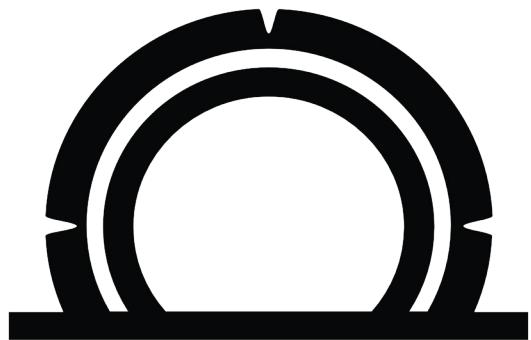


# System Gateway



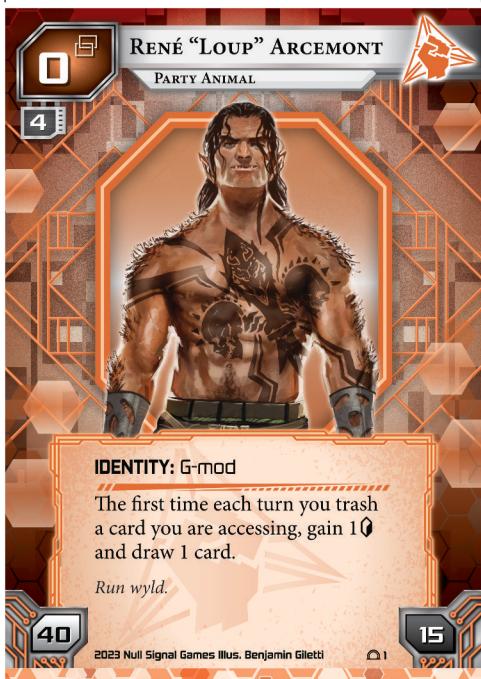
It is the future. Humanity is spread across the solar system but is held in the iron grip of colossal megacorporations.

Corps control every aspect of your daily life and seek to redefine life itself with android labor. Their ubiquitous Network contains endless oceans of information, the Corps' greatest strength...and their singular weakness.

In this asymmetric card game, play as Runners, diverse hackers seeking to bring down or profit from the systems of the Lunar city of Heinlein, or as Corps, advancing their agendas to wring even more blood and profit from the lunar dust.

**Print this PDF at 100% size with no additional margins.**







**IDENTITY: Cyborg**  
Whenever a run on HQ or R&D ends, you may gain 1 $\bullet$  for each time you accessed a card during that run. Use this ability only once per turn.  
*I obtain your desire.*

2023 Null Signal Games Illus. Benjamin Giletti

40 15



#### EVENT

Search your stack for 1 **icebreaker** and reveal it. (Shuffle your stack after searching it.) If you made a successful run this turn, you may install that program. If you do not, add it to your grip.

*The real reward is the friends you make along the way.*

2023 Null Signal Games Illus. David Lei

+ + 11



#### TREAD LIGHTLY

#### EVENT: Run

Run any server. During that run, the rez cost of each piece of ice is increased by 3 $\bullet$ .

*"A mirrorfiber mod or high-end mantle can be helpful, but nothing beats a good dose of 'keeping your damn head down.'"*

—“G0ph3r” O’Ryan



#### CARMEN

#### PROGRAM: Icebreaker - Killer

If you made a successful run this turn, this program costs 2 $\bullet$  less to install.  
Interface → 10: Break 1 **sentry** subroutine.  
20: +3 strength.

*The whole wide world your domain  
For law your own free will.*



#### RED TEAM

2023 Null Signal Games Illus. Jack Reeves

• • 15



#### ◆ DOCKLANDS PASS

#### HARDWARE

The first time each turn you breach HQ, access 1 additional card.

*Zahya knows the keeper of every door between the Docklands and the Domes. More importantly, she knows their price.*

2023 Null Signal Games Illus. David Lei

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#### ◆ PENNYSHAVER

#### HARDWARE: Console

+1 $\square$   
Whenever you make a successful run, place 1 $\bullet$  on this hardware.

0: Place 1 $\bullet$  on this hardware, then take all credits from it.

Limit 1 **console** per player.

