutine.

## 32 Fetal AI

- The Runner must pay the 2 $\text{€}$  to steal Fetal AI from Archives.

## 33 Trick of Light

- Trick of Light can only be used to move advancement tokens from an installed card to another installed card.

## 34 Sensei

- Sensei only adds a single “End the run.” subroutine after all of the other subroutines on the next piece of ice, not a subroutine after each subroutine on the ice.

## 41 Nerve Agent

- Before accessing cards from HQ at step 5.5 of a run, the Runner chooses how many cards he or she wants to access when using Nerve Agent.

## 45 Snitch

- If the outermost piece of ice on a server is unrezzed, the Runner can use Snitch to look at it and then decide to jack out before encountering it.
- If the expose effect is prevented, the Runner can still jack out.

## 48 Dinosaur

- If there is an icebreaker already installed on Dinosaur, the Runner can install a different icebreaker onto Dinosaur, trashing the previously installed icebreaker.
- If the Runner has no free MU but a Dinosaur that is not currently hosting an icebreaker, he can install an icebreaker on Dinosaur without trashing a program. Declaring where a program is hosted

is part of the install action, and so the memory cost of the program does not need to be taken into account.

## 49 Personal Workshop

- The Runner may use the first ability on Personal Workshop to host a program or a piece of hardware on it. Cards hosted by this ability are not installed, and therefore are inactive.
- The Runner can pay to remove a power counter from a card hosted on Personal Workshop as a paid ability. A program installed from Personal Workshop follows all the normal install rules; the Runner must trash already installed programs to make room for the new one, if necessary.
- When there are no power counters on a program or a piece of hardware that has a play restriction on it that cannot be met (such as a Parasite with no rezzed ice to be hosted on or a console when there is already a console installed), that program or piece of hardware is trashed instead of being installed.
- If Personal Workshop is uninstalled, all cards hosted on it are trashed and all counters on those cards are removed.

## 54 Sunset

- When resolving Sunset, the ice must be rearranged in such a way that the Runner knows which pieces of ice moved where. The Corp cannot conceal the rearrangement of the ice.

## 79 Oversight AI

- Playing Oversight AI does not give Haas-Bioroid: Engineering the Future 1 $\text{€}$  for an install.
- Oversight AI is treated as a condition counter, and is no longer an operation, while it is active.
- Oversight AI is trashed to the Archives if the host ice is uninstalled.

## 80 False Lead

- False Lead cannot be forfeited unless the Runner can lose 2 clicks.
- **The Corp can forfeit 2 copies of False Lead before the runner takes any actions, but after they have received their allotted clicks to force the Runner to lose 4 clicks. The turn advances to the Runner's discard phase after 1.2 resolves and the Runner has no clicks.**

## 81 Disrupter

- Disrupter cannot be used once the Corp has bid during a trace attempt. It must be used when the trace is being initiated, and it prevents the entire trace before re-initiating it with a base trace strength of 0.

## 83 Andromeda

- When the Runner mulligans with Andromeda, he or she draws another starting hand of 9 cards.

## 113 Midori

- Midori can only be used at timing structure of a run 2.
- Ice that is swapped is installed, but the install cost of the ice being swapped does not have to be paid.
- If the Runner exposes an ice with Snitch, Midori can still swap the ice unless the Runner jacks out with Snitch.
- Midori must already be rezzed before the run in order to use her on the first piece of ice protecting the server.
- Ice installed with Midori can be rezzed with the Amazon Industrial Zone.



## Creation and Control



### 21 Awakening Center

- Ice hosted on Awakening Center can be rezzed through other card effects, but a rezzed piece of ice cannot be encountered unless it was rezzed by Awakening Center.
- Only one piece of hosted ice on Awakening Center can be encountered per run.
- Ice on Awakening Center are in the server and do not count as ice protecting the server.

### 34 Scavenge

- The Runner can trash a program as an additional cost, and then reinstall that same program.
- As part of the install action, the Runner can trash installed programs.

### 54 Same Old Thing

- The Runner cannot use Same Old Thing to play priority events.



## Spin Cycle



### 2 Pawn

- Pawn can move onto a piece of ice hosting another **caïssa**, but other **caïssa** programs cannot move onto a piece of ice hosting Pawn.
- The Runner cannot choose the Pawn that is being trashed as the program to install with Pawn because the trash and install are part of the same effect.

### 3 Rook

- Rook can only move to another server if there is another piece of ice in the same "row" as the ice Rook is hosted on, counting up from the innermost piece of ice protecting each server.
- Rook can be hosted on any piece of ice if it is already hosted on another non-ice card.

### 21 Bishop

- Bishop only moves from a piece of ice protecting a central server to a piece of ice protecting a remote server, and vice versa.
- Bishop can be hosted on any piece of ice if it is already hosted on another non-ice card.

### 24 Recon

- The Runner can jack out the first time he or she encounters a piece of ice with Recon, even if it was not the outermost piece of ice protecting the server.

### 25 Copycat

- If a piece of ice is bypassed, Copycat still triggers since the ice is also passed.

### 27 Eureka!

- The Runner can install the card even if he or she cannot lower the install cost by 10 credits (the "if able" only refers to the install action).

### 36 The Cleaners

- The Cleaners adds an additional point of damage to the source of the damage before any damage is prevented.
- The Cleaners can add unpreventable meat damage if the source is also unpreventable.

### 43 Knight

- Knight cannot move to a piece of ice that is vertically adjacent to the ice that it is hosted on. Knight can move to a piece of ice protecting any other server without restriction.
- Knight can be hosted on any piece of ice if it is already hosted on another non-ice card.

