Startup

['ms', 'msbp', 'ph', 'sg', 'su21']

[[{'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}], [{'code': '32001', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'A single spark is all it takes...', 'illustrator': 'Olie Boldador', 'keywords': 'Sabotage', 'pack_code': 'msbp', 'position': 1, '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': '32002', 'cost': 2, 'deck_limit': 3,

'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'Bruno Balixa', 'keywords': 'Icebreaker - Killer - Weapon', 'memory_cost': 1, 'pack_code': 'msbp', 'position': 2, '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': '32003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 5, 'illustrator': 'Cat Shen', 'pack_code': 'msbp', 'position': 3, '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': '32004', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Jakuza', 'keywords': 'Barrier - Bioroid - AP', 'pack_code': 'msbp', 'position': 4, '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': '32005', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Ethereal beauty brings sweet death with only a brief touch.', 'illustrator': 'Jack Reeves', 'keywords': 'Sentry - AP', 'pack_code': 'msbp', 'position': 5, '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': '32006', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'illustrator': 'Kira L. Nguyen', 'keywords': 'Region', 'pack_code': 'msbp', 'position': 6, '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}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '32007', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'Argus Security is always willing to send agents over to assist with radical asset reassignment.', 'illustrator': 'Benjamin Giletti', 'keywords': 'Security', 'pack_code': 'msbp', 'position': 7, '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': '33066', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"My guilt is never to be doubted."', 'illustrator': 'Ferenc Patkós', 'keywords': 'Run', 'pack_code': 'ph', 'position': 66, 'quantity': 3, 'side_code': 'runner',

'stripped_text': 'As an additional cost to play this event, suffer 1 core damage. Run R&D. If successful, access 3 additional cards when you breach R&D.', 'stripped_title': 'Finality', 'text': 'As an additional cost to play this event, suffer 1 core damage.\nRun R&D. If successful, access 3 additional cards when you breach R&D.', 'title': 'Finality', 'type_code': 'event', 'uniqueness': False}, {'code': '33067', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"I promised I would come back for you, no matter the cost."\n—Esâ Afontov', 'illustrator': 'Olie Boldador', 'keywords': 'Run', 'pack_code': 'ph', 'position': 67, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. If successful, add 1 card from your heap to your grip.', 'stripped_title': 'Katorga Breakout', 'text': 'Run any server. If successful, add 1 card from your heap to your grip.', 'title': 'Katorga Breakout', 'type_code': 'event', 'uniqueness': False}, {'code': '33068', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'With every step closer to their prize, Bankhar felt the ice slicing white-hot through their synapses. It was worth it.', 'illustrator': 'Scott Uminga', 'keywords': 'Run', 'pack_code': 'ph', 'position': 68, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. Whenever a subroutine resolves during that run (including a subroutine that ends the run), place 1 power counter on this event. When that run ends, draw 1 card for each hosted power counter and gain 3 credits.', 'stripped_title': 'Raindrops Cut Stone', 'text': 'Run any server. Whenever a subroutine resolves during that run (including a subroutine that ends the run), place 1 power counter on this event.\nWhen that run ends, draw 1 card for each hosted power counter and gain 3[credit].', 'title': 'Raindrops Cut Stone', 'type_code': 'event', 'uniqueness': False}, {'code': '33069', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Anna Butova', 'keywords': 'Weapon', 'pack_code': 'ph', 'position': 69, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only if you made a successful run on a central server this turn. When you install this hardware, place 1 power counter on it. When your turn begins, if there are 3 or more hosted power counters, trash this hardware and sabotage 3. (The Corp trashes 3 cards of their choice from HQ and/or the top of R&D.) Otherwise, place 1 power counter on this hardware.', 'stripped_title': 'Time Bomb', 'text': 'Install only if you made a successful run on a central server this turn. When you install this hardware, place 1 power counter on it.\nWhen your turn begins, if there are 3 or more hosted power counters, trash this hardware and sabotage 3. (The Corp trashes 3 cards of their choice from HQ and/or the top of R&D.) Otherwise, place 1 power counter on this hardware.', 'title': 'Time Bomb', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33070', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Every piece of ice I see, I see Abaasy.', 'illustrator': 'Bruno Balixa', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'ph', 'position': 70, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'The first time each turn this program fully breaks a piece of ice, you may trash 1 card from your grip to draw 1 card. Interface -> 1 credit: Break 1 code gate subroutine. 2 credits: +2 strength.', 'stripped_title': 'Abaasy', 'text': 'The first time each turn this program fully breaks a piece of ice, you may trash 1 card from your grip to draw 1 card.\nInterface → 1[credit]: Break 1 code gate subroutine.\n2[credit]: +2 strength.', 'title': 'Abaasy', 'type_code': 'program', 'uniqueness': False}, {'code': '33071', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'Quiet. I need to focus.', 'illustrator': 'Scott Uminga', 'keywords': 'Trojan', 'memory_cost': 1, 'pack_code': 'ph', 'position': 71, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only on a piece of ice. Host ice cannot gain abilities and loses all abilities except its printed subroutines. click: Host this program on another installed piece of ice.', 'stripped_title': 'Hush', 'text': 'Install only on a piece of ice.\nHost ice cannot gain abilities and loses all abilities except its printed subroutines.\n[click]: Host this program on another installed piece of ice.', 'title': 'Hush', 'type_code': 'program', 'uniqueness': False}, {'code': '33072', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Relinquish your foolish notions of control.', 'illustrator': 'Bruno Balixa', 'memory_cost': 1, 'pack_code': 'ph', 'position': 72, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this program, load 3 power counters onto it. When it is empty, trash it. The first time each turn you make a successful run, you may remove 1 hosted power counter to sabotage 1. (The Corp trashes 1 card

of their choice from HQ or the top of R&D.)', 'stripped_title': 'Nga', 'text': 'When you install this program, load 3 power counters onto it. When it is empty, trash it.\nThe first time each turn you make a successful run, you may remove 1 hosted power counter to sabotage 1. (The Corp trashes 1 card of their choice from HQ or the top of R&D.)', 'title': 'Nga', 'type_code': 'program', 'uniqueness': True}, {'code': '33073', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'I give you understanding, that you might control that which would threaten you.', 'illustrator': 'Bruno Balixa', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'ph', 'position': 73, 'quantity': 3, 'side_code': 'runner', 'strength': 8, 'stripped_text': 'Interface -> 2 credits: Break 1 sentry subroutine.', 'stripped_title': 'Num', 'text': 'Interface → 2[credit]: Break 1 sentry subroutine.', 'title': 'Num', 'type_code': 'program', 'uniqueness': False}, {'code': '33074', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"With these two by my side, I've sworn never to fail. I can bear any pain so long as it has meaning."', 'illustrator': 'Dimik', 'keywords': 'Connection', 'pack_code': 'ph', 'position': 74, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may choose a server. During the first encounter each turn with a piece of ice protecting the chosen server, whenever the Corp would resolve a subroutine, instead they resolve Subroutine Do 1 net damage..', 'stripped_title': 'Tsakhia Bankhar Gantulga', 'text': 'When your turn begins, you may choose a server.\nDuring the first encounter each turn with a piece of ice protecting the chosen server, whenever the Corp would resolve a subroutine, instead they resolve "[subroutine] Do 1 net damage.".', 'title': 'Tsakhia "Bankhar" Gantulga', 'type_code': 'resource', 'uniqueness': True}, {'code': '33075', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Roslavets' Concerto No. 2. Breakneck, brilliant, enchanting. The perfect finale for Virtuoso."', 'illustrator': 'Olie Boldador', 'keywords': 'Run', 'pack_code': 'ph', 'position': 75, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Reveal the top card of your stack and place credits equal to its printed play or install cost on this event. Add the revealed card to your grip. Run any server. You can spend hosted credits during that run.', 'stripped_title': 'Concerto', 'text': 'Reveal the top card of your stack and place credits equal to its printed play or install cost on this event. Add the revealed card to your grip.\nRun any server. You can spend hosted credits during that run.', 'title': 'Concerto', 'type_code': 'event', 'uniqueness': False}, {'code': '33076', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"I may bow like I've accomplished the impossible, but the truth is it's not that hard."\n', 'illustrator': 'Ferenc Patkós', 'keywords': 'Run', 'pack_code': 'ph', 'position': 76, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you stole an agenda this turn. Add 1 installed Corp card to HQ. You may run any server.', 'stripped_title': 'Reprise', 'text': 'Play only if you stole an agenda this turn.\nAdd 1 installed Corp card to HQ. You may run any server.', 'title': 'Reprise', 'type_code': 'event', 'uniqueness': False}, {'code': '33077', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'The poison cuts deeper than the blade.', 'illustrator': 'Ed Mattinian', 'keywords': 'Weapon', 'pack_code': 'ph', 'position': 77, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, load 3 power counters onto it. When it is empty, trash it. Hosted power counter: Break up to 2 subroutines. Use this ability only if you have already broken a subroutine during this encounter.', 'stripped_title': 'Poison Vial', 'text': 'When you install this hardware, load 3 power counters onto it. When it is empty, trash it.\nHosted power counter: Break up to 2 subroutines. Use this ability only if you have already broken a subroutine during this encounter.', 'title': 'Poison Vial', 'type_code': 'hardware', 'uniqueness': False}, {'code': '33078', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'Zefanya Langkan Maega', 'keywords': 'Cybernetic', 'pack_code': 'ph', 'position': 78, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, suffer 1 meat damage. Whenever you make a successful run on HQ, place 1 power counter on this hardware. Whenever you breach R&D, you may remove up to 3 hosted power counters to access that many additional cards.', 'stripped_title': 'WAKE Implant v2A-JRJ', 'text': 'When you install this hardware, suffer 1 meat damage.\nWhenever you make a successful run on HQ, place 1 power counter on this hardware.\nWhenever you breach R&D, you may remove up to 3 hosted power counters to access that many additional cards.', 'title': 'WAKE Implant v2A-JRJ', 'type_code': 'hardware',

'uniqueness': True}, {'code': '33079', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Zenit implants help you focus on the important things."\n—Ampère holo-billboard', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Cybernetic - Chip', 'pack_code': 'ph', 'position': 79, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, suffer 1 core damage. The first time each turn you make a successful run on a central server, draw 1 card.', 'stripped_title': 'Zenit Chip JZ-2MJ', 'text': 'When you install this hardware, suffer 1 core damage.\nThe first time each turn you make a successful run on a central server, draw 1 card.', 'title': 'Zenit Chip JZ-2MJ', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33080', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'A repeated note, the alternation of fingers, the rhythm of stitches... the resulting intensity is always the same.', 'illustrator': 'Bruno Balixa', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'ph', 'position': 80, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 3 credits: Break up to 2 barrier subroutines. This ability costs 1 credit less to use for each installed piece of cybernetic hardware. 2 credits: +2 strength.', 'stripped_title': 'Tremolo', 'text': 'Interface → 3[credit]: Break up to 2 barrier subroutines. This ability costs 1[credit] less to use for each installed piece of cybernetic hardware.\n2[credit]: +2 strength.', 'title': 'Tremolo', 'type_code': 'program', 'uniqueness': False}, {'code': '33081', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"How could I pick a favorite? They're all good dogs."\n—Nyusha "Sable" Sintashta', 'illustrator': 'Anthony Hutchings', 'keywords': 'Icebreaker - AI', 'memory_cost': 2, 'pack_code': 'ph', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'strength': 2, '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.) Interface -> 2 credits: Break up to 2 subroutines on a piece of ice protecting your mark. 2 credits: +2 strength.', 'stripped_title': 'Tunnel Vision', '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.)\nInterface → 2[credit]: Break up to 2 subroutines on a piece of ice protecting your mark.\n2[credit]: +2 strength.', 'title': 'Tunnel Vision', 'type_code': 'program', 'uniqueness': False}, {'code': '33082', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Marlon Ruiz', 'keywords': 'Connection - Seedy', 'pack_code': 'ph', 'position': 82, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, search your stack for up to 2 virus or weapon cards with different names. Host those cards faceup on this resource. (They are not installed.) When your turn begins, you may add 1 hosted card to your grip. If there are no more hosted cards, trash this resource.', 'stripped_title': 'Asmund Pudlat', 'text': 'When you install this resource, search your stack for up to 2 virus or weapon cards with different names. Host those cards faceup on this resource. (They are not installed.)\nWhen your turn begins, you may add 1 hosted card to your grip. If there are no more hosted cards, trash this resource.', 'title': 'Asmund Pudlat', 'type_code': 'resource', 'uniqueness': True}, {'code': '33083', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'It was a relief, really, deciding on that one place in the world to definitely never visit again.', 'illustrator': 'Elliot Birt', 'keywords': 'Job', 'pack_code': 'ph', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_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.) The first time each turn a run on your mark ends, gain 2 credits if you breached that server during that run.", 'stripped_title': 'Info Bounty', '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 a run on your mark ends, gain 2[credit] if you breached that server during that run.', 'title': 'Info Bounty', 'type_code': 'resource', 'uniqueness': True}, {'code': '33084', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"The best ideas float to the top, if you give them time."\n—Ar<h1m3d3s JAR', 'illustrator': 'Oliver Morit', 'keywords': 'Mod', 'pack_code': 'ph', 'position': 84, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Set aside cards from the top of your stack faceup until you set aside a program. You may install that program, paying 10 credits less. Shuffle the set-aside cards into your stack.', 'stripped_title': 'Spark of

Inspiration', 'text': 'Set aside cards from the top of your stack faceup until you set aside a program. You may install that program, paying 10[credit] less. Shuffle the set-aside cards into your stack.', 'title': 'Spark of Inspiration', 'type_code': 'event', 'uniqueness': False}, {'code': '33085', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'To outsiders, it is ironic that no one in Ampère can remember who invented these little fellows. Within the company, this is considered normal.', 'illustrator': 'Ed Mattinian', 'keywords': 'Cybernetic', 'pack_code': 'ph', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, place 2 power counters on it and suffer 1 meat damage. You get +1 maximum hand size for each hosted power counter.', 'stripped_title': 'Hippocampic Mechanocytes', 'text': 'When you install this hardware, place 2 power counters on it and suffer 1 meat damage.\nYou get +1 maximum hand size for each hosted power counter.', 'title': 'Hippocampic Mechanocytes', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33086', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'It isn't as enjoyable as coffee, but the effects are magnitudes stronger.', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Cybernetic', 'pack_code': 'ph', 'position': 86, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, suffer 2 core damage. You get +1 allotted click for each of your turns.', 'stripped_title': 'Basilar Synthgland 2KVJ', 'text': 'When you install this hardware, suffer 2 core damage.\nYou get +1 allotted [click] for each of your turns.', 'title': 'Basilar Synthgland 2KVJ', 'type_code': 'hardware', 'uniqueness': True}, {'code': '33087', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Are you telling me it's pronounced 'gigawatts'?"\n—Captain Padma Isbister', 'illustrator': 'Ed Mattinian', 'keywords': 'Trojan', 'memory_cost': 1, 'pack_code': 'ph', 'position': 87, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only on a piece of ice. The first time you break a subroutine during each encounter with host ice, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)', 'stripped_title': 'Flux Capacitor', 'text': 'Install only on a piece of ice.\nThe first time you break a subroutine during each encounter with host ice, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)', 'title': 'Flux Capacitor', 'type_code': 'program', 'uniqueness': True}, {'code': '33088', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 5, 'flavor': 'Nanuq never leaves, but instead waits, invisible, for the next hunt.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI', 'memory_cost': 2, 'pack_code': 'ph', 'position': 88, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'When this program is uninstalled, remove it from the game. When an agenda is scored or stolen, remove this program from the game. Interface -> 2 credits: Break up to 2 subroutines. 1 credit: +1 strength.', 'stripped_title': 'Nanuq', 'text': 'When this program is uninstalled, remove it from the game.\nWhen an agenda is scored or stolen, remove this program from the game.\nInterface → 2[credit]: Break up to 2 subroutines.\n1[credit]: +1 strength.', 'title': 'Nanuq', 'type_code': 'program', 'uniqueness': False}, {'code': '33089', 'cost': 10, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Jakuza', 'keywords': 'Icebreaker - Killer', 'memory_cost': 2, 'pack_code': 'ph', 'position': 89, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'The first time each turn this program fully breaks a piece of ice, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.) Interface -> 2 credits: Break any number of sentry subroutines. 2 credits: +3 strength.', 'stripped_title': 'Orca', 'text': 'The first time each turn this program fully breaks a piece of ice, you may charge 1 of your installed cards. (Add 1 power counter to a card that already has one.)\nInterface → 2[credit]: Break any number of sentry subroutines.\n2[credit]: +3 strength.', 'title': 'Orca', 'type_code': 'program', 'uniqueness': False}, {'code': '33090', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': 'Every rig needs a power source. How about one with blades moving at Mach 2?', 'illustrator': 'Ed Mattinian', 'memory_cost': 1, 'pack_code': 'ph', 'position': 90, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Each installed non-AI icebreaker gets +2 strength.', 'stripped_title': 'K2CP Turbine', 'text': 'Each installed non-AI icebreaker gets +2 strength.', 'title': 'K2CP Turbine', 'type_code': 'program', 'uniqueness': False}, {'code': '33091', 'cost': 6, 'deck_limit': 3, 'faction_code': 'shaper',