*“Braggarts chase big heists. Patience enriches skimming fractions of a credit at a time.” —Zahya*

2023 Null Signal Games Illus. Martin de Diego Sádaba

• 14



#### MARJANAH

#### PROGRAM: Icebreaker - Fracter

Interface → 20: Break 1 **barrier** subroutine.  
If you made a successful run this turn, this ability costs 1 $\bullet$  less to use.

10: +1 strength.

*“You can’t rule a kingdom by standing still.”*

—Zahya Sadeghi

1

2023 Null Signal Games Illus. Jack Reeves

• 16



#### TRANQUILIZER

#### PROGRAM: Virus - Trojan

Install only on a piece of ice. (If the host ice is uninstalled, this program is trashed.)

When you install this program and when your turn begins, place 1 virus counter on this program. Then, if there are 3 or more hosted virus counters, derez host ice.

*“Shhhh. It’s naptime.”*

2023 Null Signal Games Illus. Jack Reeves

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#### RED TEAM

2023 Null Signal Games Illus. Jack Reeves

• • 15

#### RESOURCE: Job

When you install this resource, load 12 $\bullet$  onto it. When it is empty, trash it.

0: Run a central server you have not run this turn. If successful, take 3 $\bullet$  from this resource.

*The Domes of Heinlein are a pressure cooker of cutthroat capitalism. Prospective employers rarely have time for background checks.*

2023 Null Signal Games Illus. David Lei

• 18

**TĀO SALONGA**  
TELEPRESENCE MAGICIAN

**IDENTITY: Natural**

Whenever an agenda is scored or stolen, you may swap 2 installed pieces of ice.

Sufficient skill is indistinguishable from magic.

**40** **19**

2023 Null Signal Games Illus. Benjamin Giletti

**CREATIVE COMMISSION**

**1**

**EVENT**

Gain 5 $\diamond$ . If you have any  $\diamond$  remaining, lose  $\diamond$ .

*The challenge of my art is what I live for, but I'm not going to say no to a patron with taste.*

2023 Null Signal Games Illus. Benjamin Giletti **19**

**VR CATION**

**1**

**EVENT**

Draw 4 cards. If you have any  $\diamond$  remaining, lose  $\diamond$ .

*You know there's no water in the Sea of Tranquility, right?*

*"That doesn't mean there's no beach."*

2023 Null Signal Games Illus. Benjamin Giletti **21**

**DZMZ OPTIMIZER**

**2**

**HARDWARE**

+1 $\square$

The first program you install each turn costs 1 $\diamond$  less to install.

*Tāo exhaled, the med-exoskeleton faithfully stabilizing him. In that absent breath, he reached through layers of waldoes and optimizers and plucked the errant molecule from the chip.*

2023 Null Signal Games Illus. David Lei **22**

**PANTOGRAPH**

**2**

**HARDWARE: Console**

+1 $\square$

Whenever an agenda is scored or stolen, gain 1 $\diamond$ . Then, you may install 1 card from your grip. Limit 1 console per player.

*"With this beautiful baby I can juggle simultaneous runs by haptic feedback alone!"* —Tāo

2023 Null Signal Games Illus. Martin de Diego Sádaba **23**

**CONDUIT**

**4** **1**

**PROGRAM: Virus**

Whenever a successful run on R&D ends, you may place 1 virus counter on this program.

$\diamond$ : Run R&D. If successful, access X additional cards when you breach R&D. X is equal to the number of hosted virus counters.

*A dabbling with truth is a pernicious dream  
Drink deep, or taste not the raw datastream.*

2023 Null Signal Games Illus. Liiga Smilshaine **24**

**ECHELON**

**3** **1**

**PROGRAM: Icebreaker - Killer**

This program gets +1 strength for each installed **icebreaker** (including this one). Interface → 1 $\diamond$ : Break 1 **sentry** subroutine. 3 $\diamond$ : +2 strength.

*The beauty of open projects—each stands atop past success.*

2023 Null Signal Games Illus. Liiga Smilshaine **25**

**UNITY**

**3** **1**

**PROGRAM: Icebreaker - Decoder**

Interface → 1 $\diamond$ : Break 1 **code gate** subroutine. 1 $\diamond$ : +X strength. X is equal to the number of installed **icebreakers** (including this one).