### 52 Accelerated Diagnostics

- Looking at the top 3 cards of R&D does not remove the cards from R&D. The cards are still in R&D and able to be affected by operations played with Accelerated Diagnostics.
- Each operation the Corp looks at can be played in any order. The Corp does not have to play the topmost operation first.
- When the Corp plays an operation, he or she fully resolves it before playing another one or trashing the rest of the cards.
- If any of the 3 cards looked at are no longer in the top 3 positions of R&D (as determined when Accelerated Diagnostics was played), then those cards cannot be played.
- The Corp can only play and look at the top 3 cards (as determined when Accelerated Diagnostic was played). Even if other cards are moved into the top 3, those cards are not eligible to be played/looked at by the Accelerated Diagnostics.
- If one of the operations played shuffles R&D, the remainder of Accelerated Diagnostics' effect is ignored.

### 54 Sundew

- The credits are gained when the Runner spends a click to initiate an action that does not make a run on the server Sundew is installed in, before the click is resolved.
- If the Runner plays a run event to initiate a run on the server Sundew is installed in, the Corp does not gain 2 credits.

### 58 Power Shutdown

- The Corp must choose X before trashing cards from R&D.
- The Corp cannot choose a number that is greater than the number of cards in R&D.
- If the Runner has no programs or pieces of hardware installed, the Corp cannot play Power Shutdown as it will not change the game state.



## 61 Keyhole

- The card trashed by Keyhole is trashed faceup.
- If Keyhole is trashed during a run it initiated, the replacement effect is still resolved.

## 77 RSVP

- The Runner can spend zero credits after the subroutine on RSVP resolves to trash cards or trigger paid abilities.

## 92 Toshiyuki Sakai

- The card that is swapped with Toshiyuki Sakai is installed. This halts the resolution of the accessing step, taking the Runner back to the beginning of accessing the newly installed card.

## 94 Restoring Face

- The Corp can trash a facedown card, but must reveal it to the Runner. The card is still trashed facedown.

## 100 Subliminal Messaging

- When adding a facedown Subliminal Messaging in Archives to HQ, the Corp must reveal it to the Runner.

## 108 Paintbrush

- If the Runner does not make a run during the turn he or she uses Paintbrush, then the condition no longer applies and the ice loses any subtypes gained from Paintbrush.

## 114 Caprice Nisei

- Caprice Nisei's ability triggers at step 4 of a run.
- If there is no ice protecting the server, Caprice Nisei's ability still triggers if she was rezzed before the run was initiated.

## 119 NAPD Contract

- If the Runner accesses NAPD Contract from R&D and does not pay the additional cost to steal it, the NAPD Contract is not revealed.

## Honor and Profit



## 3 Tennin Institute

- The Tennin Institute cannot place advancement tokens on itself, since ID cards are not installed.
- The Tennin Institute can place advancement tokens on Runner cards.

## 22 Tori Hanzō

- The first net damage can be prevented/avoided before Tori Hanzō's replacement ability resolves.
- If the first instance of net damage is prevented by another effect or replaced with Tori Hanzō's own effect, Tori Hanzō cannot trigger for the remainder of the run.

## 28 Iain Stirling

- If Iain Stirling has a negative agenda point total, then he has fewer agenda points than a Corp with 0 or more agenda points.

## 48 Security Testing

- If Security Testing is uninstalled after a server is chosen, its ability cannot replace accessing cards if the first run on the chosen server is successful; the ability is no longer active since the card is no longer active.

## 53 Overmind

- Overmind is installed, and its MU counts against the Runner's memory limit, when it gains power counters.

## Lunar Cycle



## 9 Taurus

- If the Corp's trace strength is 5 or greater, Taurus trashes a piece of hardware even if the trace was unsuccessful. This also applies to Gemini, Sagittarius, and Virgo.

## 10 Mother Goddess

- Mother Goddess only gains the subtypes of other ice while it is rezzed.

## 12 Bad Times

- The Runner can choose which memory to lose (e.g., memory from Deep Red).

## 17 Nasir Meidan

- Nasir loses any bad publicity credits he has when his ability resolves.
- An ice is considered "just rezzed" for Nasir's ability if it is rezzed at any time during timing structure 2 of a run.
- Abilities which increase the rez cost of ice give Nasir more credits when his ability resolves. Likewise, abilities which reduce the rez cost of ice give Nasir fewer credits.
- Abilities which require the Corp to pay an additional cost to rez ice do not give Nasir more credits when his ability resolves.

## 21 The Foundry

- The Corp must find a piece of ice searched for, if able.

## 26 Targeted Marketing

- The Corp cannot gain 10 credits when the Runner plays a current that trashes Targeted Marketing (if the current was named when Targeted Marketing was played). Targeted Marketing is trashed before its ability resolves.

## 48 Crisium Grid

- The run is considered neither successful nor unsuccessful for the purpose of future card abilities, even if Crisium Grid is later trashed. (e.g., Tennin Institute will trigger if the only successful run the Runner made was against a server with a rezzed Crisium Grid).
- Restrictions which require a successful run (e.g. Emergency Shutdown, Data Leak Reversal) cannot be used if the successful run was against a server with a rezzed Crisium Grid.

## 56 The Supplier

- The Runner cannot use any “when your turn begins” abilities on cards that are installed by The Supplier until his next turn.

## 58 Order of Sol

- The Runner gains 1 credit even during the resolution of another ability (e.g., paying the cost to play a Sure Gamble with 5 credits in the credit pool).

## 83 Hostile Infrastructure

- Hostile Infrastructure does not resolve when the Corp trashes his or her cards, even as a result of a Runner ability (e.g. Noise forcing the Corp to trash the top card of R&D).
- If Hostile Infrastructure and any other Corp cards are trashed simultaneously, Hostile Infrastructure will do 1 net damage for each card trashed.

## 86 Daily Business Show

- If the Corp has multiple copies of Daily Business Show installed, the abilities stack on top of each other (e.g. two copies result in the Corp drawing 3 cards and adding 2 to the bottom of R&D).
- The Corp does not have to tell the Runner whether he or she kept the first or second card drawn. The Corp must keep the two cards discrete from the rest of his or her hand, though, when deciding; the Corp can shuffle the two cards together to obscure which card was taken.

