

3 JACKED IN

HACKING

DURING YOUR TURN, WHEN YOU COULD PLAY CARDS, YOU CAN DISCARD A CARD TO RETURN **JACKED IN** FROM YOUR DISCARD TO YOUR HAND. (WHEN A CARD IS PLAYED, IT ISN'T PLACED IN THE DISCARD UNTIL AFTER DAMAGE IS APPLIED.)

1 02

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1 02

2 ICON GRAB

HACKING

IF YOU PLAYED ANOTHER **HACKING** CARD ANYTIME DURING THIS TURN, **ICON GRAB** ALSO DEALS ♠, ♣ OR ♠ DAMAGE.

03

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03

4 RETRIEVAL AGENT

HACKING

RETURN A **HACKING** CARD FROM YOUR DISCARD TO YOUR HAND

1 04

4 RETRIEVAL AGENT

HACKING

Return a **HACKING** card from your discard to your hand

1 04

4 BACKDOOR

HACKING

ASSIST: Cancel all abilities on one obstacle for the rest of the game, and assist damage 2 (Put a marker on that obstacle's text box as a reminder)

2 17

4 BACKDOOR

HACKING

ASSIST: Cancel all abilities on one obstacle for the rest of the game, and assist damage 2 (Put a marker on that obstacle's text box as a reminder)

2 17

5 PAIR PROGRAMING

HACKING

You can play a card with cost 3 or less from another runner's discard (put that card into their discard afterward). If you discard **HACKING** card, you can play a card with any cost instead.

19

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HACKING

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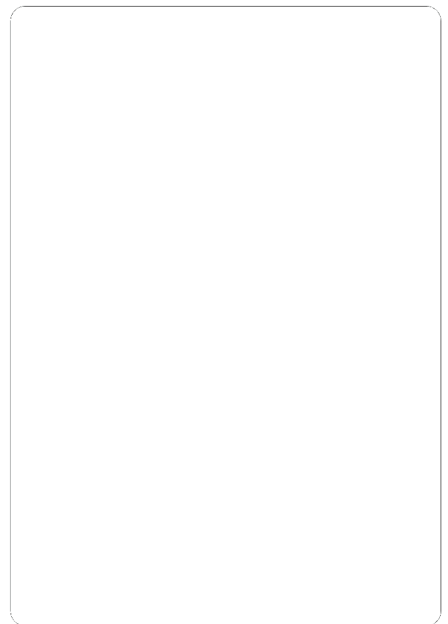
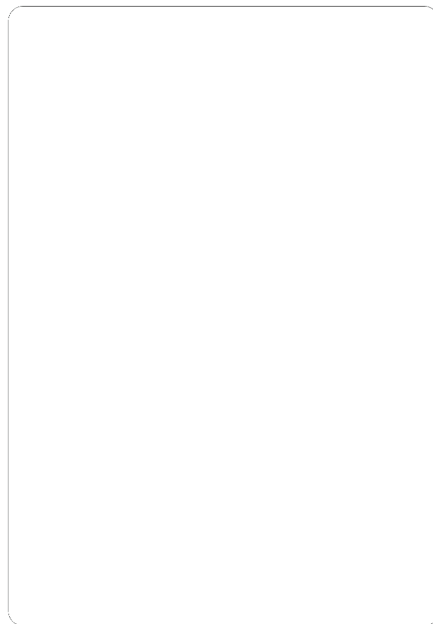
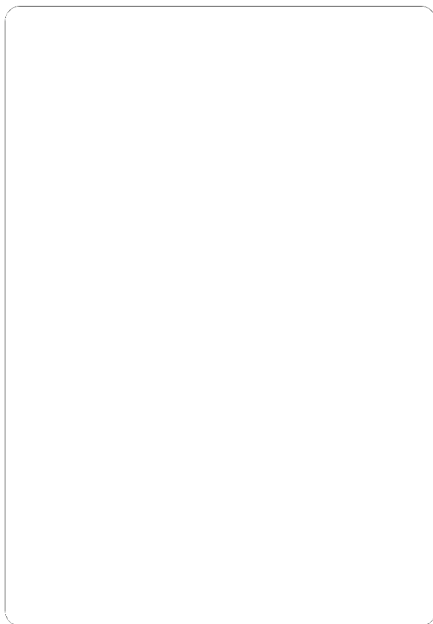
19

9 HACK THE WORLD

HACKING

Choose a card with cost 6 or less in the Black Market and play it. Place that card into the Black Market discard afterward. (Immediately flip a new card to replace the card you played).

2 19





2 **MONOFILAMENT WHIP**

WEAPON

YOU CAN MOVE ONE OBSTACLE FACING ANOTHER RUNNER TO FACE YOU. IF YOU PLAYED ANOTHER WEAPON CARD ANYTIME DURING THIS TURN, THAT OBSTACLE CAN'T ATTACK THIS TURN.