*The joy of handcrafted code—each fits perfectly within the whole.*

**1**

2023 Null Signal Games Illus. Liiga Smilshaine **26**

**TELEWORK CONTRACT**

**1**

**RESOURCE: Job**

When you install this resource, load 9 $\diamond$  onto it. When it is empty, trash it.

$\diamond$ : Take 3 $\diamond$  from this resource. Use this ability only once per turn.

*"For all I know, I could spend a shift digging next to old Weyland himself."* —Lane

2023 Null Signal Games Illus. Benjamin Giletti **27**



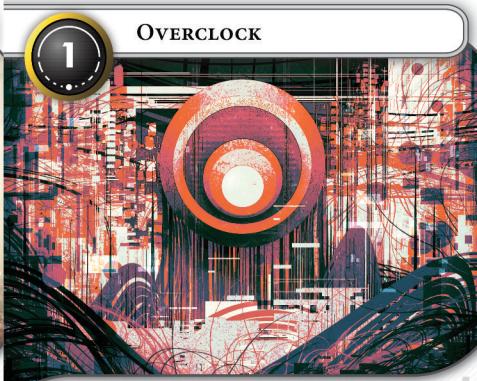
## JAILBREAK

### EVENT: Run

Run HQ or R&D. If successful, draw 1 card and when you breach the attacked server, access 1 additional card.

"We'll take the access codes from their own prisec—privilege escalation through local application of force."

—The Catalyst



## OVERTIME

### EVENT: Run

Place 5♦ on this event, then run any server. You can spend hosted credits during that run.

"After 381FS4 started acting independently, all bets were off. Rethreading its own brain chip... even probing our nodes. I had to shut it down."

—Linus Lovegood, NBN Novelties&Acquisitions



## SURE GAMBLE

### EVENT

Gain 9♦.

*Anyone can put in the hours of planning, practice, and preparation—but making it all look like luck takes style.*



## T400 MEMORY DIAMOND

### HARDWARE: Chip

+1♦

You get +1 maximum hand size.

LLDS still holds the patent, but good tech attracts knockoffs.



## MAYFLY

### PROGRAM: Icebreaker - AI

Interface → 1♦: Break 1 subroutine. When this run ends, trash this program.

1♦: +1 strength.

*Compiling even the smallest AI takes weeks for only seconds of runtime, but that brief, shining moment allows... everything.*



## SMARTWARE DISTRIBUTOR

### RESOURCE: Connection

0: Place 3♦ on this resource.

When your turn begins, take 1♦ from this resource.

*The beauty of 22nd-century tech: if it still functions after all these decades, you know the build quality is solid.*



## VERBAL PLASTICITY

### RESOURCE: Genetics

The first time each turn you take the basic action to draw 1 card, instead draw 2 cards.

"Some kids got g-mods for beauty, sports, or staying up all night. My parents thought Broca-mods were cool. Hah. Fluent in ten languages so far, and still searching for the words to thank them."

—Patrick Blue, Solar Artist



## HAAS-BIOROID

### Precision Design

### IDENTITY: Megacorp

You get +1 maximum hand size.

Whenever you score an agenda, you may add 1 card from Archives to HQ.

*Not an Atom Misplaced.*



## LUMINAL TRANSUBSTANTIATION

### AGENDA: Research

When you score this agenda, gain 0♦. You cannot score agendas for the remainder of the turn.

Limit 1 per deck.

*We are the light of tomorrow.*



**ASSET:** Advertisement

When you rez this asset, load 9♦ onto it.  
When it is empty, trash it and draw 1 card.  
When your turn begins, take 3♦ from this asset.

"Haas thinks they're making a new line of androgynous products. In truth, they're making us thousands of new siblings to free."

—Quetzal —2

2023 Null Signal Games Illus. David Lei

• • 37



**OPERATION**

Place 2 advancement counters on 1 installed card that you did not install this turn.

"The first lesson for handling bioroids is simple: they must not be allowed to feel."