## 93 Ekomind

- The memory limit from Ekomind is modified by other card abilities (e.g. a Runner with 5 cards in his or her grip and an Akamatsu Mem Chip installed has 6 MU).

## 95 Leela Patel

- If Leela steals an agenda while accessing multiple cards from HQ, she adds a card to HQ before continuing to access more cards.

## 103 IT Department

- Once triggered, IT Department results in a constant ability that continually tracks how many power counters are on the card.
- IT Department always gives a piece of ice +1 strength due to the token spent to activate the card ability, even if there are no other counters left on the card or IT Department is no longer installed.

*Example: There are 5 tokens on IT Department. If the Corp spends 1 token, the ice has +5 strength (1 for the initial token + 4 for the token still on IT Department). If the Corp spends another token, now the ice has +8 strength (2 for the initial tokens + 3 for each of the two instances of the ability). If the Corp spent a third token, now the ice has only +9 strength (3 for the initial tokens + 2 for each of the three instances of the ability).*

## 112 Self-Destruct

- Self-Destruct does not count itself as one of the cards trashed in order to establish the trace value.



## Order and Chaos



## 2 Gagarin Deep Space

- The Runner can decline to pay the 1 credit to access a card.

## 5 Glenn Station

- If Glenn Station is forfeited, any card hosted on it is trashed.
- Glenn Station can only host a card through its click ability.

## 9 Mark Yale

- If the Corp spends an agenda counter for Mark Yale's paid ability, he or she also gains 1 credit from his conditional ability.

## 13 Wormhole

- The subroutine that resolves is not considered to be on Wormhole (e.g. when the Corp uses Wormhole with cards like Data Raven or Viktor 2.0, the power counters are placed on those cards and not Wormhole).

## 20 Housekeeping

- If the Runner has 1 card in his or her grip and installs it, Housekeeping has no effect and does not prevent the install. (Only forced trashing through damage can result in a flatline.)

## 24 The Twins

- The Runner cannot jack out before encountering the ice again.

## 28 Edward Kim

- If the first operation Edward Kim accesses is in Archives, then he cannot trash another operation with his ability that turn.

## 32 I've Had Worse

- The Runner trashes all cards from the damage before drawing for I've Had Worse.
- I've Had Worse cannot prevent the Runner from being flatlined if the Runner takes more damage than the number of cards in his or her grip.

## 33 Itinerant Protesters

- The Corp does not lose the game if he or she has a negative hand size.

## 40 Eater

- If the Runner access Archives after using Eater, all cards are turned faceup but no individual cards are accessed.





### 5 Enhanced Vision

- The revealed card is no longer revealed during the access phase; it immediately returns to its unrevealed state after the Corp shows the card to the Runner.

### 43 Turntable

- Agendas switched with Turntable keep any hosted counters or cards on them, but their text is not active.

### 73 Allele Repression

- Allele Repression can add itself to HQ as part of the resolution of its effect.

### 86 Film Critic

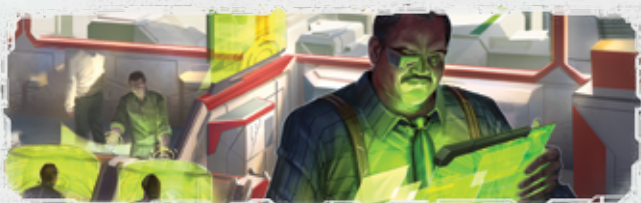
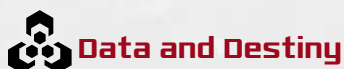
- After Film Critic's 'when accessed' ability resolves, any remaining 'when accessed' abilities are non-resolvable.
- An agenda hosted on Film Critic is not considered to be stolen. An agenda added to the score area from Film Critic is not considered to be stolen.
- The Runner cannot voluntarily trash an agenda hosted on Film Critic, even if the Runner accesses another agenda.
- Film Critic can only host an agenda through its 'when accessed' ability.

### 96 Casting Call

- Agendas installed faceup with Casting Call are not active (unless those agendas can be installed faceup through their own abilities).
- If the agenda hosting Casting Call is uninstalled, Casting Call is trashed.

### 116 Worlds Plaza

- Worlds Plaza may be accessed and trashed, thereby trashing all of its hosted cards, before the cards hosted on it are accessed.



### 13 Archangel

- When encountering an Archangel during access, the Runner follows timing step 3 of a run, ignoring the portions about approaching ice/ the server.

- If Archangel is encountered while accessed and it is moved from its position as determined when accessed (e.g., from R&D being shuffled during the encounter or from Archangel being trashed from HQ by Utopia Shard during the encounter), then the encounter immediately ends and any currently open paid ability windows close.
- Archangel is not considered to be rezzed during its encounter, and cards that interact with rezzed cards, e.g., Datasucker, cannot affect it.

### 20 Ad Blitz

- The Corp must both install and rez any advertisements chosen by Ad Blitz.

### 22 The All-Seeing I

- The Corp does not have to have a bad publicity in order to play The All-Seeing I.

### 33 Endless Hunger

- Endless Hunger can only break subroutines that read exactly "End the run." It cannot break subroutines that use the words "end the run" as only part of its effect, e.g. on Tsurugi or Pop-up Window.

### 35 Hunting Grounds

- The prevent ability on Hunting Grounds is optional; because it can only be triggered "once per turn" it is the Runner's choice as to when to trigger it.

### 39 Brain Chip

- If the Runner has negative agenda points, Brain Chip does not lower his or her hand size or MU: these cannot be increased by a negative number.

### 41 Always Be Running

- Programs that make a run, such as Sneakdoor Beta, Keyhole, etc., **do not** fulfill the requirement to make a run on Always Be Running.