'faction_cost': 4, 'flavor': 'Few constructs reach the Deep Net, but these old trees have stretched their roots further than once thought possible.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Deep Net', 'memory_cost': 2, 'pack_code': 'ph', 'position': 91, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you make a successful run, you may trash 1 of your other installed cards to search your stack for 1 card of the same type. (Shuffle your stack after searching it.) Install the card you found, paying 3 credits less.', 'stripped_title': 'World Tree', 'text': 'The first time each turn you make a successful run, you may trash 1 of your other installed cards to search your stack for 1 card of the same type. (Shuffle your stack after searching it.) Install the card you found, paying 3[credit] less.', 'title': 'World Tree', 'type_code': 'program', 'uniqueness': False}, {'code': '33092', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"There is another world under the waves, vanishing as we speak. I want to map it before it's gone."', 'illustrator': 'Dave Lee', 'keywords': 'Connection', 'pack_code': 'ph', 'position': 92, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 2 power counters onto it. When it is empty, trash it. click, hosted power counter: Draw 3 cards.', 'stripped_title': 'Dr. Nuka Vrolyck', 'text': 'When you install this resource, load 2 power counters onto it. When it is empty, trash it.\n[click], hosted power counter: Draw 3 cards.', 'title': 'Dr. Nuka Vrolyck', 'type_code': 'resource', 'uniqueness': True}, {'base_link': 0, 'code': '33093', 'deck_limit': 1, 'faction_code': 'neutral-runner', 'flavor': 'I found my twin hidden away on Luna. Now we will never be apart.', 'illustrator': 'Ferenc Patkós', 'influence_limit': None, 'keywords': 'Digital - Natural', 'minimum_deck_size': 40, 'pack_code': 'ph', 'position': 93, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Your deck cannot include more than 1 copy of any card.', 'stripped_title': 'Nova Initiumia: Catalyst & Impetus', 'text': 'Your deck cannot include more than 1 copy of any card.', 'title': 'Nova Initiumia: Catalyst & Impetus', 'type_code': 'identity', 'uniqueness': False}, {'code': '33094', 'cost': 3, 'deck_limit': 6, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '{Card 6} Look at the little baby, even she helps!\n{Card 5} She's little—but fierce.\n{Card 4} Just as brave as his sisters.\n{Card 3} She's a typical middle child, really.\n{Card 2} Always there to back up her big sister.\n{Card 1} She leads and they all follow.', 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - AI', 'memory_cost': 2, 'pack_code': 'ph', 'position': 94, 'quantity': 6, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'When your turn begins, turn each hosted card faceup. click: Host a copy of Matryoshka from your grip faceup on this program. (It is not installed.) Interface -> X{c}, turn 1 hosted copy of Matryoshka facedown: Break X subroutines. 1 credit: +1 strength. Limit 6 per deck.', 'stripped_title': 'Matryoshka', 'text': 'When your turn begins, turn each hosted card faceup.\n[click]: Host a copy of Matryoshka from your grip faceup on this program. (It is not installed.)\nInterface → X[credit], turn 1 hosted copy of Matryoshka facedown: Break X subroutines.\n1[credit]: +1 strength.\nLimit 6 per deck.', 'title': 'Matryoshka', 'type_code': 'program', 'uniqueness': False}, {'code': '33095', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'Join us. Safe, away from the crisis.', 'illustrator': 'Kira L. Nguyen', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ph', 'position': 95, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner steals an agenda, do 1 core damage unless they spend click and 2 credits.', 'stripped_title': 'Thule Subsea: Safety Below', 'text': 'Whenever the Runner steals an agenda, do 1 core damage unless they spend [click] and 2[credit].', 'title': 'Thule Subsea: Safety Below', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '33096', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': 'Bend the minds of those below you such that they will always need you, and loyalty is assured forever.', 'illustrator': 'Oliver Morit', 'keywords': 'Research', 'pack_code': 'ph', 'position': 96, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This agenda gets -1 advancement requirement for each core damage the Runner has taken this game.', 'stripped_title': 'Ontological Dependence', 'text': 'This agenda gets -1 advancement requirement for each core damage the Runner has taken this game.', 'title': 'Ontological Dependence', 'type_code': 'agenda', 'uniqueness': False}, {'code': '33097', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': 'Everyone remembers the first tape they archive.', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Ambush', 'pack_code': 'ph', 'position': 97,

'quantity': 3, 'side_code': 'corp', 'stripped_text': 'While the Runner is accessing this asset in R&D, they must reveal it. When the Runner accesses this asset, they may add it to their score area as an agenda worth -1 agenda point. If they do not, do 1 core damage and remove this asset from the game.', 'stripped_title': 'Nightmare Archive', 'text': 'While the Runner is accessing this asset in R&D, they must reveal it.\nWhen the Runner accesses this asset, they may add it to their score area as an agenda worth -1 agenda point. If they do not, do 1 core damage and remove this asset from the game.', 'title': 'Nightmare Archive', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}, {'code': '33098', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'As one, every monitoring device on the ship reverberated, emitting a noise so primordial, so titanic, it shook Padma to her core.\nDaeg hissed.', 'illustrator': 'Jakuza', 'keywords': 'Sentry - AP - Destroyer - Harmonic', 'pack_code': 'ph', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'As an additional cost to rez this ice, derez another piece of harmonic ice. Subroutine Do 1 core damage. Subroutine Trash 1 installed program. Subroutine Trash 1 installed program.', 'stripped_title': 'Bloop', 'text': 'As an additional cost to rez this ice, derez another piece of harmonic ice.\n[subroutine] Do 1 core damage.\n[subroutine] Trash 1 installed program.\n[subroutine] Trash 1 installed program.', 'title': 'Bloop', 'type_code': 'ice', 'uniqueness': False}, {'code': '33099', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'The sound welled up from the deep: throbbing, thumping, growing with every passing beat of their hearts.', 'illustrator': 'Jakuza', 'keywords': 'Code Gate - Harmonic', 'pack_code': 'ph', 'position': 99, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'When you rez this ice during a run against this server, the Runner loses click. Subroutine The Runner loses 1 credit for each rezzed piece of harmonic ice. Subroutine End the run unless the Runner spends click.', 'stripped_title': 'Pulse', 'text': 'When you rez this ice during a run against this server, the Runner loses [click].\n[subroutine] The Runner loses 1[credit] for each rezzed piece of harmonic ice.\n[subroutine] End the run unless the Runner spends [click].', 'title': 'Pulse', 'type_code': 'ice', 'uniqueness': False}, {'code': '33100', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': 'Sometimes, they want you to know that they know.', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Double - Gray Ops', 'pack_code': 'ph', 'position': 100, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Play only if the Runner stole an agenda during their last turn. Give the Runner 1 tag.', 'stripped_title': 'Distributed Tracing', 'text': 'As an additional cost to play this operation, spend [click].\nPlay only if the Runner stole an agenda during their last turn.\nGive the Runner 1 tag.', 'title': 'Distributed Tracing', 'type_code': 'operation', 'uniqueness': False}, {'code': '33101', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'You think that's air you're breathing now?', 'illustrator': 'Ed Mattinian', 'keywords': 'Black Ops', 'pack_code': 'ph', 'position': 101, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Do 1 core damage. The Runner gets -1 allotted click for their next turn. Remove this operation from the game.', 'stripped_title': 'Hypoxia', 'text': 'Play only if the Runner is tagged.\nDo 1 core damage.\nThe Runner gets -1 allotted [click] for their next turn.\nRemove this operation from the game.', 'title': 'Hypoxia', 'type_code': 'operation', 'uniqueness': False}, {'code': '33102', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': '"It's technically above our pay grade, but we know where our weapons come from. In Djupstad they wait, deep in thought, until we call upon them."\n—Aron Hendrik', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Region', 'pack_code': 'ph', 'position': 102, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you score an agenda from the root of this server, do 1 core damage. Limit 1 region per server.', 'stripped_title': 'Djupstad Grid', 'text': 'Whenever you score an agenda from the root of this server, do 1 core damage.\nLimit 1 region per server.', 'title': 'Djupstad Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '33103', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Few employees know he exists. Even fewer know he is actually three.', 'illustrator': 'Ferenc Patkós', 'keywords': 'Ambush - Sysop', 'pack_code': 'ph', 'position': 103, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When the Runner accesses this upgrade while it is installed, you may pay 2 credits to do 1 core

damage. If the Runner has any click remaining, they may lose all their click to prevent this damage.', 'stripped_title': 'Mr. Hendrik', 'text': 'When the Runner accesses this upgrade while it is installed, you may pay 2[credit] to do 1 core damage. If the Runner has any [click] remaining, they may lose all their [click] to prevent this damage.', 'title': 'Mr. Hendrik', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '33104', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'Bringing Mother Nature up to speed.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ph', 'position': 104, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever you score an agenda that you did not install or advance this turn, place 1 power counter on this identity. For each hosted power counter, you need 1 less agenda point to win the game.', 'stripped_title': 'Issuaq Adaptics: Sustaining Diversity', 'text': 'Whenever you score an agenda that you did not install or advance this turn, place 1 power counter on this identity.\nFor each hosted power counter, you need 1 less agenda point to win the game.', 'title': 'Issuaq Adaptics: Sustaining Diversity', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 2, 'agenda_points': 1, 'code': '33105', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"By disabling their bodies' ability to create a variety of necessary enzymes, we've ensured their loyalty to us. If they don't return for supplements every month, they die; simple as that."\n—Dr. Vientiane Keeling', 'illustrator': 'Marlon Ruiz', 'keywords': 'Expansion', 'pack_code': 'ph', 'position': 105, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may install 1 facedown card from Archives.', 'stripped_title': 'Hybrid Release', 'text': 'When you score this agenda, you may install 1 facedown card from Archives.', 'title': 'Hybrid Release', 'type_code': 'agenda', 'uniqueness': False}, {'code': '33106', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': 'Her numbers never lie, but she doesn't write the words that accompany them.', 'illustrator': 'Dimik', 'keywords': 'Academic', 'pack_code': 'ph', 'position': 106, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this asset and when your turn begins, place 1 power counter on this asset. The Runner gets -1 maximum hand size for each hosted power counter.', 'stripped_title': 'Dr. Vientiane Keeling', 'text': 'When you rez this asset and when your turn begins, place 1 power counter on this asset.\nThe Runner gets -1 maximum hand size for each hosted power counter.', 'title': 'Dr. Vientiane Keeling', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}, {'code': '33107', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'There is an elegance to its blade and stride, but with it comes a screaming whirlwind.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Hostile', 'pack_code': 'ph', 'position': 107, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may trash this asset to do 2 net damage.', 'stripped_title': 'Reaper Function', 'text': 'When your turn begins, you may trash this asset to do 2 net damage.', 'title': 'Reaper Function', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}, {'code': '33108', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Hafrún has seen generations of the Net. Now there are whispers that something from the deep is disquieting it.', 'illustrator': 'Jack Reeves', 'keywords': 'Barrier - Code Gate', 'pack_code': 'ph', 'position': 108, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When you rez this ice during a run against this server, you may trash 1 card from HQ. If you do, choose 1 installed Runner card. That cards abilities cannot break subroutines for the remainder of that run. Subroutine End the run.', 'stripped_title': 'Hafrun', 'text': 'When you rez this ice during a run against this server, you may trash 1 card from HQ. If you do, choose 1 installed Runner card. That card's abilities cannot break subroutines for the remainder of that run.\n[subroutine] End the run.', 'title': 'Hafrún', 'type_code': 'ice', 'uniqueness': False}, {'code': '33109', 'cost': 7, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': '"Matt, there's something big heading your way. Matt, are you hearing me? Matt? Oh no."\n—Moth', 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate - AP', 'pack_code': 'ph', 'position': 109, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine The Runner loses 2 credits. Subroutine Gain 2 credits. Subroutine Do 2 net damage. Subroutine You may draw 1 or 2 cards.', 'stripped_title': 'Vampyronassa', 'text': '[subroutine] The Runner loses 2[credit].\n[subroutine] Gain 2[credit].\n[subroutine] Do 2 net damage.\n[subroutine] You may draw 1 or 2 cards.', 'title': 'Vampyronassa', 'type_code': 'ice', 'uniqueness': False}, {'code': '33110', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': '"The worst part

about failed experiments? The queue for the incinerator."\n—Overheard in the Issuaq Adaptics cafeteria.', 'illustrator': 'Anthony Hutchings', 'pack_code': 'ph', 'position': 110, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trash up to 5 cards from HQ. Shuffle that many cards from Archives into R&D. Draw that many cards. Remove this operation from the game.', 'stripped_title': 'Simulation Reset', 'text': 'Trash up to 5 cards from HQ. Shuffle that many cards from Archives into R&D. Draw that many cards.\nRemove this operation from the game.', 'title': 'Simulation Reset', 'type_code': 'operation', 'uniqueness': False}, {'code': '33111', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Here, at the edge of the habitable world, they extract the future from the bones of the past.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Region', 'pack_code': 'ph', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner approaches this server, you may turn 1 facedown piece of ice in Archives faceup. If you do, resolve 1 subroutine on that ice. Limit 1 region per server.', 'stripped_title': 'Nanisivik Grid', 'text': 'Whenever the Runner approaches this server, you may turn 1 facedown piece of ice in Archives faceup. If you do, resolve 1 subroutine on that ice.\nLimit 1 region per server.', 'title': 'Nanisivik Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '33112', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"An FOI request? No problem! Please fill out all details. You'd like to make an anonymous request? I'm sorry: absolutely not."', 'illustrator': 'Zefanya Langkan Maega', 'keywords': 'Research', 'pack_code': 'ph', 'position': 112, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This agenda gets -1 advancement requirement for each tag the Runner has.', 'stripped_title': 'Freedom of Information', 'text': 'This agenda gets -1 advancement requirement for each tag the Runner has.', 'title': 'Freedom of Information', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 2, 'agenda_points': 1, 'code': '33113', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"Hey kiddo, remember what Daddy says about lying?"\n"Only when you can get away with it!"', 'illustrator': 'Wyn Lacabra', 'keywords': 'Initiative', 'pack_code': 'ph', 'position': 113, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may draw 1 card.', 'stripped_title': 'Post-Truth Dividend', 'text': 'When you score this agenda, you may draw 1 card.', 'title': 'Post-Truth Dividend', 'type_code': 'agenda', 'uniqueness': False}, {'code': '33114', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Don't you remember?', 'illustrator': 'Olie Boldador', 'pack_code': 'ph', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may trash this asset. If you do, search R&D for an operation and reveal it. (Shuffle R&D after searching it.) Add that operation to HQ.', 'stripped_title': 'Gaslight', 'text': 'When your turn begins, you may trash this asset. If you do, search R&D for an operation and reveal it. (Shuffle R&D after searching it.) Add that operation to HQ.', 'title': 'Gaslight', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}, {'code': '33115', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': '"People don't think in facts, they think in stories. We just tidy up that information to hasten the process."', 'illustrator': 'Mauricio Herrera', 'keywords': 'Executive', 'pack_code': 'ph', 'position': 115, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever an agenda is scored or stolen, you may reveal the grip. Trash 1 card revealed this way.', 'stripped_title': 'Vera Ivanovna Shuyskaya', 'text': 'Whenever an agenda is scored or stolen, you may reveal the grip. Trash 1 card revealed this way.', 'title': 'Vera Ivanovna Shuyskaya', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}, {'code': '33116', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'SCANNING... ASSEMBLING INSULT!', 'illustrator': 'Bruno Balixa', 'keywords': 'Barrier', 'pack_code': 'ph', 'position': 116, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When you rez this ice during a run against this server, you may have the Runner gain 2 credits. If you do, choose 1 installed resource. That resource loses all abilities until your next turn ends. Subroutine End the run.', 'stripped_title': 'Klevetnik', 'text': 'When you rez this ice during a run against this server, you may have the Runner gain 2[credit]. If you do, choose 1 installed resource. That resource loses all abilities until your next turn ends.\n[subroutine] End the run.', 'title': 'Klevetnik', 'type_code': 'ice', 'uniqueness': False}, {'code': '33117', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'BalanceSheet', 'keywords': 'Sentry - AP', 'pack_code': 'ph', 'position': 117, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text':

