[[{'base_link': 0, 'code': '33001', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': 'Waiting is useless. The crisis is here; pick a side.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'Cyborg', 'memory_cost': 4, 'minimum_deck_size': 45, 'pack_code': 'ms', 'position': 1, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time each turn you suffer core damage, you may draw 1 card and sabotage 2. (The Corp trashes 2 cards of their choice from HQ and/or the top of R&D.)', 'stripped_title': 'Esa Afontov: Eco-Insurrectionist', 'text': 'The first time each turn you suffer core damage, you may draw 1 card and sabotage 2. (The Corp trashes 2 cards of their choice from HQ and/or the top of R&D.)', 'title': 'Esâ Afontov: Eco-Insurrectionist', 'type_code': 'identity', 'uniqueness': False}, {'code': '33002', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': "We're all alike down here\nAndroids are friends we salute\nGive us all a f***ing break\nOl' Jack is the s*** on my boot.", 'illustrator': 'Adam S. Doyle', 'keywords': 'Run - Sabotage', 'pack_code': 'ms', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, sabotage 4. (The Corp trashes 4 cards of their choice from HQ and/or the top of R&D.)', 'stripped_title': 'Chastushka', 'text': 'Run HQ. If successful, instead of breaching HQ, sabotage 4. (The Corp trashes 4 cards of their choice from HQ and/or the top of R&D.)', 'title': 'Chastushka', 'type_code': 'event', 'uniqueness': False}, {'code': '33003', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "We can change the world, if we're willing to be changed in return.", 'illustrator': 'Elizaveta Sokolova', 'pack_code': 'ms', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, suffer 1 core damage. Gain clickclickclick.', 'stripped_title': 'Running Hot', 'text': 'As an additional cost to play this event, suffer 1 core damage.\nGain [click][click][click].', 'title': 'Running Hot', 'type_code': 'event', 'uniqueness': False}, {'code': '33004', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Reactive implants reclaim the memories of our fallen comrades. Their sacrifice is our shield.', 'illustrator': 'Elliott Birt', 'pack_code': 'ms', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Draw 3 cards. When this event is trashed from your grip or stack, you may draw 2 cards.', 'stripped_title': 'Steelskin Scarring', 'text': 'Draw 3 cards.\nWhen this event is trashed from your grip or stack, you may draw 2 cards.', 'title': 'Steelskin Scarring', 'type_code': 'event', 'uniqueness': False}, {'code': '33005', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Arming the resistance with disarming charm.', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Cybernetic', 'pack_code': 'ms', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, suffer 1 core damage. The play cost of each event is lowered by 1 credit.', 'stripped_title': 'Ghosttongue', 'text': 'When you install this hardware, suffer 1 core damage.\nThe play cost of each event is lowered by 1[credit].', 'title': 'Ghosttongue', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33006', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console - Cybernetic', 'pack_code': 'ms', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1mu You get +3 maximum hand size. When you install this hardware, suffer 1 core damage. Whenever the Corp scores an agenda, sabotage 1. (The Corp trashes 1 card of their choice from HQ or the top of R&D.) Limit 1 console per player.', 'stripped_title': 'Marrow', 'text': '+1[mu]\nYou get +3 maximum hand size.\nWhen you install this hardware, suffer 1 core damage.\nWhenever the Corp scores an agenda, sabotage 1. (The Corp trashes 1 card of their choice from HQ or the top of R&D.)\nLimit 1 console per player.', 'title': 'Marrow', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33007', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': "He didn't speak, but I knew exactly what he wanted, and what I had to do.", 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 2, 'pack_code': 'ms', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'When you install this program, suffer 1 core damage. This program gets +1 strength for each core damage you have taken this game. Interface -> 1 credit: Break any number of barrier subroutines.', 'stripped_title': 'Begemot', 'text': 'When you install this program, suffer 1 core damage.\nThis program gets +1 strength for each core damage you have taken this game.\nInterface → 1[credit]: Break any number of barrier subroutines.', 'title': 'Begemot', 'type_code': 'program', 'uniqueness':

False}, {'code': '33008', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"'Sometimes being a union rep calls for action even more... direct."', 'illustrator': 'Dave Lee', 'keywords': 'Connection', 'pack_code': 'ms', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you install a virus program, sabotage 1. (The Corp trashes 1 card of their choice from HQ or the top of R&D.)', 'stripped_title': 'Avgustina Ivanovskaya', 'text': 'The first time each turn you install a virus program, sabotage 1. (The Corp trashes 1 card of their choice from HQ or the top of R&D.)', 'title': 'Avgustina Ivanovskaya', 'type_code': 'resource', 'uniqueness': True}, {'code': '33009', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'A single spark is all that it takes to destroy billions of credits... or to burn away the rot that ravages our world.', 'illustrator': 'Olie Boldador', 'keywords': 'Sabotage', 'pack_code': 'ms', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, trash, suffer 1 core damage: Run a remote server. During that run, cards in the root of the attacked server lose all abilities. When that run is successful, trash all cards in the root of the attacked server.', 'stripped_title': 'Light the Fire!', 'text': '[click], [trash], suffer 1 core damage: Run a remote server. During that run, cards in the root of the attacked server lose all abilities. When that run is successful, trash all cards in the root of the attacked server.', 'title': 'Light the Fire!', 'type_code': 'resource', 'uniqueness': False}, {'code': '33010', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'All is folding back, ever back; together as one.