### 67 Jeeves Model Bioroids

- Playing a double operation and then playing a regular operation, spending three clicks for Melange Mining Corp., as well as clicking for three credits are each considered spending three clicks on the same action. Additional ⌚ costs are still costs to trigger an ability.
- Jeeves must be rezzed while all 3 clicks are being spent. Installed cards must be active while meeting their trigger condition, and Jeeves trigger condition is the spending of 3 clicks on the same action, not the third click.

## Section 5: Frequently Asked Questions

This section answers some of the more frequently asked questions that arise while playing *Android: Netrunner*.

***If the Runner steals an agenda from Jinteki using the core set identity, but has no cards in hand, who wins if the agenda gives the Runner his seventh point?***

The Runner wins the game. Whenever a player has 7 or more agenda points in his score area, the game immediately ends. The game ending takes precedence over any conditional ability that triggers when an agenda is stolen.

***When a piece of ice allows the Runner to break subroutines on it by spending clicks, does the Runner have to match the strength of the ice before using this ability?***

No. The Runner does not have strength, only icebreakers have strength and an icebreaker must match the strength of a piece of ice to interact with it. This ability allows the Runner to break subroutines by spending clicks without using any icebreakers.

***If the Corp rezzes an illicit piece of ice during a run, can the Runner spend the bad publicity credit immediately?***

No. Bad publicity credits are only gained at the beginning of a run.

***Can the Runner use Datasucker to reduce the strength of a piece of ice before an ability on that ice triggers when it is encountered (such as a Tollbooth)?***

No. Tollbooth ends the run unless the Runner pays 3 $\diamond$  before the Runner has the opportunity to use a paid ability. See step 3 of a run on page 13.

***Can the Runner combine multiple effects to make a run, like using both Sneakdoor Beta and Account Siphon?***

No. Using each of those cards is an action, and a player cannot take an action during the resolution of another action.

***The rules state that “The Runner cannot jack out while approaching the first piece of ice during a run.” Can the Runner jack out after the subroutine on Cell Portal resolves and he or she is approaching the outermost piece of ice protecting the server?***

Yes. “The first piece of ice” refers to the first *time* a piece of ice is approached during a run, and not the ice itself. The Runner approaches the ice and has the opportunity to jack out.

***There is a Parasite with 1 virus counter hosted on a rezzed Enigma, and the Runner has an Ice Carver installed. If the Runner encounters Chum, does not break its subroutine, and then continues the run and encounters Enigma, is the Enigma trashed?***

No. Chum’s ability is a required conditional effect that creates a constant +2 strength effect. When the Runner encounters the ice, both modifiers (Chum at +2 and Ice Carver at –1) apply at the same time and the strength of Enigma would be 2.

***If the Runner takes 4 brain damage from a single source, how many brain damage tokens would he or she get?***

The Runner takes 1 brain damage token for each point of brain damage he or she suffers, even if it was suffered all at once. The Runner would get 4 tokens to mark the brain damage he or she has suffered.

***Where is an upgrade installed in a remote server?***

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.

This is different than installing an upgrade in a central server, where it is always installed in the root.

***Can the Runner use multiple icebreakers on a single piece of ice?***

Yes, although there are few situations where this is beneficial. But the Runner cannot use one icebreaker’s strength to allow another icebreaker to interact with the ice.

***Does the Corp know what cards the Runner accesses from HQ?***

Yes. The Corp should know what cards are accessed and in what order.

***Can the Runner trash an accessed card with Demolition Run before any ‘when accessed’ conditional abilities resolve?***

No. The card must be accessed before Imp, Demolition Run, or any other similar effect can be used to trash it, just as if the Runner was paying its trash cost.

***Can the Runner install a program if he or she has no more available memory units?***

Yes. The Runner can trash any number of already installed programs before installing a new one (and must if there is not enough space for the new program). So the Runner can initiate an install action, trash any number of programs to free up MU, and then install the new program.

***The Runner chooses an unrezzed Archer as the target of a Forged Activation Orders. Can the Corp choose to rez Archer, but then decline to pay the additional cost of forfeiting the agenda?***

No. If the Corp chooses to rez Archer, then as part of this choice he or she must pay 4 $\diamond$  and forfeit an agenda. Otherwise, the ice is trashed.

***Can the Corp rearrange his installed cards within a single server, to obscure the order that he or she installed them in?***

The Corp must keep the order of his installs clear to the Runner; he or she cannot rearrange cards in servers however he or she likes.

***If the Runner gains a click with Joshua B. and then trashes the card using Aesop’s Pawnshop, would he or she still take a tag at the end of the turn, considering Joshua B. is no longer active?***

Yes. The Runner would still take the tag, even though Joshua B. is no longer active, because “If you do...” is part of the same ability. Once an ability is triggered, it remains active and resolves unless prevented or avoided.

***Can the Runner use New Angeles City Hall to avoid the tags from an Account Siphon if they have 0 credits when the ability resolves?***

No. The gaining of the credits and the taking of the tags resolves at the same time, so the Runner cannot use those credits to avoid the tags.



***If the Corp uses Efficiency Committee for extra clicks, can she then play Shipment from Kaguya and Trick of Light to place/move advancement tokens during that turn?***

Yes. Placing or moving advancement tokens on a card is different than advancing it, and Efficiency Committee only stops the Corp from advancing cards.

***The Runner does not break a subroutine that specifies “Trash 1 program.” Who chooses the program to trash?***

The Corp chooses which program to trash. Unless otherwise noted, each player makes the choices required by the effects on his cards.

***Can the Runner use the recurring credit on Cyberfeeder to pay for using Femme Fatale’s bypass ability or Darwin’s gaining counters ability?***

Yes. Triggering any ability on an icebreaker is considered to be using it.

