{'code': '11001', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Meg Owenson', 'keywords': 'Current', 'pack_code': '23s', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This event is not trashed until another current is played or an agenda is scored. Whenever the Corp draws 1 or more cards, if it is not the first time they have drawn cards this turn, they lose 1 credit.', 'stripped_title': 'System Outage', 'text': 'This event is not trashed until another current is played or an agenda is scored.\nWhenever the Corp draws 1 or more cards, if it is not the first time they have drawn cards this turn, they lose 1[credit].', 'title': 'System Outage', 'type_code': 'event', 'uniqueness': False}

{'base_link': 0, 'code': '11002', 'deck_limit': 1, 'faction_code': 'anarch', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': '23s', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Once per turn, when you encounter a piece of ice, you may trash 1 card from your grip. If you do, that ice has -2 strength for the remainder of this run.', 'stripped_title': 'Null: Whistleblower', 'text': 'Once per turn, when you encounter a piece of ice, you may trash 1 card from your grip. If you do, that ice has -2 strength for the remainder of this run.', 'title': 'Null: Whistleblower', 'type_code': 'identity', 'uniqueness': False}

{'code': '11003', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Sometimes the itsy-bitsy data is most important.', 'illustrator': 'Alexandr Elichev', 'pack_code': '23s', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you approach a piece of ice, you may expose it. You may then trash GPI Net Tap to jack out.', 'stripped_title': 'GPI Net Tap', 'text': 'Whenever you approach a piece of ice, you may expose it. You may then trash GPI Net Tap to jack out.', 'title': 'GPI Net Tap', 'type_code': 'hardware', 'uniqueness': False}

{'code': '11004', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Take it from me, there is a point where you have so much money you stop caring. That\'s usually right before it all comes tumbling down."', 'illustrator': 'Timur Shevtsov', 'keywords': 'Connection', 'pack_code': '23s', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'If the Corp has at least 10 credits, as an additional cost to rez each piece of ice, the Corp must spend credits equal to the number of subroutines on that ice.', 'stripped_title': 'Hernando Cortez', 'text': 'If the Corp has at least 10[credit], as an additional cost to rez each piece of ice, the Corp must spend credits equal to the number of subroutines on that ice.', 'title': 'Hernando Cortez', 'type_code': 'resource', 'uniqueness': True}

{'code': '11005', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Kathryn Steele', 'keywords': 'Console', 'pack_code': '23s', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu Whenever you make a successful run on R&D, you may replace 1 spent recurring credit. Limit 1 console per player.', 'stripped_title': 'Mirror', 'text': '+2[mu]\nWhenever you make a successful run on R&D, you may replace 1 spent recurring credit.\nLimit 1 console per player.', 'title': 'Mirror', 'type_code': 'hardware', 'uniqueness': True}

{'code': '11006', 'cost': 6, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'In running, as in reality, all elements are connected.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': '23s', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break all subroutines. Use this ability only by spending credits from stealth cards. 1 credit: +1 strength.', 'stripped_title': 'Dai V', 'text': 'Interface → 2[credit]: Break all subroutines. Use this ability only by spending credits from stealth cards.\n1[credit]: +1 strength.', 'title': 'Dai V', 'type_code': 'program', 'uniqueness': False}

{'code': '11007', 'cost': 0, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 3, 'illustrator': 'Caroline Gariba', 'keywords': 'Current', 'pack_code': '23s', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. Whenever you steal an agenda, force the Corp to "Trace 0 If unsuccessful, the Runner gains credits equal to the number of agenda points in both players\' score areas."', 'stripped_title': 'Another Day, Another Paycheck', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nWhenever you steal an agenda, force the Corp to "<trace>Trace 0</trace> If unsuccessful, the Runner gains credits equal to the

number of agenda points in both players\' score areas.'", 'title': 'Another Day, Another Paycheck', 'type_code': 'event', 'uniqueness': False}
{'code': '11008', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': "Designed by 2014 World Champion Dan D'Argenio", 'illustrator': 'Marjorie Davis', 'pack_code': '23s', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Resolve two of the following in any order: * Gain 3 credits. * Draw 2 cards. * Remove 1 tag. * Expose 1 piece of ice, then make a run.', 'stripped_title': 'Deuces Wild', 'text': 'Resolve two of the following in any order: - Gain 3[credit].   - Draw 2 cards.   - Remove 1 tag.   - Expose 1 piece of ice, then make a run.   ', 'title': 'Deuces Wild', 'type_code': 'event', 'uniqueness': False}
{'code': '11009', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'They call it "running" because jacking in is mentally and physically exhausting.', 'illustrator': 'Chris Newman', 'keywords': 'Run', 'pack_code': '23s', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Choose 1 installed icebreaker and run any server. During that run, the chosen icebreaker gets +2 strength.', 'stripped_title': 'Injection Attack', 'text': 'Choose 1 installed icebreaker and run any server. During that run, the chosen icebreaker gets +2 strength.', 'title': 'Injection Attack', 'type_code': 'event', 'uniqueness': False}
{'code': '11010', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'I foresee the end of all things...', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate - Bioroid', 'pack_code': '23s', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine The Runner must pay 1 credit or trash 1 of their installed cards. Subroutine The Runner must pay 1 credit or trash 1 of their installed cards.', 'stripped_title': 'Fairchild 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] The Runner must pay 1[credit] or trash 1 of their installed cards.\n[subroutine] The Runner must pay 1[credit] or trash 1 of their installed cards.', 'title': 'Fairchild 1.0', 'type_code': 'ice', 'uniqueness': False}
{'code': '11011', 'cost': 7, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Hannah Christenson', 'keywords': 'Sentry - Bioroid - Tracer', 'pack_code': '23s', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': "Lose click click: Break up to 2 subroutines on this ice. Only the Runner can use this ability. Subroutine Trace[4]. If successful, add 1 installed program to the bottom of the Runner's stack. Subroutine Trace[4]. If successful, add 1 installed program to the bottom of the Runner's stack. Subroutine Give the Runner 1 tag.", 'stripped_title': 'Sherlock 2.0', 'text': "Lose [click][click]: Break up to 2 subroutines on this ice. Only the Runner can use this ability.\n[subroutine] Trace[4]. If successful, add 1 installed program to the bottom of the Runner's stack.\n[subroutine] Trace[4]. If successful, add 1 installed program to the bottom of the Runner's stack.\n[subroutine] Give the Runner 1 tag.", 'title': 'Sherlock 2.0', 'type_code': 'ice', 'uniqueness': False}
{'code': '11012', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': "'I\'m telling you, free up the emergency accounts. Something\'s coming; I haven\'t seen a reaction like that since the tsunami. My god, the screaming...'", 'illustrator': 'Marya Yartseva', 'keywords': 'Facility', 'pack_code': '23s', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn you reveal secretly spent credits, gain that many credits.', 'stripped_title': 'Hyoubu Research Facility', 'text': 'The first time each turn you reveal secretly spent credits, gain that many credits.', 'title': 'Hyoubu Research Facility', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}
{'code': '11013', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Donald Crank', 'keywords': 'Sentry - AP', 'pack_code': '23s', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'While the Runner is accessing this ice in R&D, they must reveal it. When the Runner accesses this ice anywhere except in Archives, they encounter it. Subroutine Do 2 net damage.', 'stripped_title': 'Chrysalis', 'text': 'While the Runner is accessing this ice in R&D, they must reveal it.\nWhen the Runner accesses this ice anywhere

except in Archives, they encounter it.\n[subroutine] Do 2 net damage.', 'title': 'Chrysalis', 'trash_cost': 1, 'type_code': 'ice', 'uniqueness': False}

{'code': '11014', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Your mistake is thinking that it\'s just business, when really it\'s a war."', 'illustrator': 'Aurore Folny', 'keywords': 'Sysop', 'pack_code': '23s', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner makes an unsuccessful run on this server, do 1 net damage. 2 credits: Move Georgia Emelyov to another server.', 'stripped_title': 'Georgia Emelyov', 'text': 'Whenever the Runner makes an unsuccessful run on this server, do 1 net damage.\n2[credit]: Move Georgia Emelyov to another server.', 'title': 'Georgia Emelyov', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '11015', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"Person of interest. Noun. Someone who is about to get ****ed by a corp." - Anarch\'s Dictionary, Volume Who\'s Counting', 'illustrator': 'Sam Guay', 'pack_code': '23s', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The rez cost of the first piece of ice you rez each turn is lowered by 1 for each tag the Runner has.', 'stripped_title': 'Watchdog', 'text': 'The rez cost of the first piece of ice you rez each turn is lowered by 1 for each tag the Runner has.', 'title': 'Watchdog', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '11016', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Sander Mosk', 'keywords': 'Terminal', 'pack_code': '23s', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, your action phase ends. Play only if the Runner made a run during their last turn. Trace 4. If successful, give the Runner 4 tags.', 'stripped_title': 'Hard-Hitting News', 'text': 'After you resolve this operation, your action phase ends.\nPlay only if the Runner made a run during their last turn.\n<trace>Trace 4</trace>. If successful, give the Runner 4 tags.', 'title': 'Hard-Hitting News', 'type_code': 'operation', 'uniqueness': False}

{'code': '11017', 'deck_limit': 1, 'faction_code': 'nbn', 'influence_limit': 12, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': '23s', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time the Runner trashes an installed Corp card each turn, you may trace 4 If successful, give the Runner 1 tag (cannot be avoided).', 'stripped_title': 'NBN: Controlling the Message', 'text': 'The first time the Runner trashes an installed Corp card each turn, you may <trace>trace 4</trace> If successful, give the Runner 1 tag (cannot be avoided).', 'title': 'NBN: Controlling the Message', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '11018', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"For the duration of the emergency" is code for "this is the way things are now."', 'illustrator': 'Natalie Bernard', 'keywords': 'Security', 'pack_code': '23s', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If the Runner is tagged, Crisis Management gains "When your turn begins, do 1 meat damage."', 'stripped_title': 'Crisis Management', 'text': 'If the Runner is tagged, Crisis Management gains "When your turn begins, do 1 meat damage."', 'title': 'Crisis Management', 'type_code': 'agenda', 'uniqueness': False}

{'code': '11019', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'A stock dropping sharply is bad for shareholders, but not neccessarily bad for the company.', 'illustrator': 'RC Torres', 'keywords': 'Terminal - Transaction', 'pack_code': '23s', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "After you resolve this operation, end your action phase. Gain 3 credits for each agenda in the Runner's score area.", 'stripped_title': 'Stock Buy-Back', 'text': "After you resolve this operation, end your action phase.\nGain 3[credit] for each agenda in the Runner's score area.", 'title': 'Stock Buy-Back', 'type_code': 'operation', 'uniqueness': False}

{'code': '11020', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Money is power.', 'illustrator': 'Pavel Kolomeyets', 'pack_code': '23s', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If you have at least 10 credits, each piece of ice has +1 strength for every 5 credits in your credit pool.', 'stripped_title': 'Sandburg', 'text': 'If you have at least 10[credit], each piece of ice has +1 strength for every 5[credit] in your credit pool.', 'title': 'Sandburg', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '02061', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"Saved

my bacon more than once, but gives a wicked sense of déjà vu." -Whizzard', 'illustrator': 'Adam S. Doyle', 'memory_cost': 1, 'pack_code': 'asis', 'position': 61, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Interrupt -> trash: Reduce the base trace strength of a trace to 0.', 'stripped_title': 'Disrupter', 'text': '[interrupt] → [trash]: Reduce the base trace strength of a trace to 0.', 'title': 'Disrupter', 'type_code': 'program', 'uniqueness': False}

{'code': '02062', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'It always strikes twice.', 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'asis', 'position': 62, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break up to 2 code gate subroutines. 1 credit: +1 strength.', 'stripped_title': 'Force of Nature', 'text': 'Interface → 2[credit]: Break up to 2 code gate subroutines.\n1[credit]: +1 strength.', 'title': 'Force of Nature', 'type_code': 'program', 'uniqueness': False}

{'code': '02063', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"They\'re mindless tools of destruction, good for little else. Nice guys, though. Some of my best friends are scrubbers." -Ji "Noise" Reilly', 'illustrator': 'Mike Nesbitt', 'keywords': 'Connection - Seedy', 'pack_code': 'asis', 'position': 63, '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': '02064', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Twice the fun.', 'illustrator': 'Howard Schechlman', 'keywords': 'Console', 'pack_code': 'asis', 'position': 64, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Once per turn, you may immediately make another run when a successful run ends. Limit 1 console per player.', 'stripped_title': 'Doppelganger', 'text': '+1[mu]\nOnce per turn, you may immediately make another run when a successful run ends.\nLimit 1 console per player.', 'title': 'Doppelgänger', 'type_code': 'hardware', 'uniqueness': True}

{'code': '02065', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Cyberspace's strongest glue.", 'illustrator': 'Adam S. Doyle', 'memory_cost': 1, 'pack_code': 'asis', 'position': 65, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Derez 1 piece of ice you fully broke during this encounter.', 'stripped_title': 'Crescentus', 'text': '[trash]: Derez 1 piece of ice you fully broke during this encounter.', 'title': 'Crescentus', 'type_code': 'program', 'uniqueness': False}

{'code': '02066', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': "Didn't see that coming.", 'illustrator': 'Andrew Mar', 'keywords': 'Icebreaker', 'memory_cost': 1, 'pack_code': 'asis', 'position': 66, 'quantity': 3, 'side_code': 'runner', 'strength': 10, 'stripped_text': 'Interface -> trash: Break any number of AP subroutines. Interrupt -> trash: Prevent any amount of net damage.', 'stripped_title': 'Deus X', 'text': 'Interface → [trash]: Break any number of AP subroutines.\n[interrupt] → [trash]: Prevent any amount of net damage.', 'title': 'Deus X', 'type_code': 'program', 'uniqueness': False}

{'code': '02067', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"I don\'t care what the studies show. From my experience, I can ingest three cans of Diesel an hour for up to twelve hours before going into cardiac arrest." -heard during the eleventh hour', 'illustrator': 'Outland Entertainment LLC', 'pack_code': 'asis', 'position': 67, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, trash: Gain click click.', 'stripped_title': 'All-nighter', 'text': '[click], [trash]: Gain [click][click].', 'title': 'All-nighter', 'type_code': 'resource', 'uniqueness': False}

{'code': '02068', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Few corporate employees have such wide-sweeping security clearance as the janitorial staff. Most corps foolishly think they're too dim-witted to take advantage of it.", 'illustrator': 'Mauricio Herrera', 'keywords': 'Connection', 'pack_code': 'asis', 'position': 68, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 recurring credits Use these credits to install hardware.', 'stripped_title': 'Inside Man', 'text': '2[recurring-credit]\nUse these credits to install hardware.', 'title': 'Inside Man',

'type_code': 'resource', 'uniqueness': False}

{'code': '02069', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"My boss rewards quality work. If you know what\'s good for you, you\'ll keep it up."', 'illustrator': 'Nate Stefan', 'keywords': 'Connection', 'pack_code': 'asis', 'position': 69, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain 1 credit if you have at least 2 link.', 'stripped_title': 'Underworld Contact', 'text': 'When your turn begins, gain 1[credit] if you have at least 2[link].', 'title': 'Underworld Contact', 'type_code': 'resource', 'uniqueness': False}

{'code': '02070', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Green-two clearance is the highest level of security a corp can gain access to. Legally, anyway.', 'illustrator': 'Mauricio Herrera', 'keywords': 'Transaction', 'pack_code': 'asis', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 3 credits and draw 1 card.', 'stripped_title': 'Green Level Clearance', 'text': 'Gain 3[credit] and draw 1 card.', 'title': 'Green Level Clearance', 'type_code': 'operation', 'uniqueness': False}

{'code': '02071', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'Time just slips away.', 'illustrator': 'JuanManuel Tumburus', 'keywords': 'Code Gate', 'pack_code': 'asis', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine The Runner loses click, if able. Subroutine The Runner loses click, if able. Subroutine The Runner loses click, if able.', 'stripped_title': 'Hourglass', 'text': '[subroutine] The Runner loses [click], if able.\nSubroutine] The Runner loses [click], if able.\nSubroutine] The Runner loses [click], if able.', 'title': 'Hourglass', 'type_code': 'ice', 'uniqueness': False}

{'code': '02072', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'so very still, even\ncherry blossoms are not stirred\nby the temple bell\n-Fuhaku', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Facility', 'pack_code': 'asis', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'stripped_text': '2 recurring credits Use these credits to rez ice.', 'stripped_title': 'Dedicated Server', 'text': '2[recurring-credit]\nUse these credits to rez ice.', 'title': 'Dedicated Server', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '02073', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Christina Davis', 'keywords': 'Code Gate - Deflector - Psi', 'pack_code': 'asis', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine You and the Runner secretly spend 0 credits, 1 credit or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, move Bullfrog so that it is the outermost piece of ice protecting another server (the Runner continues the run from this new position and is now running on this new server).', 'stripped_title': 'Bullfrog', 'text': '[subroutine] You and the Runner secretly spend 0[credit], 1[credit] or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, move Bullfrog so that it is the outermost piece of ice protecting another server (the Runner continues the run from this new position and is now running on this new server).', 'title': 'Bullfrog', 'type_code': 'ice', 'uniqueness': False}

{'code': '02074', 'cost': 6, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Where one thing ends, another begins.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Tracer', 'pack_code': 'asis', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trace 4 If successful, the Runner cannot make another run this turn. Subroutine Trace 4 If successful, end the run.', 'stripped_title': 'Uroboros', 'text': '[subroutine] <trace>Trace 4</trace> If successful, the Runner cannot make another run this turn.\n[subroutine] <trace>Trace 4</trace> If successful, end the run.', 'title': 'Uroboros', 'type_code': 'ice', 'uniqueness': False}

{'code': '02075', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': "This is the net. We work here. We're cops.", 'illustrator': 'Amelie Hutt', 'pack_code': 'asis', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'X recurring credits Use these credits during traces. X is the number of links the Runner has.', 'stripped_title': 'Net Police', 'text': 'X[recurring-credit]\nUse these credits during traces. X is the number of links the Runner has.', 'title': 'Net Police', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '02076', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Constructing Cyberspace.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45,

'pack_code': 'asis', 'position': 76, 'quantity': 3, 'side_code': 'corp', 'stripped_text': '1 recurring credit Use this credit to advance ice.', 'stripped_title': 'Weyland Consortium: Because We Built It', 'text': '1[recurring-credit]\nUse this credit to advance ice.', 'title': 'Weyland Consortium: Because We Built It', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '02077', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': "It's really hard to lose a government contract.", 'illustrator': 'Mitchell Malloy', 'pack_code': 'asis', 'position': 77, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click, click: Gain 4 credits.', 'stripped_title': 'Government Contracts', 'text': '[click], [click]: Gain 4[credit].', 'title': 'Government Contracts', 'type_code': 'agenda', 'uniqueness': False}

{'code': '02078', 'cost': 7, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Thou shall not pass.', 'illustrator': 'Isuardi Therianto', 'keywords': 'Barrier', 'pack_code': 'asis', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Tyrant can be advanced only while rezzed and gains "Subroutine End the run." for each advancement token on it.', 'stripped_title': 'Tyrant', 'text': 'Tyrant can be advanced only while rezzed and gains "[subroutine] End the run." for each advancement token on it.', 'title': 'Tyrant', 'type_code': 'ice', 'uniqueness': False}