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'ms', 'position': 10, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you spend credits from an installed card, place 1 power counter on this resource. Whenever you breach HQ or R&D, you may remove up to 2 hosted power counters to access that many additional cards.', 'stripped_title': 'The Twinning', 'text': 'The first time each turn you spend credits from an installed card, place 1 power counter on this resource.\nWhenever you breach HQ or R&D, you may remove up to 2 hosted power counters to access that many additional cards.', 'title': 'The Twinning', 'type_code': 'resource', 'uniqueness': True}, {'base_link': 0, 'code': '33011', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': 'Flaws hold both beauty and opportunity.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'G-mod', 'memory_cost': 4, 'minimum_deck_size': 45, 'pack_code': 'ms', 'position': 11, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'When your turn begins, identify your mark. (If you dont have a mark, a random central server becomes your mark for this turn.) The first time each turn you make a successful run on your mark, gain click.', 'stripped_title': 'Nyusha "Sable" Sintashta: Symphonic Prodigy', 'text': 'When your turn begins, identify your mark. (If you don't have a mark, a random central server becomes your mark for this turn.)\nThe first time each turn you make a successful run on your mark, gain [click].', 'title': 'Nyusha "Sable" Sintashta: Symphonic Prodigy', 'type_code': 'identity', 'uniqueness': False}, {'code': '33012', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'The best moment to listen is when others are listening to you.', 'illustrator': 'Benjamin Giletti', 'keywords': 'Run', 'pack_code': 'ms', 'position': 12, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Identify your mark. (If you dont have a mark, a random central server becomes your mark for this turn.) Gain 4 credits. You may run your mark.', 'stripped_title': 'Carpe Diem', 'text': 'Identify your mark. (If you don't have a mark, a random central server becomes your mark for this turn.)\nGain 4[credit]. You may run your mark.', 'title': 'Carpe Diem', 'type_code': 'event', 'uniqueness': False}, {'code': '33013', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'Neneciğim would be proud.', 'illustrator': 'Bruno Balixa', 'keywords': 'Run', 'pack_code': 'ms', 'position': 13, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. If successful, instead of breaching the attacked server, access 1 card in the root of another server. If that card is an agenda, you cannot steal or trash it during this access.', 'stripped_title': 'Pinhole Threading', 'text': 'Run any server. If successful, instead of breaching the attacked server, access 1 card in the root of another server. If that card is an agenda, you cannot steal or trash it during this access.', 'title': 'Pinhole Threading', 'type_code': 'event', 'uniqueness': False}, {'code': '33014', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': 'Skimming credits with the slightest touch.', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Cybernetic', 'pack_code': 'ms', 'position': 14,

'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, suffer 1 meat damage. The first time each turn you make a successful run on HQ, the Corp loses 1 credit. If they do, gain 1 credit.', 'stripped_title': 'PAN-Weave', 'text': 'When you install this hardware, suffer 1 meat damage.\nThe first time each turn you make a successful run on HQ, the Corp loses 1[credit]. If they do, gain 1[credit].', 'title': 'PAN-Weave', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33015', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'illustrator': 'Zoe Cohen', 'keywords': 'Console', 'pack_code': 'ms', 'position': 15, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1mu When your turn begins, identify your mark. (If you dont have a mark, a random central server becomes your mark for this turn.) The first time each turn you make a successful run on your mark, if that server is HQ, access 1 additional card when you breach HQ. Otherwise, breach HQ when the run ends. Limit 1 console per player.', 'stripped_title': 'Virtuoso', 'text': '+1[mu]\nWhen your turn begins, identify your mark. (If you don't have a mark, a random central server becomes your mark for this turn.)\nThe first time each turn you make a successful run on your mark, if that server is HQ, access 1 additional card when you breach HQ. Otherwise, breach HQ when the run ends.\nLimit 1 console per player.', 'title': 'Virtuoso', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33016', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'I can show you a carpet, a fish, a magical tale...', 'illustrator': 'Bruno Balixa', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'ms', 'position': 16, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'The rez cost of each piece of code gate ice is increased by 1 credit. Interface -> 1 credit: Break 1 code gate subroutine. 1 credit: +1 strength.', 'stripped_title': "Cat's Cradle", 'text': 'The rez cost of each piece of code gate ice is increased by 1[credit].