***How does Rielle “Kit” Peddler’s ability interact with bypassing a piece of ice? Is there any way to bypass a piece of ice and make the next piece of ice a code gate?***

There is no way to bypass a piece of ice and then make the next piece of ice a code gate. Rielle “Kit” Peddler makes the first piece of ice encountered a code gate, and this is a constant ability. The Runner encounters any ice bypassed, and cannot choose to resolve the bypass ability before Kit’s constant ability, because the constant ability is always active.

***If the Runner has installed The Source and plays a Notoriety, does the clause “Add Notoriety to your score area as an agenda” cause The Source to be trashed?***

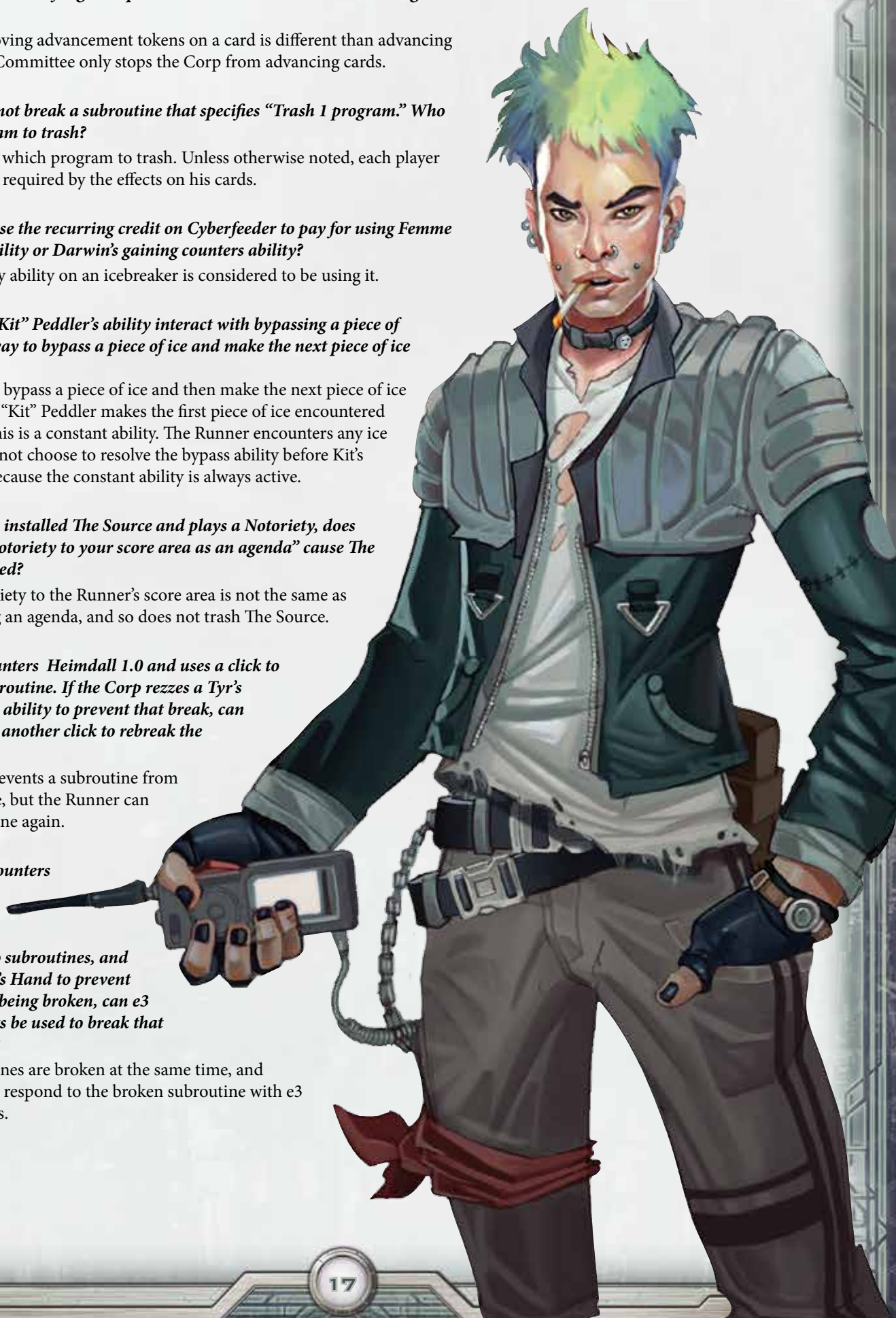
No. Adding Notoriety to the Runner’s score area is not the same as scoring or stealing an agenda, and so does not trash The Source.

***The Runner encounters Heimdall 1.0 and uses a click to break the first subroutine. If the Corp rezzes a Tyr’s Hand and uses its ability to prevent that break, can the Runner spend another click to rebreak the subroutine?***

Yes. Tyr’s Hand prevents a subroutine from being broken once, but the Runner can break the subroutine again.

***If the Runner encounters a Heimdall 2.0 and spends two clicks to break the first two subroutines, and the Corp uses Tyr’s Hand to prevent one of them from being broken, can e3 Feedback Implants be used to break that subroutine again?***

Yes. Both subroutines are broken at the same time, and so the Runner can respond to the broken subroutine with e3 Feedback Implants.



***The Runner encounters Heimdall 2.0 and spends two clicks to break both of the first two subroutines. She then uses e3 Feedback Implants to break the third subroutine, but has that break prevented by Tyr's Hand. Can the Runner use e3 Feedback Implants again, or has the chance to use it now passed?***

Yes, the Runner can use the e3 Feedback Implants again.

***How does Project Ares interact with Sacrificial Construct? Can the Runner choose to trash a Sacrificial Construct, and then trash that Sacrificial Construct to prevent another card from being trashed by Project Ares?***

Yes. All installed cards being trashed by Project Ares are chosen at the same time, and the prevent ability on Sacrificial Construct can be resolved to prevent another card from being trashed.