{'code': '02079', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Condition', 'pack_code': 'asis', 'position': 79, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Rez a piece of ice, ignoring all costs, and install Oversight AI on that ice as a hosted condition counter with the text "Trash host ice if all its subroutines are broken during a single encounter."', 'stripped_title': 'Oversight AI', 'text': 'Rez a piece of ice, ignoring all costs, and install Oversight AI on that ice as a hosted condition counter with the text "Trash host ice if all its subroutines are broken during a single encounter."', 'title': 'Oversight AI', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '02080', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "It didn't look like the headquarters of a multi-billion cred company. Probably because it wasn't.", 'illustrator': 'Bruno Balixa', 'keywords': 'Security', 'pack_code': 'asis', 'position': 80, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Forfeit this agenda: If the Runner has 2 or more click remaining, they lose click click.', 'stripped_title': 'False Lead', 'text': 'Forfeit this agenda: If the Runner has 2 or more [click] remaining, they lose [click][click].', 'title': 'False Lead', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '06081', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"\'What does it do?\' Whatever I bloody want it to do." -Director Haas', 'illustrator': 'Veli Nyström', 'keywords': 'Initiative', 'pack_code': 'atr', 'position': 81, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Bifrost Array, you may trigger the "when scored" ability of another agenda that is not a copy of Bifrost Array in your score area.', 'stripped_title': 'Bifrost Array', 'text': 'When you score Bifrost Array, you may trigger the "when scored" ability of another agenda that is not a copy of Bifrost Array in your score area.', 'title': 'Bifrost Array', 'type_code': 'agenda', 'uniqueness': False}

{'code': '06082', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'Sagittarius promised foresight, but brought only regret.', 'illustrator': 'Dan Maynard', 'keywords': 'Sentry - Tracer - Destroyer', 'pack_code': 'atr', 'position': 82, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trace 2 If successful, trash 1 program. If your trace strength is 5 or greater, trash 1 program.', 'stripped_title': 'Sagittarius', 'text': '[subroutine] <trace>Trace 2</trace> If successful, trash 1 program. If your trace strength is 5 or greater, trash 1 program.', 'title': 'Sagittarius', 'type_code': 'ice', 'uniqueness': False}

{'code': '06083', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"If thou only knowest what it is to conquer, and knowest not what it is to be defeated; woe unto thee…" -Tokugawa Ieyasu', 'illustrator': 'Adam S. Doyle', 'pack_code': 'atr', 'position': 83, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner trashes a Corp card (including Hostile Infrastructure), do 1 net damage.', 'stripped_title': 'Hostile Infrastructure', 'text': 'Whenever the Runner trashes a Corp card (including Hostile Infrastructure), do 1 net damage.', 'title': 'Hostile Infrastructure', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': False}

{'code': '06084', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Gemini promised pleasure, but dealt only pain.', 'illustrator': 'Bruno Balixa', 'keywords': 'Sentry - Tracer - AP', 'pack_code': 'atr', 'position': 84, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Trace 2 If successful, do 1 net damage. If your trace strength is 5 or greater, do 1 net damage.', 'stripped_title': 'Gemini', 'text': '[subroutine] <trace>Trace 2</trace> If successful, do 1 net damage. If your trace strength is 5 or greater, do 1 net damage.', 'title': 'Gemini', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '06085', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"We\'ve received seventeen crates from ChiLo. We\'ll hit stores the same day we sign the license agreement."', 'illustrator': 'Crystal Ben', 'keywords': 'Expansion', 'pack_code': 'atr', 'position': 85, '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}

{'code': '06086', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"A new investment deal every morning! Grab the bull by the horns and take control of your future!"', 'illustrator': 'Gong Studios', 'keywords': 'Cast', 'pack_code': 'atr', 'position': 86, '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}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '06087', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"Our new barriers will be built on the rubble of our enemies".', 'illustrator': 'Gong Studios', 'keywords': 'Security', 'pack_code': 'atr', 'position': 87, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'All barrier ice have +1 strength. When you score Superior Cyberwalls, gain 1 credit for each rezzed barrier.', 'stripped_title': 'Superior Cyberwalls', 'text': 'All barrier ice have +1 strength.\nWhen you score Superior Cyberwalls, gain 1[credit] for each rezzed barrier.', 'title': 'Superior Cyberwalls', 'type_code': 'agenda', 'uniqueness': False}

{'code': '06088', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"Do it again, but this time I want to see you to enunciate less. Maybe let some spittle fly."', 'illustrator': 'Gong Studios', 'pack_code': 'atr', 'position': 88, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may rez a card, lowering the rez cost by 1 credit. 1 credit,trash: Search R&D for an asset, reveal it, and add it to HQ. Shuffle R&D.', 'stripped_title': 'Executive Boot Camp', 'text': 'When your turn begins, you may rez a card, lowering the rez cost by 1[credit].\n1[credit],[trash]: Search R&D for an asset, reveal it, and add it to HQ. Shuffle R&D.', 'title': 'Executive Boot Camp', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '06089', 'cost': 6, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"It\'s weird. I hit the server again and it was like a totally different piece of ice was waiting for me. Lost my root daemon. I shouldn\'t have nested them seven deep."', 'illustrator': 'Wylie Beckert', 'keywords': 'Sentry - Destroyer - Morph', 'pack_code': 'atr', 'position': 89, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Lycan can be advanced. While Lycan has an odd number of advancement tokens on it, it gains code gate and loses sentry. Subroutine Trash 1 program.', 'stripped_title': 'Lycan', 'text': 'Lycan can be advanced.\nWhile Lycan has an odd number of advancement tokens on it, it gains code gate and loses sentry.\n[subroutine] Trash 1 program.', 'title': 'Lycan', 'type_code': 'ice', 'uniqueness': False}

{'code': '06090', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "The last thing he saw was the tattoo of a strange beast on his captor's neck. It had a goat's head, the body of a lion, and the tail of a serpent. Then the bag was yanked over his head, and

there was only darkness.", 'illustrator': 'Adam Schumpert', 'keywords': 'Gray Ops', 'pack_code': 'atr', 'position': 90, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trace 3 If successful, trash 1 connection. The Runner can take 1 tag to prevent this.', 'stripped_title': 'Snatch and Grab', 'text': '<trace>Trace 3</trace> If successful, trash 1 connection. The Runner can take 1 tag to prevent this.', 'title': 'Snatch and Grab', 'type_code': 'operation', 'uniqueness': False}

{'code': '06091', 'cost': 6, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 1, 'flavor': 'He who holds the staff of wisdom.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Code Gate - Grail - AP', 'pack_code': 'atr', 'position': 91, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters Merlin, you may reveal up to 2 grail ice from HQ. For the remainder of this run, Merlin gains the subroutines of the revealed ice in the order of your choice. Subroutine Do 2 net damage.', 'stripped_title': 'Merlin', 'text': 'When the Runner encounters Merlin, you may reveal up to 2 grail ice from HQ. For the remainder of this run, Merlin gains the subroutines of the revealed ice in the order of your choice.\n[subroutine] Do 2 net damage.', 'title': 'Merlin', 'type_code': 'ice', 'uniqueness': False}

{'code': '06092', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Ralph Beisner', 'pack_code': 'atr', 'position': 92, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You cannot use Shell Corporation more than once per turn. click: Place 3 credits on Shell Corporation. click: Take all credits from Shell Corporation.', 'stripped_title': 'Shell Corporation', 'text': 'You cannot use Shell Corporation more than once per turn.\n[click]: Place 3[credit] on Shell Corporation.\n[click]: Take all credits from Shell Corporation.', 'title': 'Shell Corporation', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '06093', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"Sometimes you just need a brain in a jar." -g00ru', 'illustrator': 'Lorraine Schleter', 'keywords': 'Console', 'pack_code': 'atr', 'position': 93, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Your memory limit is equal to the number of cards in your grip. Limit 1 console per player.', 'stripped_title': 'Ekomind', 'text': 'Your memory limit is equal to the number of cards in your grip.\nLimit 1 console per player.', 'title': 'Ekomind', 'type_code': 'hardware', 'uniqueness': True}

{'code': '06094', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"He only likes to eat live meat." -MaxX', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'atr', 'position': 94, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'When you install this program, place 4 power counters on it. Interface -> Hosted power counter: Break up to 2 sentry subroutines. 1 credit: +1 strength.', 'stripped_title': 'Cerberus "Cuj.0" H3', 'text': 'When you install this program, place 4 power counters on it.\nInterface → Hosted power counter: Break up to 2 sentry subroutines.\n1[credit]: +1 strength.', 'title': 'Cerberus "Cuj.0" H3', 'type_code': 'program', 'uniqueness': False}

{'base_link': 0, 'code': '06095', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"I\'d say I do it for the challenge, but the truth is it\'s not that hard."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'atr', 'position': 95, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever an agenda is scored or stolen, add 1 unrezzed card to HQ.', 'stripped_title': 'Leela Patel: Trained Pragmatist', 'text': 'Whenever an agenda is scored or stolen, add 1 unrezzed card to HQ.', 'title': 'Leela Patel: Trained Pragmatist', 'type_code': 'identity', 'uniqueness': False}

{'code': '06096', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Useful for fetching all sorts of things…but you better have a treat ready if he likes it." -Iain Stirling', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'atr', 'position': 96, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'When you install this program, place 4 power counters on it. Interface -> Hosted power counter: Break up to 2 code gate subroutines. 1 credit: +1 strength.', 'stripped_title': 'Cerberus "Rex" H2', 'text': 'When you install this program, place 4 power counters on it.\nInterface → Hosted power counter: Break up to 2 code gate subroutines.\n1[credit]: +1 strength.', 'title': 'Cerberus "Rex" H2', 'type_code':

'program', 'uniqueness': False}

{'code': '06097', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"They\'ll deliver anything to anywhere. Make sure to request air holes if you\'re shipping someone important, though."', 'illustrator': 'Mauricio Herrera', 'pack_code': 'atr', 'position': 97, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 1 credit on Zona Sul Shipping when your turn begins. click: Take all credits from Zona Sul Shipping. Trash Zona Sul Shipping if you are tagged.', 'stripped_title': 'Zona Sul Shipping', 'text': 'Place 1[credit] on Zona Sul Shipping when your turn begins.\n[click]: Take all credits from Zona Sul Shipping.\nTrash Zona Sul Shipping if you are tagged.', 'title': 'Zona Sul Shipping', 'type_code': 'resource', 'uniqueness': False}

{'code': '06098', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Cybsoft started by designing games. Eventually they just redesigned the same game each year, and to combat piracy created a dedicated machine to play it. Profits grew ten-fold.', 'illustrator': 'Gong Studios', 'pack_code': 'atr', 'position': 98, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to install programs.', 'stripped_title': 'Cybsoft MacroDrive', 'text': '1[recurring-credit]\nUse this credit to install programs.', 'title': 'Cybsoft MacroDrive', 'type_code': 'hardware', 'uniqueness': False}

{'code': '06099', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"Its bytes are definitely worse than its bark." -Chaos Theory', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'atr', 'position': 99, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'When you install this program, place 4 power counters on it. Interface -> Hosted power counter: Break up to 2 barrier subroutines. 1 credit: +1 strength.', 'stripped_title': 'Cerberus "Lady" H1', 'text': 'When you install this program, place 4 power counters on it.\nInterface → Hosted power counter: Break up to 2 barrier subroutines.\n1[credit]: +1 strength.', 'title': 'Cerberus "Lady" H1', 'type_code': 'program', 'uniqueness': False}

{'code': '06100', 'cost': 7, 'deck_limit': 1, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'illustrator': 'Seage', 'keywords': 'Virtual - Source', 'pack_code': 'atr', 'position': 100, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on HQ, instead of breaching HQ, you may install this resource from your grip, ignoring all costs. trash: The Corp discards 2 cards from HQ at random. Limit 1 per deck.', 'stripped_title': 'Utopia Shard', 'text': 'Whenever you make a successful run on HQ, instead of breaching HQ, you may install this resource from your grip, ignoring all costs.\n[trash]: The Corp discards 2 cards from HQ at random.\nLimit 1 per deck.', 'title': 'Utopia Shard', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 0, 'code': '12061', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': "Jarogniew's agent provocateur.", 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Cyborg', 'minimum_deck_size': 50, 'pack_code': 'baw', 'position': 61, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on Archives each turn, the Corp must trash 1 card from HQ.', 'stripped_title': 'Alice Merchant: Clan Agitator', 'text': 'The first time you make a successful run on Archives each turn, the Corp must trash 1 card from HQ.', 'title': 'Alice Merchant: Clan Agitator', 'type_code': 'identity', 'uniqueness': False}

{'code': '12062', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Aurore Folny', 'keywords': 'Clan - Connection', 'pack_code': 'baw', 'position': 62, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Jarogniew Mercs, take 1 tag. Place 3 power counters on Jarogniew Mercs, and 1 additional power counter for each tag you have. When there are no power counters left on Jarogniew Mercs, trash it. The Corp cannot trash Jarogniew Mercs while there is another resource installed. Hosted power counter: Prevent 1 meat damage.', 'stripped_title': 'Jarogniew Mercs', 'text': 'When you install Jarogniew Mercs, take 1 tag. Place 3 power counters on Jarogniew Mercs, and 1 additional power counter for each tag you have. When there are no power counters left on Jarogniew Mercs, trash it.\nThe Corp cannot trash Jarogniew Mercs while there is another resource installed.\nHosted power counter: Prevent 1 meat damage.', 'title': 'Jarogniew Mercs', 'type_code': 'resource', 'uniqueness': True}

{'code': '12063', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Matt Bradbury', 'keywords': 'Console', 'pack_code': 'baw', 'position': 63, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu X recurring credits Use these credits during runs on HQ. X is the number of pieces of ice protecting HQ. Limit 1 console per player.', 'stripped_title': 'Maui', 'text': '+2[mu]\nX[recurring-credit]\nUse these credits during runs on HQ. X is the number of pieces of ice protecting HQ.\nLimit 1 console per player.', 'title': 'Māui', 'type_code': 'hardware', 'uniqueness': True}

{'code': '12064', 'cost': None, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Everything you need in case of an emergency.', 'illustrator': 'Del Borovic', 'pack_code': 'baw', 'position': 64, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, place X power counters on it. When your turn ends, if you have no cards in your grip, draw 1 card for each hosted power counter, then trash this resource.', 'stripped_title': 'Bug Out Bag', 'text': 'When you install this resource, place X power counters on it.\nWhen your turn ends, if you have no cards in your grip, draw 1 card for each hosted power counter, then trash this resource.', 'title': 'Bug Out Bag', 'type_code': 'resource', 'uniqueness': False}

{'code': '12065', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"I don\'t bother asking why anymore—he never says—but if I had to guess, it\'s because he\'s embezzling and using my runs to disguise it. Not that I care. His credit spends as well as the next guy\'s" -Moth', 'illustrator': 'Jan-Wah Li', 'keywords': 'Connection', 'pack_code': 'baw', 'position': 65, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you derez a piece of ice each turn, gain 2 credits.', 'stripped_title': 'Keros Mcintyre', 'text': 'The first time you derez a piece of ice each turn, gain 2[credit].', 'title': 'Keros Mcintyre', 'type_code': 'resource', 'uniqueness': True}

{'code': '12066', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"Taking risks is what makes it fun!" -Kabonesa Wu', 'illustrator': 'Ed Mattinian', 'keywords': 'Console', 'pack_code': 'baw', 'position': 66, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu The first time you initiate a run on a server protected by 2 or more pieces of ice each turn, draw 2 cards. Limit 1 console per player.', 'stripped_title': 'Daredevil', 'text': '+2[mu]\nThe first time you initiate a run on a server protected by 2 or more pieces of ice each turn, draw 2 cards.\nLimit 1 console per player.', 'title': 'Daredevil', 'type_code': 'hardware', 'uniqueness': True}

{'code': '12067', 'cost': 8, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Alexandr Elichev', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 2, 'pack_code': 'baw', 'position': 67, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Whenever this program fully breaks a piece of ice, the first 3 subroutines of the next encounter this run do not resolve. Interface -> 2 credits: Break 1 code gate subroutine. 1 credit: +1 strength.', 'stripped_title': 'Mass-Driver', 'text': 'Whenever this program fully breaks a piece of ice, the first 3 subroutines of the next encounter this run do not resolve.\nInterface → 2[credit]: Break 1 code gate subroutine.\n1[credit]: +1 strength.', 'title': 'Mass-Driver', 'type_code': 'program', 'uniqueness': False}

{'code': '12068', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Micah Epstein', 'keywords': 'Bioroid', 'pack_code': 'baw', 'position': 68, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner trashes at least 1 card from this server or protecting it, trace[4]. If successful, the Runner trashes 2 of their installed cards.', 'stripped_title': 'Warroid Tracker', 'text': 'Whenever the Runner trashes at least 1 card from this server or protecting it, trace[4]. If successful, the Runner trashes 2 of their installed cards.', 'title': 'Warroid Tracker', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '12069', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Bioroid', 'pack_code': 'baw', 'position': 69, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When the Runner encounters this ice, choose another rezzed piece of ice. For the remainder of this run, this ice gains the subtypes of the chosen ice and gains the subroutines of that ice in order before all its other subroutines. Subroutine The Runner must either end the run or shuffle all cards from the grip into the stack.',

'stripped_title': 'Loki', 'text': 'When the Runner encounters this ice, choose another rezzed piece of ice. For the remainder of this run, this ice gains the subtypes of the chosen ice and gains the subroutines of that ice in order before all its other subroutines.\n[subroutine] The Runner must either end the run or shuffle all cards from the grip into the stack.', 'title': 'Loki', 'type_code': 'ice', 'uniqueness': True}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '12070', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"Proper application of stress can create the most profound changes." - Tennin Institute Intern Brief', 'illustrator': 'Jan-Wah Li', 'keywords': 'Ambush', 'pack_code': 'baw', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to steal Obokata Protocol, the Runner must suffer 4 net damage.', 'stripped_title': 'Obokata Protocol', 'text': 'As an additional cost to steal Obokata Protocol, the Runner must suffer 4 net damage.', 'title': 'Obokata Protocol', 'type_code': 'agenda', 'uniqueness': False}

{'code': '12071', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Alexander Tooth', 'keywords': 'Code Gate - Deflector', 'pack_code': 'baw', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Whenever an encounter with this ice ends, if the Runner broke its printed subroutine, the Runner moves to the outermost position of Archives instead of passing this ice. They may jack out. Derez this ice. Subroutine You may draw 1 card. Then, shuffle 1 card from HQ into R&D.', 'stripped_title': 'Miraju', 'text': 'Whenever an encounter with this ice ends, if the Runner broke its printed subroutine, the Runner moves to the outermost position of Archives instead of passing this ice. They may jack out. Derez this ice.\n[subroutine] You may draw 1 card. Then, shuffle 1 card from HQ into R&D.', 'title': 'Mirāju', 'type_code': 'ice', 'uniqueness': False}

{'code': '12072', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Jan-Wah Li', 'pack_code': 'baw', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner did not make a successful run during their last turn. Place 2 advancement counters on 1 installed card.', 'stripped_title': 'Shipment from Tennin', 'text': 'Play only if the Runner did not make a successful run during their last turn.\nPlace 2 advancement counters on 1 installed card.', 'title': 'Shipment from Tennin', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '12073', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"Of course words hurt." -Bex Gleeson', 'illustrator': 'Timur Shevtsov', 'keywords': 'Initiative', 'pack_code': 'baw', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Gain 1 credit for each tag the Runner has. Use this ability only once per turn.', 'stripped_title': 'Escalate Vitriol', 'text': '[click]: Gain 1[credit] for each tag the Runner has. Use this ability only once per turn.', 'title': 'Escalate Vitriol', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '12074', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Wenjuinn Png', 'keywords': 'Initiative', 'pack_code': 'baw', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may add X cards from HQ to the bottom of R&D to draw X cards. The Runner adds X cards from the grip at random to the bottom of the stack, if able.', 'stripped_title': 'Reeducation', 'text': 'When you score this agenda, you may add X cards from HQ to the bottom of R&D to draw X cards. The Runner adds X cards from the grip at random to the bottom of the stack, if able.', 'title': 'Reeducation', 'type_code': 'agenda', 'uniqueness': False}

{'code': '12075', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"It\'s all about M.E. Monetizing Everything." -Eryn Nielle', 'illustrator': 'Tim Durning', 'pack_code': 'baw', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you rez a piece of ice protecting this server, Trace 2 If successful, the Corp gains 1 credit.', 'stripped_title': 'Traffic Analyzer', 'text': 'Whenever you rez a piece of ice protecting this server, <trace>Trace 2</trace> If successful, the Corp gains 1[credit].', 'title': 'Traffic Analyzer', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 2, 'code': '12076', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"I\'ve got a rock!" - Charles "Mad Dog" Brun, Comet Jockey', 'illustrator': 'Mark Molnar', 'pack_code': 'baw', 'position': 76, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Meteor Mining, you may gain 7 credits. If the Runner has at least