\nInterface → 1[credit]: Break 1 code gate subroutine.\n1[credit]: +1 strength.', 'title': "Cat's Cradle", 'type_code': 'program', 'uniqueness': False}, {'code': '33017', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'The feel of flour-fine coffee, the scent of caramelizing sugar, the gentle heat of the flame. A ritual I never forget.', 'illustrator': 'Bruno Balixa', 'memory_cost': 1, 'pack_code': 'ms', 'position': 17, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 recurring credits (When you install this card and before your turn begins, refill to 2 hosted credits.) You can spend hosted credits during runs on central servers.', 'stripped_title': 'Cezve', 'text': '2[recurring-credit] (When you install this card and before your turn begins, refill to 2 hosted credits.)\nYou can spend hosted credits during runs on central servers.', 'title': 'Cezve', 'type_code': 'program', 'uniqueness': False}, {'code': '33018', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Aim with your eye. Shoot with your mind. Break with your soul."\n–Sundog', 'illustrator': 'Bruno Balixa', 'keywords': 'Icebreaker - Killer - Weapon', 'memory_cost': 1, 'pack_code': 'ms', 'position': 18, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'When you install this program, place 6 power counters on it. Interface -> trash or hosted power counter: Break 1 sentry subroutine. 2 credits: +3 strength.', 'stripped_title': 'Revolver', 'text': 'When you install this program, place 6 power counters on it.\nInterface → [trash] or hosted power counter: Break 1 sentry subroutine.\n2[credit]: +3 strength.', 'title': 'Revolver', 'type_code': 'program', 'uniqueness': False}, {'code': '33019', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'One step back. Take cover. Two steps forward. Repeat, then secure well.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'ms', 'position': 19, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, identify your mark. (If you dont have a mark, a random central server becomes your mark for this turn.) Whenever you encounter a piece of ice during a run on your mark, you may trash this resource to bypass that ice.', 'stripped_title': 'Backstitching', 'text': 'When your turn begins, identify your mark. (If you don't have a mark, a random central server becomes your mark for this turn.)\nWhenever you encounter a piece of ice during a run on your mark, you may trash this resource to bypass that ice.', 'title': 'Backstitching', 'type_code': 'resource', 'uniqueness': False}, {'code': '33020', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': "If there's anything to be learned from our android cousins, it's that there's no shortcut to

perfection. Consider all your options.", 'illustrator': 'Bruno Balixa', 'pack_code': 'ms', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Gain 3 credits. trash: Remove 1 tag.', 'stripped_title': 'No Free Lunch', 'text': '[trash]: Gain 3[credit].\n[trash]: Remove 1 tag.', 'title': 'No Free Lunch', 'type_code': 'resource', 'uniqueness': False}, {'base_link': 0, 'code': '33021', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': 'The sea is everything; its breath must remain pure and healthy.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'Cyborg', 'memory_cost': 4, 'minimum_deck_size': 45, 'pack_code': 'ms', 'position': 21, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time each turn a run on R&D begins, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)', 'stripped_title': 'Captain Padma Isbister: Intrepid Explorer', 'text': 'The first time each turn a run on R&D begins, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)', 'title': 'Captain Padma Isbister: Intrepid Explorer', 'type_code': 'identity', 'uniqueness': False}, {'code': '33022', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 5, 'illustrator': 'Cat Shen', 'pack_code': 'ms', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on HQ, R&D, and Archives this turn. The Corp must set aside the top 8 cards of R&D faceup. Access 1 of those cards. You may spend click to access another 1 of those cards. Then, the Corp shuffles the set-aside cards into R&D.', 'stripped_title': 'Deep Dive', 'text': 'Play only if you made a successful run on HQ, R&D, and Archives this turn.\nThe Corp must set aside the top 8 cards of R&D faceup. Access 1 of those cards. You may spend [click] to access another 1 of those cards. Then, the Corp shuffles the set-aside cards into R&D.', 'title': 'Deep Dive', 'type_code': 'event', 'uniqueness': False}, {'code': '33023', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Kira L. Nguyen', 'keywords': 'Run', 'pack_code': 'ms', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. If successful, for each time you passed ice this run, resolve 1 of the following that you have not yet resolved this run: - Gain 4 credits. - Search your stack for a program. Install it. (Shuffle your stack after searching it.) - Charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)', 'stripped_title': 'Into the Depths', 'text': 'Run any server. If successful, for each time you passed ice this run, resolve 1 of the following that you have not yet resolved this run:\n - Gain 4[credit].\n - Search your stack for a program. Install it. (Shuffle your stack after searching it.)