14

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WEAPON

YOU CAN MOVE ONE OBSTACLE FACING ANOTHER RUNNER TO FACE YOU. IF YOU PLAYED ANOTHER WEAPON CARD ANYTIME DURING THIS TURN, THAT OBSTACLE CAN'T ATTACK THIS TURN.

14

2 **MONOFILAMENT WHIP**

WEAPON

YOU CAN MOVE ONE OBSTACLE FACING ANOTHER RUNNER TO FACE YOU. IF YOU PLAYED ANOTHER WEAPON CARD ANYTIME DURING THIS TURN, THAT OBSTACLE CAN'T ATTACK THIS TURN.

14

4 **KATANA**

WEAPON

OTHER WEAPON CARDS THIS TURN DEAL +1 DAMAGE TO EACH OBSTACLE AND BOSS THEY DAMAGE.

15

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15

5 **COVERING FIRE**

WEAPON

ASSIST: CHOOSE ONE OBSTACLE. IT CAN'T ATTACK THIS TURN AND ASSIST DAMAGE.

CHOOSE ANOTHER RUNNER. THAT RUNNER HEALS 1 HP.

1 **16**

5 **COVERING FIRE**

WEAPON

ASSIST: CHOOSE ONE OBSTACLE. IT CAN'T ATTACK THIS TURN AND ASSIST DAMAGE.

CHOOSE ANOTHER RUNNER. THAT RUNNER HEALS 1 HP.

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WEAPON

ASSIST: CHOOSE ONE OBSTACLE. IT CAN'T ATTACK THIS TURN AND ASSIST DAMAGE.

CHOOSE ANOTHER RUNNER. THAT RUNNER HEALS 1 HP.

1 **16**

3 WEAPON

AZTECHNOLOGY STRIKER



TO EACH OBSTACLE AND BOSS FACING ONE RUNNER.

E6

3 WEAPON

AZTECHNOLOGY STRIKER



TO EACH OBSTACLE AND BOSS FACING ONE RUNNER.

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TO EACH OBSTACLE AND BOSS FACING ONE RUNNER.

E6

4 WEAPON

RA SM-4 SNIPER RIFLE




DEAL 2 LEVELS OF DAMAGE TO AN OBSTACLE IF THEY ARE THE OBSTACLE'S LAST 2 LEVELS.

E7

4 WEAPON

RA SM-4 SNIPER RIFLE



DEAL 2 LEVELS OF DAMAGE TO AN OBSTACLE IF THEY ARE THE OBSTACLE'S LAST 2 LEVELS.

E7

9 WEAPON

AZTECHNOLOGY STRIKER



FOR EACH OTHER RUNNER, MOVE UP TO ONE OBSTACLE OR BOSS FACING THEM TO FACE YOU. OBSTACLES AND BOSSES CAN'T ATTACK THIS TURN.

E8

1 SKILL: BASIC

STREET SMARTS



E9

1 SKILL: BASIC

STREET SMARTS



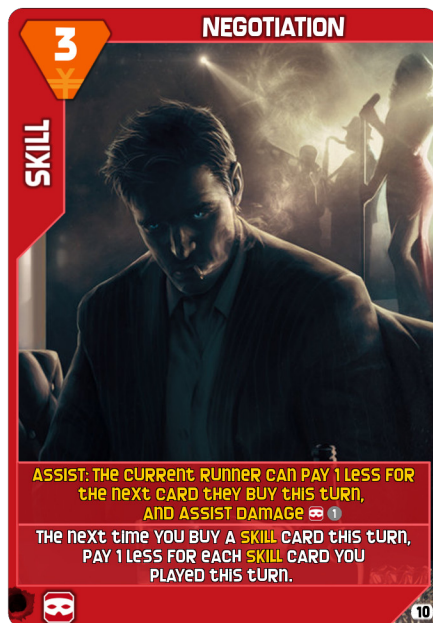
E9

1 SKILL: BASIC

STREET SMARTS



E9



4 **COORDINATED ATTACK**

SKILL

CHOOSE ANOTHER RUNNER. THAT RUNNER DRAWS 1 CARD AND THEN IMMEDIATELY PLAYS A CARD.

1 **8** 11

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SKILL

CHOOSE ANOTHER RUNNER. THAT RUNNER DRAWS 1 CARD AND THEN IMMEDIATELY PLAYS A CARD.

1 **8** 11

5 **DOC WAGON CONTRACT**

SKILL

ASSIST: CHOOSE A RUNNER. THAT RUNNER HEALS 1 HP AND ASSYST DAMAGE **8**.

CHOOSE A RUNNER. THAT RUNNER HEALS 2 HP.