'When you rez this ice during a run against this server, you may have the Runner gain 2 credits. If you do, during each encounter with this ice for the remainder of that run, the Runner cannot break more than 1 of its printed subroutines. Subroutine Give the Runner 1 tag. Subroutine Do 2 net damage. Subroutine You may draw 2 cards.', 'stripped_title': 'Unsmiling Tsarevna', 'text': 'When you rez this ice during a run against this server, you may have the Runner gain 2[credit]. If you do, during each encounter with this ice for the remainder of that run, the Runner cannot break more than 1 of its printed subroutines.\n[subroutine] Give the Runner 1 tag.\n[subroutine] Do 2 net damage.\n[subroutine] You may draw 2 cards.', 'title': 'Unsmiling Tsarevna', 'type_code': 'ice', 'uniqueness': False}, {'code': '33118', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Oh, the text on these is endless. Just tap accept and you can read it later if you want."', 'illustrator': 'Dimik', 'keywords': 'Transaction', 'pack_code': 'ph', 'position': 118, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 5 credits. You may have each player gain 2 credits.', 'stripped_title': 'Nonequivalent Exchange', 'text': 'Gain 5[credit]. You may have each player gain 2[credit].', 'title': 'Nonequivalent Exchange', 'type_code': 'operation', 'uniqueness': False}, {'code': '33119', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"Don't look at the crates."', 'illustrator': 'Ferenc Patkós', 'keywords': 'Gray Ops', 'pack_code': 'ph', 'position': 119, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner has at least 2 tags. Place a total of 4 advancement counters on installed cards you can advance.', 'stripped_title': 'Shipment from Vladisibirsk', 'text': 'Play only if the Runner has at least 2 tags.\nPlace a total of 4 advancement counters on installed cards you can advance.', 'title': 'Shipment from Vladisibirsk', 'type_code': 'operation', 'uniqueness': False}, {'advancement_cost': 6, 'agenda_points': 2, 'code': '33120', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'This was a criminal offense. Now it's an option for business.', 'illustrator': 'Wyn Lacabra', 'keywords': 'Research', 'pack_code': 'ph', 'position': 120, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'For each bad publicity you have up to 4, this agenda gets -1 advancement requirement.', 'stripped_title': 'Regulatory Capture', 'text': 'For each bad publicity you have up to 4, this agenda gets -1 advancement requirement.', 'title': 'Regulatory Capture', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '33121', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"Weyland's synthetic diamonds cost less than naturals... so what are they really digging for here?"\n—Captain Padma Isbister', 'illustrator': 'Vitalii Ostaschenko', 'keywords': 'Expansion', 'pack_code': 'ph', 'position': 121, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may trash 1 of your rezzed cards. If you do, trash 1 installed Runner card with a printed install cost equal to or less than the printed rez cost of the Corp card you trashed.', 'stripped_title': 'Kimberlite Field', 'text': 'When you score this agenda, you may trash 1 of your rezzed cards. If you do, trash 1 installed Runner card with a printed install cost equal to or less than the printed rez cost of the Corp card you trashed.', 'title': 'Kimberlite Field', 'type_code': 'agenda', 'uniqueness': False}, {'code': '33122', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'When implemented at this sort of scale, these practices can keep away far more than a few unwanted citizens.', 'illustrator': 'Dimik', 'keywords': 'Hostile', 'pack_code': 'ph', 'position': 122, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn the Runner trashes any of your installed cards (including this asset), do 2 meat damage.', 'stripped_title': 'Hostile Architecture', 'text': 'The first time each turn the Runner trashes any of your installed cards (including this asset), do 2 meat damage.', 'title': 'Hostile Architecture', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}, {'code': '33123', 'cost': 6, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 5, 'flavor': '"They just keep drilling down, no matter what..."\n—Valentina Ferreira', 'illustrator': 'Vitalii Ostaschenko', 'keywords': 'Illicit - Industrial', 'pack_code': 'ph', 'position': 123, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this asset, load 6 bad publicity counters onto it. When it is empty, you win the game. When your turn begins, take 1 bad publicity from this asset.', 'stripped_title': 'Superdeep Borehole', 'text': 'When you rez this asset, load 6 bad publicity counters onto it. When it is empty, you win the game.\nWhen your turn begins, take 1 bad publicity from this asset.', 'title': 'Superdeep Borehole', 'trash_cost': 6, 'type_code': 'asset', 'uniqueness': False}, {'code': '33124', 'cost': 4, 'deck_limit': 3, 'faction_code':

'weyland-consortium', 'faction_cost': 2, 'flavor': 'Waiting for the next blow to land.', 'illustrator': 'Scott Uminga', 'keywords': 'Code Gate', 'pack_code': 'ph', 'position': 124, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': "When the Runner encounters this ice, you may trash 1 of your other installed cards. If you do, the Runner cannot break this ice's printed subroutines for the remainder of this encounter. Subroutine Gain 1 credit. The Runner loses 1 credit. Subroutine The Runner trashes 1 of their installed cards.", 'stripped_title': 'Anvil', 'text': 'When the Runner encounters this ice, you may trash 1 of your other installed cards. If you do, the Runner cannot break this ice's printed subroutines for the remainder of this encounter.\n[subroutine] Gain 1[credit]. The Runner loses 1[credit].\n[subroutine] The Runner trashes 1 of their installed cards.', 'title': 'Anvil', 'type_code': 'ice', 'uniqueness': False}, {'code': '33125', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': 'Under northern skies Sundog had lived all his life, and under them he would die.', 'illustrator': 'Olie Boldador', 'keywords': 'Black Ops', 'pack_code': 'ph', 'position': 125, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, remove 1 tag. Do 4 meat damage.', 'stripped_title': 'End of the Line', 'text': 'As an additional cost to play this operation, remove 1 tag.\nDo 4 meat damage.', 'title': 'End of the Line', 'type_code': 'operation', 'uniqueness': False}, {'code': '33126', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'They say the Butcher of Siberia keeps the best cuts for himself.', 'illustrator': 'Dave Lee', 'keywords': 'Executive', 'pack_code': 'ph', 'position': 126, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever a player trashes a card (including this upgrade) from the root of this server or protecting it, except during installation, gain 2 credits.', 'stripped_title': 'Yakov Erikovich Avdakov', 'text': 'Whenever a player trashes a card (including this upgrade) from the root of this server or protecting it, except during installation, gain 2[credit].', 'title': 'Yakov Erikovich Avdakov', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}, {'code': '33127', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': 'Getting in is hard. Getting out requires a death certificate.', 'illustrator': 'Vitalii Ostaschenko', 'keywords': 'Region', 'pack_code': 'ph', 'position': 127, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Remote server only. Each piece of ice protecting this server gains When the Runner encounters this ice, choose 1 subroutine on it. You may trash this ice to resolve that subroutine.. Limit 1 region per server.', 'stripped_title': 'ZATO City Grid', 'text': 'Remote server only.\nEach piece of ice protecting this server gains "When the Runner encounters this ice, choose 1 subroutine on it. You may trash this ice to resolve that subroutine.".\nLimit 1 region per server.', 'title': 'ZATO City Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '33128', 'deck_limit': 1, 'faction_code': 'neutral-corp', 'flavor': 'Affordable, Effective, and Uncompromising.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': None, 'keywords': 'Corp', 'minimum_deck_size': 45, 'pack_code': 'ph', 'position': 128, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Your deck cannot include more than 1 copy of any card. Your deck may include up to 2 different agenda cards from each Corp faction.', 'stripped_title': 'Ampere: Cybernetics For Anyone', 'text': 'Your deck cannot include more than 1 copy of any card.\nYour deck may include up to 2 different agenda cards from each Corp faction.', 'title': 'Ampère: Cybernetics For Anyone', 'type_code': 'identity', 'uniqueness': False}], [{'base_link': 0, 'code': '30001', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': 'Run wyld.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 40, 'pack_code': 'sg', 'position': 1, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time each turn you trash a card you are accessing, gain 1 credit and draw 1 card.', 'stripped_title': 'Rene "Loup" Arcemont: Party Animal', 'text': 'The first time each turn you trash a card you are accessing, gain 1[credit] and draw 1 card.', 'title': 'René "Loup" Arcemont: Party Animal', 'type_code': 'identity', 'uniqueness': False}, {'code': '30002', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': "They can buy off union leadership, but they can't stop us walking out!", 'illustrator': 'David Lei', 'pack_code': 'sg', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "Resolve 1 of the following of the Corp's choice: * Gain 6 credits. * Draw 4 cards.", 'stripped_title': 'Wildcat Strike', 'text': "Resolve 1 of the following of the Corp's choice:
Gain 6[credit].
Draw 4 cards.
", 'title':

'Wildcat Strike', 'type_code': 'event', 'uniqueness': False}, {'code': '30003', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"It hungers to sink teeth into problems."\n—Loup', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console', 'pack_code': 'sg', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Access -> Trash 2 cards from your grip: Trash the card you are accessing. Use this ability only once per turn. Limit 1 console per player.', 'stripped_title': 'Carnivore', 'text': '+1[mu]\nAccess → Trash 2 cards from your grip: Trash the card you are accessing. Use this ability only once per turn.\nLimit 1 console per player.', 'title': 'Carnivore', 'type_code': 'hardware', 'uniqueness': True}, {'code': '30004', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Was it something you ate?', 'illustrator': 'Cat Shen', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sg', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only on a piece of ice. When you install this program and when your turn begins, place 1 virus counter on this program. Hosted virus counter: Break 1 subroutine on host ice.', 'stripped_title': 'Botulus', 'text': 'Install only on a piece of ice.\nWhen you install this program and when your turn begins, place 1 virus counter on this program.\nHosted virus counter: Break 1 subroutine on host ice.', 'title': 'Botulus', 'type_code': 'program', 'uniqueness': False}, {'code': '30005', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'Destruction is an art.', 'illustrator': 'Cat Shen', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'sg', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 1 credit: Break up to 2 code gate subroutines. 3 credits: +1 strength.', 'stripped_title': 'Buzzsaw', 'text': 'Interface → 1[credit]: Break up to 2 code gate subroutines.\n3[credit]: +1 strength.', 'title': 'Buzzsaw', 'type_code': 'program', 'uniqueness': False}, {'code': '30006', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Subtlety is a luxury.', 'illustrator': 'Cat Shen', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'sg', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 1 credit: Break up to 2 barrier subroutines. 2 credits: +1 strength.', 'stripped_title': 'Cleaver', 'text': 'Interface → 1[credit]: Break up to 2 barrier subroutines.\n2[credit]: +1 strength.', 'title': 'Cleaver', 'type_code': 'program', 'uniqueness': False}, {'code': '30007', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"There\'s a tension to a cook. Each processing cycle sweetens the pot and raises the heat. I stir all night, but few have my appetite for danger."\n—René "Loup" Arcemont', 'illustrator': 'Cat Shen', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sg', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this program and when your turn begins, place 1 virus counter on this program. click, trash: Gain 2 credits for each hosted virus counter.', 'stripped_title': 'Fermenter', 'text': 'When you install this program and when your turn begins, place 1 virus counter on this program.\n[click], [trash]: Gain 2[credit] for each hosted virus counter.', 'title': 'Fermenter', 'type_code': 'program', 'uniqueness': False}, {'code': '30008', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'The greediest bloodsucker this side of a corporate boardroom.', 'illustrator': 'Cat Shen', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sg', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on a central server, place 1 virus counter on this program. Hosted virus counter: The ice you are encountering gets -1 strength for the remainder of this encounter.', 'stripped_title': 'Leech', 'text': 'Whenever you make a successful run on a central server, place 1 virus counter on this program.\nHosted virus counter: The ice you are encountering gets -1 strength for the remainder of this encounter.', 'title': 'Leech', 'type_code': 'program', 'uniqueness': False}, {'code': '30009', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"It waits on an unlabelled memstrip far below the deepest hab. Angry, desperate souls seek it out, hungry for power to change a brutal world. Once they can stomach no more bitter revenge, they return to that nameless tunnel, the book a recipe thicker."\n—Heinlein urban legend', 'illustrator': 'Cat Shen', 'keywords': 'Virtual', 'pack_code': 'sg', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you install a virus program, you may place 1 virus counter on it.', 'stripped_title': 'Cookbook', 'text': 'Whenever you install a virus program, you may place 1 virus counter on it.',