\n - Charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)', 'title': 'Into the Depths', 'type_code': 'event', 'uniqueness': False}, {'code': '33024', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': "Edie doesn't mind the noise. She's happy just being nearby.", 'illustrator': 'Benjamin Giletti', 'keywords': 'Mod', 'pack_code': 'ms', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install 1 program or piece of hardware from your grip, paying 3 credits less. You may charge that card if able. (If it has a power counter on it, add another.)', 'stripped_title': 'Rigging Up', 'text': 'Install 1 program or piece of hardware from your grip, paying 3[credit] less. You may charge that card if able. (If it has a power counter on it, add another.)', 'title': 'Rigging Up', 'type_code': 'event', 'uniqueness': False}, {'code': '33025', 'cost': 8, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 5, 'illustrator': 'Anna Butova', 'keywords': 'Console - Vehicle', 'pack_code': 'ms', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2mu When you install this hardware, place 3 power counters on it. The first time each turn you make a successful run, place 1 power counter on this hardware. 2 hosted power counters: Break up to 2 subroutines. Limit 1 console per player.', 'stripped_title': 'Endurance', 'text': '+2[mu]\nWhen you install this hardware, place 3 power counters on it.\nThe first time each turn you make a successful run, place 1 power counter on this hardware.\n2 hosted power counters: Break up to 2 subroutines.\nLimit 1 console per player.', 'title': 'Endurance', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33026', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Cat Shen', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'ms', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'When you install this program, place 1 power counter on it. This program gets +1 strength for each hosted power

counter. Interface -> 1 credit: Break 1 code gate subroutine. 2 credits: Place 1 power counter on this program.', 'stripped_title': 'Hyperbaric', 'text': 'When you install this program, place 1 power counter on it.\nThis program gets +1 strength for each hosted power counter.\nInterface → 1[credit]: Break 1 code gate subroutine.\n2[credit]: Place 1 power counter on this program.', 'title': 'Hyperbaric', 'type_code': 'program', 'uniqueness': False}, {'code': '33027', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Within netspace, tangible space can be manipulated as desired, and fluid dynamics rarely factors into ice development.', 'illustrator': 'Cat Shen', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'ms', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'When you install this program, place 4 power counters on it. Interface -> 1 credit: Break 1 barrier subroutine. Hosted power counter: +2 strength.', 'stripped_title': 'Propeller', 'text': 'When you install this program, place 4 power counters on it.\nInterface → 1[credit]: Break 1 barrier subroutine.\nHosted power counter: +2 strength.', 'title': 'Propeller', 'type_code': 'program', 'uniqueness': False}, {'code': '33028', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"That\'s him at the front, then there\'s Scout, Jonesy, Parker, Buča, Squee, Boots... you get the idea."', 'illustrator': 'Cat Shen', 'keywords': 'Companion - Virtual', 'pack_code': 'ms', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever an agenda is scored or stolen, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)', 'stripped_title': 'Daeg, First Net-Cat', 'text': 'Whenever an agenda is scored or stolen, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)', 'title': 'Daeg, First Net-Cat', 'type_code': 'resource', 'uniqueness': True}, {'code': '33029', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Why are we here? No one else is going to do independent testing, that\'s why."\n–Padma Isbister', 'illustrator': 'Anna Butova', 'pack_code': 'ms', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you install a program or piece of hardware, place 1 power counter on this resource. When there are 4 or more hosted power counters, trash this resource and gain 9 credits.', 'stripped_title': 'Environmental Testing', 'text': 'Whenever you install a program or piece of hardware, place 1 power counter on this resource.\nWhen there are 4 or more hosted power counters, trash this resource and gain 9[credit].', 'title': 'Environmental Testing', 'type_code': 'resource', 'uniqueness': False}, {'code': '33030', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Every ship is a home, and every home needs a heart.', 'illustrator': 'Elizaveta Sokolova', 'keywords': 'Location', 'pack_code': 'ms', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Draw 2 cards. trash: Charge 1 of your installed cards.', 'stripped_title': 'Stoneship Chart Room', 'text': '[trash]: Draw 2 cards.\n[trash]: Charge 1 of your installed cards.', 'title': 'Stoneship Chart Room', 'type_code': 'resource', 'uniqueness': False}, {'advancement_cost': 2, 'agenda_points': 1, 'code': '33031', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': "Ancient paradoxes are children's stories to the greatest minds ever designed.", 'illustrator': 'Scott Uminga', 'keywords': 'Security', 'pack_code': 'ms', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may derez 1 installed card.', 'stripped_title': 'Elivagar Bifurcation', 'text': 'When you score this agenda, you may derez 1 installed card.', 'title': 'Élivágar Bifurcation', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '33032', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"The Midnight-3 glows with an inviting warmth that belies the broken promise within. All that awaits you there is a life of indentured servitude."\n–Sundog', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Expansion', 'pack_code': 'ms', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, draw 3 cards. Skip your discard step this turn.', 'stripped_title': 'Midnight-3 Arcology', 'text': 'When you score this agenda, draw 3 cards. Skip your discard step this turn.', 'title': 'Midnight-3 Arcology', 'type_code': 'agenda', 'uniqueness': False}, {'code': '33033', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"The promise of a new home, safe work and friendly neighbors will draw in tens of thousands of eco-refugees, no matter which corner of the world they are from."\n–Thule

