

# Android: Netrunner – NAPD Multiplayer Format

## Overview

The NAPD multiplayer format is an alternative way to play *Android: Netrunner*, with one Corp facing off against a team of two or more Runners. We recommend three.

This document details the changes to the standard rules that are adopted when playing the NAPD multiplayer format. It should be used in conjunction with the *Android: Netrunner* Learn to Play and Rules Reference found at: <https://www.fantasyflightgames.com/en/products/android-netrunner-the-card-game/>

**Note: The standard game rules apply wherever they are not explicitly altered, replaced, or negated by this document.**

## Building a Corp Deck

To build a Corp deck in the NAPD multiplayer format, adhere to the Deckbuilding section of the Rules Reference (p. 10) with the following changes:

1. The Corp deck must use the double-sided NAPD identity, Cyber Bureau: Keeping the Peace / Detective's Bureau: Upholding the Law.
2. The Corp deck may include agendas from any faction.
3. The Corp deck has an unlimited amount of influence.

## Getting Started

To prepare a NAPD multiplayer format game of *Android: Netrunner*, adhere to the Full Game Setup section in the Rules Reference (p. 2) with the following changes:

- During the “Choose Sides” step of the Full Game Setup, the Corp must start with Cyber Bureau: Keeping the Peace faceup. Each Runner player may choose any faction or identity, though there cannot be more than one copy of each Runner identity by title in the game.
- After the “Draw Starting Hands” step of the Full Game Setup, all players must agree on an object to be used as “the infamy token”. This object must be easily identifiable and movable for each player. The Corp takes the infamy token.

## Taking Turns

Turns in the NAPD multiplayer format adhere to the Timing Structure of Turns section of the Rules Reference (p. 27) with the following changes:

- Turn order proceeds in clockwise sequence. After the Corp finishes their turn, the Runner closest to the Corp's left takes the next turn. Then, in clockwise sequence, each other Runner completes their turn. Once the last Runner in sequence has finished their turn, play proceeds back to the Corp.
- Before step [1.1] of each of the Corp's draw phases, the infamy token moves to the next Runner in clockwise sequence.

## The Active Runner

At any point during the game, there can only be one active Runner. The active Runner is determined two ways:

- A Runner is active during their own turn.
- A Runner is active during the Corp's turn if that Runner has the infamy token.

The active Runner is the only Runner who may participate in the game, or with whom the Corp may interact. This includes but is not limited to: performing actions, triggering abilities, applying constant abilities, and being effected by abilities.

An inactive Runner (any Runner who is not the active Runner) cannot participate in the game in any way. Additionally, the Corp and the active Runner cannot interact with an inactive Runner or that Runner's cards, play area, or score area.

## Winning the Game

The Corp wins immediately if there are at least 7 agenda points in their score area or if each Runner has been flatlined.

The Runners win immediately if there is a total of at least 7 agenda points among all Runner score areas or if the Corp must draw a card from R&D while R&D is empty.

## Frequently Asked Questions

***How many cards does the Corp draw after they mulligan?***

The Corp draws until they have 10 cards in HQ.

***Can multiple Runners have the same unique card installed?***

Yes. As there is only ever one Runner active at a time, cards with the same unique title are never active simultaneously.

***Can Rebirth or DJ Fenris bring in a Runner identity that is already in the game?***

No. There cannot be more than one copy of a Runner identity by title in the game.

***How do abilities interact with the Runner score areas?***

Runner abilities that refer to the Runner's score area only refer to that Runner's personal score area. Corp abilities that refer to the Runner's score area only refer to the score area of the Runner who currently has the infamy token.

***What happens if a Runner is flatlined?***

That Runner is removed from the game. Cards associated with that Runner are returned to the Runner's deck, the play area associated with that Runner ceases to exist, and the score area associated with that Runner ceases to exist (agendas in that score area are trashed to Archives).

***Can information be shared between Runners?***

A Runner may share any information they have access to with other Runners, including the cards in their hand, their facedown cards, and the Corp cards they access.

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