'title': 'Cookbook', 'type_code': 'resource', 'uniqueness': True}, {'base_link': 0, 'code': '30010', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': 'I obtain your desire.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'Cyborg', 'minimum_deck_size': 40, 'pack_code': 'sg', 'position': 10, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever a run on HQ or R&D ends, you may gain 1 credit for each time you accessed a card during that run. Use this ability only once per turn.', 'stripped_title': 'Zahya Sadeghi: Versatile Smuggler', 'text': 'Whenever a run on HQ or R&D ends, you may gain 1[credit] for each time you accessed a card during that run. Use this ability only once per turn.', 'title': 'Zahya Sadeghi: Versatile Smuggler', 'type_code': 'identity', 'uniqueness': False}, {'code': '30011', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'The real reward is the friends you make along the way.', 'illustrator': 'David Lei', 'pack_code': 'sg', 'position': 11, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Search your stack for 1 icebreaker program and reveal it. (Shuffle your stack after searching it.) If you made a successful run this turn, you may install it. If you do not, add it to your grip.', 'stripped_title': 'Mutual Favor', 'text': 'Search your stack for 1 icebreaker program and reveal it. (Shuffle your stack after searching it.) If you made a successful run this turn, you may install it. If you do not, add it to your grip.', 'title': 'Mutual Favor', 'type_code': 'event', 'uniqueness': False}, {'code': '30012', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"A mirrorfiber mod or high-end mantle can be helpful, but nothing beats a good dose of \'keeping your damn head down.\'"\n—"G0ph3r" O\'Ryan', 'illustrator': 'Jack Reeves', 'keywords': 'Run', 'pack_code': 'sg', 'position': 12, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. During that run, the rez cost of each piece of ice is increased by 3 credits.', 'stripped_title': 'Tread Lightly', 'text': 'Run any server. During that run, the rez cost of each piece of ice is increased by 3[credit].', 'title': 'Tread Lightly', 'type_code': 'event', 'uniqueness': False}, {'code': '30013', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Zahya knows the keeper of every door between the Docklands and the Domes. More importantly, she knows their price.', 'illustrator': 'David Lei', 'pack_code': 'sg', 'position': 13, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you breach HQ, access 1 additional card.', 'stripped_title': 'Docklands Pass', 'text': 'The first time each turn you breach HQ, access 1 additional card.', 'title': 'Docklands Pass', 'type_code': 'hardware', 'uniqueness': True}, {'code': '30014', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Braggarts chase big heists. Patience enriches skimming fractions of a credit at a time." —Zahya', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console', 'pack_code': 'sg', 'position': 14, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Whenever you make a successful run, place 1 credit on this hardware. click: Place 1 credit on this hardware, then take all credits from it. Limit 1 console per player.', 'stripped_title': 'Pennyshaver', 'text': '+1[mu]\nWhenever you make a successful run, place 1[credit] on this hardware.\n[click]: Place 1[credit] on this hardware, then take all credits from it.\nLimit 1 console per player.', 'title': 'Pennyshaver', 'type_code': 'hardware', 'uniqueness': True}, {'code': '30015', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'The whole wide world your domain\nFor law your own free will.', 'illustrator': 'Jack Reeves', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'sg', 'position': 15, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'If you made a successful run this turn, this program costs 2 credits less to install. Interface -> 1 credit: Break 1 sentry subroutine. 2 credits: +3 strength.', 'stripped_title': 'Carmen', 'text': 'If you made a successful run this turn, this program costs 2[credit] less to install.\nInterface → 1[credit]: Break 1 sentry subroutine.\n2[credit]: +3 strength.', 'title': 'Carmen', 'type_code': 'program', 'uniqueness': False}, {'code': '30016', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"You can\'t rule a kingdom by standing still."\n—Zahya Sadeghi', 'illustrator': 'Jack Reeves', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'sg', 'position': 16, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break 1 barrier subroutine. If you made a successful run this turn, this ability costs 1 credit less to use. 1 credit: +1 strength.', 'stripped_title': 'Marjanah', 'text': 'Interface → 2[credit]: Break 1 barrier subroutine. If you made a successful run this turn, this ability

costs 1[credit] less to use.\n1[credit]: +1 strength.', 'title': 'Marjanah', 'type_code': 'program', 'uniqueness': False}, {'code': '30017', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': "Shhhh. It's naptime.", 'illustrator': 'Jack Reeves', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sg', 'position': 17, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only on a piece of ice. 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.', 'stripped_title': 'Tranquilizer', 'text': 'Install only on a piece of ice.\nWhen 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.', 'title': 'Tranquilizer', 'type_code': 'program', 'uniqueness': False}, {'code': '30018', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'The Domes of Heinlein are a pressure cooker of cutthroat capitalism. Prospective employers rarely have time for background checks.', 'illustrator': 'David Lei', 'keywords': 'Job', 'pack_code': 'sg', 'position': 18, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 12 credits onto it. When it is empty, trash it. click: Run a central server you have not run this turn. If successful, take 3 credits from this resource.', 'stripped_title': 'Red Team', 'text': 'When you install this resource, load 12[credit] onto it. When it is empty, trash it.\n[click]: Run a central server you have not run this turn. If successful, take 3[credit] from this resource.', 'title': 'Red Team', 'type_code': 'resource', 'uniqueness': False}, {'base_link': 0, 'code': '30019', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': 'Sufficient skill is indistinguishable from magic.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 40, 'pack_code': 'sg', 'position': 19, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever an agenda is scored or stolen, you may swap 2 installed pieces of ice.', 'stripped_title': 'Tao Salonga: Telepresence Magician', 'text': 'Whenever an agenda is scored or stolen, you may swap 2 installed pieces of ice.', 'title': 'Tāo Salonga: Telepresence Magician', 'type_code': 'identity', 'uniqueness': False}, {'code': '30020', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "The challenge of my art is what I live for, but I'm not going to say no to a patron with taste.", 'illustrator': 'Benjamin Giletti', 'pack_code': 'sg', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 5 credits. If you have any click remaining, lose click.', 'stripped_title': 'Creative Commission', 'text': 'Gain 5[credit]. If you have any [click] remaining, lose [click].', 'title': 'Creative Commission', 'type_code': 'event', 'uniqueness': False}, {'code': '30021', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"You know there\'s no water in the Sea of Tranquility, right?"\n"That doesn\'t mean there\'s no beach."', 'illustrator': 'Benjamin Giletti', 'pack_code': 'sg', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Draw 4 cards. If you have any click remaining, lose click.', 'stripped_title': 'VRcation', 'text': 'Draw 4 cards. If you have any [click] remaining, lose [click].', 'title': 'VRcation', 'type_code': 'event', 'uniqueness': False}, {'code': '30022', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Tāo exhaled, the med-exoskeleton faithfully stabilizing him. In that absent breath, he reached through layers of waldos and optimizers and plucked the errant molecule from the chip.', 'illustrator': 'David Lei', 'pack_code': 'sg', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu The first program you install each turn costs 1 credit less to install.', 'stripped_title': 'DZMZ Optimizer', 'text': '+1[mu]\nThe first program you install each turn costs 1[credit] less to install.', 'title': 'DZMZ Optimizer', 'type_code': 'hardware', 'uniqueness': False}, {'code': '30023', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"With this beautiful baby I can juggle simultaneous runs by haptic feedback alone!"\n—Tāo', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console', 'pack_code': 'sg', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Whenever an agenda is scored or stolen, gain 1 credit. Then, you may install 1 card from your grip. Limit 1 console per player.', 'stripped_title': 'Pantograph', 'text': '+1[mu]\nWhenever an agenda is scored or stolen, gain 1[credit]. Then, you may install 1 card from your grip.\nLimit 1 console per player.', 'title': 'Pantograph', 'type_code': 'hardware', 'uniqueness': True}, {'code': '30024', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': 'A dabbling with truth is a pernicious dream\nDrink deep, or taste not the raw datastream.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Virus', 'memory_cost': 1,

'pack_code': 'sg', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever a successful run on R&D ends, you may place 1 virus counter on this program. click: Run R&D. If successful, access X additional cards when you breach R&D. X is equal to the number of hosted virus counters.', 'stripped_title': 'Conduit', 'text': 'Whenever a successful run on R&D ends, you may place 1 virus counter on this program.\n[click]: Run R&D. If successful, access X additional cards when you breach R&D. X is equal to the number of hosted virus counters.', 'title': 'Conduit', 'type_code': 'program', 'uniqueness': False}, {'code': '30025', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'The beauty of open projects—each stands atop past success.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'sg', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'This program gets +1 strength for each installed icebreaker (including this one). Interface -> 1 credit: Break 1 sentry subroutine. 3 credits: +2 strength.', 'stripped_title': 'Echelon', 'text': 'This program gets +1 strength for each installed icebreaker (including this one).\nInterface → 1[credit]: Break 1 sentry subroutine.\n3[credit]: +2 strength.', 'title': 'Echelon', 'type_code': 'program', 'uniqueness': False}, {'code': '30026', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'The joy of handcrafted code—each fits perfectly within the whole.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'sg', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 code gate subroutine. 1 credit: +1 strength for each installed icebreaker (including this one).', 'stripped_title': 'Unity', 'text': 'Interface → 1[credit]: Break 1 code gate subroutine.\n1[credit]: +1 strength for each installed icebreaker (including this one).', 'title': 'Unity', 'type_code': 'program', 'uniqueness': False}, {'code': '30027', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"For all I know, I could spend a shift digging next to old Weyland himself."\n—Lane', 'illustrator': 'Benjamin Giletti', 'keywords': 'Job', 'pack_code': 'sg', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 9 credits onto it. When it is empty, trash it. click: Take 3 credits from this resource. Use this ability only once per turn.', 'stripped_title': 'Telework Contract', 'text': 'When you install this resource, load 9[credit] onto it. When it is empty, trash it.\n[click]: Take 3[credit] from this resource. Use this ability only once per turn.', 'title': 'Telework Contract', 'type_code': 'resource', 'uniqueness': False}, {'code': '30028', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"We\'ll take the access codes from their own prisec—privilege escalation through local application of force."\n—The Catalyst', 'illustrator': 'David Lei', 'keywords': 'Run', 'pack_code': 'sg', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ or R&D. If successful, draw 1 card and when you breach the attacked server, access 1 additional card.', 'stripped_title': 'Jailbreak', 'text': 'Run HQ or R&D. If successful, draw 1 card and when you breach the attacked server, access 1 additional card.', 'title': 'Jailbreak', 'type_code': 'event', 'uniqueness': False}, {'code': '30029', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"After 381FS4 started acting independently, all bets were off. Rethreading its own brain chip... even probing our nodes. I had to shut it down."\n—Linus Lovegood, NBN Novelties&Acquisitions', 'illustrator': 'Scott Uminga', 'keywords': 'Run', 'pack_code': 'sg', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 5 credits on this event, then run any server. You can spend hosted credits during that run.', 'stripped_title': 'Overclock', 'text': 'Place 5[credit] on this event, then run any server. You can spend hosted credits during that run.', 'title': 'Overclock', 'type_code': 'event', 'uniqueness': False}, {'code': '30030', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Anyone can put in the hours of planning, practice, and preparation—but making it all look like luck takes style.', 'illustrator': 'Kira L. Nguyen', 'pack_code': 'sg', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 9 credits.', 'stripped_title': 'Sure Gamble', 'text': 'Gain 9[credit].', 'title': 'Sure Gamble', 'type_code': 'event', 'uniqueness': False}, {'code': '30031', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'LLDS still holds the patent, but good tech attracts knockoffs.', 'illustrator': 'Elizaveta Sokolova', 'keywords': 'Chip', 'pack_code': 'sg',

'position': 31, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu You get +1 maximum hand size.', 'stripped_title': 'T400 Memory Diamond', 'text': '+1[mu]\nYou get +1 maximum hand size.', 'title': 'T400 Memory Diamond', 'type_code': 'hardware', 'uniqueness': False}, {'code': '30032', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Compiling even the smallest AI takes weeks for only seconds of runtime, but that brief, shining moment allows... everything.', 'illustrator': 'Scott Uminga', 'keywords': 'Icebreaker - AI', 'memory_cost': 2, 'pack_code': 'sg', 'position': 32, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine. When this run ends, trash this program. 1 credit: +1 strength.', 'stripped_title': 'Mayfly', 'text': 'Interface → 1[credit]: Break 1 subroutine. When this run ends, trash this program.\n1[credit]: +1 strength.', 'title': 'Mayfly', 'type_code': 'program', 'uniqueness': False}, {'code': '30033', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'The beauty of 22nd-century tech: if it still functions after all these decades, you know the build quality is solid.', 'illustrator': 'Benjamin Giletti', 'keywords': 'Connection', 'pack_code': 'sg', 'position': 33, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Place 3 credits on this resource. When your turn begins, take 1 credit from this resource.', 'stripped_title': 'Smartware Distributor', 'text': '[click]: Place 3[credit] on this resource.\nWhen your turn begins, take 1[credit] from this resource.', 'title': 'Smartware Distributor', 'type_code': 'resource', 'uniqueness': False}, {'code': '30034', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"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."\n—Patrick Blue, Solar Artist', 'illustrator': 'David Lei', 'keywords': 'Genetics', 'pack_code': 'sg', 'position': 34, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you take the basic action to draw 1 card, instead draw 2 cards.', 'stripped_title': 'Verbal Plasticity', 'text': 'The first time each turn you take the basic action to draw 1 card, instead draw 2 cards.', 'title': 'Verbal Plasticity', 'type_code': 'resource', 'uniqueness': True}, {'code': '30035', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'Not an Atom Misplaced.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 40, 'pack_code': 'sg', 'position': 35, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'You get +1 maximum hand size. Whenever you score an agenda, you may add 1 card from Archives to HQ.', 'stripped_title': 'Haas-Bioroid: Precision Design', 'text': 'You get +1 maximum hand size.\nWhenever you score an agenda, you may add 1 card from Archives to HQ.', 'title': 'Haas-Bioroid: Precision Design', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '30036', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'We are the light of tomorrow.', 'illustrator': 'Zoe Cohen', 'keywords': 'Research', 'pack_code': 'sg', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, gain click click click. You cannot score agendas for the remainder of the turn. Limit 1 per deck.', 'stripped_title': 'Luminal Transubstantiation', 'text': 'When you score this agenda, gain [click][click][click]. You cannot score agendas for the remainder of the turn.\nLimit 1 per deck.', 'title': 'Luminal Transubstantiation', 'type_code': 'agenda', 'uniqueness': False}, {'code': '30037', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "Haas thinks they're making a new line of androgynous products. In truth, they're making us thousands of new siblings to free.", 'illustrator': 'David Lei', 'keywords': 'Advertisement', 'pack_code': 'sg', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this asset, load 9 credits onto it. When it is empty, trash it and draw 1 card. When your turn begins, take 3 credits from this asset.', 'stripped_title': 'Nico Campaign', 'text': 'When you rez this asset, load 9[credit] onto it. When it is empty, trash it and draw 1 card.\nWhen your turn begins, take 3[credit] from this asset.', 'title': 'Nico Campaign', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}, {'code': '30038', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Designed by 2018 European Champion Patrick Gower', 'illustrator': 'Galen Dara', 'keywords': 'Sentry - Bioroid - Destroyer', 'pack_code': 'sg', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Trash 1 installed Runner card. Subroutine You may install 1 card from HQ or Archives. Subroutine The Runner cannot steal or trash Corp cards for