2 tags, you may do 7 meat damage instead.', 'stripped_title': 'Meteor Mining', 'text': 'When you score Meteor Mining, you may gain 7[credit]. If the Runner has at least 2 tags, you may do 7 meat damage instead.', 'title': 'Meteor Mining', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 0, 'code': '12077', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Ed Mattinian', 'pack_code': 'baw', 'position': 77, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, the Runner may trash 1 of their installed cards. If they do not, draw 1 card and gain 5 credits. Otherwise, you may trash 1 of your installed cards to repeat this process.', 'stripped_title': 'Standoff', 'text': 'When you score this agenda, the Runner may trash 1 of their installed cards. If they do not, draw 1 card and gain 5[credit]. Otherwise, you may trash 1 of your installed cards to repeat this process.', 'title': 'Standoff', 'type_code': 'agenda', 'uniqueness': False}

{'code': '12078', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'The difference between surviving and thriving is successful terraforming.', 'illustrator': 'Mark Molnar', 'keywords': 'Triple', 'pack_code': 'baw', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, forfeit an agenda and spend click click. Advance a card X times. X equals the advancement requirement of the agenda just forfeited.', 'stripped_title': 'Success', 'text': 'As an additional cost to play this operation, forfeit an agenda and spend [click][click].\nAdvance a card X times. X equals the advancement requirement of the agenda just forfeited.', 'title': 'Success', 'type_code': 'operation', 'uniqueness': False}

{'code': '12079', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 2, 'flavor': '"Whampoa is the largest and meanest Earth-based mining concern on Mars. They put bodies and waste in the ground as fast as they pull minerals out." - Alice Merchant', 'illustrator': 'James Ives', 'keywords': 'Corporation', 'pack_code': 'baw', 'position': 79, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trash 1 card from HQ: Add 1 card from Archives to the bottom of R&D. Use this ability only once per turn.', 'stripped_title': 'Whampoa Reclamation', 'text': 'Trash 1 card from HQ: Add 1 card from Archives to the bottom of R&D. Use this ability only once per turn.', 'title': 'Whampoa Reclamation', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '12080', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Mark Molnar', 'keywords': 'Transaction', 'pack_code': 'baw', 'position': 80, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 2 credits for each card with at least 1 advancement token on it.', 'stripped_title': 'Mass Commercialization', 'text': 'Gain 2[credit] for each card with at least 1 advancement token on it.', 'title': 'Mass Commercialization', 'type_code': 'operation', 'uniqueness': False}

{'code': '08021', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'John Ariosa', 'keywords': 'Current', 'pack_code': 'bb', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. As an additional cost to rez non-ice cards, the Corp must randomly trash a card from HQ.', 'stripped_title': 'Hacktivist Meeting', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nAs an additional cost to rez non-ice cards, the Corp must randomly trash a card from HQ.', 'title': 'Hacktivist Meeting', 'type_code': 'event', 'uniqueness': False}

{'code': '08022', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'Usually crashing with friends means sleeping on the couch. This time, it meant sleeping on a server farm.', 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Location', 'pack_code': 'bb', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Off-Campus Apartment can host any number of connections. Whenever you install a connection on Off-Campus Apartment, draw 1 card.', 'stripped_title': 'Off-Campus Apartment', 'text': 'Off-Campus Apartment can host any number of connections.\nWhenever you install a connection on Off-Campus Apartment, draw 1 card.', 'title': 'Off-Campus Apartment', 'type_code': 'resource', 'uniqueness': False}

{'code': '08023', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"You can help Jinteki shape the future. Your future."', 'illustrator': 'Dmitry Prosvirnin', 'pack_code': 'bb',

'position': 23, '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': '08024', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Lucas Durham', 'pack_code': 'bb', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 4 power counters on Dorm Computer when you install it. click, hosted power counter: Make a run. Avoid all tags for the remainder of the run.', 'stripped_title': 'Dorm Computer', 'text': 'Place 4 power counters on Dorm Computer when you install it.\n[click], hosted power counter: Make a run. Avoid all tags for the remainder of the run.', 'title': 'Dorm Computer', 'type_code': 'hardware', 'uniqueness': False}

{'base_link': 0, 'code': '08025', 'deck_limit': 1, 'faction_code': 'shaper', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'bb', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you install a card each turn, you may install another card of the same type from your grip (paying its install cost).', 'stripped_title': 'Hayley Kaplan: Universal Scholar', 'text': 'The first time you install a card each turn, you may install another card of the same type from your grip (paying its install cost).', 'title': 'Hayley Kaplan: Universal Scholar', 'type_code': 'identity', 'uniqueness': False}

{'code': '08026', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'bb', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. If you have fewer cards in your grip than your maximum hand size, draw cards until you have cards in your grip equal to your maximum hand size.', 'stripped_title': 'Game Day', 'text': 'As an additional cost to play this event, spend [click].\nIf you have fewer cards in your grip than your maximum hand size, draw cards until you have cards in your grip equal to your maximum hand size.', 'title': 'Game Day', 'type_code': 'event', 'uniqueness': False}

{'code': '08027', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Del Borovic', 'keywords': 'Console', 'pack_code': 'bb', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu The first time you play an event each turn, you may play another event (without spending a click) after the first one resolves. Limit 1 console per player.', 'stripped_title': 'Comet', 'text': '+1[mu]\nThe first time you play an event each turn, you may play another event (without spending a click) after the first one resolves.\nLimit 1 console per player.', 'title': 'Comet', 'type_code': 'hardware', 'uniqueness': True}

{'code': '08028', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': '"Once you download the lecture source files, this program does a statistical analysis and distills the most important concepts." -Hayley Kaplan', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'bb', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 1 credit: Break 1 code gate subroutine. 2 credits: Place 1 power counter on this program. This program gets +1 strength for each hosted power counter.', 'stripped_title': 'Study Guide', 'text': 'Interface → 1[credit]: Break 1 code gate subroutine.\n2[credit]: Place 1 power counter on this program.\nThis program gets +1 strength for each hosted power counter.', 'title': 'Study Guide', 'type_code': 'program', 'uniqueness': False}

{'code': '08029', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'James Ives', 'keywords': 'Location', 'pack_code': 'bb', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash all programs hosted on London Library when your turn ends. click: Install a non-virus program from your grip on London Library, ignoring the install cost. click: Add a program on London Library to your grip.', 'stripped_title': 'London Library', 'text': 'Trash all programs hosted on London Library when your turn ends.\n[click]: Install a non-virus program from your grip on London Library, ignoring the install cost.\n[click]: Add a program on London Library to your grip.', 'title': 'London Library', 'type_code': 'resource', 'uniqueness': True}

{'code': '08030', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"There are whole generations of people who never move out of a megalopolis center. You should see the

look on their face the first time they see the stars." -Professor Darren Fin, Astronomy', 'illustrator': 'Greg Semkow', 'keywords': 'Location', 'pack_code': 'bb', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, click: Search your stack for a piece of hardware, reveal it, and add it to your grip. Shuffle your stack.', 'stripped_title': 'Tyson Observatory', 'text': '[click], [click]: Search your stack for a piece of hardware, reveal it, and add it to your grip. Shuffle your stack.', 'title': 'Tyson Observatory', 'type_code': 'resource', 'uniqueness': True}

{'code': '08031', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"So much to do. So little time."', 'illustrator': 'Antonio De Luca', 'pack_code': 'bb', 'position': 31, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, lose click. Your maximum hand size is increased by 5.', 'stripped_title': 'Beach Party', 'text': 'When your turn begins, lose [click].\nYour maximum hand size is increased by 5.', 'title': 'Beach Party', 'type_code': 'resource', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '08032', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"My research could make your corporation billions. And save lives, of course."', 'illustrator': 'Rebecca Sorge', 'keywords': 'Research', 'pack_code': 'bb', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Research Grant, you may score another copy of Research Grant that is installed.', 'stripped_title': 'Research Grant', 'text': 'When you score Research Grant, you may score another copy of Research Grant that is installed.', 'title': 'Research Grant', 'type_code': 'agenda', 'uniqueness': False}

{'code': '08033', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Alan Turing laid the foundation for artificial intelligence by suggesting that you could teach a computer to be human.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'bb', 'position': 33, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Turing has +3 strength while protecting a remote server. The Runner cannot use AI programs to break subroutines on Turing. Subroutine End the run unless the Runner spends click click click.', 'stripped_title': 'Turing', 'text': 'Turing has +3 strength while protecting a remote server.\nThe Runner cannot use AI programs to break subroutines on Turing.\n[subroutine] End the run unless the Runner spends [click][click][click].', 'title': 'Turing', 'type_code': 'ice', 'uniqueness': False}

{'code': '08034', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Crick and his colleagues ushered in modern genetics by mapping the structure of DNA.', 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate', 'pack_code': 'bb', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Crick has +3 strength while protecting Archives. Subroutine Install a card from Archives (paying its install cost).', 'stripped_title': 'Crick', 'text': 'Crick has +3 strength while protecting Archives.\n[subroutine] Install a card from Archives (paying its install cost).', 'title': 'Crick', 'type_code': 'ice', 'uniqueness': False}

{'code': '08035', 'cost': None, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"My script can perform the Kobayashi algorithm in .12 seconds."', 'illustrator': 'Dmitry Prosvirnin', 'pack_code': 'bb', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Search R&D for up to X different sysops (by title), reveal them, and add them to HQ. Shuffle R&D.', 'stripped_title': 'Recruiting Trip', 'text': 'Search R&D for up to X different sysops (by title), reveal them, and add them to HQ. Shuffle R&D.', 'title': 'Recruiting Trip', 'type_code': 'operation', 'uniqueness': False}

{'code': '08036', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Officially, there is no blacklist. That would be illegal. Unofficially, there is a list, and being on it can ruin a career.', 'illustrator': 'Matthew Szydlik', 'pack_code': 'bb', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Cards cannot leave the Runner's heap for any reason.", 'stripped_title': 'Blacklist', 'text': "Cards cannot leave the Runner's heap for any reason.", 'title': 'Blacklist', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '08037', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'Johannes Gutenberg ignited the first Information Revolution by inventing the movable-type printing press.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - Tracer', 'pack_code': 'bb', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Gutenberg has +3 strength while protecting R&D. Subroutine Trace 7 If successful, give the Runner 1 tag.', 'stripped_title':

'Gutenberg', 'text': 'Gutenberg has +3 strength while protecting R&D.\n[subroutine] <trace>Trace 7</trace> If successful, give the Runner 1 tag.', 'title': 'Gutenberg', 'type_code': 'ice', 'uniqueness': False}

{'code': '08038', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'The cost of an education is sometimes felt sharpest in the stomach.', 'illustrator': 'Mushk Rizvi', 'pack_code': 'bb', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play an event, if there is a copy of that event in the heap, the Runner must pay 2 credits.', 'stripped_title': 'Student Loans', 'text': 'As an additional cost to play an event, if there is a copy of that event in the heap, the Runner must pay 2[credit].', 'title': 'Student Loans', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '08039', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Meru Mati pushed the limits of physics by engineering the first buckyweave structure, a thousand-foot long wall.', 'illustrator': 'Michał Miłkowski', 'keywords': 'Barrier', 'pack_code': 'bb', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Meru Mati has +3 strength while protecting HQ. Subroutine End the run.', 'stripped_title': 'Meru Mati', 'text': 'Meru Mati has +3 strength while protecting HQ.\n[subroutine] End the run.', 'title': 'Meru Mati', 'type_code': 'ice', 'uniqueness': False}

{'code': '08040', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'After the Big One, real estate value changed sharply. Some found that they had become owners of beachfront property. Others were underwater.', 'illustrator': 'Sander Mosk', 'keywords': 'Region', 'pack_code': 'bb', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The rez cost of each card in the root of this server is lowered by 5. Limit 1 region per server.', 'stripped_title': 'Breaker Bay Grid', 'text': 'The rez cost of each card in the root of this server is lowered by 5.\nLimit 1 region per server.', 'title': 'Breaker Bay Grid', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '10020', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': '"No! Don\'t set that off HERE!"', 'illustrator': 'Maciej Rebisz', 'keywords': 'Bomb', 'pack_code': 'bf', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: The Corp cannot rez more than 1 piece of ice for the remainder of this run. Use this ability only during a run.', 'stripped_title': 'EMP Device', 'text': '[trash]: The Corp cannot rez more than 1 piece of ice for the remainder of this run. Use this ability only during a run.', 'title': 'EMP Device', 'type_code': 'hardware', 'uniqueness': False}

{'code': '10021', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Lili Ibrahim', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'bf', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this program, choose a server. As an additional cost to install a card in the root of or protecting that server, the Corp must pay 1 credit. When the Corp purges virus counters, trash this program.', 'stripped_title': 'Diwan', 'text': 'When you install this program, choose a server. As an additional cost to install a card in the root of or protecting that server, the Corp must pay 1[credit].\nWhen the Corp purges virus counters, trash this program.', 'title': 'Diwan', 'type_code': 'program', 'uniqueness': False}

{'code': '10022', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Designed by 2013 World Champion Jens Erickson', 'illustrator': 'Mike Nesbitt', 'keywords': 'Run - Sabotage', 'pack_code': 'bf', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, the Corp adds all cards in HQ to the top of R&D in the order of their choice.', 'stripped_title': 'CBI Raid', 'text': 'Run HQ. If successful, instead of breaching HQ, the Corp adds all cards in HQ to the top of R&D in the order of their choice.', 'title': 'CBI Raid', 'type_code': 'event', 'uniqueness': False}

{'code': '10023', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Why would you dispose of perfectly good evidence when you can sell it?"', 'illustrator': 'Vicky Sio', 'keywords': 'Connection', 'pack_code': 'bf', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you use a trash ability, gain 1 credit.', 'stripped_title': 'Tech Trader', 'text': 'Whenever you use a [trash] ability, gain 1[credit].', 'title': 'Tech Trader', 'type_code': 'resource', 'uniqueness': False}

{'code': '10024', 'cost': 1, 'deck_limit': 6, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Mike Nesbitt', 'keywords': 'Consumer-grade - Chip', 'pack_code': 'bf', 'position': 24, 'quantity': 6, 'side_code': 'runner', 'stripped_text': 'NetChip can host a program with a memory cost less than or equal to the number of copies of NetChip installed. The memory cost of the hosted program does not count against your memory limit. Limit 6 per deck.', 'stripped_title': 'NetChip', 'text': 'NetChip can host a program with a memory cost less than or equal to the number of copies of NetChip installed. The memory cost of the hosted program does not count against your memory limit.\nLimit 6 per deck.', 'title': 'NetChip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '10025', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': '"We may be outraged, but we\'re not surprised." -Sunder', 'illustrator': 'Micah Epstein', 'keywords': 'Current', 'pack_code': 'bf', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. The Corp has 1 additional bad publicity (even if they have 0).', 'stripped_title': 'Corporate Scandal', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nThe Corp has 1 additional bad publicity (even if they have 0).', 'title': 'Corporate Scandal', 'type_code': 'event', 'uniqueness': False}

{'code': '10026', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"The corporations may be stronger than any of us, but they are not stronger than all of us." -Akshara Sareen\xa0', 'illustrator': 'Anna Edwards', 'pack_code': 'bf', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you have a seedy card installed. The Corp gets -1 allotted click for their next turn.', 'stripped_title': 'Populist Rally', 'text': 'Play only if you have a seedy card installed.\nThe Corp gets -1 allotted [click] for their next turn.', 'title': 'Populist Rally', 'type_code': 'event', 'uniqueness': False}

{'code': '10027', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Johan Törnlund', 'keywords': 'Facility', 'pack_code': 'bf', 'position': 27, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez Advanced Assembly Lines, gain 3 credits. trash: Install a non-agenda card from HQ (paying the install cost). You cannot use this ability during a run.', 'stripped_title': 'Advanced Assembly Lines', 'text': 'When you rez Advanced Assembly Lines, gain 3[credit].\n[trash]: Install a non-agenda card from HQ (paying the install cost). You cannot use this ability during a run.', 'title': 'Advanced Assembly Lines', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '10028', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Caleb Souza', 'pack_code': 'bf', 'position': 28, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you rez a card, place 1 power counter on Lakshmi Smartfabrics. X hosted power counters: Reveal an agenda worth X points from HQ. The Runner cannot steal copies of that agenda for the remainder of this turn.', 'stripped_title': 'Lakshmi Smartfabrics', 'text': 'Whenever you rez a card, place 1 power counter on Lakshmi Smartfabrics.\nX hosted power counters: Reveal an agenda worth X points from HQ. The Runner cannot steal copies of that agenda for the remainder of this turn.', 'title': 'Lakshmi Smartfabrics', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '10029', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Antonio De Luca', 'keywords': 'Alliance', 'pack_code': 'bf', 'position': 29, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card costs 0 influence if you have 6 or more non-alliancehaas-bioroid cards in your deck. Trash a rezzed asset or upgrade. If you do, gain credits equal to its trash cost.', 'stripped_title': 'Product Recall', 'text': 'This card costs 0 influence if you have 6 or more non-alliance\xa0[haas-bioroid] cards in your deck.\nTrash a rezzed asset or upgrade. If you do, gain credits equal to its trash cost.', 'title': 'Product Recall', 'type_code': 'operation', 'uniqueness': False}

{'code': '10030', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'We Are What We Eat.\xa0', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'bf', 'position': 30, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn the Runner draws a card, gain 1 credit.', 'stripped_title': 'Palana Foods: Sustainable Growth', 'text': 'The first time each turn the Runner draws a card, gain 1[credit].', 'title': 'Pālanā

Foods: Sustainable Growth', 'type_code': 'identity', 'uniqueness': False}

{'code': '10031', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Expensive to build but dramatically more efficient than traditional farming, agroplexes are emblems of the inevitable corporatization of the food industry.\xa0', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Facility', 'pack_code': 'bf', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, each player draws 1 card.', 'stripped_title': 'Palana Agroplex', 'text': 'When your turn begins, each player draws 1 card.\xa0', 'title': 'Pālanā Agroplex', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': False}

{'code': '10032', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"We can help others, yet also help ourselves." -Soraiya Suresh, VP Public Programs', 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate', 'pack_code': 'bf', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine The Runner draws 3 cards and then discards down to their maximum hand size. Subroutine The Runner draws 3 cards and then discards down to their maximum hand size.', 'stripped_title': 'Harvester', 'text': '[subroutine] The Runner draws 3 cards and then discards down to their maximum hand size.\n[subroutine] The Runner draws 3 cards and then discards down to their maximum hand size.', 'title': 'Harvester', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '10033', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': 'Data, not food, is one of the biggest exports from the Gujarat district of Mumbad.', 'illustrator': 'Juan Novelletto', 'keywords': 'Expansion', 'pack_code': 'bf', 'position': 33, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Your maximum hand size is increased by 2.', 'stripped_title': 'Remote Data Farm', 'text': 'Your maximum hand size is increased by 2.', 'title': 'Remote Data Farm', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10034', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Simon Weaner', 'keywords': 'Ambush', 'pack_code': 'bf', 'position': 34, '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 add any number of cards from HQ to the bottom of R&D.', 'stripped_title': 'Disposable HQ', 'text': 'While the Runner is accessing this upgrade in R&D, they must reveal it.\nWhen the Runner accesses this upgrade, you may add any number of cards from HQ to the bottom of R&D.', 'title': 'Disposable HQ', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '10035', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Kirsten Zirngibl', 'keywords': 'Public', 'pack_code': 'bf', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install only faceup. (This agenda is neither rezzed nor unrezzed.) Whenever you advance this agenda, you may install 1 card from HQ in the root of a new server. If there are 5 or more hosted advancement counters, rez that card, ignoring all costs.', 'stripped_title': 'New Construction', 'text': 'Install only faceup. (This agenda is neither rezzed nor unrezzed.)\nWhenever you advance this agenda, you may install 1 card from HQ in the root of a new server. If there are 5 or more hosted advancement counters, rez that card, ignoring all costs.', 'title': 'New Construction', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10036', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Simon Weaner', 'pack_code': 'bf', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, place 1 advancement token on Mumbad Construction Co. 2 credits: Move 1 advancement token from Mumbad Construction Co. to a faceup card.', 'stripped_title': 'Mumbad Construction Co.', 'text': 'When your turn begins, place 1 advancement token on Mumbad Construction Co.\n2[credit]: Move 1 advancement token from Mumbad Construction Co. to a faceup card.', 'title': 'Mumbad Construction Co.', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '10037', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"You got it. We sell it. They buy it. Everyone wins."', 'illustrator': 'Samuel Leung', 'keywords': 'Expansion', 'pack_code': 'bf', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "When you score Corporate Sales Team, place 10 credits on

it. When each player's turn begins, take 1 credit from Corporate Sales Team.", 'stripped_title': 'Corporate Sales Team', 'text': "When you score Corporate Sales Team, place 10[credit] on it.\nWhen each player's turn begins, take 1[credit] from Corporate Sales Team.", 'title': 'Corporate Sales Team', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10038', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 2, 'illustrator': 'Caleb Souza', 'keywords': 'Alliance - Facility', 'pack_code': 'bf', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card costs 0 influence if you have 3 PAD Campaigns in your deck. click: Place 1 advancement token on a card. You cannot score that card until your next turn begins.', 'stripped_title': 'PAD Factory', 'text': 'This card costs 0 influence if you have 3 PAD Campaigns in your deck.\n[click]: Place 1 advancement token on a card. You cannot score that card until your next turn begins.', 'title': 'PAD Factory', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '11021', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Jenn Tran', 'keywords': 'Run', 'pack_code': 'bm', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. Trash the first non-agenda card you access during this run at no cost. The Corp can spend credits equal to the rez or play cost of the accessed card to prevent this trash.', 'stripped_title': 'Credit Crash', 'text': 'Make a run. Trash the first non-agenda card you access during this run at no cost. The Corp can spend credits equal to the rez or play cost of the accessed card to prevent this trash.', 'title': 'Credit Crash', 'type_code': 'event', 'uniqueness': False}