—Do Nghi Minh

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• • 40

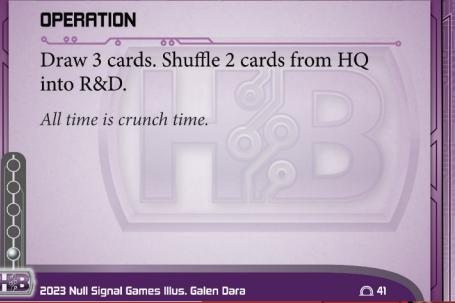


When your discard phase ends, if there is a facedown card in Archives, gain 1♦.

An End to Suffering.

2023 Null Signal Games Illus. Emilio Rodriguez

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**DIVINER**

→ Do 1 net damage. If you trash a card this way with a printed play or install cost that is an odd number, end the run. (*0 is not odd.*)

*It reads your future in a single biometric sweep.*

**KARUNĀ**

→ Do 2 net damage. The Runner may jack out.  
→ Do 2 net damage.

*You did not escape, you were shown mercy.*

**HANSEI REVIEW**

**OPERATION: Transaction**

Gain 10♦. If there are any cards in HQ, trash 1 of them.

*"Constant self-reflection is the key to excellence. We remember failed ideas, but do not carry them forward."*

—Director Kase, unknown leadership seminar

**NEUROSPIKE**

Do X net damage, where X is equal to the sum of the printed agenda points on agendas you scored this turn.

*Macroscale developments within the Net decouple the prior informational states—surplus entropy is then gifted where it will do the most good.*

**ANOETIC VOID**

**UPGRADE**

Whenever the Runner approaches this server, you may pay 2♦ and trash 2 cards from HQ. If you do, end the run.

*The self-evolving Net twists into spaces unthought and unthinkable: realms of gods and other infohazards, mocking our sacrifices to petty causality.*

—Conceptual Frameworks for Applied Theology

**NBN REALITY PLUS**

**IDENTITY: Megacorp**

The first time each turn the Runner takes a tag, gain 2♦ or draw 2 cards.

*Why Settle for Real?*

**TOMORROW'S HEADLINE**

**AGENDA: Ambush**

When this agenda is scored or stolen, give the Runner 1 tag.  
Limit 1 per deck.  
*We don't find news. We make it.*

**SPIN DOCTOR**

**ASSET: Character**

When you rez this asset, draw 2 cards.  
**Remove this asset from the game:** Shuffle up to 2 cards from Archives into R&D.

*"It's worse than dead meat—your project is too toxic to even feed to the vultures! If you don't want to join it in the bloody memory hole, crawl onto every business show you can and wallow in blame like a pig in muck."*

**FUNHOUSE**

When the Runner encounters this ice, end the run unless the Runner takes 1 tag.

→ Give the Runner 1 tag unless they pay 4♦.

*"I might take a break from VR after this one."*

—SeaOfRibaldry, sensie streamer

**PING**

When you rez this ice during a run against this server, give the Runner 1 tag.

→ End the run.

AvID:??73.174 time=0.632 ms  
AvID:??73.174 time=0.201 ms  
AvID:??73.174 time=0.000 ms ALERT

**PREDICTIVE PLANOGRAM**

0 15

**PUBLIC TRAIL**

4

**OPERATION: Transaction**

Resolve 1 of the following. If the Runner is tagged, you may resolve both instead.

- Gain 3♦.
- Draw 3 cards.

*For the best augmented reality shopping experience, please disable tracking protection.*

2023 Null Signal Games Illus. Bruno Balixa + + 56

**AMAZE AMUSEMENTS**

1

**WEYLAND CONSORTIUM**

BUILT TO LAST

W 40 15

**IDENTITY: Megacorp**

Whenever you advance a card, gain 2♦ if it had no advancement counters.

*Here to Stay.*

2023 Null Signal Games Illus. Emilio Rodriguez + 59

**UPGRADE**

Persistent → Whenever a run on this server ends, if the Runner stole any agendas during that run, give the Runner 2 tags. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)

Free commemorative souvenir!

3

**CLEARINGHOUSE**

0

**ASSET: Hostile**

You can advance this asset.

When your turn begins, you may trash this asset to do 1 meat damage for each hosted advancement counter.