the remainder of this run.', 'stripped_title': 'Ansel 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Trash 1 installed Runner card.\n[subroutine] You may install 1 card from HQ or Archives.\n[subroutine] The Runner cannot steal or trash Corp cards for the remainder of this run.', 'title': 'Ansel 1.0', 'type_code': 'ice', 'uniqueness': False}, {'code': '30039', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'A giant wakes...', 'illustrator': 'Galen Dara', 'keywords': 'Barrier - Bioroid', 'pack_code': 'sg', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine You may install 1 piece of ice from HQ or Archives directly inward from this ice, ignoring all costs. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Bran 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] You may install 1 piece of ice from HQ or Archives directly inward from this ice, ignoring all costs.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Brân 1.0', 'type_code': 'ice', 'uniqueness': False}, {'code': '30040', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'The first lesson for handling bioroids is simple: they must not be allowed to feel.', 'illustrator': 'David Lei', 'pack_code': 'sg', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 2 advancement counters on 1 installed card that you did not install this turn.', 'stripped_title': 'Seamless Launch', 'text': 'Place 2 advancement counters on 1 installed card that you did not install this turn.', 'title': 'Seamless Launch', 'type_code': 'operation', 'uniqueness': False}, {'code': '30041', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'All time is crunch time.', 'illustrator': 'Galen Dara', 'pack_code': 'sg', 'position': 41, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Draw 3 cards. Shuffle 2 cards from HQ into R&D.', 'stripped_title': 'Sprint', 'text': 'Draw 3 cards. Shuffle 2 cards from HQ into R&D.', 'title': 'Sprint', 'type_code': 'operation', 'uniqueness': False}, {'code': '30042', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"Whose memory-tape needs such stringent security?"\n—The Catalyst', 'illustrator': 'David Lei', 'pack_code': 'sg', 'position': 42, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner approaches this server, end the run unless they either spend click click or pay 5 credits.', 'stripped_title': 'Manegarm Skunkworks', 'text': 'Whenever the Runner approaches this server, end the run unless they either spend [click][click] or pay 5[credit].', 'title': 'Manegarm Skunkworks', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}, {'code': '30043', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'An End to Suffering.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 40, 'pack_code': 'sg', 'position': 43, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'When your discard phase ends, if there is a facedown card in Archives, gain 1 credit.', 'stripped_title': 'Jinteki: Restoring Humanity', 'text': 'When your discard phase ends, if there is a facedown card in Archives, gain 1[credit].', 'title': 'Jinteki: Restoring Humanity', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '30044', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'We make you anew.', 'illustrator': 'N. Hopkins', 'keywords': 'Research', 'pack_code': 'sg', 'position': 44, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, trash any number of cards from HQ. Shuffle up to 3 cards from Archives into R&D. Limit 1 per deck.', 'stripped_title': 'Longevity Serum', 'text': 'When you score this agenda, trash any number of cards from HQ. Shuffle up to 3 cards from Archives into R&D.\nLimit 1 per deck.', 'title': 'Longevity Serum', 'type_code': 'agenda', 'uniqueness': False}, {'code': '30045', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'A novel spin-off of Chronos tech was admixing sensitive data with ethically-sourced brain images of injured staff. Few intruders can handle a thousand years of skin burns in one moment.', 'illustrator': 'David Lei', 'keywords': 'Ambush', 'pack_code': 'sg', 'position': 45, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. When the Runner accesses this asset while it is installed, do 2 net damage plus 1 net damage for each hosted advancement counter.', 'stripped_title': 'Urtica Cipher', 'text': 'You can advance this asset.\nWhen the Runner accesses this asset while it is installed, do 2 net damage plus 1 net damage for each hosted advancement counter.', 'title': 'Urtica Cipher', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}, {'code': '30046', 'cost': 2, 'deck_limit': 3, 'faction_code':

'jinteki', 'faction_cost': 2, 'flavor': 'It reads your future in a single biometric sweep.', 'illustrator': 'BalanceSheet', 'keywords': 'Code Gate - AP', 'pack_code': 'sg', 'position': 46, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Do 1 net damage. If you trash a card with a printed play or install cost that is an odd number, end the run. (0 is not odd.)', 'stripped_title': 'Diviner', 'text': '[subroutine] Do 1 net damage. If you trash a card with a printed play or install cost that is an odd number, end the run. (0 is not odd.)', 'title': 'Diviner', 'type_code': 'ice', 'uniqueness': False}, {'code': '30047', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'You did not escape, you were shown mercy.', 'illustrator': 'BalanceSheet', 'keywords': 'Sentry - AP', 'pack_code': 'sg', 'position': 47, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Do 2 net damage. The Runner may jack out. Subroutine Do 2 net damage.', 'stripped_title': 'Karuna', 'text': '[subroutine] Do 2 net damage. The Runner may jack out.\n[subroutine] Do 2 net damage.', 'title': 'Karunā', 'type_code': 'ice', 'uniqueness': False}, {'code': '30048', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"Constant self-reflection is the key to excellence. We remember failed ideas, but do not carry them forward."\n—Director Kase, unknown leadership seminar', 'illustrator': 'David Lei', 'keywords': 'Transaction', 'pack_code': 'sg', 'position': 48, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 10 credits. If there are any cards in HQ, trash 1 of them.', 'stripped_title': 'Hansei Review', 'text': 'Gain 10[credit]. If there are any cards in HQ, trash 1 of them.', 'title': 'Hansei Review', 'type_code': 'operation', 'uniqueness': False}, {'code': '30049', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Macroscale developments within the Net decouple the prior informational states—surplus entropy is then gifted where it will do the most good.', 'illustrator': 'BalanceSheet', 'keywords': 'Gray Ops', 'pack_code': 'sg', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Do X net damage, where X is equal to the sum of the printed agenda points on agendas you scored this turn.', 'stripped_title': 'Neurospike', 'text': 'Do X net damage, where X is equal to the sum of the printed agenda points on agendas you scored this turn.', 'title': 'Neurospike', 'type_code': 'operation', 'uniqueness': False}, {'code': '30050', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': 'The self-evolving Net twists into spaces unthought and unthinkable: realms of gods and other infohazards, mocking our sacrifices to petty causality.\n—Conceptual Frameworks for Applied Theology', 'illustrator': 'BalanceSheet', 'pack_code': 'sg', 'position': 50, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner approaches this server, you may pay 2 credits and trash 2 cards from HQ. If you do, end the run.', 'stripped_title': 'Anoetic Void', 'text': 'Whenever the Runner approaches this server, you may pay 2[credit] and trash 2 cards from HQ. If you do, end the run.', 'title': 'Anoetic Void', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': True}, {'code': '30051', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Why Settle for Real?', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 40, 'pack_code': 'sg', 'position': 51, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time each turn the Runner takes a tag, gain 2 credits or draw 2 cards.', 'stripped_title': 'NBN: Reality Plus', 'text': 'The first time each turn the Runner takes a tag, gain 2[credit] or draw 2 cards.', 'title': 'NBN: Reality Plus', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '30052', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': "We don't find news. We make it.", 'illustrator': 'NtscapeNavigator', 'keywords': 'Ambush', 'pack_code': 'sg', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When this agenda is scored or stolen, give the Runner 1 tag. Limit 1 per deck.', 'stripped_title': "Tomorrow's Headline", 'text': 'When this agenda is scored or stolen, give the Runner 1 tag.\nLimit 1 per deck.', 'title': "Tomorrow's Headline", 'type_code': 'agenda', 'uniqueness': False}, {'code': '30053', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"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."', 'illustrator': 'David Lei', 'keywords': 'Character', 'pack_code': 'sg', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this asset, draw 2 cards. Remove this asset from the game: Shuffle up to 2 cards from Archives into R&D.', 'stripped_title': 'Spin Doctor', 'text': 'When you rez this asset, draw 2 cards.\nRemove this asset from the game:

Shuffle up to 2 cards from Archives into R&D.', 'title': 'Spin Doctor', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': True}, {'code': '30054', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"I might take a break from VR after this one."\n—SeaOfRibaldry, sensie streamer', 'illustrator': 'Bruno Balixa', 'keywords': 'Code Gate', 'pack_code': 'sg', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, end the run unless the Runner takes 1 tag. Subroutine Give the Runner 1 tag unless they pay 4 credits.', 'stripped_title': 'Funhouse', 'text': 'When the Runner encounters this ice, end the run unless the Runner takes 1 tag.\n[subroutine] Give the Runner 1 tag unless they pay 4[credit].', 'title': 'Funhouse', 'type_code': 'ice', 'uniqueness': False}, {'code': '30055', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'AvID:??:73.174 time=0.632 ms\nAvID:??:73.174 time=0.201 ms\nAvID:??:73.174 time=0.000 ms ALERT', 'illustrator': 'Bruno Balixa', 'keywords': 'Barrier', 'pack_code': 'sg', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'When you rez this ice during a run against this server, give the Runner 1 tag. Subroutine End the run.', 'stripped_title': 'Ping', 'text': 'When you rez this ice during a run against this server, give the Runner 1 tag.\n[subroutine] End the run.', 'title': 'Ping', 'type_code': 'ice', 'uniqueness': False}, {'code': '30056', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'For the best augmented reality shopping experience, please disable tracking protection.', 'illustrator': 'Bruno Balixa', 'keywords': 'Transaction', 'pack_code': 'sg', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Resolve 1 of the following. If the Runner is tagged, you may resolve both instead. * Gain 3 credits. * Draw 3 cards.', 'stripped_title': 'Predictive Planogram', 'text': 'Resolve 1 of the following. If the Runner is tagged, you may resolve both instead.
Gain 3[credit].
Draw 3 cards.
', 'title': 'Predictive Planogram', 'type_code': 'operation', 'uniqueness': False}, {'code': '30057', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"A runner uses significant resources scrubbing their traces. Every cycle, it\'s harder to pin them down. But the game changes. In Heinlein, no one can last a day without brushing our AR-network."\n—Cassie LaRosa, Lunar NetDefense Sysop', 'illustrator': 'Bruno Balixa', 'keywords': 'Gray Ops', 'pack_code': 'sg', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. Give the Runner 1 tag unless they pay 8 credits.', 'stripped_title': 'Public Trail', 'text': 'Play only if the Runner made a successful run during their last turn.\nGive the Runner 1 tag unless they pay 8[credit].', 'title': 'Public Trail', 'type_code': 'operation', 'uniqueness': False}, {'code': '30058', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'Free commemorative souvenir!', 'illustrator': 'Bruno Balixa', 'pack_code': 'sg', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'stripped_text': '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.)', 'stripped_title': 'AMAZE Amusements', 'text': '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.)', 'title': 'AMAZE Amusements', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}, {'code': '30059', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Here to Stay.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 40, 'pack_code': 'sg', 'position': 59, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever you advance a card, gain 2 credits if it had no advancement counters.', 'stripped_title': 'Weyland Consortium: Built to Last', 'text': 'Whenever you advance a card, gain 2[credit] if it had no advancement counters.', 'title': 'Weyland Consortium: Built to Last', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '30060', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'We are judge, jury, and executioner.', 'illustrator': 'Seojun Park', 'keywords': 'Security', 'pack_code': 'sg', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may trash 1 installed resource. Limit 1 per deck.', 'stripped_title': 'Above the Law', 'text': 'When you score this agenda, you may trash 1 installed resource.\nLimit 1 per deck.', 'title': 'Above the Law', 'type_code': 'agenda', 'uniqueness': False}, {'code': '30061', 'cost': 0, 'deck_limit': 3,

'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '"First rule of the business: make sure you\'re not \'personally liable\' when the transaction executes."\n—Ted J. Son, Central Counterparty Clearance', 'illustrator': 'David Lei', 'keywords': 'Hostile', 'pack_code': 'sg', 'position': 61, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. When your turn begins, you may trash this asset to do 1 meat damage for each hosted advancement counter.', 'stripped_title': 'Clearinghouse', 'text': 'You can advance this asset.\nWhen your turn begins, you may trash this asset to do 1 meat damage for each hosted advancement counter.', 'title': 'Clearinghouse', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}, {'code': '30062', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"Puts a hole in your rig and your plans."\n—René "Loup" Arcemont', 'illustrator': 'Owen Sinodov', 'keywords': 'Sentry - Destroyer', 'pack_code': 'sg', 'position': 62, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trash 1 installed program or end the run.', 'stripped_title': 'Ballista', 'text': '[subroutine] Trash 1 installed program or end the run.', 'title': 'Ballista', 'type_code': 'ice', 'uniqueness': False}, {'code': '30063', 'cost': 7, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Owen Sinodov', 'keywords': 'Barrier', 'pack_code': 'sg', 'position': 63, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'You can advance this ice. It gets +5 strength while there are 3 or more hosted advancement counters. Subroutine Give the Runner 1 tag. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Pharos', 'text': 'You can advance this ice. It gets +5 strength while there are 3 or more hosted advancement counters.\n[subroutine] Give the Runner 1 tag.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Pharos', 'type_code': 'ice', 'uniqueness': False}, {'code': '30064', 'cost': 10, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"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…\n…but that is a very big if."\n—Huey DeMora, W-Con public-private facilitation seminar', 'illustrator': 'David Lei', 'keywords': 'Transaction', 'pack_code': 'sg', 'position': 64, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 15 credits.', 'stripped_title': 'Government Subsidy', 'text': 'Gain 15[credit].', 'title': 'Government Subsidy', 'type_code': 'operation', 'uniqueness': False}, {'code': '30065', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': "Did you really think you'd get away with it?", 'illustrator': 'David Lei', 'keywords': 'Gray Ops', 'pack_code': 'sg', 'position': 65, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Trash 1 installed program or piece of hardware.', 'stripped_title': 'Retribution', 'text': 'Play only if the Runner is tagged.\nTrash 1 installed program or piece of hardware.', 'title': 'Retribution', 'type_code': 'operation', 'uniqueness': False}, {'code': '30066', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': "Sunlight does not touch the Crater of Eternal Darkness, a fitting abode for the Consortium's malefic secrets.", 'illustrator': 'Owen Sinodov', 'pack_code': 'sg', 'position': 66, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you score an agenda from 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.', 'stripped_title': 'Malapert Data Vault', 'text': 'Whenever you score an agenda from 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.', 'title': 'Malapert Data Vault', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': True}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '30067', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '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.', 'illustrator': 'Benjamin Giletti', 'keywords': 'Expansion', 'pack_code': 'sg', 'position': 67, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, gain 7 credits.', 'stripped_title': 'Offworld Office', 'text': 'When you score this agenda, gain 7[credit].', 'title': 'Offworld Office', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '30068', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Mobsters bribe police, megacorps acquire militaries.', 'illustrator': 'Krembler', 'keywords': 'Security', 'pack_code': 'sg', 'position': 68, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, if the Runner is tagged, do 4

meat damage; otherwise, give the Runner 1 tag.', 'stripped_title': 'Orbital Superiority', 'text': 'When you score this agenda, if the Runner is tagged, do 4 meat damage; otherwise, give the Runner 1 tag.', 'title': 'Orbital Superiority', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 5, 'agenda_points': 3, 'code': '30069', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'It might be over, but we will get them next time.', 'illustrator': 'David Lei', 'keywords': 'Security', 'pack_code': 'sg', 'position': 69, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When this agenda is scored or stolen, you may rez 1 installed piece of ice, ignoring all costs.', 'stripped_title': 'Send a Message', 'text': 'When this agenda is scored or stolen, you may rez 1 installed piece of ice, ignoring all costs.', 'title': 'Send a Message', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 1, 'code': '30070', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'With Earth-Luna communications, saving microseconds returns megacredits.', 'illustrator': 'Scott Uminga', 'keywords': 'Expansion', 'pack_code': 'sg', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may draw 2 cards. You get +2 maximum hand size.', 'stripped_title': 'Superconducting Hub', 'text': 'When you score this agenda, you may draw 2 cards.\nYou get +2 maximum hand size.', 'title': 'Superconducting Hub', 'type_code': 'agenda', 'uniqueness': False}, {'code': '30071', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"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."\n—The Catalyst', 'illustrator': 'Benjamin Giletti', 'pack_code': 'sg', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this asset, load 15 credits onto it. When it is empty, trash it. click: Take 3 credits from this asset.', 'stripped_title': 'Regolith Mining License', 'text': 'When you rez this asset, load 15[credit] onto it. When it is empty, trash it.\n[click]: Take 3[credit] from this asset.', 'title': 'Regolith Mining License', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}, {'code': '30072', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Keep the neighbors honest.', 'illustrator': 'Scott Uminga', 'keywords': 'Barrier', 'pack_code': 'sg', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'While this ice is protecting a remote server, it gets +2 strength. Subroutine End the run.', 'stripped_title': 'Palisade', 'text': 'While this ice is protecting a remote server, it gets +2 strength.\n[subroutine] End the run.', 'title': 'Palisade', 'type_code': 'ice', 'uniqueness': False}, {'code': '30073', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"You\'ll give till it hurts... then it\'ll reach for more."\n—Red Comyn', 'illustrator': 'Scott Uminga', 'keywords': 'Sentry - AP', 'pack_code': 'sg', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Subroutine Do 1 net damage. Subroutine Gain 1 credit.', 'stripped_title': 'Tithe', 'text': '[subroutine] Do 1 net damage.\n[subroutine] Gain 1[credit].', 'title': 'Tithe', 'type_code': 'ice', 'uniqueness': False}, {'code': '30074', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '[this space intentionally left blank]', 'illustrator': 'Scott Uminga', 'keywords': 'Code Gate', 'pack_code': 'sg', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine The Runner loses 3 credits. Subroutine If the Runner has 6 credits or less, end the run.', 'stripped_title': 'Whitespace', 'text': '[subroutine] The Runner loses 3[credit].\n[subroutine] If the Runner has 6[credit] or less, end the run.', 'title': 'Whitespace', 'type_code': 'ice', 'uniqueness': False}, {'code': '30075', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'A financial instrument for diverting money from those outside to those inside.', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Transaction', 'pack_code': 'sg', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 9 credits.', 'stripped_title': 'Hedge Fund', 'text': 'Gain 9[credit].', 'title': 'Hedge Fund', 'type_code': 'operation', 'uniqueness': False}, {'base_link': 0, 'code': '30076', 'deck_limit': 1, 'faction_code': 'neutral-runner', 'flavor': 'Are you ready to start something big?', 'illustrator': 'Benjamin Giletti', 'influence_limit': None, 'keywords': 'Natural', 'minimum_deck_size': 30, 'pack_code': 'sg', 'position': 76, 'quantity': 1, 'side_code': 'runner', 'stripped_title': 'The Catalyst: Convention Breaker', 'title': 'The Catalyst: Convention Breaker', 'type_code': 'identity', 'uniqueness': False}, {'code': '30077', 'deck_limit': 1, 'faction_code': 'neutral-corp', 'flavor': "You work for us. You just don't know it yet.", 'illustrator': 'Emilio Rodriguez', 'influence_limit': None,