employee handbook', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Advertisement', 'pack_code': 'ms', 'position': 33, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, gain 2 credits.', 'stripped_title': 'Refuge Campaign', 'text': 'When your turn begins, gain 2[credit].', 'title': 'Refuge Campaign', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}, {'code': '33034', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'At depths no human tech can reach, a Trieste proxy can manipulate a mindscape with unparalleled precision.\nDesigned by 2019 World Champion Oliver "Pinsel" Siccha', 'illustrator': 'Dimik', 'keywords': 'Bioroid', 'pack_code': 'ms', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this asset, choose 1 rezzed piece of bioroid ice. Runner card abilities cannot break subroutines on the chosen ice.', 'stripped_title': 'Trieste Model Bioroids', 'text': 'When you rez this asset, choose 1 rezzed piece of bioroid ice.\nRunner card abilities cannot break subroutines on the chosen ice.', 'title': 'Trieste Model Bioroids', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}, {'code': '33035', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'End the run. End the run. End the run. End the run.', 'illustrator': 'Jakuza', 'keywords': 'Barrier - Harmonic', 'pack_code': 'ms', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Whenever you rez a piece of harmonic ice, place 1 power counter on this ice. This ice gains "Subroutine End the run." for each hosted power counter.', 'stripped_title': 'Echo', 'text': 'Whenever you rez a piece of harmonic ice, place 1 power counter on this ice.\nThis ice gains "[subroutine] End the run." for each hosted power counter.', 'title': 'Echo', 'type_code': 'ice', 'uniqueness': False}, {'code': '33036', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Jakuza', 'keywords': 'Barrier - Bioroid - AP', 'pack_code': 'ms', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When you rez this ice during a run against this server, you may derez another installed card. If you do, the Runner cannot use paid abilities printed on bioroid ice for the remainder of this turn. Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 core damage. Subroutine End the run.', 'stripped_title': 'Hakarl 1.0', 'text': 'When you rez this ice during a run against this server, you may derez another installed card. If you do, the Runner cannot use paid abilities printed on bioroid ice for the remainder of this turn.\nLose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 core damage.\n[subroutine] End the run.', 'title': 'Hákarl 1.0', 'type_code': 'ice', 'uniqueness': False}, {'code': '33037', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'With networks, growth is exponential.', 'illustrator': 'Jakuza', 'keywords': 'Code Gate - Harmonic', 'pack_code': 'ms', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When you rez this ice during a run against this server, you may search R&D for a piece of ice and reveal it. (Shuffle R&D after searching it.) Add that ice to HQ. Subroutine Gain 1 credit for each rezzed piece of harmonic ice.', 'stripped_title': 'Wave', 'text': 'When you rez this ice during a run against this server, you may search R&D for a piece of ice and reveal it. (Shuffle R&D after searching it.) Add that ice to HQ.\n[subroutine] Gain 1[credit] for each rezzed piece of harmonic ice.', 'title': 'Wave', 'type_code': 'ice', 'uniqueness': False}, {'code': '33038', 'cost': 17, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'flavor': 'Designed by 2018 North American Champion Sam Suied', 'illustrator': 'Dimik', 'keywords': 'Terminal', 'pack_code': 'ms', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, your action phase ends. Place 4 advancement counters on 1 installed card. You may score that card, if able. Remove this operation from the game.', 'stripped_title': 'Big Deal', 'text': 'After you resolve this operation, your action phase ends.\nPlace 4 advancement counters on 1 installed card. You may score that card, if able.\nRemove this operation from the game.', 'title': 'Big Deal', 'trash_cost': 3, 'type_code': 'operation', 'uniqueness': False}, {'advancement_cost': None, 'agenda_points': 2, 'code': '33039', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': 'Some tests require specific conditions.', 'illustrator': 'Scott Uminga', 'keywords': 'Research', 'pack_code': 'ms', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "X is equal to the number of cards in the Runner's grip.", 'stripped_title': 'Blood in the Water', 'text': "X is equal to the number of cards in the

Runner's grip.", 'title': 'Blood in the Water', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 1, 'code': '33040', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"Esteemed guests, by the end of this demonstration you will see that extinction is now only a temporary state of affairs."