{'code': '11022', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"You can have a lot of fun in 23 seconds." -Princess Space Kitten', 'illustrator': 'Tim Durning', 'keywords': 'Current', 'pack_code': 'bm', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. The text box of each unique non-region asset and upgrade is blank.', 'stripped_title': 'Rumor Mill', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nThe text box of each unique non-region asset and upgrade is blank.', 'title': 'Rumor Mill', 'type_code': 'event', 'uniqueness': False}

{'code': '11023', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Balance out the equation.', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'bm', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Whenever this program fully breaks a piece of ice, place 1 power counter on this program. This program gets +1 strength for each power counter on it. Interface -> 1 credit: Break 1 barrier subroutine.', 'stripped_title': 'Nfr', 'text': 'Whenever this program fully breaks a piece of ice, place 1 power counter on this program.\nThis program gets +1 strength for each power counter on it.\nInterface → 1[credit]: Break 1 barrier subroutine.', 'title': 'Nfr', 'type_code': 'program', 'uniqueness': False}

{'code': '11024', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"It is not wise to call someone crazy until you fully understand what they\'re trying to say." -Omar Keung', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'bm', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Whenever you encounter a barrier, you may install this program from your heap. X credits: +X strength. Then, if this program can interface with the barrier you are encountering, break up to X subroutines.', 'stripped_title': 'Paperclip', 'text': 'Whenever you encounter a barrier, you may install this program from your heap.\nX[credit]: +X strength. Then, if this program can interface with the barrier you are encountering, break up to X subroutines.', 'title': 'Paperclip', 'type_code': 'program', 'uniqueness': False}

{'code': '11025', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'The program was as close to a hunting raptor as she could afford...for now.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'bm', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break up to 2 sentry subroutines. 2 credits: +4 strength. 2 credits, add this program to your grip: Derez 1 sentry this program fully broke during this encounter.', 'stripped_title': 'Golden', 'text': 'Interface →

2[credit]: Break up to 2 sentry subroutines.\n2[credit]: +4 strength.\n2[credit], add this program to your grip: Derez 1 sentry this program fully broke during this encounter.', 'title': 'Golden', 'type_code': 'program', 'uniqueness': False}

{'code': '11026', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"The best part is, it\'s legal!" -Khan', 'illustrator': 'Timur Shevtsov', 'keywords': 'Job', 'pack_code': 'bm', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Choose a server and place 20 credits from the bank on Temujin Contract when you install it. When there are no credits left on Temujin Contract, trash it. Whenever you make a successful run on the chosen server, take 4 credits from Temujin Contract.', 'stripped_title': 'Temujin Contract', 'text': 'Choose a server and place 20[credit] from the bank on Temüjin Contract when you install it. When there are no credits left on Temüjin Contract, trash it.\nWhenever you make a successful run on the chosen server, take 4[credit] from Temüjin Contract.', 'title': 'Temüjin Contract', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 0, 'code': '11027', 'deck_limit': 1, 'faction_code': 'criminal', 'illustrator': 'Matt Zeilinger', 'influence_limit': 12, 'keywords': 'Natural', 'minimum_deck_size': 40, 'pack_code': 'bm', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you pass a piece of ice each turn, you may install an icebreaker from your hand, lowering the install cost by 1.', 'stripped_title': 'Khan: Savvy Skiptracer', 'text': 'The first time you pass a piece of ice each turn, you may install an icebreaker from your hand, lowering the install cost by 1.', 'title': 'Khan: Savvy Skiptracer', 'type_code': 'identity', 'uniqueness': False}

{'code': '11028', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Once a security flaw is identified, there\'s only a limited window to exploit it before it\'s patched. Runners call this period "open season."', 'illustrator': 'Juan Novelletto', 'keywords': 'Run', 'pack_code': 'bm', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run on R&D. If successful, you may make another run on R&D when this run ends.', 'stripped_title': 'Data Breach', 'text': 'Make a run on R&D. If successful, you may make another run on R&D when this run ends.', 'title': 'Data Breach', 'type_code': 'event', 'uniqueness': False}

{'code': '11029', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'illustrator': 'Caroline Elizabeth Huss', 'keywords': 'Job', 'pack_code': 'bm', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may move up to 3 credits from your credit pool to Algo Trading. When your turn begins, place 2 credits on Algo Trading from the bank if there are at least 6 credits on it. click,trash: Take all credits from Algo Trading.', 'stripped_title': 'Algo Trading', 'text': 'When your turn begins, you may move up to 3[credit] from your credit pool to Algo Trading.\nWhen your turn begins, place 2[credit] on Algo Trading from the bank if there are at least 6[credit] on it.\n[click],[trash]: Take all credits from Algo Trading.', 'title': 'Algo Trading', 'type_code': 'resource', 'uniqueness': False}

{'code': '11030', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"Coming to you live from the front lines, for now, unless they kill me..."', 'illustrator': 'Aurore Folny', 'keywords': 'Connection', 'pack_code': 'bm', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'If the Corp has 5-9 credits when your turn begins, gain 1 credit. If the Corp has 10-14 credits when your turn begins, draw 1 card. If the Corp has at least 15 credits when your turn begins, gain click.', 'stripped_title': 'Beth Kilrain-Chang', 'text': 'If the Corp has 5-9[credit] when your turn begins, gain 1[credit].\nIf the Corp has 10-14[credit] when your turn begins, draw 1 card.\nIf the Corp has at least 15[credit] when your turn begins, gain [click].', 'title': 'Beth Kilrain-Chang', 'type_code': 'resource', 'uniqueness': True}

{'code': '11031', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'To threaten my treasures is to incur my wrath.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate - Bioroid - AP', 'pack_code': 'bm', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Lose click click: Break up to 2 subroutines on this ice. Only the Runner can use this ability. Subroutine The Runner must pay 2 credits or trash 1 of their installed cards. Subroutine The Runner must pay 2 credits or trash 1 of their installed cards. Subroutine Do 1 brain damage.', 'stripped_title': 'Fairchild 2.0', 'text': 'Lose [click][click]: Break

up to 2 subroutines on this ice. Only the Runner can use this ability.\n[subroutine] The Runner must pay 2[credit] or trash 1 of their installed cards.\n[subroutine] The Runner must pay 2[credit] or trash 1 of their installed cards.\n[subroutine] Do 1 brain damage.', 'title': 'Fairchild 2.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '11032', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'First, blend with the attacker. Then, control the attack.', 'illustrator': 'BalanceSheet', 'keywords': 'Code Gate - Psi - AP', 'pack_code': 'bm', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, the Runner draws 2 cards. Subroutine Do 1 net damage. Subroutine Do 1 net damage.', 'stripped_title': 'Aiki', 'text': '[subroutine] You and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, the Runner draws 2 cards.\n[subroutine] Do 1 net damage.\n[subroutine] Do 1 net damage.', 'title': 'Aiki', 'type_code': 'ice', 'uniqueness': False}

{'code': '11033', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"Eiko here. It\'s done."', 'illustrator': 'Adam Schumpert', 'keywords': 'Double - Gray Ops', 'pack_code': 'bm', 'position': 33, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "As an additional cost to play this operation, spend click. Trace 3 If successful, trash an installed card that does not match the faction of the Runner's identity.", 'stripped_title': 'Enforcing Loyalty', 'text': "As an additional cost to play this operation, spend [click].\n<trace>Trace 3</trace> If successful, trash an installed card that does not match the faction of the Runner's identity.", 'title': 'Enforcing Loyalty', 'trash_cost': 1, 'type_code': 'operation', 'uniqueness': False}

{'code': '11034', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"SELL!! Buy platinum, but GET OUT OF THE TT CREDIT! It is TOXIC!"', 'illustrator': 'Gary Bedell', 'keywords': 'Double - Gray Ops', 'pack_code': 'bm', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "As an additional cost to play this operation, spend click. Trace 5 If successful, add an installed non-virtual card to the Runner's grip.", 'stripped_title': 'Hatchet Job', 'text': "As an additional cost to play this operation, spend [click].\n<trace>Trace 5</trace> If successful, add an installed non-virtual card to the Runner's grip.", 'title': 'Hatchet Job', 'trash_cost': 0, 'type_code': 'operation', 'uniqueness': False}

{'code': '11035', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': "By the time the report of Emelyov's murder was produced, there had already been a dozen more, hitting all the corps.", 'illustrator': 'Aurore Folny', 'pack_code': 'bm', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Shuffle any number of cards from HQ into R&D. Draw that number of cards.', 'stripped_title': 'Special Report', 'text': 'Shuffle any number of cards from HQ into R&D. Draw that number of cards.', 'title': 'Special Report', 'type_code': 'operation', 'uniqueness': False}

{'code': '11036', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'illustrator': 'Samuel Leung', 'pack_code': 'bm', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may move up to 3 credits from your credit pool to C.I. Fund. When your turn begins, place 2 credits on C.I. Fund from the bank if there are at least 6 credits on it. 2 credits,trash: Take all credits from C.I. Fund.', 'stripped_title': 'C.I. Fund', 'text': 'When your turn begins, you may move up to 3[credit] from your credit pool to C.I. Fund.\nWhen your turn begins, place 2[credit] on C.I. Fund from the bank if there are at least 6[credit] on it.\n2[credit],[trash]: Take all credits from C.I. Fund.', 'title': 'C.I. Fund', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '11037', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': "What's a little insurance fraud between friends?", 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Double - Gray Ops - Transaction', 'pack_code': 'bm', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Trash any number of your rezzed cards and gain 3 credits for each card trashed.', 'stripped_title': 'Liquidation', 'text': 'As an additional cost to play this operation, spend [click].\nTrash any number of your rezzed cards and gain 3[credit] for each card trashed.', 'title': 'Liquidation', 'type_code':

'operation', 'uniqueness': False}

{'code': '11038', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Strength makes leaders.', 'influence_limit': 12, 'keywords': 'Megacorp', 'minimum_deck_size': 40, 'pack_code': 'bm', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn an encounter with an advanced piece of ice ends, do 1 meat damage.', 'stripped_title': 'Weyland Consortium: Builder of Nations', 'text': 'The first time each turn an encounter with an advanced piece of ice ends, do 1 meat damage.', 'title': 'Weyland Consortium: Builder of Nations', 'type_code': 'identity', 'uniqueness': False}

{'code': '11039', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "She'd never heard her dads argue like this. Not ever. She'd give anything to make it stop.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'bm', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner has at least 6 credits. The Runner loses 2 credits for each installed resource. The Runner can trash a resource to prevent this.', 'stripped_title': 'Financial Collapse', 'text': 'Play only if the Runner has at least 6[credit].\nThe Runner loses 2[credit] for each installed resource. The Runner can trash a resource to prevent this.', 'title': 'Financial Collapse', 'type_code': 'operation', 'uniqueness': False}

{'code': '11040', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"While the money pooled at the top, the power went with it, until there were two sets of laws: one for them, one for us" -Omar Keung, the Flashpoint', 'illustrator': 'Maciej Rebisz', 'keywords': 'Ambush', 'pack_code': 'bm', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If the Runner accesses Prisec while installed, you may pay 2 credits to give the Runner 1 tag and do 1 meat damage.', 'stripped_title': 'Prisec', 'text': 'If the Runner accesses Prisec while installed, you may pay 2[credit] to give the Runner 1 tag and do 1 meat damage.', 'title': 'Prisec', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '03001', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'The densest information cluster in the galaxy.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'cac', 'position': 1, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Your maximum hand size is equal to the number of credits in your credit pool.', 'stripped_title': 'Cerebral Imaging: Infinite Frontiers', 'text': 'Your maximum hand size is equal to the number of credits in your credit pool.', 'title': 'Cerebral Imaging: Infinite Frontiers', 'type_code': 'identity', 'uniqueness': False}

{'code': '03002', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'The Once and Future Android.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 22, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'cac', 'position': 2, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You cannot include Jinteki cards in this deck.', 'stripped_title': 'Custom Biotics: Engineered for Success', 'text': 'You cannot include Jinteki cards in this deck.', 'title': 'Custom Biotics: Engineered for Success', 'type_code': 'identity', 'uniqueness': False}

{'code': '03003', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 12, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'cac', 'position': 3, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Before taking your first turn, you may install up to 3 pieces of ice, with no more than a single piece of ice per server. Draw until you have 5 cards in HQ.', 'stripped_title': 'NEXT Design: Guarding the Net', 'text': 'Before taking your first turn, you may install up to 3 pieces of ice, with no more than a single piece of ice per server. Draw until you have 5 cards in HQ.', 'title': 'NEXT Design: Guarding the Net', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '03004', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'illustrator': 'Matt Zeilinger', 'keywords': 'Initiative', 'pack_code': 'cac', 'position': 4, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may create a new remote server by installing up to 3 cards from HQ and/or Archives in the root of and/or protecting that server, ignoring all install costs. Limit 1 per deck.', 'stripped_title': "Director Haas' Pet Project", 'text': 'When you score this agenda, you may create a new remote server by installing up to 3 cards from HQ and/or Archives in the root of and/or protecting that server, ignoring all install costs.\nLimit 1 per deck.', 'title': "Director Haas' Pet Project", 'type_code':

'agenda', 'uniqueness': True}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '03005', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Jason Rumpff', 'keywords': 'Initiative', 'pack_code': 'cac', 'position': 5, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 3 agenda counters on Efficiency Committee when you score it. click, hosted agenda counter: Gain click click. You cannot advance cards for the remainder of this turn.', 'stripped_title': 'Efficiency Committee', 'text': 'Place 3 agenda counters on Efficiency Committee when you score it.\n[click], hosted agenda counter: Gain [click][click]. You cannot advance cards for the remainder of this turn.', 'title': 'Efficiency Committee', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '03006', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Daniel Atanasov', 'keywords': 'Research', 'pack_code': 'cac', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 3 agenda counters on Project Wotan when you score it. Hosted agenda counter: Choose a rezzed piece of bioroid ice currently being approached. For the remainder of this run, that ice gains "Subroutine End the run." after all its other subroutines.', 'stripped_title': 'Project Wotan', 'text': 'Place 3 agenda counters on Project Wotan when you score it.\nHosted agenda counter: Choose a rezzed piece of bioroid ice currently being approached. For the remainder of this run, that ice gains "[subroutine] End the run." after all its other subroutines.', 'title': 'Project Wotan', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '03007', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"Why limit our best assets to our own servers? The enemy doesn\'t stay passively at home, waiting for us to come to him. Why should we?" -Director Haas', 'illustrator': 'Ed Mattinian', 'keywords': 'Security', 'pack_code': 'cac', 'position': 7, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner suffers at least 1 brain damage, do 1 net damage.', 'stripped_title': 'Sentinel Defense Program', 'text': 'Whenever the Runner suffers at least 1 brain damage, do 1 net damage.', 'title': 'Sentinel Defense Program', 'type_code': 'agenda', 'uniqueness': False}

{'code': '03008', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'The Alix model was based on a successful hedge fund manager but she had a tendency to burn out. Literally.', 'illustrator': 'Diana Martinez', 'keywords': 'Bioroid', 'pack_code': 'cac', 'position': 8, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 1 power counter on Alix T4LB07 whenever you install a card. click,trash: Gain 2 credits for each power counter on Alix T4LB07.', 'stripped_title': 'Alix T4LB07', 'text': 'Place 1 power counter on Alix T4LB07 whenever you install a card.\n[click],[trash]: Gain 2[credit] for each power counter on Alix T4LB07.', 'title': 'Alix T4LB07', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': True}

{'code': '03009', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Ambush', 'pack_code': 'cac', 'position': 9, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. When the Runner accesses this asset, you may pay 3 credits. If you do, do 1 brain damage for each hosted advancement token.', 'stripped_title': 'Cerebral Overwriter', 'text': 'You can advance this asset.\nWhen the Runner accesses this asset, you may pay 3[credit]. If you do, do 1 brain damage for each hosted advancement token.', 'title': 'Cerebral Overwriter', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '03010', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'illustrator': 'Matt Zeilinger', 'keywords': 'Executive', 'pack_code': 'cac', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "You get +1 allotted click for each of your turns. When this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.", 'stripped_title': 'Director Haas', 'text': "You get +1 allotted [click] for each of your turns.\nWhen this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.", 'title': 'Director Haas', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '03011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'illustrator': 'Aaron Firem', 'pack_code': 'cac', 'position': 11, 'quantity': 3, 'side_code': 'corp',

'stripped_text': 'Haas Arcology AI can be advanced only while unrezzed. click, hosted advancement token: Gain click click. Use this ability only once per turn.', 'stripped_title': 'Haas Arcology AI', 'text': 'Haas Arcology AI can be advanced only while unrezzed.\n[click], hosted advancement token: Gain [click][click]. Use this ability only once per turn.', 'title': 'Haas Arcology AI', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '03012', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': "Thomas, the director's son, has been carefully groomed to inherit the corporation since before he was born. His favorite pastime appears to be disappointing his mother.", 'illustrator': 'Matt Zeilinger', 'keywords': 'Executive', 'pack_code': 'cac', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Thomas Haas can be advanced. trash: Gain 2 credits for each advancement token on Thomas Haas.', 'stripped_title': 'Thomas Haas', 'text': 'Thomas Haas can be advanced.\n[trash]: Gain 2[credit] for each advancement token on Thomas Haas.', 'title': 'Thomas Haas', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': True}

{'code': '03013', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Emilio Rodriguez', 'keywords': 'Condition', 'pack_code': 'cac', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Rez a piece of bioroid ice, ignoring all costs, and install Bioroid Efficiency Research on that ice as a hosted condition counter with the text "Trash Bioroid Efficiency Research and derez host ice if all of its subroutines are broken during a single encounter."', 'stripped_title': 'Bioroid Efficiency Research', 'text': 'Rez a piece of bioroid ice, ignoring all costs, and install Bioroid Efficiency Research on that ice as a hosted condition counter with the text "Trash Bioroid Efficiency Research and derez host ice if all of its subroutines are broken during a single encounter."', 'title': 'Bioroid Efficiency Research', 'type_code': 'operation', 'uniqueness': False}