'keywords': 'Megacorp', 'minimum_deck_size': 30, 'pack_code': 'sg', 'position': 77, 'quantity': 1, 'side_code': 'corp', 'stripped_title': 'The Syndicate: Profit over Principle', 'title': 'The Syndicate: Profit over Principle', 'type_code': 'identity', 'uniqueness': False}], [{'base_link': 0, 'code': '31001', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': 'The hue of your soul, the voice of your spirit, the shape of your flesh are yours to decide. Be free.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 1, 'quantity': 1, 'side_code': 'runner', 'stripped_text': '0 credits: Break 1 barrier subroutine. Use this ability only once per turn.', 'stripped_title': 'Quetzal: Free Spirit', 'text': '0[credit]: Break 1 barrier subroutine. Use this ability only once per turn.', 'title': 'Quetzal: Free Spirit', 'type_code': 'identity', 'uniqueness': False}, {'base_link': 1, 'code': '31002', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': "I'm through with games.", 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'Cyborg - G-mod', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 2, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first piece of ice the Corp rezzes each turn costs 1 credit more to rez.', 'stripped_title': 'Reina Roja: Freedom Fighter', 'text': 'The first piece of ice the Corp rezzes each turn costs 1[credit] more to rez.', 'title': 'Reina Roja: Freedom Fighter', 'type_code': 'identity', 'uniqueness': False}, {'code': '31003', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"If you\'re not in position to press the advantage, you\'ll never gain the upper hand."\n—The Playbook', 'illustrator': 'Seojun Park', 'keywords': 'Sabotage', 'pack_code': 'su21', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run this turn. Trash 1 unrezzed piece of ice you passed during your last run.', 'stripped_title': 'En Passant', 'text': 'Play only if you made a successful run this turn.\nTrash 1 unrezzed piece of ice you passed during your last run.', 'title': 'En Passant', 'type_code': 'event', 'uniqueness': False}, {'code': '31004', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': "Someone's trash is another's treasure.", 'illustrator': 'Zoe Cohen', 'keywords': 'Run', 'pack_code': 'su21', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run Archives. If successful, instead of breaching Archives, you may install 1 program from your heap, ignoring all costs.', 'stripped_title': 'Retrieval Run', 'text': 'Run Archives. If successful, instead of breaching Archives, you may install 1 program from your heap, ignoring all costs.', 'title': 'Retrieval Run', 'type_code': 'event', 'uniqueness': False}, {'code': '31005', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Surprising, how a single blocked datafeed brings the system to its knees.', 'illustrator': 'Zoe Cohen', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'su21', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The Corp cannot score an agenda during the same turn they installed that agenda. When the Corp purges virus counters, trash this program.', 'stripped_title': 'Clot', 'text': 'The Corp cannot score an agenda during the same turn they installed that agenda.\nWhen the Corp purges virus counters, trash this program.', 'title': 'Clot', 'type_code': 'program', 'uniqueness': False}, {'code': '31006', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"Oh, holy Rust,\nTurn foundation into dust.\nOh, sacred Flood,\nWash away what we have become."\n—Rent Strike', 'illustrator': 'Zoe Cohen', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'su21', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 barrier subroutine. 1 credit: +1 strength.', 'stripped_title': 'Corroder', 'text': 'Interface → 1[credit]: Break 1 barrier subroutine.\n1[credit]: +1 strength.', 'title': 'Corroder', 'type_code': 'program', 'uniqueness': False}, {'code': '31007', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "Just don't let it bounce back up the feed to your rig.", 'illustrator': 'Krembler', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'su21', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this program, place 2 virus counters on it. Access -> Hosted virus counter: Trash the card you are accessing. Use this ability only once per turn.', 'stripped_title': 'Imp', 'text': 'When you install this program, place 2 virus counters on it.\nAccess → Hosted virus counter: Trash the card you are accessing. Use this ability only once per turn.', 'title': 'Imp', 'type_code': 'program', 'uniqueness': False}, {'code': '31008', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'What is another mask to those we already wear?', 'illustrator': 'Patrick B.', 'keywords': 'Icebreaker

- Killer', 'memory_cost': 1, 'pack_code': 'su21', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine.', 'stripped_title': 'Mimic', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.', 'title': 'Mimic', 'type_code': 'program', 'uniqueness': False}, {'code': '31009', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'At the code level, all ice manifests via a small number of common protocols. Security managers are kept awake by nightmares of a disgruntled sysop walking out the door with the core infosec library.', 'illustrator': 'Krembler', 'keywords': 'Virtual', 'pack_code': 'su21', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'While you are encountering a piece of ice, it gets -1 strength.', 'stripped_title': 'Ice Carver', 'text': 'While you are encountering a piece of ice, it gets -1 strength.', 'title': 'Ice Carver', 'type_code': 'resource', 'uniqueness': True}, {'code': '31010', 'cost': 6, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Money is like gravity, it accretes.\nJustice is like resisting gravity, it takes force.', 'illustrator': 'Zoe Cohen', 'pack_code': 'su21', 'position': 10, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 16 credits onto it. When it is empty, trash it. click: Take 4 credits from this resource.', 'stripped_title': 'Liberated Account', 'text': 'When you install this resource, load 16[credit] onto it. When it is empty, trash it.\n[click]: Take 4[credit] from this resource.', 'title': 'Liberated Account', 'type_code': 'resource', 'uniqueness': False}, {'code': '31011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'Destruction is forever.', 'illustrator': 'Krembler, Zoe Cohen', 'keywords': 'Connection - Seedy', 'pack_code': 'su21', 'position': 11, '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 to pay trash costs.', 'stripped_title': 'Scrubber', 'text': '2[recurring-credit] (When you install this card and before your turn begins, refill to 2 hosted credits.)\nYou can spend hosted credits to pay trash costs.', 'title': 'Scrubber', 'type_code': 'resource', 'uniqueness': False}, {'code': '31012', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Nobles born foolish cared not for their state\nI was left alone weeping\n—Toghon Temur', 'illustrator': 'Nedliv Audiovisuell', 'keywords': 'Virtual', 'pack_code': 'su21', 'position': 12, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The rez cost of each piece of ice is increased by 1 credit.', 'stripped_title': 'Xanadu', 'text': 'The rez cost of each piece of ice is increased by 1[credit].', 'title': 'Xanadu', 'type_code': 'resource', 'uniqueness': True}, {'base_link': 0, 'code': '31013', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': 'Live in the fast lane.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 17, 'keywords': 'Clone', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 13, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time each turn you play a run event, gain 1 credit.', 'stripped_title': 'Ken "Express" Tenma: Disappeared Clone', 'text': 'The first time each turn you play a run event, gain 1[credit].', 'title': 'Ken "Express" Tenma: Disappeared Clone', 'type_code': 'identity', 'uniqueness': False}, {'base_link': 0, 'code': '31014', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': "Yeah. I'm thinking I'm back.", 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 14, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time each turn you make a successful run on HQ, you may choose 2 cards in your heap. If you do, the Corp removes 1 of those cards from the game, then you add the other card to your grip.', 'stripped_title': 'Steve Cambridge: Master Grifter', 'text': 'The first time each turn you make a successful run on HQ, you may choose 2 cards in your heap. If you do, the Corp removes 1 of those cards from the game, then you add the other card to your grip.', 'title': 'Steve Cambridge: Master Grifter', 'type_code': 'identity', 'uniqueness': False}, {'code': '31015', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"I see great opportunities ahead for you."', 'illustrator': 'Zoe Cohen', 'pack_code': 'su21', 'position': 15, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install 1 resource from your grip, paying 3 credits less.', 'stripped_title': 'Career Fair', 'text': 'Install 1 resource from your grip, paying 3[credit] less.', 'title': 'Career Fair', 'type_code': 'event', 'uniqueness': False}, {'code': '31016', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Did you order the defrag?"\n"...I thought you did?"', 'illustrator': 'Nedliv Audiovisuell', 'keywords': 'Sabotage', 'pack_code': 'su21', 'position': 16, 'quantity': 3, 'side_code':

'runner', 'stripped_text': 'Play only if you made a successful run on HQ this turn. Derez 1 installed piece of ice.', 'stripped_title': 'Emergency Shutdown', 'text': 'Play only if you made a successful run on HQ this turn.\nDerez 1 installed piece of ice.', 'title': 'Emergency Shutdown', 'type_code': 'event', 'uniqueness': False}, {'code': '31017', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Electronic warfare, like all warfare, is based on deception."\n—The Playbook', 'illustrator': 'Seojun Park', 'keywords': 'Sabotage', 'pack_code': 'su21', 'position': 17, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Choose 1 unrezzed piece of ice. The Corp may rez that ice. If they do not, they trash it.', 'stripped_title': 'Forged Activation Orders', 'text': 'Choose 1 unrezzed piece of ice. The Corp may rez that ice. If they do not, they trash it.', 'title': 'Forged Activation Orders', 'type_code': 'event', 'uniqueness': False}, {'code': '31018', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"I\'m not an actor, but I am a professional."\n—Gabriel Santiago', 'illustrator': 'Benjamin Giletti', 'keywords': 'Run', 'pack_code': 'su21', 'position': 18, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. The first time this run you encounter a piece of ice, bypass it.', 'stripped_title': 'Inside Job', 'text': 'Run any server. The first time this run you encounter a piece of ice, bypass it.', 'title': 'Inside Job', 'type_code': 'event', 'uniqueness': False}, {'code': '31019', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "Go outside. Work with your hands. It'll do you good.", 'illustrator': 'Zoe Cohen', 'keywords': 'Run', 'pack_code': 'su21', 'position': 19, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, access 2 additional cards when you breach HQ.', 'stripped_title': 'Legwork', 'text': 'Run HQ. If successful, access 2 additional cards when you breach HQ.', 'title': 'Legwork', 'type_code': 'event', 'uniqueness': False}, {'code': '31020', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': "It's not what you know. It's who you know.", 'illustrator': 'Nedliv Audiovisuell', 'pack_code': 'su21', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Remove 1 tag. Then, you may pay 1 credit to add this event to your grip.', 'stripped_title': 'Networking', 'text': 'Remove 1 tag. Then, you may pay 1[credit] to add this event to your grip.', 'title': 'Networking', 'type_code': 'event', 'uniqueness': False}, {'code': '31021', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Slippier than a buttered escargot.', 'illustrator': 'Zoe Cohen', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'su21', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 code gate subroutine. 2 credits: +2 strength. trash: Bypass the code gate you are encountering.', 'stripped_title': 'Abagnale', 'text': 'Interface → 1[credit]: Break 1 code gate subroutine.\n2[credit]: +2 strength.\n[trash]: Bypass the code gate you are encountering.', 'title': 'Abagnale', 'type_code': 'program', 'uniqueness': False}, {'code': '31022', 'cost': 9, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'Her touch is as cold as her heart.', 'illustrator': 'Krembler', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'su21', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 2 credits: +1 strength. When you install this program, choose 1 installed piece of ice. Whenever you encounter the chosen ice, you may pay 1 credit for each subroutine it has. If you do, bypass that ice.', 'stripped_title': 'Femme Fatale', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n2[credit]: +1 strength.\nWhen you install this program, choose 1 installed piece of ice.\nWhenever you encounter the chosen ice, you may pay 1[credit] for each subroutine it has. If you do, bypass that ice.', 'title': 'Femme Fatale', 'type_code': 'program', 'uniqueness': False}, {'code': '31023', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'There is no such thing as truly disconnected from the Net.', 'illustrator': 'Atomikrin', 'memory_cost': 2, 'pack_code': 'su21', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Run Archives. If that run would be declared successful, change the attacked server to HQ for the remainder of that run.', 'stripped_title': 'Sneakdoor Beta', 'text': '[click]: Run Archives. If that run would be declared successful, change the attacked server to HQ for the remainder of that run.', 'title': 'Sneakdoor Beta', 'type_code': 'program', 'uniqueness': False}, {'code': '31024', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'They pay you for the practice run, then you do it again for the real reward.', 'illustrator':