\n–Vientiane Keeling', 'illustrator': 'Anthony Hutchings', 'keywords': 'Research', 'pack_code': 'ms', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, if no Corp cards have been added to Archives this turn, you may reveal 1 facedown agenda in Archives and add it to your score area.', 'stripped_title': 'Regenesis', 'text': 'When you score this agenda, if no Corp cards have been added to Archives this turn, you may reveal 1 facedown agenda in Archives and add it to your score area.', 'title': 'Regenesis', 'type_code': 'agenda', 'uniqueness': False}, {'code': '33041', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Prey and seawater sucked in, all in the space of a millisecond.', 'illustrator': 'Jack Reeves', 'keywords': 'Hostile', 'pack_code': 'ms', 'position': 41, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, gain 1 credit. Then, if you have 4 credits or less, do 1 net damage.', 'stripped_title': 'Bladderwort', 'text': 'When your turn begins, gain 1[credit]. Then, if you have 4[credit] or less, do 1 net damage.', 'title': 'Bladderwort', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}, {'code': '33042', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Designed by the Borealis Playtesters', 'illustrator': 'Olie Boldador', 'keywords': 'Facility', 'pack_code': 'ms', 'position': 42, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Remove this asset from the game: Trash up to 2 cards from HQ. Reveal up to 2 facedown cards in Archives and shuffle them into R&D. For each agenda revealed this way, you may place 1 advancement counter on an installed card.', 'stripped_title': 'Moon Pool', 'text': 'Remove this asset from the game: Trash up to 2 cards from HQ. Reveal up to 2 facedown cards in Archives and shuffle them into R&D. For each agenda revealed this way, you may place 1 advancement counter on an installed card.', 'title': 'Moon Pool', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}, {'code': '33043', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Ethereal beauty laced with the most elegant venom.', 'illustrator': 'Jack Reeves', 'keywords': 'Sentry - AP', 'pack_code': 'ms', 'position': 43, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'When you rez this ice during a run against this server, you may trash 1 card from HQ to do 2 net damage. Subroutine Do 1 net damage.', 'stripped_title': 'Anemone', 'text': 'When you rez this ice during a run against this server, you may trash 1 card from HQ to do 2 net damage.\n[subroutine] Do 1 net damage.', 'title': 'Anemone', 'type_code': 'ice', 'uniqueness': False}, {'code': '33044', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Digital refuse is their food, and you should never come between an animal and its food.', 'illustrator': 'Jack Reeves', 'keywords': 'Sentry - AP', 'pack_code': 'ms', 'position': 44, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'While this ice is protecting Archives, it gets +3 strength. Subroutine Do 3 net damage.', 'stripped_title': 'Bathynomus', 'text': 'While this ice is protecting Archives, it gets +3 strength.\n[subroutine] Do 3 net damage.', 'title': 'Bathynomus', 'type_code': 'ice', 'uniqueness': False}, {'code': '33045', 'cost': 7, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Keep off the grass.', 'illustrator': 'Jack Reeves', 'keywords': 'Barrier - AP', 'pack_code': 'ms', 'position': 45, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'The rez cost of this ice is lowered by 1 credit for each rezzed piece of code gate ice. Subroutine Do 2 net damage. Subroutine End the run.', 'stripped_title': 'Ivik', 'text': 'The rez cost of this ice is lowered by 1[credit] for each rezzed piece of code gate ice.\n[subroutine] Do 2 net damage.\n[subroutine] End the run.', 'title': 'Ivik', 'type_code': 'ice', 'uniqueness': False}, {'code': '33046', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': 'One becomes many.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Double', 'pack_code': 'ms', 'position': 46, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Install up to 2 cards from HQ, creating a new remote server each time. Place 2 advancement counters on each of those cards. You cannot score or rez either of those cards this turn.', 'stripped_title': 'Mitosis', 'text': 'As an additional cost to play this operation, spend [click].\nInstall up to 2 cards from HQ, creating a new remote server each time. Place 2 advancement counters on each of those cards. You cannot score or rez either of those cards this

turn.', 'title': 'Mitosis', 'type_code': 'operation', 'uniqueness': False}, {'code': '33047', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Viruses, runners; all are food to them.', 'illustrator': 'Jack Reeves', 'keywords': 'Ambush', 'pack_code': 'ms', 'position': 47, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'While the Runner is accessing this upgrade in R&D, they must reveal it. When the Runner accesses this upgrade, you may purge virus counters. If this upgrade is rezzed, do 1 net damage. trash: Purge virus counters.', 'stripped_title': 'Mavirus', 'text': 'While the Runner is accessing this upgrade in R&D, they must reveal it.\nWhen the Runner accesses this upgrade, you may purge virus counters. If this upgrade is rezzed, do 1 net damage.\n[trash]: Purge virus counters.', 'title': 'Mavirus', 'trash_cost': 0, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '33048', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Political news, fit for public consumption.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ms', 'position': 48, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time each turn the Runner makes a successful run, you may place 1 advancement counter on an installed card you can advance.', 'stripped_title': 'Pravdivost Consulting: Political Solutions', 'text': 'The first time each turn the Runner makes a successful run, you may place 1 advancement counter on an installed card you can advance.', 'title': 'Pravdivost Consulting: Political Solutions', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '33049', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': "The line goes up... until we don't need it to anymore.", 'illustrator': 'Wyn Lacabra', 'keywords': 'Initiative', 'pack_code': 'ms', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, the Runner loses 7 credits.', 'stripped_title': 'Artificial Cryptocrash', 'text': 'When you score this agenda, the Runner loses 7[credit].', 'title': 'Artificial Cryptocrash', 'type_code': 'agenda', 'uniqueness': False}, {'code': '33050', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'The only thing that changes is the uniform.', 'illustrator': 'Dimik', 'keywords': 'Ambush', 'pack_code': 'ms', 'position': 50, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. When the Runner accesses this asset while it is installed, give them 1 tag plus 1 tag for each hosted advancement counter.', 'stripped_title': 'Chekist Scion', 'text': 'You can advance this asset.