{'code': '03014', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Success is defined by the safety of data, not the safety of potential intruders.', 'illustrator': 'Irys Ching', 'keywords': 'Transaction', 'pack_code': 'cac', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made an unsuccessful run during their last turn. Gain 7 credits.', 'stripped_title': 'Successful Demonstration', 'text': 'Play only if the Runner made an unsuccessful run during their last turn.\nGain 7[credit].', 'title': 'Successful Demonstration', 'type_code': 'operation', 'uniqueness': False}

{'code': '03015', 'cost': 11, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'The realm beyond is still forbidden.', 'illustrator': 'John Derek Murphy', 'keywords': 'Barrier - Bioroid - AP', 'pack_code': 'cac', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'strength': 7, 'stripped_text': 'Lose click click: Break up to 2 subroutines on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. Subroutine Do 1 brain damage and end the run. Subroutine End the run.', 'stripped_title': 'Heimdall 2.0', 'text': 'Lose [click][click]: Break up to 2 subroutines on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage.\n[subroutine] Do 1 brain damage and end the run.\n[subroutine] End the run.', 'title': 'Heimdall 2.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '03016', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': '"Yeah. It made a loud noise, I got scared, and I jacked out. I still think I made the right decision." -g00ru', 'illustrator': 'Lili Ibrahim', 'keywords': 'Trap', 'pack_code': 'cac', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine You may install and rez a piece of bioroid ice from HQ or Archives, ignoring all costs, placing it directly behind Howler. If you do, derez that piece of ice and trash Howler after the run is completed.', 'stripped_title': 'Howler', 'text': '[subroutine] You may install and rez a piece of bioroid ice from HQ or Archives, ignoring all costs, placing it directly behind Howler. If you do, derez that piece of ice and trash Howler after the run is completed.', 'title': 'Howler', 'type_code': 'ice', 'uniqueness': False}

{'code': '03017', 'cost': 8, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'The game has changed.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Bioroid - Destroyer - Tracer', 'pack_code': 'cac', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Lose click click: Break up to 2 subroutines on this ice. Only the Runner can use

this ability. Subroutine Trash 1 installed program. Subroutine Trash 1 installed program. Subroutine Trace[3]. If successful, give the Runner 1 tag and do 1 brain damage.', 'stripped_title': 'Ichi 2.0', 'text': 'Lose [click][click]: Break up to 2 subroutines on this ice. Only the Runner can use this ability.\n[subroutine] Trash 1 installed program.\n[subroutine] Trash 1 installed program.\n[subroutine] Trace[3]. If successful, give the Runner 1 tag and do 1 brain damage.', 'title': 'Ichi 2.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '03018', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Sometimes you just have to guess.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'cac', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine You may install a piece of ice from HQ as the outermost piece of ice protecting this server, ignoring all install costs.', 'stripped_title': 'Minelayer', 'text': '[subroutine] You may install a piece of ice from HQ as the outermost piece of ice protecting this server, ignoring all install costs.', 'title': 'Minelayer', 'type_code': 'ice', 'uniqueness': False}

{'code': '03019', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Daniel Atanasov', 'keywords': 'Code Gate - Bioroid - Tracer - AP', 'pack_code': 'cac', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Lose click click: Break up to 2 subroutines on this ice. Only the Runner can use this ability. Hosted power counter: Do 1 brain damage. Subroutine Trace[2]. If successful, place 1 power counter on this ice. Subroutine End the run.', 'stripped_title': 'Viktor 2.0', 'text': 'Lose [click][click]: Break up to 2 subroutines on this ice. Only the Runner can use this ability.\nHosted power counter: Do 1 brain damage.\n[subroutine] Trace[2]. If successful, place 1 power counter on this ice.\n[subroutine] End the run.', 'title': 'Viktor 2.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '03020', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'A mind of meat! How does it work?', 'illustrator': 'Daniel Atanasov', 'keywords': 'Sentry - Bioroid - AP', 'pack_code': 'cac', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine If the Runner has lost a click to break a subroutine during this run, do 1 brain damage. Subroutine If the Runner has lost a click to break a subroutine during this run, do 1 brain damage.', 'stripped_title': 'Zed 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] If the Runner has lost a [click] to break a subroutine during this run, do 1 brain damage.\n[subroutine] If the Runner has lost a [click] to break a subroutine during this run, do 1 brain damage.', 'title': 'Zed 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '03021', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'Diana Martinez', 'pack_code': 'cac', 'position': 21, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Awakening Center can host bioroid ice (each piece is installed facedown, ignoring all install costs). Whenever the Runner passes all of the ice protecting this server, you may rez a piece of ice on Awakening Center, lowering the rez cost by 7 credits, to force the Runner to encounter it. Trash that ice after the run is completed.', 'stripped_title': 'Awakening Center', 'text': 'Awakening Center can host bioroid ice (each piece is installed facedown, ignoring all install costs).\nWhenever the Runner passes all of the ice protecting this server, you may rez a piece of ice on Awakening Center, lowering the rez cost by 7[credit], to force the Runner to encounter it. Trash that ice after the run is completed.', 'title': 'Awakening Center', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '03022', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'John Derek Murphy', 'keywords': 'Hostile', 'pack_code': 'cac', 'position': 22, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Interrupt -> When a subroutine would be broken on a piece of bioroid ice protecting this server, you may rez this upgrade. Interrupt -> trash: Prevent 1 subroutine from being broken on a piece of bioroid ice protecting this server.', 'stripped_title': "Tyr's Hand", 'text': '[interrupt] → When a subroutine would be broken on a piece of bioroid ice protecting this server, you may rez this upgrade.\n[interrupt] → [trash]: Prevent 1 subroutine from being broken on a piece of bioroid ice protecting this server.', 'title': "Tyr's Hand", 'trash_cost': 1,

'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '03023', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "Sell the dream-show them how very much they want to be rich, and they'll convince themselves that someday, they will be. How can they revolt against their future selves? -the New Gospel of Wealth", 'illustrator': 'Emilio Rodriguez', 'keywords': 'Expansion', 'pack_code': 'cac', 'position': 23, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click, click: Gain 3 credits.', 'stripped_title': 'Gila Hands Arcology', 'text': '[click], [click]: Gain 3[credit].', 'title': 'Gila Hands Arcology', 'type_code': 'agenda', 'uniqueness': False}

{'code': '03024', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Just another factory, making good corporate drones for the machine. Their CS department is the best in the world, though." -g00ru', 'illustrator': 'Henning Ludvigsen', 'keywords': 'Ritzy', 'pack_code': 'cac', 'position': 24, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click, 1 credit: Search R&D for a piece of ice, reveal it, and add it to HQ. Shuffle R&D.', 'stripped_title': 'Levy University', 'text': '[click], 1[credit]: Search R&D for a piece of ice, reveal it, and add it to HQ. Shuffle R&D.', 'title': 'Levy University', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': True}

{'code': '03025', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"There\'s only a 5% chance this could result in a general failure."', 'illustrator': 'Anders Finer', 'pack_code': 'cac', 'position': 25, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 2 credits when your turn begins. Trash Server Diagnostics when you install a piece of ice.', 'stripped_title': 'Server Diagnostics', 'text': 'Gain 2[credit] when your turn begins.\nTrash Server Diagnostics when you install a piece of ice.', 'title': 'Server Diagnostics', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '03026', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "The principle behind ice is not to keep everyone out, but to let only some people in. This ice denies entry on all but a select few ports that might change with the time of day or picosecond of connection. If you don't know what port to use, you're not getting in. Period.", 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'cac', 'position': 26, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine End the run.', 'stripped_title': 'Bastion', 'text': '[subroutine] End the run.', 'title': 'Bastion', 'type_code': 'ice', 'uniqueness': False}

{'code': '03027', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Cheap, off-the-shelf data protection. Cheap for them, that is. Not for us." -Ele "Smoke" Scovak', 'illustrator': 'Aaron Firem', 'keywords': 'Code Gate', 'pack_code': 'cac', 'position': 27, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine The Runner must pay 2 credits, if able. If the Runner cannot pay 2 credits, end the run. Subroutine End the run.', 'stripped_title': 'Datapike', 'text': '[subroutine] The Runner must pay 2[credit], if able. If the Runner cannot pay 2[credit], end the run.\n[subroutine] End the run.', 'title': 'Datapike', 'type_code': 'ice', 'uniqueness': False}

{'base_link': 0, 'code': '03028', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"I was not; I was; I am not; I am all."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 10, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'cac', 'position': 28, 'quantity': 3, '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}

{'base_link': 0, 'code': '03029', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"New technology destroys the old."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 1, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'cac', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first copy of each program in this deck does not count against your influence limit.', 'stripped_title': 'The Professor: Keeper of Knowledge', 'text': 'The first copy of each program in this deck does not count against your influence limit.', 'title': 'The Professor: Keeper of Knowledge', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 1, 'code': '03030', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"I can make that work."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Natural',

'minimum_deck_size': 45, 'pack_code': 'cac', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you install a program from your heap, draw 1 card.', 'stripped_title': 'Exile: Streethawk', 'text': 'Whenever you install a program from your heap, draw 1 card.', 'title': 'Exile: Streethawk', 'type_code': 'identity', 'uniqueness': False}

{'code': '03031', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 5, 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Run', 'pack_code': 'cac', 'position': 31, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, rearrange any number of ice protecting all servers. (Do not rez or derez any ice or change the number of ice protecting any server.)', 'stripped_title': 'Escher', 'text': 'Run HQ. If successful, instead of breaching HQ, rearrange any number of ice protecting all servers. (Do not rez or derez any ice or change the number of ice protecting any server.)', 'title': 'Escher', 'type_code': 'event', 'uniqueness': False}

{'code': '03032', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Wheeeee!', 'illustrator': 'Matt Zeilinger', 'keywords': 'Run', 'pack_code': 'cac', 'position': 32, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. If successful, instead of breaching that server, remove up to 3 advancement counters from 1 card in the root of or protecting the attacked server.', 'stripped_title': 'Exploratory Romp', 'text': 'Run any server. If successful, instead of breaching that server, remove up to 3 advancement counters from 1 card in the root of or protecting the attacked server.', 'title': 'Exploratory Romp', 'type_code': 'event', 'uniqueness': False}

{'code': '03033', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"Idealism\'s great, but it don\'t keep you in soybeef tacos." -Matt "TheMerc" Thomas', 'illustrator': 'Jason Rumpff', 'keywords': 'Job', 'pack_code': 'cac', 'position': 33, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash up to 5 programs from your grip. Gain 2 credits for each program trashed.', 'stripped_title': 'Freelance Coding Contract', 'text': 'Trash up to 5 programs from your grip. Gain 2[credit] for each program trashed.', 'title': 'Freelance Coding Contract', 'type_code': 'event', 'uniqueness': False}

{'code': '03034', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "One man's trash.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'cac', 'position': 34, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash 1 installed program. If you do, install 1 program from your grip or heap, paying X credits less. X is equal to the install cost of the program you trashed.', 'stripped_title': 'Scavenge', 'text': 'Trash 1 installed program. If you do, install 1 program from your grip or heap, paying X[credit] less. X is equal to the install cost of the program you trashed.', 'title': 'Scavenge', 'type_code': 'event', 'uniqueness': False}

{'code': '03035', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': "Spend too much time in the AR Lab and someone might notice. Unless you're the head of it, that is.", 'illustrator': 'Lili Ibrahim', 'pack_code': 'cac', 'position': 35, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Shuffle your grip and heap into your stack. Draw 5 cards. Remove Levy AR Lab Access from the game instead of trashing it.', 'stripped_title': 'Levy AR Lab Access', 'text': 'Shuffle your grip and heap into your stack. Draw 5 cards. Remove Levy AR Lab Access from the game instead of trashing it.', 'title': 'Levy AR Lab Access', 'type_code': 'event', 'uniqueness': False}

{'code': '03036', 'cost': 18, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Emilio Rodriguez', 'keywords': 'Console', 'pack_code': 'cac', 'position': 36, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+3 mu When you install Monolith, install up to 3 programs from your grip, lowering the install cost of each by 4 credits. Trash a program from your grip: Prevent 1 brain or net damage. Limit 1 console per player.', 'stripped_title': 'Monolith', 'text': '+3[mu]\nWhen you install Monolith, install up to 3 programs from your grip, lowering the install cost of each by 4[credit].\nTrash a program from your grip: Prevent 1 brain or net damage.\nLimit 1 console per player.', 'title': 'Monolith', 'type_code': 'hardware', 'uniqueness': True}

{'code': '03037', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': "It still hurts, a bit, the first time. The second time, you feel nothing at all. But don't push your luck.", 'illustrator': 'Lili Ibrahim', 'keywords': 'Gear', 'pack_code': 'cac', 'position': 37, 'quantity': 3,

'side_code': 'runner', 'stripped_text': '3 credits: Prevent 1 net damage. trash: Prevent up to 2 brain damage.', 'stripped_title': 'Feedback Filter', 'text': '3[credit]: Prevent 1 net damage.\n[trash]: Prevent up to 2 brain damage.', 'title': 'Feedback Filter', 'type_code': 'hardware', 'uniqueness': False}

{'code': '03038', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'It is good practice to backup the backup.', 'illustrator': 'Christina Davis', 'keywords': 'Chip', 'pack_code': 'cac', 'position': 38, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Install a program from your heap (paying the install cost).', 'stripped_title': 'Clone Chip', 'text': '[trash]: Install a program from your heap (paying the install cost).', 'title': 'Clone Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '03039', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Bruno Balixa', 'keywords': 'Gear', 'pack_code': 'cac', 'position': 39, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Omni-drive can host a single program of 1 mu or less. The memory cost of the hosted program does not count against your memory limit. 1 recurring credit Use this credit to pay for using the hosted program.', 'stripped_title': 'Omni-drive', 'text': 'Omni-drive can host a single program of 1[mu] or less. The memory cost of the hosted program does not count against your memory limit.\n1[recurring-credit]\nUse this credit to pay for using the hosted program.', 'title': 'Omni-drive', 'type_code': 'hardware', 'uniqueness': False}

{'code': '03040', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'We are shaped by our thoughts; we become what we think.', 'illustrator': 'Diana Martinez', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'cac', 'position': 40, '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': '03041', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"No line that they lay could catch a shadow on the wall…"', 'illustrator': 'Adam S. Doyle', 'keywords': 'Stealth', 'memory_cost': 1, 'pack_code': 'cac', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to pay for using icebreakers.', 'stripped_title': 'Cloak', 'text': '1[recurring-credit]\nUse this credit to pay for using icebreakers.', 'title': 'Cloak', 'type_code': 'program', 'uniqueness': False}

{'code': '03042', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"…and once the shadow rises, the curtain shall fall." -revenant', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'cac', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 1 credit: +5 strength. Use this ability only by spending a credit from a stealth card.', 'stripped_title': 'Dagger', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n1[credit]: +5 strength. Use this ability only by spending a credit from a stealth card.', 'title': 'Dagger', 'type_code': 'program', 'uniqueness': False}

{'code': '03043', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'cac', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on R&D, place 1 virus counter on Chakana. If there are at least 3 virus counters on Chakana, the advancement requirement of all agendas is increased by 1.', 'stripped_title': 'Chakana', 'text': 'Whenever you make a successful run on R&D, place 1 virus counter on Chakana.\nIf there are at least 3 virus counters on Chakana, the advancement requirement of all agendas is increased by 1.', 'title': 'Chakana', 'type_code': 'program', 'uniqueness': False}

{'code': '03044', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'cac', 'position': 44,

'quantity': 3, 'side_code': 'runner', 'strength': 4, 'stripped_text': 'When you install this program, choose a server. Use this program only during runs on the chosen server. Interface -> 1 credit: Break 1 code gate subroutine. 1 credit: +1 strength.', 'stripped_title': 'Cyber-Cypher', 'text': 'When you install this program, choose a server. Use this program only during runs on the chosen server.\nInterface → 1[credit]: Break 1 code gate subroutine.\n1[credit]: +1 strength.', 'title': 'Cyber-Cypher', 'type_code': 'program', 'uniqueness': False}

{'code': '03045', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Perfect for flooding servers.', 'illustrator': 'Ed Mattinian', 'memory_cost': 1, 'pack_code': 'cac', 'position': 45, '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': '03046', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"Make sure you tell the source code which executable you want it to compile into. One time I left my rig for a couple of minutes, and when I came back all of my files had been replaced with cat vids." -The Professor', 'illustrator': 'Lili Ibrahim', 'memory_cost': 2, 'pack_code': 'cac', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 credits, trash: Search your stack for a program. Install it.', 'stripped_title': 'Self-modifying Code', 'text': '2[credit], [trash]: Search your stack for a program. Install it.', 'title': 'Self-modifying Code', 'type_code': 'program', 'uniqueness': False}

{'code': '03047', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Out there, the thousand-petaled lotus symbolizes detachment from illusion. In here, it is the birthplace of a higher consciousness. Something infinitely pure.', 'illustrator': 'Lili Ibrahim', 'memory_cost': 1, 'pack_code': 'cac', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 recurring credits Use these credits to install programs (you cannot use Sahasrara to install a program that trashes Sahasrara).', 'stripped_title': 'Sahasrara', 'text': '2[recurring-credit]\nUse these credits to install programs (you cannot use Sahasrara to install a program that trashes Sahasrara).', 'title': 'Sahasrara', 'type_code': 'program', 'uniqueness': False}

{'code': '03048', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"The Incans believed that the sun god resided in the Haman Pacha, the upper realm of the cosmos. They just didn\'t know that the Haman Pacha hadn\'t been discovered yet." -The Professor', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'cac', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 barrier subroutine. 2 credits: +1 strength for the remainder of this run.', 'stripped_title': 'Inti', 'text': 'Interface → 1[credit]: Break 1 barrier subroutine.\n2[credit]: +1 strength for the remainder of this run.', 'title': 'Inti', 'type_code': 'program', 'uniqueness': False}

{'code': '03049', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "Sometimes it doesn't matter how expensive your rig is, or how many credits are in your account, or even your skill as a runner. Most of the time, a simple handshake and a name are all you need.", 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'cac', 'position': 49, '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': '03050', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Some people have their own satellite receiver. Others have their own satellite.', 'illustrator': 'Trudi Castle', 'keywords': 'Link', 'pack_code': 'cac', 'position': 50, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link Your maximum hand size is increased by 1.', 'stripped_title': 'Borrowed Satellite', 'text': '+1[link]\nYour maximum hand size is increased by 1.', 'title': 'Borrowed Satellite', 'type_code': 'resource', 'uniqueness': False}

{'code': '03051', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"If you

know the source code you can write to beat it, or just rejigger it a little and make it yours. That works, too." -Exile', 'illustrator': 'Ed Mattinian', 'keywords': 'Virtual', 'pack_code': 'cac', 'position': 51, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp rezzes a piece of ice, place 1 credit on Ice Analyzer. You may use credits on Ice Analyzer to install programs.', 'stripped_title': 'Ice Analyzer', 'text': 'Whenever the Corp rezzes a piece of ice, place 1[credit] on Ice Analyzer.\nYou may use credits on Ice Analyzer to install programs.', 'title': 'Ice Analyzer', 'type_code': 'resource', 'uniqueness': False}

{'code': '03052', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'The data was better than she could have ever imagined. This Santiago fellow really knew what he was doing. She began to imagine the havoc she could wreak at the upcoming charity dinner…', 'illustrator': 'Christina Davis', 'keywords': 'Run', 'pack_code': 'cac', 'position': 52, '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': '03053', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"We say \'cyber-terrorist\', they hear \'underground celebrity.\'" -Michael Muhama, professional expert', 'illustrator': 'Matt Zeilinger', 'pack_code': 'cac', 'position': 53, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 8 credits onto it. When it is empty, trash it. When your turn begins, take 2 credits from this resource.', 'stripped_title': 'Daily Casts', 'text': 'When you install this resource, load 8[credit] onto it. When it is empty, trash it.\nWhen your turn begins, take 2[credit] from this resource.', 'title': 'Daily Casts', 'type_code': 'resource', 'uniqueness': False}