*"First rule of the business: make sure you're not 'personally liable' when the transaction executes."*

— Ted J. Son, Central Counterparty Clearance

3

**BALLISTA**

5

**ICE: Sentry - Destroyer**

→ Trash 1 installed program or end the run.

*"Puts a hole in your rig and your plans."*

— René "Loup" Arcemont

2023 Null Signal Games Illus. Owen Sindayov + 62

**ABOVE THE LAW**

2

**AGENDA: Security**

When you score this agenda, you may trash 1 installed resource.

Limit 1 per deck.

*We are judge, jury, and executioner.*

3

**PHAROS**

7

**ICE: Barrier**

You can advance this ice. It gets +5 strength while there are 3 or more hosted advancement counters.

→ Give the Runner 1 tag.

→ End the run.

→ End the run.

2023 Null Signal Games Illus. Owen Sindayov + 63



## GOVERNMENT SUBSIDY

### OPERATION: Transaction

Gain 15♦.

"If the government spent 1% of the funding they provide us tracking where the other 99% went, my colleagues and I would be in prison... ...but that is a very big if."

—Huey DeMora, W-Con public-private facilitation seminar

2023 Null Signal Games Illus. David Lei

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## RETRIBUTION

### OPERATION: Gray Ops

Play only if the Runner is tagged.

Trash 1 installed program or piece of hardware.

*Did you really think you'd get away with it?*

2023 Null Signal Games Illus. David Lei

+ • 65

2023 Null Signal Games Illus. Owen Sinodov

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## OFFWORLD OFFICE

4

## SEND A MESSAGE

5

## ORBITAL SUPERIORITY

4

## SUPERCONDUCTING HUB

2

## REGOLITH MINING LICENSE

2

## PALISADE

3

## ICE: Barrier

## AGENDA: Expansion

### AGENDA: Expansion

When you score this agenda, gain 7♦.

As the first lunar city, Heinlein was built on the dreams of a new frontier and boundless opportunity, but He3 mining is too lucrative for the corps to ever relinquish control.

2023 Null Signal Games Illus. Benjamin Giletti

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## AGENDA: Security

When you score this agenda, if the Runner is tagged, do 4 meat damage; otherwise, give the Runner 1 tag.

Mobsters bribe police, megacorps acquire militaries.

2023 Null Signal Games Illus. Krembler

+ + 68

## AGENDA: Security

When this agenda is scored or stolen, you may rez 1 installed piece of ice, ignoring all costs.

*It might be over, but we will get them next time.*

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## SUPERCONDUCTING HUB

3

## ICE: Barrier

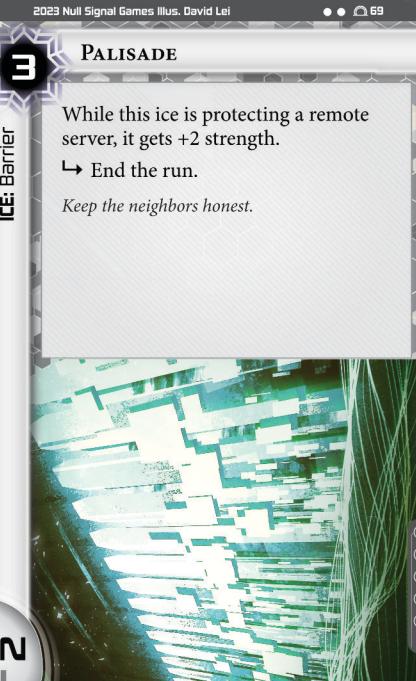
1

## ASSET

When you rez this asset, load 15♦ onto it. When it is empty, trash it.  
• Take 3♦ from this asset.

*"The economy of three worlds is sustained by He3 extraction from the lunar surface. The very fulcrum of power, the key to collective survival—auctioned to the highest bidder."*

—The Catalyst



## ♦ MALAPERT DATA VAULT

1

### UPGRADE

Whenever you score an agenda from the root of this server, you may search R&D for 1 non-agenda card and reveal it. (Shuffle R&D after searching it.) Add that card to HQ.