***Can the Runner use Copycat after breaking the subroutine on Paper Wall?***

No. Both pieces of ice must be rezzed to use Copycat.

***What happens if the Runner has a Blackguard installed and plays a Satellite Uplink?***

Both cards are exposed simultaneously, and the Runner chooses the order that the Blackguard triggers resolve in.

***The Runner has Blackguard installed and exposes an Archer. Is the Corp forced to rez the Archer?***

Blackguard only forces the Corp to pay the rez cost, if able. The Corp does not have to rez the Archer and pay its rez cost because he or she can decline to pay the additional cost of forfeiting an agenda.

***The Corp has two copies of Director Haas installed, one rezzed and one unrezzed. The Corp spends four clicks and then rezzes the second copy. Does the Corp have an additional click to spend?***

No. Clicks are tracked as a running total and not individually. The Corp still has 4 clicks to spend on his turn, and he or she has spent 4 clicks, whether or not the additional click came from a different card.

***If the Runner did not break a subroutine on Hudson 1.0 and accesses an installed Toshiyuki Sakai, can he or she access the swapped-in card?***

No. The Runner cannot access the card swapped with Toshiyuki Sakai because it is a new card and he or she has reached his access limit.

***Can the Runner spend credits to boost the strength of an icebreaker, or break a subroutine on a piece of ice, if she is about to encounter a Tollbooth during step 2.3 of a run?***

The Runner cannot break subroutines outside of step 3.1 of a run, but he or she can boost the strength of an icebreaker.

***The Runner has Security Testing and Aesop's Pawnshop installed. At the start of his turn, the Runner names a server for Security Testing, then sells it to Aesop's Pawnshop. The first time he or she makes a successful run on that server, does the Runner gain 2 credits instead of accessing cards?***

No. A conditional ability can only resolve if it the card it is on is active when the trigger condition is met, and Security Testing is no longer active after it is trashed. Security Testing has two conditional abilities on it (like Femme Fatale), unlike Joshua B., who has one.

***The Runner uses Femme Fatale to bypass a Komainu for 0 credits. If there is a Chum installed before the Komainu, are the 0 subroutines on Komainu broken, or does the Runner take the 3 net damage?***

The subroutines are not broken because the ice was bypassed, and the Runner takes 3 net damage.

***If Security Testing is used on HQ and the Runner plays an Account Siphon, can she choose which replacement effect to use?***

No. Security Testing triggers at step 5.4 of a run, and replaces the access. Security Testing is also a required ability and the Runner cannot choose to not use it. Account Siphon does not trigger until step 5.5 of the run, at which point Security Testing has already resolved.

***If the Runner uses a Tinkering on a Wendigo with one advancement token on it, is the Wendigo a code gate?***

Yes. Gaining and losing subtypes are tracked as a running total, but having the subtype is a binary state. In this scenario the Wendigo had two code gate subtypes and loses one, meaning it is still a code gate.

***If the Corp has an active Enhanced Login Protocol, does it trigger the ability on a Heinlein Grid?***

No. The additional click is spent to initiate the run, and is not spent during the run.

***If the Corp uses the ability on The Foundry during the resolution of an Accelerated Beta Test, what happens?***

Each piece of ice is installed and rezzed one at a time. So the Corp installs the first piece of ice and then uses The Foundry to search R&D for another copy. This results in shuffling the other two looked at cards into R&D (they never actually leave R&D), preventing them from being installed or trashed.

***Can the Corp add subroutines to a piece of grail ice in any order (by using other grail ice)?***

Yes. The Corp can add subroutines to grail ice before or after any subroutines, including the subroutine printed on the card.

***If Valencia Estevez is playing against GRNDL, how much bad publicity does the Corp start with?***

The Corp starts with 1 bad publicity.



***If the Runner has 2 credits and an active Net Celebrity, does he or she have to pay 3 credits (including the Net Celebrity credit) when encountering a Tollbooth?***

Yes. Cards with recurring credits (like Net Celebrity) or temporary credits (like Ghost Runner) have to be used if the requirement to use the credits on the card is met and an effect requires credits to be paid.

***If the Runner chooses Archives for Security Testing, and the Corp has Crisium Grid installed there, can Security Testing be used?***

When the Runner makes a run on a server with Crisium Grid, the run is still successful but it is seen as neither successful or unsuccessful for the purposes of card abilities. Security Testing does not see that a successful run occurred. If the Runner trashes the Crisium Grid and then successfully runs Archives for a second time, the Security Testing triggers because it believes the first run was not successful or unsuccessful.

***What happens if the Runner uses Eureka! to install Angel Arena?***

If Angel Arena is installed using Eureka!, then the X value the Runner chooses to pay is lowered by 10. So if the Runner paid 0 credits he or she gets 0 power counters, because X was lowered from 10 to 0.

***If the Runner has a Hivemind with 1 virus counter on it and an Imp with no virus counters on it, can he or she use Virus Breeding Ground to move 1 virus counter to Imp?***

Yes. Imp is considered to have the virus counters on Hivemind on it.

***Can the Runner use Incubator to move all the virus counters on Hivemind to another card? If so, does the Runner have to move all the virus counters or can he or she pick how many to move?***

Yes, the Runner can and must move all virus counters from Hivemind to the chosen card when using Incubator.

***Does Pheromones get a credit on it immediately if installed with a Grimoire out?***

Pheromones does not get an immediate credit on it with a Grimoire installed. Pheromones becomes active before the conditional ability on Grimoire resolves, and when it becomes active the recurring credits (0) immediately appear. Pheromones still gains the virus token from Grimoire, but the credit for it does not appear until the next turn when recurring credits are replaced.