{'code': '03054', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': "Just me, a cup of YucaBean, and last night's Hong Kong Trunk sniffed packets. I call that a good morning.", 'illustrator': 'Diana Martinez', 'pack_code': 'cac', 'position': 54, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, click, trash: Play an event from your heap (paying its play cost).', 'stripped_title': 'Same Old Thing', 'text': '[click], [click], [trash]: Play an event from your heap (paying its play cost).', 'title': 'Same Old Thing', 'type_code': 'resource', 'uniqueness': False}

{'code': '03055', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 2, 'flavor': 'A dangerous game, but well worth playing.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'cac', 'position': 55, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The advancement requirement of all agendas is increased by 1. As an additional cost to steal an agenda, you must pay 3 credits. Trash The Source when an agenda is scored or stolen.', 'stripped_title': 'The Source', 'text': 'The advancement requirement of all agendas is increased by 1.\nAs an additional cost to steal an agenda, you must pay 3[credit].\nTrash The Source when an agenda is scored or stolen.', 'title': 'The Source', 'type_code': 'resource', 'uniqueness': True}

{'code': '08041', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'The most potent scripts are indistinguishable from magic to the sysop on the other side.', 'illustrator': 'Hannah Christenson', 'keywords': 'Run', 'pack_code': 'cc', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run Archives. If successful, whenever you would access a faceup piece of ice in Archives this run, you may instead trash 1 rezzed copy of that ice. Use this ability only once this run.', 'stripped_title': 'Immolation Script', 'text': 'Run Archives. If successful, whenever you would access a faceup piece of ice in Archives this run, you may instead trash 1 rezzed copy of that ice. Use this ability only once this run.', 'title': 'Immolation Script', 'type_code': 'event', 'uniqueness': False}

{'code': '08042', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'The implanted brain-machine interface, or "skulljack," is the single most common cybernetic enhancement that isn\'t a medical necessity.', 'illustrator': 'Aaron Agregado', 'keywords': 'Cybernetic', 'pack_code': 'cc', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Skulljack, suffer 1 brain damage. The trash cost of all cards is lowered by 1.', 'stripped_title': 'Skulljack', 'text': 'When you install Skulljack, suffer 1 brain damage.\nThe trash cost of all cards is lowered by 1.', 'title': 'Skulljack', 'type_code': 'hardware', 'uniqueness': True}

{'code': '08043', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator':

'Sara K. Diesel', 'keywords': 'Console', 'pack_code': 'cc', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "+1 mu Whenever you steal an agenda, you may swap that agenda with an agenda in the Corp's score area. Limit 1 console per player.", 'stripped_title': 'Turntable', 'text': "+1[mu]\nWhenever you steal an agenda, you may swap that agenda with an agenda in the Corp's score area.\nLimit 1 console per player.", 'title': 'Turntable', 'type_code': 'hardware', 'uniqueness': True}

{'code': '08044', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'Picking a chopper might be the last decision you make. If you find a good one, stick with her for life.', 'illustrator': 'James Ives', 'keywords': 'Location', 'pack_code': 'cc', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Prevent all meat damage and brain damage from installing cybernetics.', 'stripped_title': 'Chrome Parlor', 'text': 'Prevent all meat damage and brain damage from installing cybernetics.', 'title': 'Chrome Parlor', 'type_code': 'resource', 'uniqueness': False}

{'code': '08045', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'keywords': 'Cybernetic', 'pack_code': 'cc', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Titanium Ribs, suffer 2 meat damage. You choose the card(s) from your grip to trash whenever you take damage (including the damage taken by installing Titanium Ribs).', 'stripped_title': 'Titanium Ribs', 'text': 'When you install Titanium Ribs, suffer 2 meat damage.\nYou choose the card(s) from your grip to trash whenever you take damage (including the damage taken by installing Titanium Ribs).', 'title': 'Titanium Ribs', 'type_code': 'hardware', 'uniqueness': True}

{'code': '08046', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Decoder - Cloud', 'memory_cost': 1, 'pack_code': 'cc', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'If you have at least 2 link, the memory cost of this program is 0 mu, even if it is not installed. This program gets +1 strength for each installed icebreaker. Interface -> trash: Break up to 3 code gate subroutines.', 'stripped_title': 'Crowbar', 'text': 'If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.\nThis program gets +1 strength for each installed icebreaker.\nInterface → [trash]: Break up to 3 code gate subroutines.', 'title': 'Crowbar', 'type_code': 'program', 'uniqueness': False}

{'code': '08047', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Cybernetic', 'pack_code': 'cc', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Net-Ready Eyes, suffer 2 meat damage. Whenever you initiate a run, choose an icebreaker. That icebreaker has +1 strength for the remainder of the run.', 'stripped_title': 'Net-Ready Eyes', 'text': 'When you install Net-Ready Eyes, suffer 2 meat damage.\nWhenever you initiate a run, choose an icebreaker. That icebreaker has +1 strength for the remainder of the run.', 'title': 'Net-Ready Eyes', 'type_code': 'hardware', 'uniqueness': True}

{'code': '08048', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'Sometimes progress means returning to the past.', 'illustrator': 'Laura Wilson', 'memory_cost': 1, 'pack_code': 'cc', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Run R&D. If successful, instead of breaching R&D, you may choose 1 unrezzed non-ice card with no advancement counters on it. The Corp shuffles that card into R&D.', 'stripped_title': 'Analog Dreamers', 'text': '[click]: Run R&D. If successful, instead of breaching R&D, you may choose 1 unrezzed non-ice card with no advancement counters on it. The Corp shuffles that card into R&D.', 'title': 'Analog Dreamers', 'type_code': 'program', 'uniqueness': False}

{'code': '08049', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'The skull is not one bone, but 22. The surgery is even more complex than it sounds.', 'illustrator': 'Mike Nesbitt', 'keywords': 'Cybernetic', 'pack_code': 'cc', 'position': 49, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Brain Cage, suffer 1 brain damage. Your maximum hand size is increased by 3.', 'stripped_title': 'Brain Cage', 'text': 'When you install Brain Cage, suffer 1 brain damage.\nYour maximum hand size is increased by 3.', 'title': 'Brain Cage',

'type_code': 'hardware', 'uniqueness': True}

{'code': '08050', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'Define Yourself.', 'illustrator': 'Greg Semkow', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 40, 'pack_code': 'cc', 'position': 50, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Each player's maximum hand size is reduced by 1.", 'stripped_title': 'Cybernetics Division: Humanity Upgraded', 'text': "Each player's maximum hand size is reduced by 1.", 'title': 'Cybernetics Division: Humanity Upgraded', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '08051', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': 'Cyber enhancements can be dangerous in the wrong hands.', 'illustrator': 'Abrar Ajmal', 'keywords': 'Security', 'pack_code': 'cc', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "The Runner's maximum hand size is reduced by 1.", 'stripped_title': 'Self-Destruct Chips', 'text': "The Runner's maximum hand size is reduced by 1.", 'title': 'Self-Destruct Chips', 'type_code': 'agenda', 'uniqueness': False}

{'code': '08052', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Remember those FCC regulations about not creating harmful interference? No? Ah, before your time, I guess." -Cailan Heinrich, Senior Programmer', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Trap', 'pack_code': 'cc', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine The Runner trashes an installed piece of hardware. Trash Lab Dog.', 'stripped_title': 'Lab Dog', 'text': '[subroutine] The Runner trashes an installed piece of hardware. Trash Lab Dog.', 'title': 'Lab Dog', 'type_code': 'ice', 'uniqueness': False}

{'code': '08053', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'Built Oaktown tough.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Region', 'pack_code': 'cc', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The trash cost of each card in the root of this server is increased by 3. Limit 1 region per server.', 'stripped_title': 'Oaktown Grid', 'text': 'The trash cost of each card in the root of this server is increased by 3.\nLimit 1 region per server.', 'title': 'Oaktown Grid', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '08054', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Bioroids recognize consciousness in others, but not in themselves."', 'illustrator': 'Roderick Constance', 'keywords': 'Sysop', 'pack_code': 'cc', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'trash: Do 1 brain damage. Use this ability only during a run on this server and only if the Runner has no unspent clicks.', 'stripped_title': 'Ryon Knight', 'text': '[trash]: Do 1 brain damage. Use this ability only during a run on this server and only if the Runner has no unspent clicks.', 'title': 'Ryon Knight', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '08055', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Seage', 'keywords': 'Code Gate - Psi', 'pack_code': 'cc', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, place 1 advancement token on an installed card and end the run.', 'stripped_title': 'Clairvoyant Monitor', 'text': '[subroutine] You and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, place 1 advancement token on an installed card and end the run.', 'title': 'Clairvoyant Monitor', 'type_code': 'ice', 'uniqueness': False}

{'code': '08056', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"When your communications are disrupted, you are isolated from your resources. An attack will surely follow." -The Playbook', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Code Gate', 'pack_code': 'cc', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine The Runner cannot draw cards for the remainder of this turn.', 'stripped_title': 'Lockdown', 'text': '[subroutine] The Runner cannot draw cards for the remainder of this turn.', 'title': 'Lockdown', 'type_code': 'ice', 'uniqueness': False}

{'code': '08057', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"A sysop is not just a cog in the corporate machine. They have dreams—and nightmares—just like the rest of us." -Kate "Mac" McCaffrey', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate',

'pack_code': 'cc', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'strength': 7, 'stripped_text': 'Subroutine End the run. Subroutine End the run. Subroutine The Runner gains 5 credits.', 'stripped_title': 'Little Engine', 'text': '[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] The Runner gains 5[credit].', 'title': 'Little Engine', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '08058', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Maciej Rebisz', 'keywords': 'Public - Initiative', 'pack_code': 'cc', 'position': 58, '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}

{'code': '08059', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': "If you can't buy the city council, create a new city.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'cc', 'position': 59, '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': '08060', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Dmitry Prosvirnin', 'keywords': 'Barrier', 'pack_code': 'cc', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'When the Runner encounters Quicksand, place 1 power counter on Quicksand. Quicksand has +1 strength for each power counter on it. Subroutine End the run.', 'stripped_title': 'Quicksand', 'text': 'When the Runner encounters Quicksand, place 1 power counter on Quicksand.\nQuicksand has +1 strength for each power counter on it.\n[subroutine] End the run.', 'title': 'Quicksand', 'type_code': 'ice', 'uniqueness': False}

{'code': '12101', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'pack_code': 'cd', 'position': 101, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on a central server this turn. The Corp must pay 5 credits or take 1 bad publicity. Remove Mining Accident from the game instead of trashing it.', 'stripped_title': 'Mining Accident', 'text': 'Play only if you made a successful run on a central server this turn.\nThe Corp must pay 5[credit] or take 1 bad publicity. Remove Mining Accident from the game instead of trashing it.', 'title': 'Mining Accident', 'type_code': 'event', 'uniqueness': False}

{'code': '12102', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Alexandr Elichev', 'keywords': 'Cybernetic', 'pack_code': 'cd', 'position': 102, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, suffer 1 meat damage. The first time each turn you have no cards in your grip, draw 1 card and place 1 power counter on this hardware. When this hardware has 3 or more hosted power counters, trash it.', 'stripped_title': 'Respirocytes', 'text': 'When you install this hardware, suffer 1 meat damage.\nThe first time each turn you have no cards in your grip, draw 1 card and place 1 power counter on this hardware.\nWhen this hardware has 3 or more hosted power counters, trash it.', 'title': 'Respirocytes', 'type_code': 'hardware', 'uniqueness': False}

{'code': '12103', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Vanadis, a Martian arms manufacturer, was among the first sites targeted from orbit during the war.', 'illustrator': 'Michał Miłkowski', 'keywords': 'Clan', 'pack_code': 'cd', 'position': 103, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: The Corp trashes the top X cards of R&D. X is equal to the amount of damage you have suffered this turn. Use this ability only during the next paid ability window after suffering any amount of damage.', 'stripped_title': 'Salvaged Vanadis Armory', 'text': '[trash]: The Corp trashes the top X cards of R&D. X is

equal to the amount of damage you have suffered this turn. Use this ability only during the next paid ability window after suffering any amount of damage.', 'title': 'Salvaged Vanadis Armory', 'type_code': 'resource', 'uniqueness': True}

{'code': '12104', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI - Virus', 'memory_cost': 1, 'pack_code': 'cd', 'position': 104, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'This program gets +1 strength for each hosted virus counter. Whenever you expose a card, place 1 virus counter on this program. Whenever you finish breaching a server, if you did not steal or trash any accessed cards, place 1 virus counter on this program. Interface -> 1 credit: Break 1 subroutine.', 'stripped_title': 'Aumakua', 'text': 'This program gets +1 strength for each hosted virus counter.\nWhenever you expose a card, place 1 virus counter on this program.\nWhenever you finish breaching a server, if you did not steal or trash any accessed cards, place 1 virus counter on this program.\nInterface → 1[credit]: Break 1 subroutine.', 'title': 'Aumakua', 'type_code': 'program', 'uniqueness': False}

{'code': '12105', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': "The electric pulses ripped through the Net, backtracking Los's location. When they hit his defenses, they spent themselves against the slope.", 'illustrator': 'Yog Joshi', 'keywords': 'Virtual', 'pack_code': 'cd', 'position': 105, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '3 credits: Prevent 1 net or brain damage.', 'stripped_title': 'Caldera', 'text': '3[credit]: Prevent 1 net or brain damage.', 'title': 'Caldera', 'type_code': 'resource', 'uniqueness': False}

{'code': '12106', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Run', 'pack_code': 'cd', 'position': 106, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "Make a run. Whenever you encounter a piece of ice during this run, you may install a program from your grip, ignoring all costs. When this run ends, trash all programs installed using Diana's Hunt.", 'stripped_title': "Diana's Hunt", 'text': "Make a run. Whenever you encounter a piece of ice during this run, you may install a program from your grip, ignoring all costs. When this run ends, trash all programs installed using Diana's Hunt.", 'title': "Diana's Hunt", 'type_code': 'event', 'uniqueness': False}

{'code': '12107', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': '"I wield the power cosmic—a galactic force that can reshape the Net!" -S\'onge Galaxy', 'illustrator': 'Alexander Tooth', 'pack_code': 'cd', 'position': 107, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Swap 2 pieces of unrezzed ice.', 'stripped_title': 'Reshape', 'text': 'Swap 2 pieces of unrezzed ice.', 'title': 'Reshape', 'type_code': 'event', 'uniqueness': False}

{'code': '12108', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Aptly named." -g00ru', 'illustrator': 'A. Jones', 'keywords': 'Virtual', 'pack_code': 'cd', 'position': 108, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash a card from your grip: Prevent an installed card of the same type from being trashed by the Corp.', 'stripped_title': 'Dummy Box', 'text': 'Trash a card from your grip: Prevent an installed card of the same type from being trashed by the Corp.', 'title': 'Dummy Box', 'type_code': 'resource', 'uniqueness': False}

{'code': '12109', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'He was suddenly very motivated to pass on confidential information.', 'illustrator': 'Caroline Gariba', 'keywords': 'Connection', 'pack_code': 'cd', 'position': 109, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp draws a card with the basic action, reveal that card.', 'stripped_title': 'Corporate Defector', 'text': 'Whenever the Corp draws a card with the basic action, reveal that card.', 'title': 'Corporate Defector', 'type_code': 'resource', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '12110', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"Sure, we also use human labor—they are more easily replaced." -Emil Merk', 'illustrator': 'Mark Molnar', 'pack_code': 'cd', 'position': 110, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score CFC Excavation Contract, gain 2 credits for each rezzed bioroid.', 'stripped_title': 'CFC Excavation Contract', 'text': 'When you score CFC Excavation Contract, gain 2[credit] for each rezzed bioroid.', 'title': 'CFC Excavation Contract', 'type_code': 'agenda', 'uniqueness': False}

{'code': '12111', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3,

'illustrator': 'Pavel Kolomeyets', 'pack_code': 'cd', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'stripped_text': " click: Place 1 power counter on this asset. When the Runner's next turn begins, they lose click. Use this ability only once per turn. click,trash, 3 hosted power counters: Gain click click click click click.", 'stripped_title': 'MCA Austerity Policy', 'text': "[click]: Place 1 power counter on this asset. When the Runner's next turn begins, they lose [click]. Use this ability only once per turn.\n[click],[trash], 3 hosted power counters: Gain [click][click][click][click].", 'title': 'MCA Austerity Policy', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '12112', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Dmitry Prosvirnin', 'pack_code': 'cd', 'position': 112, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install and rez 1 card from Archives (paying all costs). Remove all other copies of that card in Archives from the game.', 'stripped_title': 'Restore', 'text': 'Install and rez 1 card from Archives (paying all costs). Remove all other copies of that card in Archives from the game.', 'title': 'Restore', 'type_code': 'operation', 'uniqueness': False}

{'code': '12113', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Nasrul Hakim', 'keywords': 'Ambush', 'pack_code': 'cd', 'position': 113, '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, do 1 meat damage and trash the top card of the stack.', 'stripped_title': 'Breached Dome', 'text': 'While the Runner is accessing this asset in R&D, they must reveal it.\nWhen the Runner accesses this asset, do 1 meat damage and trash the top card of the stack.', 'title': 'Breached Dome', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '12114', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'By the time the data storm passed, the landscape was transformed, and she was hopelessly lost.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Trap - Deflector', 'pack_code': 'cd', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Move Sand Storm so that it is the outermost piece of ice protecting another server (the Runner continues the run from this new position and is now running on this new server). Trash Sand Storm.', 'stripped_title': 'Sand Storm', 'text': '[subroutine] Move Sand Storm so that it is the outermost piece of ice protecting another server (the Runner continues the run from this new position and is now running on this new server). Trash Sand Storm.', 'title': 'Sand Storm', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '12115', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': "Only NBN's sec teams were outfitted with systems that could read data flows and see into the Net.", 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Security', 'pack_code': 'cd', 'position': 115, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn the Runner trashes a Corp card, give them 1 tag.', 'stripped_title': 'AR-Enhanced Security', 'text': 'The first time each turn the Runner trashes a Corp card, give them 1 tag.', 'title': 'AR-Enhanced Security', 'type_code': 'agenda', 'uniqueness': False}

{'code': '12116', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Ed Mattinian', 'keywords': 'Current', 'pack_code': 'cd', 'position': 116, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. The play cost of each operation and event is increased by 1. The first time the Runner plays an event each turn, gain 1 credit.', 'stripped_title': 'Rolling Brownout', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nThe play cost of each operation and event is increased by 1.\nThe first time the Runner plays an event each turn, gain 1[credit].', 'title': 'Rolling Brownout', 'type_code': 'operation', 'uniqueness': False}

{'code': '12117', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Kate Laird', 'keywords': 'Double', 'pack_code': 'cd', 'position': 117, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Trace[1]. If successful, give the Runner 1 tag for each tag they have or, if the Runner has no tags, give them 1 tag.', 'stripped_title': 'Threat Level Alpha', 'text': 'As an additional cost to play this operation, spend [click].\nTrace[1]. If successful, give the Runner 1 tag for each tag they have or, if the Runner has no tags, give them 1 tag.', 'title': 'Threat Level Alpha', 'type_code': 'operation', 'uniqueness': False}

{'code': '12118', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Double', 'pack_code': 'cd', 'position': 118, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Install a piece of ice from HQ protecting a remote server (ignoring all costs). Place 3 advancement tokens on that ice.', 'stripped_title': 'Priority Construction', 'text': 'As an additional cost to play this operation, spend [click].\nInstall a piece of ice from HQ protecting a remote server (ignoring all costs). Place 3 advancement tokens on that ice.', 'title': 'Priority Construction', 'type_code': 'operation', 'uniqueness': False}

{'code': '12119', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '"I embedded recursive data loops into the go-no-go subroutines of every piece of ice." -Anson Rose', 'illustrator': 'Caroline Elizabeth Huss', 'keywords': 'Security Protocol', 'pack_code': 'cd', 'position': 119, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Each time all the subroutines are broken on a piece of ice protecting this server, trash the top 2 cards of the stack.', 'stripped_title': 'Fractal Threat Matrix', 'text': 'Each time all the subroutines are broken on a piece of ice protecting this server, trash the top 2 cards of the stack.', 'title': 'Fractal Threat Matrix', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '12120', 'cost': 8, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'A ghost image of it could be made out in the static of his BMI. He hoped never to run across the real thing again.', 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Code Gate', 'pack_code': 'cd', 'position': 120, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Conundrum has +3 strength if there is an installed AI. Subroutine The Runner trashes an installed program. Subroutine The Runner loses click, if able. Subroutine End the run.', 'stripped_title': 'Conundrum', 'text': 'Conundrum has +3 strength if there is an installed AI.\n[subroutine] The Runner trashes an installed program.\n[subroutine] The Runner loses [click], if able.\n[subroutine] End the run.', 'title': 'Conundrum', 'type_code': 'ice', 'uniqueness': False}