'Krembler', 'keywords': 'Job', 'pack_code': 'su21', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may choose a server. The first time this turn you make a successful run on that server, instead of breaching it, gain 2 credits.', 'stripped_title': 'Security Testing', 'text': 'When your turn begins, you may choose a server. The first time this turn you make a successful run on that server, instead of breaching it, gain 2[credit].', 'title': 'Security Testing', 'type_code': 'resource', 'uniqueness': False}, {'base_link': 0, 'code': '31025', 'deck_limit': 1, 'faction_code': 'shaper', 'illustrator': 'Benjamin Giletti', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 25, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Before drawing your starting hand, set aside the top 6 cards of your stack facedown. (You may look at those cards at any time.) Shuffle 2 of those cards into your stack. click: Add 1 card set aside with this identity to your grip.', 'stripped_title': 'Ayla "Bios" Rahim: Simulant Specialist', 'text': 'Before drawing your starting hand, set aside the top 6 cards of your stack facedown. (You may look at those cards at any time.) Shuffle 2 of those cards into your stack.\n[click]: Add 1 card set aside with this identity to your grip.', 'title': 'Ayla "Bios" Rahim: Simulant Specialist', 'type_code': 'identity', 'uniqueness': False}, {'base_link': 0, 'code': '31026', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': 'My thoughts open; unbound within, unblocked without.', 'illustrator': 'Benjamin Giletti', 'influence_limit': 10, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 26, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time each turn you encounter a piece of ice, it gains code gate for the remainder of this run.', 'stripped_title': 'Rielle "Kit" Peddler: Transhuman', 'text': 'The first time each turn you encounter a piece of ice, it gains code gate for the remainder of this run.', 'title': 'Rielle "Kit" Peddler: Transhuman', 'type_code': 'identity', 'uniqueness': False}, {'code': '31027', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'No Diesel? No fire!', 'illustrator': 'Krembler', 'pack_code': 'su21', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Draw 3 cards.', 'stripped_title': 'Diesel', 'text': 'Draw 3 cards.', 'title': 'Diesel', 'type_code': 'event', 'uniqueness': False}, {'code': '31028', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'No code survives contact with the user.', 'illustrator': 'Nedliv Audiovisuell', 'pack_code': 'su21', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Search either your stack or your heap for 1 program. (Shuffle your stack if you searched it.) Install that program, ignoring all costs. When your turn ends, if that program has not been uninstalled, add it to the top of your stack.', 'stripped_title': 'Test Run', 'text': 'Search either your stack or your heap for 1 program. (Shuffle your stack if you searched it.) Install that program, ignoring all costs. When your turn ends, if that program has not been uninstalled, add it to the top of your stack.', 'title': 'Test Run', 'type_code': 'event', 'uniqueness': False}, {'code': '31029', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'The incoming datafeed is blunted, rendered into a soft lie our brains can understand. Seeing the Reality beyond takes dedication and practice.', 'illustrator': 'N. Hopkins', 'keywords': 'Run', 'pack_code': 'su21', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run R&D. If successful, access 2 additional cards when you breach R&D.', 'stripped_title': "The Maker's Eye", 'text': 'Run R&D. If successful, access 2 additional cards when you breach R&D.', 'title': "The Maker's Eye", 'type_code': 'event', 'uniqueness': False}, {'code': '31030', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'I do not run with my tools. I run with my heart.', 'illustrator': 'Atomikrin', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'su21', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'When you install this program, you may pay X credits to place X power counters on it. This program gets +1 strength for each hosted power counter, and it can only interface with ice of exactly equal strength. Interface -> 1 credit: Break 1 subroutine.', 'stripped_title': 'Atman', 'text': 'When you install this program, you may pay X[credit] to place X power counters on it.\nThis program gets +1 strength for each hosted power counter, and it can only interface with ice of exactly equal strength.\nInterface → 1[credit]: Break 1 subroutine.', 'title': 'Atman', 'type_code': 'program', 'uniqueness': False}, {'code': '31031', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': "I saved it to my desktop once; couldn't find the thing for a week!", 'illustrator': 'Krembler', 'keywords': 'Icebreaker', 'memory_cost': 1, 'pack_code':

'su21', 'position': 31, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'When you install this program, choose barrier, code gate, or sentry. When your discard phase ends, add this program to your grip. Interface -> 1 credit: Break 1 subroutine on a piece of ice that has the chosen subtype.', 'stripped_title': 'Chameleon', 'text': 'When you install this program, choose barrier, code gate, or sentry.\nWhen your discard phase ends, add this program to your grip.\nInterface → 1[credit]: Break 1 subroutine on a piece of ice that has the chosen subtype.', 'title': 'Chameleon', 'type_code': 'program', 'uniqueness': False}, {'code': '31032', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Pallas Athena sent a heron gliding down the night. They could not see it passing, but they heard its cry."\n—The Iliad', 'illustrator': 'N. Hopkins', 'memory_cost': 1, 'pack_code': 'su21', 'position': 32, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only on a rezzed piece of ice. Host ice gains barrier, code gate, and sentry.', 'stripped_title': 'Egret', 'text': 'Install only on a rezzed piece of ice.\nHost ice gains barrier, code gate, and sentry.', 'title': 'Egret', 'type_code': 'program', 'uniqueness': False}, {'code': '31033', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'A thousand puzzles with a single solution.', 'illustrator': 'Zoe Cohen', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'su21', 'position': 33, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 code gate subroutine. 1 credit: +1 strength for the remainder of this run.', 'stripped_title': 'Gordian Blade', 'text': 'Interface → 1[credit]: Break 1 code gate subroutine.\n1[credit]: +1 strength for the remainder of this run.', 'title': 'Gordian Blade', 'type_code': 'program', 'uniqueness': False}, {'code': '31034', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'A rising tide drowns all servers.', 'illustrator': 'Zoe Cohen', 'memory_cost': 1, 'pack_code': 'su21', 'position': 34, '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 to pay trash costs of assets.', 'stripped_title': 'Paricia', 'text': '2[recurring-credit] (When you install this card and before your turn begins, refill to 2 hosted credits.)\nYou can spend hosted credits to pay trash costs of assets.', 'title': 'Paricia', 'type_code': 'program', 'uniqueness': False}, {'code': '31035', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "If you have something to sell, Aesop is interested in buying. The only detail he won't ask is where you got it.", 'illustrator': 'Krembler, Alexis Spicer', 'keywords': 'Connection - Location', 'pack_code': 'su21', 'position': 35, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may trash 1 of your other installed cards. If you do, gain 3 credits.', 'stripped_title': "Aesop's Pawnshop", 'text': 'When your turn begins, you may trash 1 of your other installed cards. If you do, gain 3[credit].', 'title': "Aesop's Pawnshop", 'type_code': 'resource', 'uniqueness': True}, {'code': '31036', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'You can hack a social network, but hard work, collaboration, and a sympathetic ear gets you there faster.', 'illustrator': 'Nedliv Audiovisuell', 'keywords': 'Connection', 'pack_code': 'su21', 'position': 36, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Gain 1 credit and draw 1 card.', 'stripped_title': 'Professional Contacts', 'text': '[click]: Gain 1[credit] and draw 1 card.', 'title': 'Professional Contacts', 'type_code': 'resource', 'uniqueness': False}, {'code': '31037', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': "I thought I'd feel bad about this. I don't.", 'illustrator': 'Chelsea Geter', 'keywords': 'Run', 'pack_code': 'su21', 'position': 37, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. When that run ends, if it was successful, gain 5 credits.', 'stripped_title': 'Dirty Laundry', 'text': 'Run any server. When that run ends, if it was successful, gain 5[credit].', 'title': 'Dirty Laundry', 'type_code': 'event', 'uniqueness': False}, {'code': '31038', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'They were off the market for years, till the Beanstalk Crisis made redundancy fashionable again.', 'illustrator': 'Zoe Cohen, Alexis Spicer', 'keywords': 'Gear', 'pack_code': 'su21', 'position': 38, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit (When you install this card and before your turn begins, refill to 1 hosted credit.) You can spend hosted credits to play events.', 'stripped_title': 'Prepaid VoicePAD', 'text': '1[recurring-credit] (When you install this card and before your turn begins, refill to 1 hosted

credit.)\nYou can spend hosted credits to play events.', 'title': 'Prepaid VoicePAD', 'type_code': 'hardware', 'uniqueness': False}, {'code': '31039', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'The best view in the system. Priced accordingly.', 'illustrator': 'Zoe Cohen', 'keywords': 'Location - Ritzy', 'pack_code': 'su21', 'position': 39, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 3 power counters onto it. When it is empty, trash it. When your turn begins, remove 1 hosted power counter and draw 2 cards.', 'stripped_title': 'Earthrise Hotel', 'text': 'When you install this resource, load 3 power counters onto it. When it is empty, trash it.\nWhen your turn begins, remove 1 hosted power counter and draw 2 cards.', 'title': 'Earthrise Hotel', 'type_code': 'resource', 'uniqueness': True}, {'code': '31040', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'Service is Guaranteed.', 'illustrator': 'Kira L. Nguyen', 'influence_limit': 12, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 40, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time each turn the Runner passes a rezzed piece of bioroid ice, you may rez 1 bioroid card, paying 4 credits less.', 'stripped_title': 'Haas-Bioroid: Architects of Tomorrow', 'text': 'The first time each turn the Runner passes a rezzed piece of bioroid ice, you may rez 1 bioroid card, paying 4[credit] less.', 'title': 'Haas-Bioroid: Architects of Tomorrow', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '31041', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': 'Perfection of form.', 'illustrator': 'Krembler', 'keywords': 'Research', 'pack_code': 'su21', 'position': 41, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 1 agenda counter on it for each hosted advancement counter past 3. Hosted agenda counter: Add 1 card from Archives to HQ.', 'stripped_title': 'Project Vitruvius', 'text': 'When you score this agenda, place 1 agenda counter on it for each hosted advancement counter past 3.\nHosted agenda counter: Add 1 card from Archives to HQ.', 'title': 'Project Vitruvius', 'type_code': 'agenda', 'uniqueness': False}, {'code': '31042', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'They only get one childhood. Make it count.', 'illustrator': 'Dimik', 'keywords': 'Advertisement', 'pack_code': 'su21', 'position': 42, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this asset, load 8 credits onto it. When it is empty, trash it. When your turn begins, take 2 credits from this asset. Interrupt -> When this asset would be trashed, you may shuffle it into R&D instead of adding it to Archives. (It is still considered trashed.)', 'stripped_title': 'Marilyn Campaign', 'text': 'When you rez this asset, load 8[credit] onto it. When it is empty, trash it.\nWhen your turn begins, take 2[credit] from this asset.\n[interrupt] → When this asset would be trashed, you may shuffle it into R&D instead of adding it to Archives. (It is still considered trashed.)', 'title': 'Marilyn Campaign', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}, {'code': '31043', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Hello again! Back for another game?', 'illustrator': 'Krembler', 'keywords': 'Barrier - Bioroid', 'pack_code': 'su21', 'position': 43, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Eli 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Eli 1.0', 'type_code': 'ice', 'uniqueness': False}, {'code': '31044', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'A triumph of bioroid-driven iterative design. A pity no one understands how it works...', 'illustrator': 'Zoe Cohen', 'keywords': 'Code Gate', 'pack_code': 'su21', 'position': 44, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When you rez this ice, choose 1 installed program hosted on a piece of ice. Move that program onto this ice. Each hosted program loses all abilities. Subroutine End the run.', 'stripped_title': 'Magnet', 'text': 'When you rez this ice, choose 1 installed program hosted on a piece of ice. Move that program onto this ice.\nEach hosted program loses all abilities.\n[subroutine] End the run.', 'title': 'Magnet', 'type_code': 'ice', 'uniqueness': False}, {'code': '31045', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'I roar with a thousand voices, wield a thousand weapons, remember a thousand lives.', 'illustrator': 'Krembler', 'keywords': 'Code Gate - Bioroid', 'pack_code': 'su21', 'position': 45, 'quantity': 3,

'side_code': 'corp', 'strength': 5, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Resolve 1 subroutine on another rezzed bioroid ice. Subroutine Resolve 1 subroutine on another rezzed bioroid ice.', 'stripped_title': 'Ravana 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Resolve 1 subroutine on another rezzed bioroid ice.\n[subroutine] Resolve 1 subroutine on another rezzed bioroid ice.', 'title': 'Ravana 1.0', 'type_code': 'ice', 'uniqueness': False}, {'code': '31046', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Click!', 'illustrator': 'Zoe Cohen', 'keywords': 'Sentry - Destroyer', 'pack_code': 'su21', 'position': 46, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine Trash 1 installed program. Subroutine End the run.', 'stripped_title': 'Rototurret', 'text': '[subroutine] Trash 1 installed program.\n[subroutine] End the run.', 'title': 'Rototurret', 'type_code': 'ice', 'uniqueness': False}, {'code': '31047', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "It's not sleep. Sleep is dreams, activity, change. These are still, cold, dead.", 'illustrator': 'N. Hopkins', 'pack_code': 'su21', 'position': 47, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Add 1 card from Archives to HQ.', 'stripped_title': 'Archived Memories', 'text': 'Add 1 card from Archives to HQ.', 'title': 'Archived Memories', 'type_code': 'operation', 'uniqueness': False}, {'code': '31048', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': 'Sometimes we at Haas-Bioroid are asked how well bioroids interface socially with human workforces. Thanks to our tireless efforts, we believe this will not be a problem in the long term.', 'illustrator': 'Olie Boldador', 'pack_code': 'su21', 'position': 48, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain click click.', 'stripped_title': 'Biotic Labor', 'text': 'Gain [click][click].', 'title': 'Biotic Labor', 'type_code': 'operation', 'uniqueness': False}, {'code': '31049', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Problem solved.', 'illustrator': 'NtscapeNavigator', 'pack_code': 'su21', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'X credits, trash: Choose 1 rezzed piece of ice protecting this server. That ice gets +X strength for the remainder of the turn.', 'stripped_title': 'Corporate Troubleshooter', 'text': 'X[credit], [trash]: Choose 1 rezzed piece of ice protecting this server. That ice gets +X strength for the remainder of the turn.', 'title': 'Corporate Troubleshooter', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '31050', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'The Essence of You.', 'illustrator': 'Kira L. Nguyen', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 50, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever an agenda is scored or stolen, do 1 net damage.', 'stripped_title': 'Jinteki: Personal Evolution', 'text': 'Whenever an agenda is scored or stolen, do 1 net damage.', 'title': 'Jinteki: Personal Evolution', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 1, 'code': '31051', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': 'The payment for entry is a mere drop of blood.', 'illustrator': 'Zoe Cohen', 'keywords': 'Security', 'pack_code': 'su21', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 3 agenda counters on it. Hosted agenda counter: Do 1 net damage. Use this ability only during a run and only once per run.', 'stripped_title': 'House of Knives', 'text': 'When you score this agenda, place 3 agenda counters on it.\nHosted agenda counter: Do 1 net damage. Use this ability only during a run and only once per run.', 'title': 'House of Knives', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '31052', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': "We could stop disasters before they happen, murderers before they act. Surely that's worth an android's sanity?", 'illustrator': 'Dimik', 'keywords': 'Initiative', 'pack_code': 'su21', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 1 agenda counter on it. Hosted agenda counter: End the run.', 'stripped_title': 'Nisei MK II', 'text': 'When you score this agenda, place 1 agenda counter on it.\nHosted agenda counter: End the run.', 'title': 'Nisei MK II', 'type_code': 'agenda', 'uniqueness': False}, {'code': '31053', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': 'I cannot stay. There is something I must do.', 'illustrator': 'N. Hopkins', 'keywords': 'Hostile', 'pack_code': 'su21', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. click, trash: Do 3 net