***If the Runner accesses a Cyberdex Virus Suite from HQ, does the Cyberdex Virus Suite purge virus counters first or can the Runner use a virus counter on Imp to trash it before the purge?***

The Cyberdex Virus Suite removes the virus counters from Imp first; the Runner cannot trash a card accessed with Imp until after all of the “when accessed” abilities are resolved.

***Does Blacklist prevent the Runner from using Same Old Thing to play an event from the heap?***

Yes. The event must leave the heap when played using Same Old Thing, so while Blacklist is active it prevents the Runner from using Same Old Thing.

***Can the Runner use Sacrificial Construct to prevent the trashing of a program on London Library?***

Yes. Programs on London Library are installed, the Library’s effect is a conditional ability that resolves at the end of each of the Runner’s turns. So Sacrificial Construct will delay the trash, but London Library will attempt to trash it again at the end of the Runner’s next turn.

***Can the Runner use Immolation Script during a run in which Eater was used to break a subroutine?***

No. Eater stops the Runner from accessing any individual cards, and so there is no access to replace with Immolation Script.

***If the Runner trashes a Worlds Plaza that is hosting TheBoard, does the Runner add The Board to their score area?***

No. Since The Board is not currently being accessed, it is not added to the Runner’s score area.

***If the Runner takes net damage while both Titanium Ribs and the Chronos Protocol are active, what happens?***

If it is the Runner’s turn, then Titanium Rib resolves and the Runner chooses which card to trash. If it is the Corp’s turn, then the Corp chooses which card to trash.

***Can the Corp score a Research Grant, use Team Sponsorship to install another copy of it, and then score the new copy with the ability on the first Research Grant?***

Yes. The Corp can choose the order in which his or her simultaneous effects trigger.

***If the Runner plays Drive By and the Corp uses Zaibatsu Loyalty to prevent the card from being exposed, can the card still be trashed if it is an asset or upgrade?***

No. The effect does not resolve because Drive By cannot confirm the card to be an asset or an upgrade.

***If a Runner with no tags accesses a Quantum Predictive Model that hosts Casting Call, does the Corp score the Quantum Predictive Model?***

No. The Quantum Predictive Model does not resolve if the Runner is not tagged when the access occurs.

***If the Runner trashes a Worlds Plaza that is hosting a Hostile Infrastructure, how much net damage does the Runner take?***

The Runner takes 1 net damage from trashing the Worlds Plaza. The Hostile Infrastructure is trashed by the game (according to the rules for hosting) and not by the Runner.

***If a run initiated with Dorm Computer is unsuccessful while John Masanori is installed, does the Runner avoid the tag?***

No. Dorm Computer's ability only applies during the run, and John Masanori does not trigger until the run has unsuccessfully ended.

***Can a Runner playing as Kate "Mac" McCaffrey use a DaVinci with 1 power counter on it to install a 2-cost card like Clot?***

No. DaVinci's ability looks at the install cost of the card while it is in the Runner's grip, before it is installed by triggering the trash ability.

***What happens if the Runner accesses an Archangel from R&D during an encounter with a Shiro?***

If the Corp pays 3 credits, then the Runner encounters Archangel; while encountering Archangel, the Runner is not considered to be encountering Shiro again until the Archangel access ends. Then the Runner continues the previous encounter with Shiro, resolving any other of its subroutines, if necessary, and continuing the run from that position.

***If the Runner encounters Archangel after an Apocalypse has been played can the Corp just name a card that was previously installed?***

The Corp player must specifically indicate the facedown card he or she wants to return to the Runner's grip. Naming a card that had previously been installed faceup is not enough.

***Can the Runner use Salsette Slums to remove Mumbad Virtual Tour from the game?***

Yes. Mumbad Virtual Tour requires the Runner to trash it when accessed while installed, if able. Once the trash cost for Mumbad Virtual Tour has been paid, its ability has finished resolving. Salsette Slums, however does not trigger until the Runner has paid the trash cost of a card that has been accessed, which will normally happen by accessing and choosing to trash a card and then paying its trash cost. Once these things have been done, Salsette Slums allows the Runner to replace the trash effect with a remove from game effect, meaning that the location of the card switches from discard pile to out of game.

***If the Runner loses the psi game from Psychic Field while Fumiko Yamamori is rezzed, does the Runner suffer meat damage before or after Psychic Field does net damage?***

The Runner suffers meat damage from Fumiko Yamamori after Psychic Field's ability finishes resolving. Psychic Field's ability is a constant effect from the result of the secretly spent credits being revealed, so it must resolve before any abilities triggered from the secretly spent credits being revealed.





## Section 6: Timing Structures




“Allotted clicks” is the normal number of clicks for that player’s side (④④④ for the Corp and ④④④④ for the Runner) including any modifiers that may give that player additional or fewer clicks to spend. Clicks gained or lost during a player’s turn immediately adjust the total number of clicks available to spend. Players cannot gain or spend clicks during a discard phase or during the opponent’s turn.

 = Paid abilities can be triggered     = Non-ice cards can be rezzed     = Agendas can be scored




### TIMING STRUCTURE OF TURNS




#### Corporation’s Turn

##### [1] Draw Phase



- [1.1] The Corp gains allotted clicks (default of ④④④).
- [1.2]   
- [1.3] Recurring credits (④) refill.
- [1.4] Turn begins (“When your turn begins...” conditionals meet their trigger conditions)
- [1.5] Draw 1 card from the top of R&D into HQ.
  - This does not cost the Corp any ④.
  - If R&D contains no cards when the Corp must draw, the Runner immediately wins the game.

##### [2] Action Phase

- [2.1]   
- [2.2] Take actions. Actions include:
  - ④: Gain 1 ④.
  - ④: Draw 1 card from R&D.
  - ④: Install 1 agenda, asset, upgrade, or piece of ice.
  - ④: Play 1 operation.
  - ④, 1④: Advance 1 installed card.
  - ④, 2④: Trash 1 resource if the Runner is tagged.
  - ④, ④, ④: Purge virus counters.
  - Trigger a ④ ability on an active card (cost varies).