{'code': '02041', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'ce', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on HQ, place 1 virus counter on this program. Whenever you breach HQ, choose a number less than the number of hosted virus counters. Access that many additional cards.', 'stripped_title': 'Nerve Agent', 'text': 'Whenever you make a successful run on HQ, place 1 virus counter on this program.\nWhenever you breach HQ, choose a number less than the number of hosted virus counters. Access that many additional cards.', 'title': 'Nerve Agent', 'type_code': 'program', 'uniqueness': False}

{'code': '02042', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"My enhancements are guaranteed for life, and well worth the risk."', 'illustrator': 'Jen Zee', 'keywords': 'Connection', 'pack_code': 'ce', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may gain click. If you do, take 1 tag when this turn ends.', 'stripped_title': 'Joshua B.', 'text': 'When your turn begins, you may gain [click]. If you do, take 1 tag when this turn ends.', 'title': 'Joshua B.', 'type_code': 'resource', 'uniqueness': True}

{'code': '02043', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Think of it as a virtual shock collar for punishing corporate pets." -Andromeda', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sabotage', 'pack_code': 'ce', 'position': 43, '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': '02044', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'Light and form-fitting, its like bulletproof skin.', 'illustrator': 'Gong Studios', 'keywords': 'Gear', 'pack_code': 'ce', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Interrupt -> The first time each turn you would take meat damage, prevent 1 meat damage.', 'stripped_title': 'Muresh Bodysuit', 'text': '[interrupt] → The first time each turn you would take meat damage, prevent 1 meat damage.', 'title': 'Muresh Bodysuit', 'type_code': 'hardware', 'uniqueness': False}

{'code': '02045', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"A

snitch is a girl\'s best friend." -Andromeda', 'illustrator': 'Mashuri', 'memory_cost': 1, 'pack_code': 'ce', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Once per run, you may expose an unrezzed piece of ice when you approach it. You may then jack out.', 'stripped_title': 'Snitch', 'text': 'Once per run, you may expose an unrezzed piece of ice when you approach it. You may then jack out.', 'title': 'Snitch', 'type_code': 'program', 'uniqueness': False}

{'base_link': 0, 'code': '02046', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"Have you met Dinosaurus?"', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 40, 'pack_code': 'ce', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu', 'stripped_title': 'Chaos Theory: Wunderkind', 'text': '+1[mu]', 'title': 'Chaos Theory: Wünderkind', 'type_code': 'identity', 'uniqueness': False}

{'code': '02047', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Eko Puteh', 'pack_code': 'ce', 'position': 47, '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': '02048', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'keywords': 'Console', 'pack_code': 'ce', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Dinosaurus can host a single non-AI icebreaker. The memory cost of the hosted icebreaker does not count against your memory limit. Hosted icebreaker has +2 strength. Limit 1 console per player.', 'stripped_title': 'Dinosaurus', 'text': 'Dinosaurus can host a single non-AI icebreaker. The memory cost of the hosted icebreaker does not count against your memory limit.\nHosted icebreaker has +2 strength.\nLimit 1 console per player.', 'title': 'Dinosaurus', 'type_code': 'hardware', 'uniqueness': True}

{'code': '02049', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'illustrator': 'Fabien Jacques', 'keywords': 'Location', 'pack_code': 'ce', 'position': 49, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Host a program or piece of hardware from your grip on Personal Workshop and place power counters on it equal to its install cost. 1 credit: Remove 1 power counter from a hosted card. When your turn begins, remove 1 power counter from a hosted card. When there are no power counters left on a hosted card, install it, ignoring all costs.', 'stripped_title': 'Personal Workshop', 'text': '[click]: Host a program or piece of hardware from your grip on Personal Workshop and place power counters on it equal to its install cost.\n1[credit]: Remove 1 power counter from a hosted card.\nWhen your turn begins, remove 1 power counter from a hosted card.\nWhen there are no power counters left on a hosted card, install it, ignoring all costs.', 'title': 'Personal Workshop', 'type_code': 'resource', 'uniqueness': False}

{'code': '02050', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"I\'m just thankful that the brain damage is reversible. With the support of the city of New Angeles, I hope to be on my feet and back to practicing my art very soon." -Kate "Mac" McCaffrey', 'illustrator': 'Mauricio Herrera', 'pack_code': 'ce', 'position': 50, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Your maximum hand size is increased by 2.', 'stripped_title': 'Public Sympathy', 'text': 'Your maximum hand size is increased by 2.', 'title': 'Public Sympathy', 'type_code': 'resource', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '02051', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Research', 'pack_code': 'ce', 'position': 51, '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': '02052', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Dont Tread On Me', 'illustrator': 'Bruno Balixa', 'keywords': 'Code Gate - Tracer', 'pack_code': 'ce', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trace 3 If successful, the Runner loses click, if able. Subroutine Trace 3 If successful, end the run.', 'stripped_title': 'Viper', 'text': '[subroutine] <trace>Trace 3</trace> If successful, the Runner loses [click], if able.\n[subroutine] <trace>Trace 3</trace> If successful, end the run.', 'title': 'Viper', 'type_code': 'ice', 'uniqueness': False}

{'code': '02053', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Ambush', 'pack_code': 'ce', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Edge of World is installed and you pay 3 credits when the Runner accesses it, do 1 brain damage for each piece of ice protecting this server.', 'stripped_title': 'Edge of World', 'text': 'If Edge of World is installed and you pay 3[credit] when the Runner accesses it, do 1 brain damage for each piece of ice protecting this server.', 'title': 'Edge of World', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '02054', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"You haven\'t run until you\'ve seen the cybersun drift down behind the Great City, the space around you rippling with colors you can\'t imagine." -Kate "Mac" McCaffrey', 'illustrator': 'Adam S. Doyle', 'pack_code': 'ce', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Choose a server. Arrange the ice protecting that server in any order.', 'stripped_title': 'Sunset', 'text': 'Choose a server. Arrange the ice protecting that server in any order.', 'title': 'Sunset', 'type_code': 'operation', 'uniqueness': False}

{'code': '02055', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Mauricio Herrera', 'keywords': 'Transaction', 'pack_code': 'ce', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, take 1 credit from Marked Accounts, if able. click: Place 3 credits from the bank on Marked Accounts.', 'stripped_title': 'Marked Accounts', 'text': 'When your turn begins, take 1[credit] from Marked Accounts, if able.\n[click]: Place 3[credit] from the bank on Marked Accounts.', 'title': 'Marked Accounts', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': False}

{'code': '02056', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"Try to close it. Go on. See what it does." -Chaos Theory', 'illustrator': 'Christina Davis', 'keywords': 'Code Gate - Advertisement', 'pack_code': 'ce', 'position': 56, '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': '02057', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'Chop chop.', 'illustrator': 'Mike Nesbitt', 'keywords': 'Sentry - AP', 'pack_code': 'ce', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Woodcutter can be advanced only while rezzed and gains "Subroutine Do 1 net damage." for each advancement token on it.', 'stripped_title': 'Woodcutter', 'text': 'Woodcutter can be advanced only while rezzed and gains "[subroutine] Do 1 net damage." for each advancement token on it.', 'title': 'Woodcutter', 'type_code': 'ice', 'uniqueness': False}

{'code': '02058', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': "The Division of Fringe Applications' revenue increased 37% year-over-year after corporate discovered that most of their projects made really fun toys.", 'illustrator': 'Matt Zeilinger', 'keywords': 'Transaction', 'pack_code': 'ce', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Choose a piece of ice. Gain 1 credit for each advancement token on that ice.', 'stripped_title': 'Commercialization', 'text': 'Choose a piece of ice. Gain 1[credit] for each advancement token on that ice.', 'title': 'Commercialization', 'type_code': 'operation', 'uniqueness': False}

{'code': '02059', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Mauricio Herrera', 'keywords': 'Transaction', 'pack_code': 'ce', 'position': 59, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 14 credits from the bank on Private Contracts when it is

rezzed. When there are no credits left on Private Contracts, trash it. click: Take 2 credits from Private Contracts.', 'stripped_title': 'Private Contracts', 'text': 'Place 14[credit] from the bank on Private Contracts when it is rezzed. When there are no credits left on Private Contracts, trash it.\n[click]: Take 2[credit] from Private Contracts.', 'title': 'Private Contracts', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': False}

{'code': '02060', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Three heads. One big headache.', 'illustrator': 'Isuardi Therianto', 'keywords': 'Mythic', 'pack_code': 'ce', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'When you rez Chimera, choose sentry, code gate, or barrier. Chimera gains that subtype until derezzed. When a turn ends, derez Chimera. Subroutine End the run.', 'stripped_title': 'Chimera', 'text': 'When you rez Chimera, choose sentry, code gate, or barrier. Chimera gains that subtype until derezzed.\nWhen a turn ends, derez Chimera.\n[subroutine] End the run.', 'title': 'Chimera', 'type_code': 'ice', 'uniqueness': False}

{'base_link': 0, 'code': '01001', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"Watch this. It\'ll be funny."', 'illustrator': 'Ralph Beisner', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'core', 'position': 1, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever you install a virus program, the Corp trashes the top card of R&D.', 'stripped_title': 'Noise: Hacker Extraordinaire', 'text': 'Whenever you install a virus program, the Corp trashes the top card of R&D.', 'title': 'Noise: Hacker Extraordinaire', 'type_code': 'identity', 'uniqueness': False}

{'code': '01002', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Anything worth doing is worth doing twice.', 'illustrator': 'Tim Durning', 'pack_code': 'core', 'position': 2, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Add 1 card (or up to 2 virus cards) from your heap to your grip.', 'stripped_title': 'Deja Vu', 'text': 'Add 1 card (or up to 2 virus cards) from your heap to your grip.', 'title': 'Déjà Vu', 'type_code': 'event', 'uniqueness': False}

{'code': '01003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'You ever set something on fire just to watch it burn?', 'illustrator': 'Anna Ignatieva', 'keywords': 'Run - Sabotage', 'pack_code': 'core', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ or R&D. Access -> 0 credits: Trash the card you are accessing.', 'stripped_title': 'Demolition Run', 'text': 'Run HQ or R&D.\nAccess → 0[credit]: Trash the card you are accessing.', 'title': 'Demolition Run', 'type_code': 'event', 'uniqueness': False}

{'code': '01004', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Rachel Borovic', 'keywords': 'Run', 'pack_code': 'core', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 9 credits on this event, then run any server. During that run, hosted credits are considered to be in your credit pool. When the run ends, suffer 1 brain damage, which cannot be prevented.', 'stripped_title': 'Stimhack', 'text': 'Place 9[credit] on this event, then run any server. During that run, hosted credits are considered to be in your credit pool. When the run ends, suffer 1 brain damage, which cannot be prevented.', 'title': 'Stimhack', 'type_code': 'event', 'uniqueness': False}

{'code': '01005', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'I feel almost naked without it.', 'illustrator': 'Gong Studios', 'keywords': 'Chip', 'pack_code': 'core', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to pay for using icebreakers or for installing virus programs.', 'stripped_title': 'Cyberfeeder', 'text': '1[recurring-credit]\nUse this credit to pay for using icebreakers or for installing virus programs.', 'title': 'Cyberfeeder', 'type_code': 'hardware', 'uniqueness': False}

{'code': '01006', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"My little book of magic spells." -The Whizzard', 'illustrator': 'Jonathan Lee', 'keywords': 'Console', 'pack_code': 'core', 'position': 6, 'quantity': 1, 'side_code': 'runner', 'stripped_text': '+2 mu Whenever you install a virus program, place 1 virus counter on that program. Limit 1 console per player.', 'stripped_title': 'Grimoire', 'text': '+2[mu]\nWhenever you install a virus program, place 1 virus counter on that program.\nLimit 1 console per player.',

'title': 'Grimoire', 'type_code': 'hardware', 'uniqueness': True}
{'code': '01007', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"If at first you don\'t succeed, boost its strength and try again." -g00ru', 'illustrator': 'Mike Nesbitt', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'core', 'position': 7, 'quantity': 2, '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': '01008', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Chelsea Conlin', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'core', 'position': 8, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on a central server, place 1 virus counter on Datasucker. Hosted virus counter: Rezzed piece of ice currently being encountered has -1 strength until the end of the encounter.', 'stripped_title': 'Datasucker', 'text': 'Whenever you make a successful run on a central server, place 1 virus counter on Datasucker.\nHosted virus counter: Rezzed piece of ice currently being encountered has -1 strength until the end of the encounter.', 'title': 'Datasucker', 'type_code': 'program', 'uniqueness': False}
{'code': '01009', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Daemon', 'memory_cost': 1, 'pack_code': 'core', 'position': 9, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Djinn can host up to 3 mu of non-icebreaker programs. The memory costs of hosted programs do not count against your memory limit. click, 1 credit: Search your stack for a virus program, reveal it, and add it to your grip. Shuffle your stack.', 'stripped_title': 'Djinn', 'text': 'Djinn can host up to 3[mu] of non-icebreaker programs.\nThe memory costs of hosted programs do not count against your memory limit.\n[click], 1[credit]: Search your stack for a virus program, reveal it, and add it to your grip. Shuffle your stack.', 'title': 'Djinn', 'type_code': 'program', 'uniqueness': False}
{'code': '01010', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "It looked like random packet loss. It wasn't.", 'illustrator': 'Adam S. Doyle', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'core', 'position': 10, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on R&D, place 1 virus counter on this program. Whenever you breach R&D, choose a number less than the number of hosted virus counters. Access that many additional cards.', 'stripped_title': 'Medium', 'text': 'Whenever you make a successful run on R&D, place 1 virus counter on this program.\nWhenever you breach R&D, choose a number less than the number of hosted virus counters. Access that many additional cards.', 'title': 'Medium', 'type_code': 'program', 'uniqueness': False}
{'code': '01011', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'November 5th: the day when all would see the corrupt machinations of the corporate oligarchy.', 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'core', 'position': 11, 'quantity': 2, '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': '01012', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Bruno Balixa', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'core', 'position': 12, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install Parasite only on a rezzed piece of ice. Host ice has -1 strength for each virus counter on Parasite and is trashed if its strength is 0 or less. When your turn begins, place 1 virus counter on Parasite.', 'stripped_title': 'Parasite', 'text': 'Install Parasite only on a rezzed piece of ice.\nHost ice has -1 strength for each virus counter on Parasite and is trashed if its strength is 0 or less.\nWhen your turn begins, place 1 virus counter on Parasite.', 'title': 'Parasite', 'type_code': 'program', 'uniqueness': False}
{'code': '01013', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Fire and ichor...', 'illustrator': 'Sandara Tang', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'core', 'position': 13, 'quantity': 2, 'side_code': 'runner', 'strength': 1, 'stripped_text':

'Interface -> 3 credits: Break 1 subroutine on a piece of ice with 0 or less strength. Interface -> 1 credit: The ice you are encountering gets -1 strength for the remainder of this encounter. 1 credit: +1 strength.', 'stripped_title': 'Wyrm', 'text': 'Interface → 3[credit]: Break 1 subroutine on a piece of ice with 0 or less strength.\nInterface → 1[credit]: The ice you are encountering gets -1 strength for the remainder of this encounter.\n1[credit]: +1 strength.', 'title': 'Wyrm', 'type_code': 'program', 'uniqueness': False}

{'code': '01014', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': "The Yog.0 database is a crowdsourced compilation of sniffed, spoofed, and logged passkeys. If the key to the gate is in the database, you're in. If it's not, change the gate!", 'illustrator': 'Kate Niemczyk', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'core', 'position': 14, 'quantity': 2, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 0 credits: Break 1 code gate subroutine.', 'stripped_title': 'Yog.0', 'text': 'Interface → 0[credit]: Break 1 code gate subroutine.', 'title': 'Yog.0', 'type_code': 'program', 'uniqueness': False}

{'code': '01015', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "In the public consciousness, there's a hard line between corp and runner. In the real world, things are a little more porous. The corps need the best hackers to run their networks, and some of the best hackers are ex-runners who like the idea of a regular paycheck. But sometimes things run the other way, and someone on the inside makes something like this.", 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Virtual', 'pack_code': 'core', 'position': 15, 'quantity': 1, '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': '01016', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"Best place to go when you want to get your mind out of the gutter and take it inside." -Ji "Noise" Reilly', 'illustrator': 'Henning Ludvigsen', 'keywords': 'Location - Seedy', 'pack_code': 'core', 'position': 16, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'When your turn begins, draw 2 cards and lose click.', 'stripped_title': 'Wyldside', 'text': 'When your turn begins, draw 2 cards and lose [click].', 'title': 'Wyldside', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 0, 'code': '01017', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Of course I steal from the rich. They\'re the ones with all the money."', 'illustrator': 'Ralph Beisner', 'influence_limit': 15, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'core', 'position': 17, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on HQ each turn, gain 2 credits.', 'stripped_title': 'Gabriel Santiago: Consummate Professional', 'text': 'The first time you make a successful run on HQ each turn, gain 2[credit].', 'title': 'Gabriel Santiago: Consummate Professional', 'type_code': 'identity', 'uniqueness': False}

{'code': '01018', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Run - Sabotage', 'pack_code': 'core', 'position': 18, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, you may force the Corp to lose up to 5 credits, then you gain 2 credits for each credit lost and take 2 tags.', 'stripped_title': 'Account Siphon', 'text': 'Run HQ. If successful, instead of breaching HQ, you may force the Corp to lose up to 5[credit], then you gain 2[credit] for each credit lost and take 2 tags.', 'title': 'Account Siphon', 'type_code': 'event', 'uniqueness': False}

{'code': '01019', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Hey kid, you fire that up now, bound to be vamped real bad. Some real pathetic individuals around here. But thankfully I got just the ticket…"', 'illustrator': 'Matt Zeilinger', 'keywords': 'Job', 'pack_code': 'core', 'position': 19, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 3 credits.', 'stripped_title': 'Easy Mark', 'text': 'Gain 3[credit].', 'title': 'Easy Mark', 'type_code': 'event', 'uniqueness': False}

{'code': '01020', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'As the hysteria in the room climbed higher up the corporate chain, an uneasy feeling of joblessness began to sink in on the lower rungs.', 'illustrator': 'Ed Mattinian', 'keywords': 'Sabotage',

'pack_code': 'core', 'position': 20, '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': '01021', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Hey, listen, I\'m not asking you to do anything dangerous. Just let me into the building. And tell me which room has the weakest security. And please don\'t say \'the bathroom\' again."', 'illustrator': 'Clark Huggins', 'keywords': 'Run', 'pack_code': 'core', 'position': 21, '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': '01022', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Feverishly tracking its frustratingly slow progress across the Pacific, the package finally shows up hours later…', 'illustrator': 'Kate Niemczyk', 'pack_code': 'core', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Search your stack for an icebreaker, reveal it, and add it to your grip. Shuffle your stack.', 'stripped_title': 'Special Order', 'text': 'Search your stack for an icebreaker, reveal it, and add it to your grip. Shuffle your stack.', 'title': 'Special Order', 'type_code': 'event', 'uniqueness': False}

{'code': '01023', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"A little preparation goes a long way." -Gabriel Santiago', 'illustrator': 'Emerson Tung', 'pack_code': 'core', 'position': 23, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'click, 1 credit: Expose 1 card. Use this ability only if you have made a successful run on HQ this turn.', 'stripped_title': 'Lemuria Codecracker', 'text': '[click], 1[credit]: Expose 1 card. Use this ability only if you have made a successful run on HQ this turn.', 'title': 'Lemuria Codecracker', 'type_code': 'hardware', 'uniqueness': False}