\nWhen the Runner accesses this asset while it is installed, give them 1 tag plus 1 tag for each hosted advancement counter.', 'title': 'Chekist Scion', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}, {'code': '33051', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': '"Tell them Drago would like a word."\nDesigned by 2019 European Champion Aaryn "Drago" Byrne', 'illustrator': 'Dimik', 'keywords': 'Executive', 'pack_code': 'ms', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. 2 hosted advancement counters: Give the Runner 1 tag. Use this ability only during your turn.', 'stripped_title': 'Drago Ivanov', 'text': 'You can advance this asset.\n2 hosted advancement counters: Give the Runner 1 tag. Use this ability only during your turn.', 'title': 'Drago Ivanov', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': True}, {'code': '33052', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': "They say they'll only take a handful, but oh what big hands they have!", 'illustrator': 'Adam S. Doyle', 'keywords': 'Advertisement', 'pack_code': 'ms', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. When your turn begins, gain 1 credit for each hosted advancement counter.', 'stripped_title': 'Ubiquitous Vig', 'text': 'You can advance this asset.\nWhen your turn begins, gain 1[credit] for each hosted advancement counter.', 'title': 'Ubiquitous Vig', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}, {'code': '33053', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Names of old carry little weight today, their legacies broken and swept away. Now, we are the rulers of truth.', 'illustrator': 'BalanceSheet', 'keywords': 'Code Gate', 'pack_code': 'ms', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'You can advance this ice. When the Runner encounters this ice, you may remove 1 hosted advancement counter. If you do, the Runner loses 3 credits. Subroutine The Runner loses 3 credits. Subroutine End the run.', 'stripped_title': 'Mestnichestvo', 'text': 'You can advance this ice.\nWhen the Runner encounters this ice, you may remove 1 hosted advancement counter. If you do, the Runner loses 3[credit].\n[subroutine] The Runner loses 3[credit].\n[subroutine] End the run.', 'title':

'Mestnichestvo', 'type_code': 'ice', 'uniqueness': False}, {'code': '33054', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': "No task the witch set would ever be too great, for Vasilisa had her mother's blessing.", 'illustrator': 'BalanceSheet', 'keywords': 'Sentry - Observer', 'pack_code': 'ms', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'When the Runner encounters this ice, you may pay 1 credit. If you do, place 1 advancement counter on an installed card you can advance. Subroutine Give the Runner 1 tag.', 'stripped_title': 'Vasilisa', 'text': 'When the Runner encounters this ice, you may pay 1[credit]. If you do, place 1 advancement counter on an installed card you can advance.\n[subroutine] Give the Runner 1 tag.', 'title': 'Vasilisa', 'type_code': 'ice', 'uniqueness': False}, {'code': '33055', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': "'Recording devices at the door, please!'", 'illustrator': 'Olie Boldador', 'keywords': 'Gray Ops', 'pack_code': 'ms', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, remove 1 tag. Add this operation to your score area as an agenda worth 1 agenda point.', 'stripped_title': 'Backroom Machinations', 'text': 'As an additional cost to play this operation, remove 1 tag.\nAdd this operation to your score area as an agenda worth 1 agenda point.', 'title': 'Backroom Machinations', 'type_code': 'operation', 'uniqueness': False}, {'code': '33056', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': 'Straddling the banks of the Ob River, this metropolis contains hope for a better tomorrow.', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Region', 'pack_code': 'ms', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this upgrade. 2 hosted advancement counters: Place 2 advancement counters on another card in the root of this server that you can advance. Use this ability only once per turn. Limit 1 region per server.', 'stripped_title': 'Vladisibirsk City Grid', 'text': 'You can advance this upgrade.\n2 hosted advancement counters: Place 2 advancement counters on another card in the root of this server that you can advance. Use this ability only once per turn.