[2.3] After each action:   



##### [3] Discard Phase

- [3.1] The Corp discards down to their maximum hand size if the number of cards in HQ exceeds the Corp’s maximum hand size. If more than one card is discarded from HQ, the Corp chooses and discards cards from HQ one at a time until they have cards in HQ equal to their maximum hand size.
- [3.2]  
- [3.3] The Corp loses any remaining unspent ④.
- [3.4] Turn ends (“When your turn ends...” conditionals meet their trigger conditions)



#### Runner’s Turn

##### [1] Action Phase

- [1.1] The Runner gains allotted clicks (default ④④④④).
- [1.2]  
- [1.3] Recurring credits replenish
- [1.4] Turn begins (“When your turn begins...” conditionals meet their trigger conditions)
- [1.5]  
- [1.6] Take actions. Actions include:
  - ④: Gain 1 ④.
  - ④: Draw 1 card from the stack.
  - ④: Install 1 program, resource, or piece of hardware.
  - ④: Play 1 event.
  - ④: Make a run.
  - ④, 2④: Remove 1 tag.
  - Trigger a ④ ability on an active card (cost varies).


[1.7] After each action:  

##### [2] Discard Phase


- [2.1] The Runner discards down to their maximum hand size if the number of cards in the grip exceeds the Runner’s maximum hand size. If more than one card is discarded from the grip, the Runner chooses and discards cards from the grip one at a time until they have cards in the grip equal to their maximum hand size.
- [2.2]  
- [2.3] The Runner loses any remaining unspent ④.
- [2.4] Turn ends (“When your turn ends...” conditionals meet their trigger conditions)

## TIMING STRUCTURE OF A RUN

**[1] Initiation:** The Runner **initiates** a **run** and declares the **attacked server**.


- The Runner gains 1  to spend during the run for each **bad publicity** the Corp has.
- If the **attacked server** has one or more pieces of **ice** protecting it, go to **[2]**.
- If the **attacked server** does not have **ice** protecting it, go to **[4]**.

**[2] Approach Ice:** The Runner **approaches** the next piece of **ice** protecting the **attacked server**, going from outermost to innermost. If a piece of **ice** is **installed** protecting a server during a **run** in a position that has already been **passed**, the Runner does not **approach** it. If a piece of **ice** is **uninstalled** while it is being **approached**, the ice is immediately **passed** and the **run** continues after any currently open **paid ability windows** close.

**[2.1]**  (paid abilities can be used)

**[2.2]** If this is not the first piece of ice **approached** this run, the Runner can choose whether or not to **jack out**.

- If the Runner **jacks out**, go to **[7]**.
- Otherwise, continue to **[2.3]**.

**[2.3]** **Approached** ice can be rezzed,  (paid abilities can be used),  (non-ice cards can be rezzed)

**[2.4]** Players check to see if the **approached** ice is **rezzed**:

- If the approached ice is **rezzed**, continue to **[3]**.
- If the approached ice is **unrezzed**, the **approach** ends. Go to **[4]**.

**[3] Encounter Ice:** The Runner the **encounters** piece of ice. (“When encountered...” conditionals meet their trigger conditions.) If a piece of ice is **uninstalled** while it is being **encountered**, the ice is immediately **passed** and the **run** continues after any currently open **paid ability windows** close.

**[3.1]** The Runner can interact with the **encountered ice**.  (paid abilities can be used)

- This is the only point in the **run** during which the Runner can break **subroutines**. If **[3.1]** is never reached, such as when **bypassing** a piece of ice, then no **subroutines** on the ice are broken.


**[3.2]** Resolve all **subroutines** not broken on the **encountered** ice.

- If the **run** ends, the **encounter** also ends. Go to **[7]**.
- Otherwise, the **encounter** ends. Continue to **[4]**.

**[4] Pass:** The Runner **passes** the **ice**. (“When passed...” conditionals meet their trigger conditions.)



- If there is another piece of **ice** protecting the server in a position more inward than the **ice** passed, go to **[2]**.
- If there are no more pieces of **ice** protecting the server in positions more inward than the **ice** passed, continue to **[5]**.

**[5] Approach Server:** The Runner **approaches** the **attacked server**.

**[5.1]**  (paid abilities can be used)

**[5.2]** The Runner chooses whether or not to jack out.

- If the Runner **jacks out**, go to **[7]**.
- Otherwise, continue to **[5.3]**.

**[5.3]**  (paid abilities can be used),  (non-ice cards can be rezzed)

**[5.4]** The run is **successful** (“If successful...” effects resolve, then “When successful...” conditionals meet their trigger conditions.)

- “If successful...” effects resolve only if the **attacked server** is still the server specified in the effect.
- If the ability with the “if successful” effect does not specify a **server**, the ability resolves even if the **attacked server** changed during the **run**.

**[5.5]** **Access** cards. Determine the number of cards to be **accessed**. For each card **accessed**:

**[5.5.1]** **Access** that card (“When accessed...” conditionals meet their trigger conditions.)

**[5.5.2]** The Runner may **trash** that card by paying the **trash cost**, if applicable, or with abilities.

**[5.5.3]** If the that card is an **agenda**, the Runner must **steal** it.

**[5.5.4]** If that card is not **trashed** or **stolen**, set it aside.

**[5.6]** All **accessed** cards that were set aside are returned to the **server** in their previous states. Continue to **[6]**.

**[6] The Run Ends:** The Runner loses any unspent **bad publicity** credits. The **run ends**. (“When the run ends...” conditionals meet their trigger conditions.)

**[7] The Run Ends Unsuccessfully:** The Runner loses any unspent **bad publicity** credits. The **run ends** and is **unsuccessful**. (“When unsuccessful...” and “When the run ends...” conditionals meet their trigger conditions.)