12

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SKILL

ASSIST: CHOOSE A RUNNER. THAT RUNNER HEALS 1 HP AND ASSYST DAMAGE **8**.

CHOOSE A RUNNER. THAT RUNNER HEALS 2 HP.

12

5 **DOC WAGON CONTRACT**

SKILL

ASSIST: CHOOSE A RUNNER. THAT RUNNER HEALS 1 HP AND ASSYST DAMAGE **8**.

CHOOSE A RUNNER. THAT RUNNER HEALS 2 HP.

12

2 **BLACK MARKET CONTACTS**

SKILL

YOU CAN BUY A CARD FROM THE BLACK MARKET. (PAY ITS COST AND PUT IT INTO YOUR HAND IMMEDIATELY)

8 23

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SKILL

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SKILL

YOU CAN BUY A CARD FROM THE BLACK MARKET. (PAY ITS COST AND PUT IT INTO YOUR HAND IMMEDIATELY)

8 23

5 PRESS THE ADVANTAGE

SKILL

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL YOU REVEAL A CARD THAT MATCHES THE COLOR OF A CARD ALREADY REVEALED THIS WAY. DRAW ALL THE REVEALED CARDS EXCEPT FOR THE LAST ONE.

8 **24**

5 PRESS THE ADVANTAGE

SKILL

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL YOU REVEAL A CARD THAT MATCHES THE COLOR OF A CARD ALREADY REVEALED THIS WAY. DRAW ALL THE REVEALED CARDS EXCEPT FOR THE LAST ONE.

8 **24**

9 HERO MOVE

SKILL

EACH RUNNER DRAWS 1 CARD.

2 **8** **8** **25**

1 MANA

SPELL: BASIC

05

1 MANA

SPELL: BASIC

05

1 MANA

SPELL: BASIC

05

1 MANA

SPELL: BASIC

05

1 MANA

SPELL: BASIC

05

1 MANA

SPELL: BASIC

05



4

DEATH TOUCH

SPELL

REVEAL THE TOP 3 CARDS OF YOUR DECK, THEN PUT THEM BACK ON TOP OF YOUR DECK IN ANY ORDER.
X = THE NUMBER OF **SPELL** CARDS REVEALED THIS WAY.

07

6

LIGHTNING BOLT

SPELL

REQUIRES SPELL: YOU CAN'T BUY THIS CARD FROM THE BLACK MARKET UNLESS YOU PLAYED A **SPELL** CARD THIS TURN. YOU CAN DISCARD YOUR HAND. IF YOU DO, DRAW THAT MANY CARDS.

DEAL 2 CONSECUTIVE LEVELS OF DAMAGE TO AN OBSTACLE.

08

6

LIGHTNING BOLT

SPELL

REQUIRES SPELL: YOU CAN'T BUY THIS CARD FROM THE BLACK MARKET UNLESS YOU PLAYED A **SPELL** CARD THIS TURN. YOU CAN DISCARD YOUR HAND. IF YOU DO, DRAW THAT MANY CARDS.

DEAL 2 CONSECUTIVE LEVELS OF DAMAGE TO AN OBSTACLE.

08

3

GUIDING SPIRIT

SPELL

REQUIRES SPELL: YOU CAN'T BUY THIS CARD FROM THE BLACK MARKET UNLESS YOU PLAYED A **SPELL** CARD THIS TURN. YOU CAN DISCARD YOUR HAND. IF YOU DO, DRAW THAT MANY CARDS.

20

3

GUIDING SPIRIT

SPELL

REQUIRES SPELL: YOU CAN'T BUY THIS CARD FROM THE BLACK MARKET UNLESS YOU PLAYED A **SPELL** CARD THIS TURN. YOU CAN DISCARD YOUR HAND. IF YOU DO, DRAW THAT MANY CARDS.

20

3

GUIDING SPIRIT

SPELL

REQUIRES SPELL: YOU CAN'T BUY THIS CARD FROM THE BLACK MARKET UNLESS YOU PLAYED A **SPELL** CARD THIS TURN. YOU CAN DISCARD YOUR HAND. IF YOU DO, DRAW THAT MANY CARDS.

20

3

STUNBOLT

SPELL

REVEAL THE TOP CARD OF YOUR DECK, THEN PUT IT BACK ON TOP OF YOUR DECK THEN PUT IT BACK ON TOP OF YOUR DECK.

21

3

STUNBOLT

SPELL

REVEAL THE TOP CARD OF YOUR DECK, THEN PUT IT BACK ON TOP OF YOUR DECK THEN PUT IT BACK ON TOP OF YOUR DECK.

21

9

FIREBALL

SPELL

DEAL 1 LEVEL OF DAMAGE TO UP TO 3 DIFFERENT OBSTACLES.

22