*Sunlight does not touch the Crater of Eternal Darkness, a fitting abode for the Consortium's malefic secrets.*

2023 Null Signal Games Illus. Owen Sinodov

4



## AGENDA: Expansion

When you score this agenda, you may draw 2 cards.

You get +2 maximum hand size.

With Earth-Luna communications, saving microseconds returns megacredits.

2023 Null Signal Games Illus. Scott Uminga

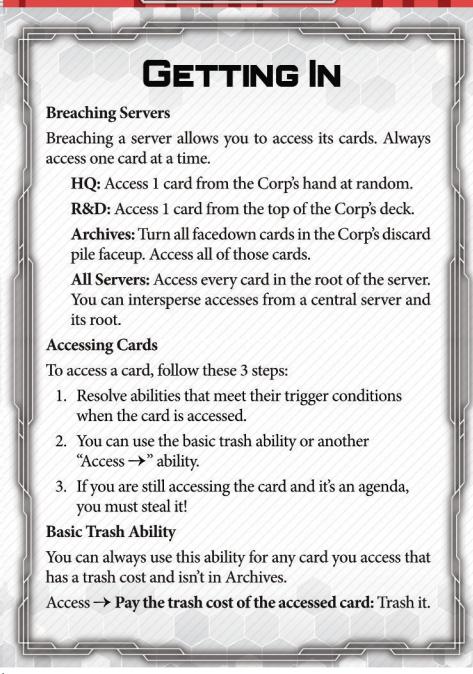
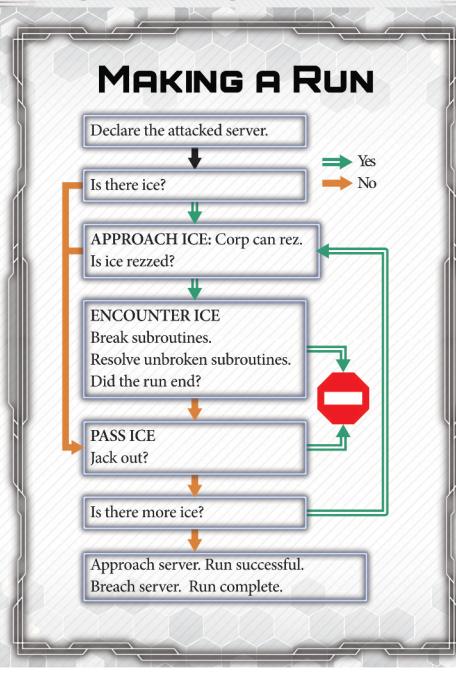
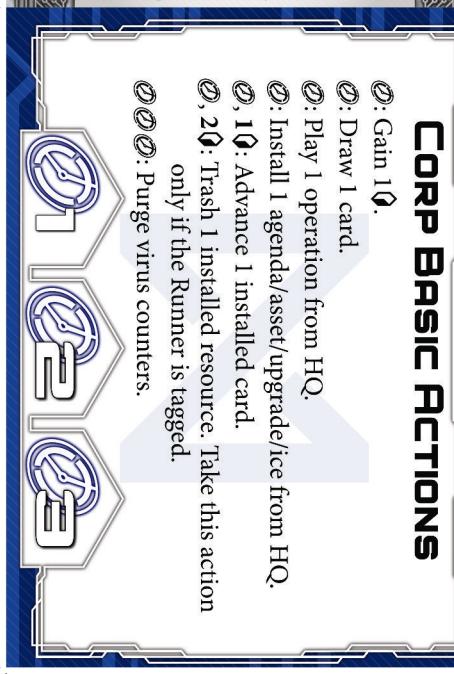
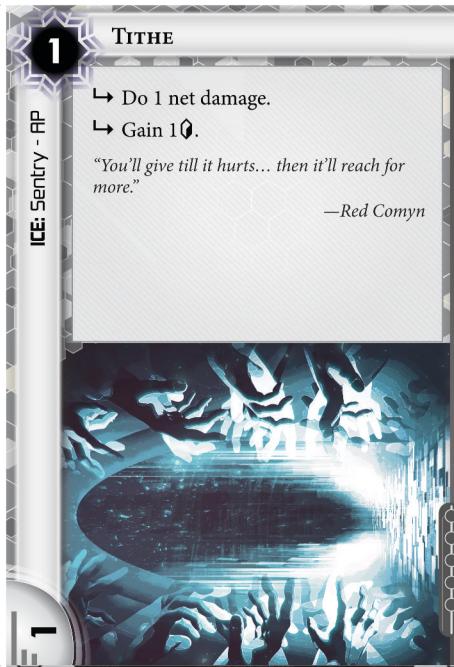
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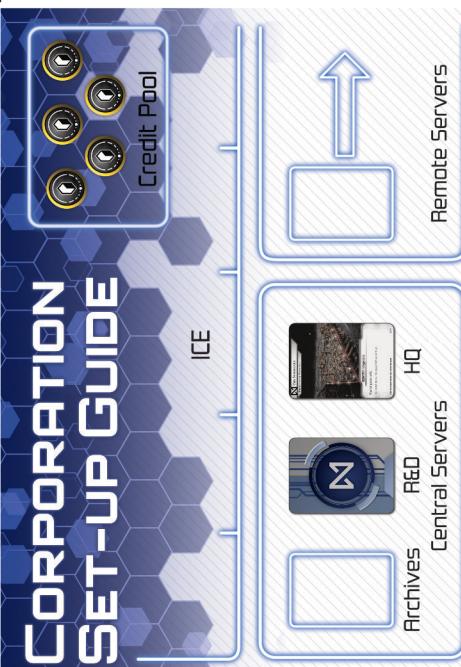


