

4 1 2 3 4

UNUSUAL SUSPECTS
6TH WORLD
562/8035

DEFATED: CHOOSE 2 DIFFERENT RUNNERS. ONE RUNNER HEALS 1 HP, THE OTHER DRAWS 1 CARD.

4

3 5 1 2 4

TIR GHOST
ELF
617/8035

FLIPPED: EACH NON-ELF RUNNER DISCARDS THEIR HAND, THEN DRAWS THAT NUMBER OF CARDS.

4

4 3 3 4

KNIGHT ERRANT FIELD AGENT
DWARF
428/8035

3

4 3 3 2

SECURITY CHIEF
HUMAN
483/8035

5

2 3 6 1 3 3

VAMPIRE OPERATIVE
6TH WORLD
80/8035

3-1: WHEN VAMPIRE OPERATIVE ATTACKS IT ALSO DEALS 1 DAMAGE TO EACH RUNNER.

6

5 3 5 1 3

AZTLAN VETERAN
HUMAN
79/8035

FLIPPED: THE RUNNER WITH THE MOST HP TAKES 1 DAMAGE.

6

7 3 3 4

RENRAKU RED SAMURAI
HUMAN
62/8035

FLIPPED: EACH NON-HUMAN RUNNER DISCARDS THEIR HAND, THEN DRAWS THAT NUMBER OF CARDS.

4

1 1 3 3

TRICKSTER INITIATE
HUMAN
52/8035

OBSTACLES IGNORE COLORLESS DAMAGE APPLIED TO THEM.

3

4 4 3 3

ARES FIELD REP
HUMAN
60/8035

YOU CAN'T DRAW CARDS. ANY RUNNER CAN DISCARD A SKILL TO CANCEL UNTIL NEXT TURN.

4



DRONE RIGGER
HUMAN
57/80 35
2

5 1 3

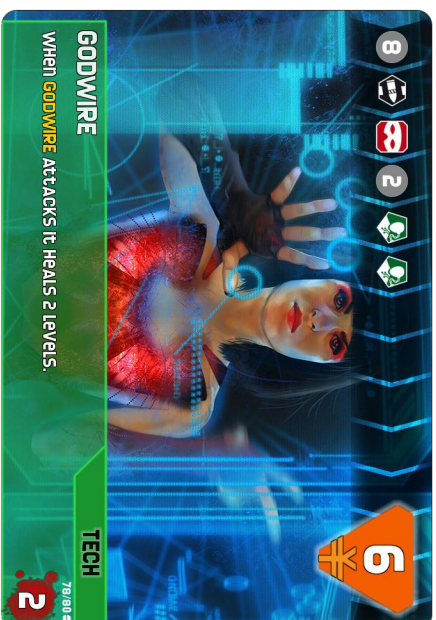
5



INDENTURED OTAKU
HUMAN
56/80 35
2

5 1

3



GODWIRE
TECH
78/80 35
2

8 3 2 3

6

WHEN **GODWIRE** ATTACKS IT HEALS 2 LEVELS.



BANSHEE VIRUS
TECH
63/80 35
1

5 4 3 2

5

AT THE START OF YOUR TURN PLAY **V** FOR EACH GREEN YOU FACE. ANY RUNNER CAN DISCARD A **HACKING** TO CANCEL UNTIL NEXT TURN.



GUY IN THE VAN
DWARF
59/80 35
1

6 3 1

3

FLIPPED: THE RUNNER WITH THE MOST HP DRAWS 2 CARDS AND TAKES 2 DAMAGE.



GREY OPS RIGGERS TEAM
TECH
65/80 35
1

3 2 1 3

3

FLIPPED: CYCLE ALL CARDS IN THE BLACK MARKET.



SAEDER-KRUPP OBSERVER
HUMAN
70/80 35
1

3 3 2 3

5

AT THE START OF YOUR TURN EACH RED OBSTACLE HEALS 1 LEVEL. ANY RUNNER CAN DISCARD A **SKILL** TO CANCEL UNTIL NEXT TURN.



IC
TECH
51/80 35
1

3 3 3

3

WHEN **IC** ATTACKS, EACH RUNNER DISCARDS 1 CARD.



MILITARY SPEC IC
TECH
59/80 35
2

3 4 1

4

YOU DON'T RECEIVE **V** WHEN OBSTACLE IS DEFEATED. YOUR SHARE IS DISCARDED. ANY RUNNER CAN DISCARD A **HACKING** CARD TO CANCEL THIS ABILITY UNTIL THE START OF THE NEXT TURN.



6TH WORLD
43/80 25

2

DRAKE ENFORCER
WHEN **DRAKE ENFORCER** ATTACKS DISCARD THE TOP CARD OF THE BLACK MARKET DECK. EACH RUNNER DISCARDS 1 MATCHING COLOUR CARD.

4 3 2 1



6TH WORLD
73/80 25

6

GARGOYLE
DEFEATED: CHOOSE A RUNNER. THAT RUNNER TAKES 1 DAMAGE.

6 6 2 1



HUMAN
45/80 25

5

CHROMED SAMURAI

4 2 2 1



6TH WORLD
59/80 25

4

SPIRIT OF EARTH
YOU CAN'T PLAY CARDS. ANY RUNNER CAN DISCARD A SPELL TO CANCEL UNTIL NEXT TURN.

1 2 3 2 1



6TH WORLD
63/80 25

3

BUG SPIRIT
FLIPPED: EACH RUNNER DISCARDS THEIR HAND, THEN DRAWS THAT NUMBER OF CARDS.

1 6 2 1



6TH WORLD
44/80 25

4

SPIRIT OF FIRE
FLIPPED: DEAL 1 LEVEL OF DAMAGE TO ANOTHER OBSTACLE.

3 4 2 1




TROLL
72/80 25

5

FOMORIAN MAGE

5 3 3 2 1



ORK
76/80 25

6

MERCENARY TECHNOMANCER
FLIPPED: THE RUNNER WITH THE MOST CARDS IN THEIR HAND DISCARDS 1 CARD.

6 5 2 1



HUMAN
75/80 25

6

COMBAT SHAMAN
3: WHEN **COMBAT SHAMAN** ATTACKS EACH OBSTACLE HEALS 1 LEVEL.

4 6 2 1