damage. Use this ability only if there are 4 or more hosted advancement counters.', 'stripped_title': 'Ronin', 'text': 'You can advance this asset.\n[click], [trash]: Do 3 net damage. Use this ability only if there are 4 or more hosted advancement counters.', 'title': 'Ronin', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}, {'code': '31054', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'A little room, full of surprises.', 'illustrator': 'NtscapeNavigator', 'keywords': 'Ambush', 'pack_code': 'su21', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'While the Runner is accessing this card from R&D, they must reveal it. When the Runner accesses this card from anywhere except Archives, you may pay 4 credits. If you do, give the Runner 1 tag and do 3 net damage.', 'stripped_title': 'Snare!', 'text': 'While the Runner is accessing this card from R&D, they must reveal it.\nWhen the Runner accesses this card from anywhere except Archives, you may pay 4[credit]. If you do, give the Runner 1 tag and do 3 net damage.', 'title': 'Snare!', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}, {'code': '31055', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'As the white light blazed around her, she became still. It was too beautiful. Too perfect.', 'illustrator': 'Krembler', 'keywords': 'Code Gate', 'pack_code': 'su21', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'The strength of this ice cannot be lowered. Subroutine End the run.', 'stripped_title': 'Lotus Field', 'text': 'The strength of this ice cannot be lowered.\n[subroutine] End the run.', 'title': 'Lotus Field', 'type_code': 'ice', 'uniqueness': False}, {'code': '31056', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'The pain of its first cutting art is a test. Bleed human-red and the second attack is stilled.', 'illustrator': 'Krembler', 'keywords': 'Sentry - AP - Destroyer', 'pack_code': 'su21', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'The Runner cannot break subroutines on this ice using AI programs. Subroutine Trash 1 installed AI program. Subroutine Do 1 net damage.', 'stripped_title': 'Swordsman', 'text': 'The Runner cannot break subroutines on this ice using AI programs.\n[subroutine] Trash 1 installed AI program.\n[subroutine] Do 1 net damage.', 'title': 'Swordsman', 'type_code': 'ice', 'uniqueness': False}, {'code': '31057', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': "We knew we'd found this season's must-have when all twenty of the A-tier influencers refused to return the teacup alpacas.", 'illustrator': 'N. Hopkins', 'keywords': 'Double', 'pack_code': 'su21', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Reveal up to 5 cards in HQ. Gain 2 credits for each card you revealed this way.', 'stripped_title': 'Celebrity Gift', 'text': 'As an additional cost to play this operation, spend [click].\nReveal up to 5 cards in HQ. Gain 2[credit] for each card you revealed this way.', 'title': 'Celebrity Gift', 'type_code': 'operation', 'uniqueness': False}, {'code': '31058', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Are you watching closely?', 'illustrator': 'N. Hopkins', 'pack_code': 'su21', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Choose 1 installed card you can advance. Move up to 2 advancement counters from 1 other card to the chosen card.', 'stripped_title': 'Trick of Light', 'text': 'Choose 1 installed card you can advance. Move up to 2 advancement counters from 1 other card to the chosen card.', 'title': 'Trick of Light', 'type_code': 'operation', 'uniqueness': False}, {'code': '31059', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Director Kase hung landscapes of the Hokusai facility behind their desk. The implication was wonderful for concentrating the minds of the staff.', 'illustrator': 'Zoe Cohen', 'keywords': 'Region', 'pack_code': 'su21', 'position': 59, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner makes a successful run on this server, do 1 net damage. Limit 1 region per server.', 'stripped_title': 'Hokusai Grid', 'text': 'Whenever the Runner makes a successful run on this server, do 1 net damage.\nLimit 1 region per server.', 'title': 'Hokusai Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '31060', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Every Hour, Every Minute, Every Second.', 'illustrator': 'Kira L. Nguyen', 'influence_limit': 17, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 60, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time each turn you create a remote server, draw 1 card.', 'stripped_title': 'Near-Earth Hub: Broadcast Center', 'text': 'The first time each turn you create a remote server, draw 1 card.', 'title': 'Near-Earth Hub:

Broadcast Center', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 1, 'code': '31061', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': "Alright everyone! The rights go live in exactly fourteen days. I want merch, I want tie-ins, I want sequels! Let's go!", 'illustrator': 'Zoe Cohen', 'keywords': 'Expansion', 'pack_code': 'su21', 'position': 61, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may reveal 1 asset or upgrade in HQ or Archives. Install and rez that card, ignoring all costs.', 'stripped_title': 'License Acquisition', 'text': 'When you score this agenda, you may reveal 1 asset or upgrade in HQ or Archives. Install and rez that card, ignoring all costs.', 'title': 'License Acquisition', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '31062', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': 'Everything is data.', 'illustrator': 'Zoe Cohen', 'keywords': 'Research', 'pack_code': 'su21', 'position': 62, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 1 agenda counter on it for every 2 hosted advancement counters past 3. This agenda is worth 1 more agenda point for each hosted agenda counter.', 'stripped_title': 'Project Beale', 'text': 'When you score this agenda, place 1 agenda counter on it for every 2 hosted advancement counters past 3.\nThis agenda is worth 1 more agenda point for each hosted agenda counter.', 'title': 'Project Beale', 'type_code': 'agenda', 'uniqueness': False}, {'code': '31063', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Lead the market, never follow it.', 'illustrator': 'David Lei', 'keywords': 'Cast', 'pack_code': 'su21', 'position': 63, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Interrupt -> The first time each turn you would draw any number of cards, increase the number of cards you will draw by 1. When you draw those cards, add 1 of them to the bottom of R&D.', 'stripped_title': 'Daily Business Show', 'text': '[interrupt] → The first time each turn you would draw any number of cards, increase the number of cards you will draw by 1. When you draw those cards, add 1 of them to the bottom of R&D.', 'title': 'Daily Business Show', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}, {'code': '31064', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Corporations can file chargebacks too.', 'illustrator': 'Philippe Laroche', 'keywords': 'Hostile', 'pack_code': 'su21', 'position': 64, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. click, trash: The Runner loses 4 credits for each hosted advancement counter.', 'stripped_title': 'Reversed Accounts', 'text': 'You can advance this asset.\n[click], [trash]: The Runner loses 4[credit] for each hosted advancement counter.', 'title': 'Reversed Accounts', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}, {'code': '31065', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'A moment of your time? A moment of your time? A moment of your—', 'illustrator': 'Alexis Spicer', 'keywords': 'Code Gate - Advertisement', 'pack_code': 'su21', 'position': 65, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'When the Runner encounters this ice, gain 1 credit. Subroutine End the run unless the Runner pays 1 credit.', 'stripped_title': 'Pop-up Window', 'text': 'When the Runner encounters this ice, gain 1[credit].\n[subroutine] End the run unless the Runner pays 1[credit].', 'title': 'Pop-up Window', 'type_code': 'ice', 'uniqueness': False}, {'code': '31066', 'cost': 8, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'The original Net pathways were free and open. An unacceptable state of affairs.', 'illustrator': 'N. Hopkins', 'keywords': 'Code Gate', 'pack_code': 'su21', 'position': 66, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When the Runner encounters this ice, they must pay 3 credits, if able. If they do not, end the run. Subroutine End the run.', 'stripped_title': 'Tollbooth', 'text': 'When the Runner encounters this ice, they must pay 3[credit], if able. If they do not, end the run.\n[subroutine] End the run.', 'title': 'Tollbooth', 'type_code': 'ice', 'uniqueness': False}, {'code': '31067', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Space bent back. Folds on folds.\nEndlessly wide. Paper deep.', 'illustrator': 'Kevin Tame', 'keywords': 'Barrier', 'pack_code': 'su21', 'position': 67, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'While there are no installed fracter programs, this ice gets +7 strength. Subroutine End the run.', 'stripped_title': 'Wraparound', 'text': 'While there are no installed fracter programs, this ice gets +7 strength.\n[subroutine] End the run.', 'title': 'Wraparound', 'type_code': 'ice', 'uniqueness': False}, {'code': '31068', 'cost': None, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'They know more about you than you do.', 'illustrator': 'Nedliv Audiovisuell', 'pack_code': 'su21', 'position': 68, 'quantity': 3, 'side_code':

'corp', 'stripped_text': 'X must be equal to or less than the number of tags the Runner has. Place X advancement counters on 1 installed card you can advance.', 'stripped_title': 'Psychographics', 'text': 'X must be equal to or less than the number of tags the Runner has.\nPlace X advancement counters on 1 installed card you can advance.', 'title': 'Psychographics', 'type_code': 'operation', 'uniqueness': False}, {'code': '31069', 'cost': 6, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'The Coast is open for business.', 'illustrator': 'Nedliv Audiovisuell', 'keywords': 'Region', 'pack_code': 'su21', 'position': 69, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Each agenda in the root of this server gets -1 advancement requirement. Limit 1 region per server.', 'stripped_title': 'SanSan City Grid', 'text': 'Each agenda in the root of this server gets -1 advancement requirement.\nLimit 1 region per server.', 'title': 'SanSan City Grid', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '31070', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Above the Competition.', 'illustrator': 'Kira L. Nguyen', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'su21', 'position': 70, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever you play a transaction operation, gain 1 credit.', 'stripped_title': 'Weyland Consortium: Building a Better World', 'text': 'Whenever you play a transaction operation, gain 1[credit].', 'title': 'Weyland Consortium: Building a Better World', 'type_code': 'identity', 'uniqueness': False}, {'advancement_cost': 2, 'agenda_points': 1, 'code': '31071', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'Sometimes the small fry need a little convincing to put profit over principle.', 'illustrator': 'NtscapeNavigator, Matt Burton', 'keywords': 'Expansion', 'pack_code': 'su21', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, gain 7 credits and take 1 bad publicity.', 'stripped_title': 'Hostile Takeover', 'text': 'When you score this agenda, gain 7[credit] and take 1 bad publicity.', 'title': 'Hostile Takeover', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 4, 'agenda_points': 2, 'code': '31072', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': "There's only one season in Oaktown: construction.", 'illustrator': 'Kira L. Nguyen', 'keywords': 'Public - Initiative', 'pack_code': 'su21', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install only faceup. (This agenda is neither rezzed nor unrezzed.) Whenever you advance this agenda, gain 2 credits. If there are 5 or more hosted advancement counters (including the counter just placed), gain 3 credits instead.', 'stripped_title': 'Oaktown Renovation', 'text': 'Install only faceup. (This agenda is neither rezzed nor unrezzed.)\nWhenever you advance this agenda, gain 2[credit]. If there are 5 or more hosted advancement counters (including the counter just placed), gain 3[credit] instead.', 'title': 'Oaktown Renovation', 'type_code': 'agenda', 'uniqueness': False}, {'advancement_cost': 3, 'agenda_points': 2, 'code': '31073', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'Next stop: infinity.', 'illustrator': 'Zoe Cohen', 'keywords': 'Research', 'pack_code': 'su21', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 1 agenda counter on it for each hosted advancement counter past 3. Hosted agenda counter: Search R&D for 1 card and reveal it. Add it to HQ.', 'stripped_title': 'Project Atlas', 'text': 'When you score this agenda, place 1 agenda counter on it for each hosted advancement counter past 3.\nHosted agenda counter: Search R&D for 1 card and reveal it. Add it to HQ.', 'title': 'Project Atlas', 'type_code': 'agenda', 'uniqueness': False}, {'code': '31074', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': "It's amazing what people will endure for job security.", 'illustrator': 'Seojun Park', 'pack_code': 'su21', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to rez this asset, forfeit 1 agenda. When your turn begins, you may trash 1 installed resource. Trashing a resource this way cannot be prevented.', 'stripped_title': 'Corporate Town', 'text': 'As an additional cost to rez this asset, forfeit 1 agenda.\nWhen your turn begins, you may trash 1 installed resource. Trashing a resource this way cannot be prevented.', 'title': 'Corporate Town', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': False}, {'code': '31075', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Target Acquired.', 'illustrator': 'NtscapeNavigator', 'keywords': 'Sentry - Destroyer', 'pack_code': 'su21', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'As an additional cost to rez this ice, forfeit 1 agenda.

Subroutine Gain 2 credits. Subroutine Trash 1 installed program. Subroutine Trash 1 installed program. Subroutine End the run.', 'stripped_title': 'Archer', 'text': 'As an additional cost to rez this ice, forfeit 1 agenda.\n[subroutine] Gain 2[credit].\n[subroutine] Trash 1 installed program.\n[subroutine] Trash 1 installed program.\n[subroutine] End the run.', 'title': 'Archer', 'type_code': 'ice', 'uniqueness': False}, {'code': '31076', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'N. Hopkins', 'keywords': 'Code Gate', 'pack_code': 'su21', 'position': 76, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'You can advance this ice. If there are 3 or more hosted advancement counters, the Runner cannot break subroutines on this ice using AI programs. Subroutine Gain 1 credit. If there are 3 or more hosted advancement counters, instead gain 4 credits. Subroutine End the run. If there are 3 or more hosted advancement counters, instead search R&D for up to 2 cards. Add those cards to HQ, then end the run.', 'stripped_title': 'Hortum', 'text': 'You can advance this ice. If there are 3 or more hosted advancement counters, the Runner cannot break subroutines on this ice using AI programs.\n[subroutine] Gain 1[credit]. If there are 3 or more hosted advancement counters, instead gain 4[credit].\n[subroutine] End the run. If there are 3 or more hosted advancement counters, instead search R&D for up to 2 cards. Add those cards to HQ, then end the run.', 'title': 'Hortum', 'type_code': 'ice', 'uniqueness': False}, {'code': '31077', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'Each time I came back, it was bigger. And colder.', 'illustrator': 'Zoe Cohen', 'keywords': 'Barrier', 'pack_code': 'su21', 'position': 77, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'You can advance this ice. It gets +1 strength for each hosted advancement counter. Subroutine End the run.', 'stripped_title': 'Ice Wall', 'text': 'You can advance this ice. It gets +1 strength for each hosted advancement counter.\n[subroutine] End the run.', 'title': 'Ice Wall', 'type_code': 'ice', 'uniqueness': False}, {'code': '31078', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"Don\'t think we don\'t care. We are very upset."', 'illustrator': 'Zoe Cohen', 'keywords': 'Black Ops', 'pack_code': 'su21', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trace 5. If successful, do X meat damage. X is equal to the sum of the printed agenda points on all agendas the Runner stole during their last turn.', 'stripped_title': 'Punitive Counterstrike', 'text': '<trace>Trace 5</trace>. If successful, do X meat damage. X is equal to the sum of the printed agenda points on all agendas the Runner stole during their last turn.', 'title': 'Punitive Counterstrike', 'type_code': 'operation', 'uniqueness': False}, {'code': '31079', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'The Promontorium Agarum shipyards work on a scale that would be impossible in Earthgrav.', 'illustrator': 'NtscapeNavigator', 'keywords': 'Region', 'pack_code': 'su21', 'position': 79, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Runs against this server cannot be declared successful. (This effect does not cause runs to become unsuccessful.) Limit 1 region per server.', 'stripped_title': 'Crisium Grid', 'text': 'Runs against this server cannot be declared successful. (This effect does not cause runs to become unsuccessful.)\nLimit 1 region per server.', 'title': 'Crisium Grid', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': False}, {'code': '31080', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Everyone bought the newest PAD. Retro styling is in!', 'illustrator': 'Zoe Cohen', 'keywords': 'Advertisement', 'pack_code': 'su21', 'position': 80, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, gain 1 credit.', 'stripped_title': 'PAD Campaign', 'text': 'When your turn begins, gain 1[credit].', 'title': 'PAD Campaign', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}, {'code': '31081', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "No runner sees the same thing. Some say it's a beast, others a man. But they all agree that it smells blue, and tastes like eternity.", 'illustrator': 'Benjamin Giletti', 'keywords': 'Code Gate', 'pack_code': 'su21', 'position': 81, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine The Runner loses click. Subroutine End the run.', 'stripped_title': 'Enigma', 'text': '[subroutine] The Runner loses [click].\n[subroutine] End the run.', 'title': 'Enigma', 'type_code': 'ice', 'uniqueness': False}, {'code': '31082', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "You don't notice, but their profits do.", 'illustrator': 'Seojun Park', 'keywords': 'Gray Ops', 'pack_code':

'su21', 'position': 82, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 1 credit. The first time each turn you play a copy of Subliminal Messaging, gain click. When your turn begins, if this card is in Archives and the Runner did not initiate any runs during their last turn, you may reveal this card and add it to HQ.', 'stripped_title': 'Subliminal Messaging', 'text': 'Gain 1[credit].\nThe first time each turn you play a copy of Subliminal Messaging, gain [click].\nWhen your turn begins, if this card is in Archives and the Runner did not initiate any runs during their last turn, you may reveal this card and add it to HQ.', 'title': 'Subliminal Messaging', 'type_code': 'operation', 'uniqueness': False}]]
Standard
['23s', 'baw', 'bm', 'cd', 'cotc', 'dad', 'dc', 'df', 'dtwn', 'eas', 'es', 'fm', 'in', 'ka', 'ml', 'mo', 'ms', 'msbp', 'ph', 'qu', 'rar', 'sg', 'so', 'ss', 'su21', 'tdatd', 'ur', 'urbp', 'win']