\nLimit 1 region per server.', 'title': 'Vladisibirsk City Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '33057', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Take all that is offered, and more.', 'illustrator': 'Vitalii Ostaschenko', 'influence_limit': 15, 'keywords': 'Corp', 'minimum_deck_size': 45, 'pack_code': 'ms', 'position': 57, 'quantity': 1, 'side_code': 'corp', 'stripped_text': "Whenever you trash a rezzed card, except during installation, you may search R&D for 1 card with a printed rez cost exactly 1 credit less than the trashed card's printed rez cost. Install and rez the card you found, ignoring credit costs. Use this ability only once per turn.", 'stripped_title': 'Ob Superheavy Logistics: Extract. Export. Excel.', 'text': "Whenever you trash a rezzed card, except during installation, you may search R&D for 1 card with a printed rez cost exactly 1[credit] less than the trashed card's printed rez cost. Install and rez the card you found, ignoring credit costs. Use this ability only once per turn.", 'title': 'Ob Superheavy Logistics: Extract. Export. Excel.', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '33058', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': "'Don\'t worry, directors, security is always willing to send agents to assist with radical asset reassignment.'\n–Yakov Avdakov', 'illustrator': 'Benjamin Giletti', 'keywords': 'Security', 'pack_code': 'ms', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to score this agenda, trash 1 of your other installed cards. When you score this agenda, do 2 meat damage.', 'stripped_title': 'Azef Protocol', 'text': 'As an additional cost to score this agenda, trash 1 of your other installed cards.\nWhen you score this agenda, do 2 meat damage.', 'title': 'Azef Protocol', 'type_code': 'agenda', 'uniqueness': False}, {'code': '33059', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': "It doesn't matter how long you've owned the land, you'd better hope there's nothing valuable beneath.", 'illustrator': 'Vitalii Ostaschenko', 'keywords': 'Industrial', 'pack_code': 'ms', 'position': 59, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may trash 1 of your other installed cards. If you do, gain 3 credits.', 'stripped_title': 'Svyatogor Excavator', 'text': 'When your turn begins, you may trash 1 of your other installed cards. If you do, gain 3[credit].', 'title': 'Svyatogor Excavator', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}, {'code': '33060', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Scott Uminga', 'keywords': 'Barrier',

'pack_code': 'ms', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When you rez this ice, place 4 power counters on it. When your turn begins, remove 1 hosted power counter. This ice gains "Subroutine End the run." before its printed subroutine for each hosted power counter. Subroutine Trash this ice.', 'stripped_title': 'Envelopment', 'text': 'When you rez this ice, place 4 power counters on it.\nWhen your turn begins, remove 1 hosted power counter.\nThis ice gains "[subroutine] End the run." before its printed subroutine for each hosted power counter.\n[subroutine] Trash this ice.', 'title': 'Envelopment', 'type_code': 'ice', 'uniqueness': False}, {'code': '33061', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'Confound the runner so that they cannot see our true intent.', 'illustrator': 'Scott Uminga', 'keywords': 'Barrier', 'pack_code': 'ms', 'position': 61, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Gain 2 credits. Subroutine End the run.', 'stripped_title': 'Maskirovka', 'text': '[subroutine] Gain 2[credit].\n[subroutine] End the run.', 'title': 'Maskirovka', 'type_code': 'ice', 'uniqueness': False}, {'code': '33062', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Centuries of military tactics compressed into a single entity.', 'illustrator': 'Scott Uminga', 'keywords': 'Sentry - Destroyer', 'pack_code': 'ms', 'position': 62, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'When you rez this ice, you may trash 1 of your other installed cards. If you do, this ice gets +5 strength for the remainder of the run. Subroutine Trash 1 installed program. Subroutine Trash 1 installed program.', 'stripped_title': 'Stavka', 'text': 'When you rez this ice, you may trash 1 of your other installed cards. If you do, this ice gets +5 strength for the remainder of the run.\n[subroutine] Trash 1 installed program.\n[subroutine] Trash 1 installed program.', 'title': 'Stavka', 'type_code': 'ice', 'uniqueness': False}, {'code': '33063', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Leave nothing of value behind.', 'illustrator': 'Vitalii Ostaschenko', 'keywords': 'Transaction', 'pack_code': 'ms', 'position': 63, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 6 credits. You may trash 1 of your installed cards to gain 3 credits.', 'stripped_title': 'Extract', 'text': 'Gain 6[credit]. You may trash 1 of your installed cards to gain 3[credit].', 'title': 'Extract', 'type_code': 'operation', 'uniqueness': False}, {'code': '33064', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': 'Designed by 2020 Asia-Pacific Champion Eric Keilback', 'illustrator': 'Dimik', 'keywords': 'Triple', 'pack_code': 'ms', 'position': 64, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend clickclick. Trash any number of your rezzed cards. Give the Runner 1 tag for each card trashed this way.', 'stripped_title': 'Mutually Assured Destruction', 'text': 'As an additional cost to play this operation, spend [click][click].\nTrash any number of your rezzed cards. Give the Runner 1 tag for each card trashed this way.', 'title': 'Mutually Assured Destruction', 'type_code': 'operation', 'uniqueness': False}, {'code': '33065', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'Identify. Contact. Entrap. Counterintelligence never changes.', 'illustrator': 'Olie Boldador', 'keywords': 'Gray Ops', 'pack_code': 'ms', 'position': 65, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Trash 1 installed resource. Install and rez 1 card from Archives, ignoring all costs.', 'stripped_title': 'Trust Operation', 'text': 'Play only if the Runner is tagged.\nTrash 1 installed resource. Install and rez 1 card from Archives, ignoring all costs.', 'title': 'Trust Operation', 'type_code': 'operation', 'uniqueness': False}]]