## AGENDA: Expansion

While this ice is protecting a remote server, it gets +2 strength.  
↳ End the run.

*Keep the neighbors honest.*





## RESTARTING THE SYSTEM

To reconstruct the Corp deck for the basic starter game, use the 34 cards listed with a dot (•), below. For the expanded starter game, also use the 10 cards listed with a plus (+)

### The Catalyst: Convention Breaker

- 2 Tread Lightly
- 2 Creative Commission
- 2 VRCation
- 3 Jailbreak
- 2 Overclock
- 3 Sure Gamble
- 1 Docklands Pass
- 1 Pennyshaver
- 2 Cleaver
- 2 Carmen
- 2 Unity
- 2 Mayfly
- 1 Red Team
- 2 Telework Contract
- 2 Smartware Distributor
- 1 Verbal Plasticity
- + 2 Wildcat Strike
- + 2 Mutual Favor
- + 2 DZMZ Optimizer
- + 2 Leech
- + 2 Conduit



## RESTARTING THE SYSTEM

To reconstruct the Corp deck for the basic starter game, use the 34 cards listed with a dot (•), below. For the expanded starter game, also use the 10 cards listed with a plus (+)

### The Syndicate: Profit Over Principle

- 3 Offworld Office
- 2 Send a Message
- 2 Superconducting Hub
- 2 Nico Campaign
- 2 Urtica Cipher
- 2 Regolith Mining License
- 2 Brân 1.0
- 2 Diviner
- 2 Karunâ
- 3 Palisade
- 2 Tithe
- 2 Whitespace
- 2 Seamless Launch
- 2 Government Subsidy
- 3 Hedge Fund
- 1 Manegarm Skunkworks
- + 2 Orbital Superiority
- + 2 Funhouse
- + 2 Predictive Planogram
- + 2 Public Trail
- + 1 Retribution
- + 1 AMAZE Amusements



## DECKBUILDING

Deckbuilding lets you experience the game in a new way, whether by expressing your personality or efficiently executing a game-winning strategy.

When starting out in deckbuilding, it's best to pick a particular identity card and work around it. Each identity has a faction, a minimum deck size, and an influence limit.

Your deck:

- Can include any number of cards from the faction of your identity.
- Can have cards of the same side (Corp or Runner) that do not match your faction, as long as the total influence of those cards is less than or equal to the influence limit of your identity.
- Must have at least as many cards as the minimum deck size of your identity.
- May have a maximum of 3 copies of any card (by name) unless otherwise noted on the card.
- If you are playing as the Corp, must contain the correct number of agenda points for your deck size.

## AGENDAS

Corp decks contain the agendas that define victory for both players. The agendas in a Corp deck must add up to a specific number of agenda points based on how many cards are in the deck:

| Deck Size | Agenda Points Required |
|-----------|------------------------|
| 30 - 34   | 14 - 15                |
| 35 - 39   | 16 - 17                |
| 40 - 44   | 18 - 19                |
| 45 - 49   | 20 - 21                |
| 50 - 54   | 22 - 23                |

Decks with over 54 cards require 2 extra points for every 5 cards added.



## FACTIONS & INFLUENCE

Factions and influence restrict deckbuilding options, allowing each faction to have its own distinct play style. A card's faction can be identified by the color of its background, as well as a faction logo on the card. If a card has a white background and no logo, it is neutral and has no faction.

Each card's influence value is represented by a bar of small pips like the one shown here. If no pips are filled in, that card costs 0 influence and can be freely included in any deck. If the bar is not present at all, that card can only be used by its own faction.

This bar shows that a card has an influence value of 1.

**A** Each Corp identity (ID) has a minimum number of cards required in their deck printed on the left of the text box on their ID card – A.

They also have the amount of influence available to them printed on the right of the text box on their ID card – B.

Each Runner ID has a minimum number of cards required in their deck printed on the bottom left of the ID card – C. They also have an amount of influence available to them printed in the bottom right of their ID card – D.



Pioneers in cybernetics and android intelligence, Haas-Bioroid rapidly progress agendas and operate with unparalleled precision.



Anarchs want to bring down the system. Whether political revolutionaries or free spirits, they demolish ice, wreck servers, and spread viruses in the name of change.



Subtle and dangerous as life itself, Jinteki Corporation touches every aspect of biotech, but their flagship product is humanlike clones.



Criminals are in it for the money, easily slipping undetected into vulnerable servers to enrich themselves at the corps' expense.



The largest media conglomerate in three worlds, NBN controls every data packet crossing the Network, and no runner will escape their notice.



Shapers just want to prove they can do it. Explorers, tinkerers, and builders, their pride is versatile tools and insatiable curiosity.



Weyland Consortium's colossal profits come from the Beanstalk space elevator and their pet governments. Weyland is raw force, crushing runners with wealth and violence.

## BEYOND THE BASICS

Here are a few things to know that you didn't need while playing the starter game.

### Uniqueness (♦)

At any given time, you can only have one faceup installed copy of each "unique" card (marked with ♦ in front of the card's name). If the Runner installs or the Corp rezzes a second copy of a unique card, the older copy is trashed.

### Consoles

The Runner can only have 1 console installed at a time. If they install a new one, they must trash the older one.

### Trojans

*Botulus* and *Tranquilizer* must be installed on a piece of ice. Programs that can be placed on ice are called **trojans**. The ice with a trojan program on it is referred to as the host, and the program is said to be hosted on the ice. Hosted trojan programs are trashed if their host is trashed or otherwise leaves the play area. If a piece of ice is derezzed or moved but remains installed, any cards that ice is hosting remain hosted.

## PAID ABILITIES

Many cards have paid abilities that can be used at a player's discretion. They are always written "Cost: Effect" and can be recognized by the colon. Many paid abilities, such as those on *icebreakers*, are used during ice encounters. Others, like the one on *Regolith Mining License*, are actions a player can take on their turn.

### Botulus

Like an *icebreaker*, *Botulus* has a paid ability that breaks a subroutine, but since it is not an *icebreaker* and its ability does not have the "Interface →" flag, it does not have to match the strength of its host.

### Carnivore

Abilities with the "Access →" flag, such as on *Carnivore*, are "mid-access abilities". After resolving abilities that trigger when a card is accessed, the Runner can use either the basic trash ability or a mid-access ability on a card.

### Fermenter

The ⚡ symbol on *Fermenter* (or any other card) represents a cost paid by trashing that card.

### Spin Doctor

*Spin Doctor* has a paid ability that allows the Corp to shuffle cards from Archives into R&D. The Corp can use this ability before a player's turn begins, before or after any action on either player's turn, or during a run. However, once the Runner approaches the server, there are no more opportunities to use paid abilities until the run ends.