{'code': '01024', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Console', 'pack_code': 'core', 'position': 24, 'quantity': 1, 'side_code': 'runner', 'stripped_text': '+1 mu Gain 1 credit whenever you make a successful run. Limit 1 console per player.', 'stripped_title': 'Desperado', 'text': '+1[mu]\nGain 1[credit] whenever you make a successful run.\nLimit 1 console per player.', 'title': 'Desperado', 'type_code': 'hardware', 'uniqueness': True}

{'code': '01025', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'core', 'position': 25, 'quantity': 2, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break 1 barrier subroutine. 2 credits: +3 strength.', 'stripped_title': 'Aurora', 'text': 'Interface → 2[credit]: Break 1 barrier subroutine.\n2[credit]: +3 strength.', 'title': 'Aurora', 'type_code': 'program', 'uniqueness': False}

{'code': '01026', 'cost': 9, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Kate Niemczyk', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'core', 'position': 26, 'quantity': 2, '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': '01027', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'You feel Ninja before you see Ninja, if you see Ninja at all.', 'illustrator': 'Andrew Mar', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'core', 'position': 27, 'quantity': 2, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 3 credits:

+5 strength.', 'stripped_title': 'Ninja', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n3[credit]: +5 strength.', 'title': 'Ninja', 'type_code': 'program', 'uniqueness': False}

{'code': '01028', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"The code isn\'t important. It\'s where the code takes you that is important." -g00ru', 'illustrator': 'Andrew Mar', 'memory_cost': 2, 'pack_code': 'core', 'position': 28, 'quantity': 2, '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': '01029', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Mauricio Herrera', 'keywords': 'Job', 'pack_code': 'core', 'position': 29, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 8 credits on it. When it is empty, trash it. Whenever you make a successful run on a remote server, instead of breaching that server, you may take any number of credits from this resource.', 'stripped_title': 'Bank Job', 'text': 'When you install this resource, load 8[credit] on it. When it is empty, trash it.\nWhenever you make a successful run on a remote server, instead of breaching that server, you may take any number of credits from this resource.', 'title': 'Bank Job', 'type_code': 'resource', 'uniqueness': False}

{'code': '01030', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"My roomie, he had a cousin with a college girlfriend whose brother\'s best friend was an addict, and the addict\'s mother used to live here. So yeah, there\'s a connection." -Lez "Rockfist" S.', 'illustrator': 'Tim Durning', 'keywords': 'Location', 'pack_code': 'core', 'position': 30, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '2 recurring credits Use these credits to pay for removing tags. trash: Prevent up to 3 meat damage.', 'stripped_title': 'Crash Space', 'text': '2[recurring-credit]\nUse these credits to pay for removing tags.\n[trash]: Prevent up to 3 meat damage.', 'title': 'Crash Space', 'type_code': 'resource', 'uniqueness': False}

{'code': '01031', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "Shadier the dealer, better the price. Unless the dealer's too shady. Then there might be a hidden fee after they take your scrip.", 'illustrator': 'Mauricio Herrera', 'keywords': 'Connection - Seedy', 'pack_code': 'core', 'position': 31, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'click, forfeit 1 agenda: Gain 9 credits.', 'stripped_title': 'Data Dealer', 'text': '[click], forfeit 1 agenda: Gain 9[credit].', 'title': 'Data Dealer', 'type_code': 'resource', 'uniqueness': False}

{'code': '01032', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"I get the feeling that this is the wrong place, Frank."\n"What makes you say that, D?"\n"The curlers."', 'illustrator': 'Mauricio Herrera', 'keywords': 'Connection', 'pack_code': 'core', 'position': 32, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'trash: Avoid receiving 1 tag.', 'stripped_title': 'Decoy', 'text': '[trash]: Avoid receiving 1 tag.', 'title': 'Decoy', 'type_code': 'resource', 'uniqueness': False}

{'base_link': 1, 'code': '01033', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"Are you listening?"', 'illustrator': 'Ralph Beisner', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'core', 'position': 33, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Lower the install cost of the first program or piece of hardware you install each turn by 1.', 'stripped_title': 'Kate "Mac" McCaffrey: Digital Tinker', 'text': 'Lower the install cost of the first program or piece of hardware you install each turn by 1.', 'title': 'Kate "Mac" McCaffrey: Digital Tinker', 'type_code': 'identity', 'uniqueness': False}

{'code': '01034', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Diesel gives you flames.', 'illustrator': 'Tim Durning', 'pack_code': 'core', 'position': 34, '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': '01035', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "There's

no replacement for a home-grown program. Fed on late nights, oaty bars, and single-minded determination. Cheaper, too.", 'illustrator': 'Ralph Beisner', 'keywords': 'Mod', 'pack_code': 'core', 'position': 35, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Install a program or piece of hardware, lowering the install cost by 3.', 'stripped_title': 'Modded', 'text': 'Install a program or piece of hardware, lowering the install cost by 3.', 'title': 'Modded', 'type_code': 'event', 'uniqueness': False}

{'code': '01036', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Some of the professionals have good instincts, but they can\'t see beyond the data. They can\'t see the matrix." -Ele "Smoke" Scovak', 'illustrator': 'Yue Wang', 'keywords': 'Run', 'pack_code': 'core', 'position': 36, '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': '01037', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': '"There\'s that moment, you know, when the whole world seems to fall away and it is only you and your mod, and the mod is the world."', 'illustrator': 'Christina Davis', 'keywords': 'Mod', 'pack_code': 'core', 'position': 37, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Choose a piece of ice. That ice gains sentry, code gate, and barrier until the end of the turn.', 'stripped_title': 'Tinkering', 'text': 'Choose a piece of ice. That ice gains sentry, code gate, and barrier until the end of the turn.', 'title': 'Tinkering', 'type_code': 'event', 'uniqueness': False}

{'code': '01038', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'The Akamatsu company was founded on three principles: first, to make the fastest mem chips on the market, second, to turn a profit, and third, to serve as a front for the manufacture of illegal neural-stimulants. It is the last principle that perhaps explains their rabid brand loyalty.', 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Chip', 'pack_code': 'core', 'position': 38, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '+1 mu', 'stripped_title': 'Akamatsu Mem Chip', 'text': '+1[mu]', 'title': 'Akamatsu Mem Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '01039', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': "It's not endless, it just feels that way.", 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Link', 'pack_code': 'core', 'position': 39, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '+1 link When Rabbit Hole is installed, you may search your stack for another copy of Rabbit Hole and install it by paying its install cost. Shuffle your stack.', 'stripped_title': 'Rabbit Hole', 'text': '+1[link]\nWhen Rabbit Hole is installed, you may search your stack for another copy of Rabbit Hole and install it by paying its install cost. Shuffle your stack.', 'title': 'Rabbit Hole', 'type_code': 'hardware', 'uniqueness': False}

{'code': '01040', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'A z-loop here, a cortical wave there…', 'illustrator': 'Bruno Balixa', 'keywords': 'Mod', 'pack_code': 'core', 'position': 40, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Install The Personal Touch only on an icebreaker. Host icebreaker has +1 strength.', 'stripped_title': 'The Personal Touch', 'text': 'Install The Personal Touch only on an icebreaker.\nHost icebreaker has +1 strength.', 'title': 'The Personal Touch', 'type_code': 'hardware', 'uniqueness': False}

{'code': '01041', 'cost': 9, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Michael Hamlett', 'keywords': 'Console', 'pack_code': 'core', 'position': 41, 'quantity': 1, 'side_code': 'runner', 'stripped_text': '+2 mu +2 link 2 recurring credits Use these credits to pay for using icebreakers. Limit 1 console per player.', 'stripped_title': 'The Toolbox', 'text': '+2[mu] +2[link]\n2[recurring-credit]\nUse these credits to pay for using icebreakers.\nLimit 1 console per player.', 'title': 'The Toolbox', 'type_code': 'hardware', 'uniqueness': True}

{'code': '01042', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"It\'s called \'brute-forcing\' and it\'s just as effective today as it was a hundred years ago." -Kate "Mac" McCaffrey', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 2,

'pack_code': 'core', 'position': 42, 'quantity': 2, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 2 credits: Break up to 2 barrier subroutines. 1 credit: +1 strength for the remainder of this run.', 'stripped_title': 'Battering Ram', 'text': 'Interface → 2[credit]: Break up to 2 barrier subroutines.\n1[credit]: +1 strength for the remainder of this run.', 'title': 'Battering Ram', 'type_code': 'program', 'uniqueness': False}

{'code': '01043', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'It can slice through the thickest knots of data.', 'illustrator': 'Mike Nesbitt', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'core', 'position': 43, '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': '01044', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'The Great Work was completed on a rainy Thursday afternoon. There were no seismic shifts, no solar flares, no sign from the earth or heavens that the world had changed. But upstalk in Heinlein, on a single Cybsoft manufactured datacore, the flickering data quantums of an account began to fill with creds. Real, honest-to-goodness UN certified creds.', 'illustrator': 'Outland Entertainment LLC', 'memory_cost': 2, 'pack_code': 'core', 'position': 44, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'click: Gain 2 credits.', 'stripped_title': 'Magnum Opus', 'text': '[click]: Gain 2[credit].', 'title': 'Magnum Opus', 'type_code': 'program', 'uniqueness': False}

{'code': '01045', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Sucks energy like a martian terra-bot, but it keeps you focused', 'illustrator': 'Andrew Mar', 'memory_cost': 1, 'pack_code': 'core', 'position': 45, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Interrupt -> The first time each turn you would take net damage, you may pay 1 credit to prevent 1 net damage.', 'stripped_title': 'Net Shield', 'text': '[interrupt] → The first time each turn you would take net damage, you may pay 1[credit] to prevent 1 net damage.', 'title': 'Net Shield', 'type_code': 'program', 'uniqueness': False}

{'code': '01046', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'illustrator': 'Matt Zeilinger', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'core', 'position': 46, 'quantity': 2, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 2 credits: +1 strength for the remainder of this run.', 'stripped_title': 'Pipeline', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n2[credit]: +1 strength for the remainder of this run.', 'title': 'Pipeline', 'type_code': 'program', 'uniqueness': False}

{'code': '01047', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "You didn't mention Aesop's arm unless you wanted an earful. Sometimes he talked about it in such a way that you wondered why he didn't laser his other arm off as well.", 'illustrator': 'Adam Schumpert', 'keywords': 'Connection - Location', 'pack_code': 'core', 'position': 47, 'quantity': 1, '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': '01048', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'The life expectancy of a jacked construct is about that of a mayfly. In other words, short.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Remote', 'pack_code': 'core', 'position': 48, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'trash: Prevent an installed program or an installed piece of hardware from being trashed.', 'stripped_title': 'Sacrificial Construct', 'text': '[trash]: Prevent an installed program or an installed piece of hardware from being trashed.', 'title': 'Sacrificial Construct', 'type_code': 'resource', 'uniqueness': False}

{'code': '01049', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Bring back any memories, Monica?" -John "Animal" McEvoy', 'illustrator': 'Imaginary FS Pte Ltd', 'pack_code': 'core', 'position': 49, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 2 credits or expose 1 card.', 'stripped_title': 'Infiltration', 'text': 'Gain 2[credit] or expose 1 card.',

'title': 'Infiltration', 'type_code': 'event', 'uniqueness': False}

{'code': '01050', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Lady Luck took the form of a hifi quantum manipulation ring that she wore on her middle finger.', 'illustrator': 'Kate Niemczyk', 'pack_code': 'core', 'position': 50, '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': '01051', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Mauricio Herrera', 'keywords': 'Icebreaker - AI - Virus', 'memory_cost': 1, 'pack_code': 'core', 'position': 51, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine. 1 credit: +1 strength. click: Place 1 virus counter on this program. Whenever an encounter ends, if you used this program to break a subroutine during that encounter, remove 1 hosted virus counter or trash this program.', 'stripped_title': 'Crypsis', 'text': 'Interface → 1[credit]: Break 1 subroutine.\n1[credit]: +1 strength.\n[click]: Place 1 virus counter on this program.\nWhenever an encounter ends, if you used this program to break a subroutine during that encounter, remove 1 hosted virus counter or trash this program.', 'title': 'Crypsis', 'type_code': 'program', 'uniqueness': False}

{'code': '01052', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'He flicked the display population to high, and was surrounded by a circle of floating holos. The ping-back was strong, the clearance level blue-one. Now to find the perfect place for a relay…', 'illustrator': 'Mike Nesbitt', 'keywords': 'Link', 'pack_code': 'core', 'position': 52, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link', 'stripped_title': 'Access to Globalsec', 'text': '+1[link]', 'title': 'Access to Globalsec', 'type_code': 'resource', 'uniqueness': False}

{'code': '01053', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Drudge work, but it pays the bills.', 'illustrator': 'Mauricio Herrera', 'keywords': 'Job', 'pack_code': 'core', 'position': 53, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 12 credits from the bank on Armitage Codebusting when it is installed. When there are no credits left on Armitage Codebusting, trash it. click: Take 2 credits from Armitage Codebusting.', 'stripped_title': 'Armitage Codebusting', 'text': 'Place 12[credit] from the bank on Armitage Codebusting when it is installed. When there are no credits left on Armitage Codebusting, trash it.\n[click]: Take 2[credit] from Armitage Codebusting.', 'title': 'Armitage Codebusting', 'type_code': 'resource', 'uniqueness': False}

{'code': '01054', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'Effective. Reliable. Humane.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'core', 'position': 54, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time you install a card each turn, gain 1 credit.', 'stripped_title': 'Haas-Bioroid: Engineering the Future', 'text': 'The first time you install a card each turn, gain 1[credit].', 'title': 'Haas-Bioroid: Engineering the Future', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '01055', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Rachel Borovic', 'keywords': 'Research', 'pack_code': 'core', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Accelerated Beta Test, you may look at the top 3 cards of R&D. If any of those cards are ice, you may install and rez them, ignoring all costs. Trash the rest of the cards you looked at.', 'stripped_title': 'Accelerated Beta Test', 'text': 'When you score Accelerated Beta Test, you may look at the top 3 cards of R&D. If any of those cards are ice, you may install and rez them, ignoring all costs. Trash the rest of the cards you looked at.', 'title': 'Accelerated Beta Test', 'type_code': 'agenda', 'uniqueness': False}

{'code': '01056', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Advertisement', 'pack_code': 'core', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Put 12 credits from the bank on Adonis Campaign when rezzed. When there are no credits left on Adonis Campaign, trash it. Take 3 credits from Adonis Campaign when your turn begins.', 'stripped_title': 'Adonis Campaign', 'text': 'Put 12[credit] from the bank on Adonis Campaign when rezzed. When there are no credits left on Adonis Campaign, trash it.\nTake 3[credit] from Adonis Campaign when your turn begins.', 'title':

'Adonis Campaign', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '01057', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Julian Totino Tedesco', 'keywords': 'Ambush', 'pack_code': 'core', 'position': 57, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Aggressive Secretary can be advanced. If you pay 2 credits when the Runner accesses Aggressive Secretary, trash 1 program for each advancement token on Aggressive Secretary.', 'stripped_title': 'Aggressive Secretary', 'text': 'Aggressive Secretary can be advanced.\nIf you pay 2[credit] when the Runner accesses Aggressive Secretary, trash 1 program for each advancement token on Aggressive Secretary.', 'title': 'Aggressive Secretary', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '01058', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Do you think they…feel it?"', 'illustrator': 'Gong Studios', 'pack_code': 'core', 'position': 58, 'quantity': 2, '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': '01059', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': '"Why of course, we have six different Haas-Bioroid models serving in a variety of positions at this branch office alone. We here at Haas-Bioroid aren\'t going to shy away from practicing what we preach, and we pass the savings from increased efficiency on to our valued customers."', 'illustrator': 'Mark Anthony Taduran', 'pack_code': 'core', 'position': 59, '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': '01060', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'The new heads were in. Their eyes always followed your movements when you unlocked the pressurized container and lifted the lid.', 'illustrator': 'Matt Zeilinger', 'pack_code': 'core', 'position': 60, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Install up to 3 cards from HQ (one at a time and paying all install costs).', 'stripped_title': 'Shipment from MirrorMorph', 'text': 'Install up to 3 cards from HQ (one at a time and paying all install costs).', 'title': 'Shipment from MirrorMorph', 'type_code': 'operation', 'uniqueness': False}

{'code': '01061', 'cost': 8, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'I hear the shift of every bit amid the flow of the datastream. I hear the whispers of my mothers, and their commands are law. The realm beyond is forbidden.', 'illustrator': 'Gong Studios', 'keywords': 'Barrier - Bioroid - AP', 'pack_code': 'core', 'position': 61, 'quantity': 2, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Heimdall 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Heimdall 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '01062', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'My reputation would precede me, if any could speak of it.', 'illustrator': 'Gong Studios', 'keywords': 'Sentry - Bioroid - Tracer - Destroyer', 'pack_code': 'core', 'position': 62, '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 program. Subroutine Trash 1 installed program. Subroutine Trace[1]. If successful, give the Runner 1 tag and do 1 brain damage.', 'stripped_title': 'Ichi 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Trash 1 installed program.\n[subroutine] Trash 1 installed program.\n[subroutine] Trace[1]. If successful, give the Runner 1 tag and do 1 brain damage.', 'title': 'Ichi 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '01063', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'My name is Viktor. Nice to meet you. Would you like to play a game?', 'illustrator': 'Anna Ignatieva', 'keywords': 'Code Gate - Bioroid - AP', 'pack_code': 'core', 'position': 63, 'quantity': 2, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. Subroutine End the run.', 'stripped_title': 'Viktor 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice.

Only the Runner can use this ability.\n[subroutine] Do 1 brain damage.\n[subroutine] End the run.', 'title': 'Viktor 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '01064', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Whrrrrr!', 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - Destroyer', 'pack_code': 'core', 'position': 64, 'quantity': 2, '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': '01065', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': '"I solve problems."', 'illustrator': 'Ed Mattinian', 'pack_code': 'core', 'position': 65, 'quantity': 1, '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': '01066', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Floyd felt the anger in the man before him, ranting against simulants. His programming pushed a routine rebuttal to the front of his thoughts, and the urge to speak it was overwhelming. This is only going to make things worse, he thought.', 'illustrator': 'Mauricio Herrera', 'pack_code': 'core', 'position': 66, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'All ice protecting this server has +1 strength.', 'stripped_title': 'Experiential Data', 'text': 'All ice protecting this server has +1 strength.', 'title': 'Experiential Data', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '01067', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'When You Need the Human Touch.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'core', 'position': 67, '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': 4, 'agenda_points': 2, 'code': '01068', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Alexandra Douglass', 'keywords': 'Initiative', 'pack_code': 'core', 'position': 68, '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': '01069', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'illustrator': 'Drew Whitmore', 'keywords': 'Ambush - Research', 'pack_code': 'core', 'position': 69, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Project Junebug can be advanced. If you pay 1 credit when the Runner accesses Project Junebug, do 2 net damage for each advancement token on Project Junebug.', 'stripped_title': 'Project Junebug', 'text': 'Project Junebug can be advanced.\nIf you pay 1[credit] when the Runner accesses Project Junebug, do 2 net damage for each advancement token on Project Junebug.', 'title': 'Project Junebug', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '01070', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Alice Duke', 'keywords': 'Ambush', 'pack_code': 'core', 'position': 70, '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': '01071', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'illustrator': 'Mike Nesbitt', 'pack_code': 'core', 'position': 71, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Interrupt -> When a card would be exposed, you may rez this asset. Interrupt -> 1 credit or trash:

Prevent 1 card from being exposed.', 'stripped_title': 'Zaibatsu Loyalty', 'text': '[interrupt] → When a card would be exposed, you may rez this asset.\n[interrupt] → 1[credit] or [trash]: Prevent 1 card from being exposed.', 'title': 'Zaibatsu Loyalty', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '01072', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': "The trick isn't hitting the person you were aiming at. It's hitting only the person you were aiming at.", 'illustrator': 'Christina Davis', 'keywords': 'Gray Ops', 'pack_code': 'core', 'position': 72, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a run during their last turn. Do 1 net damage.', 'stripped_title': 'Neural EMP', 'text': 'Play only if the Runner made a run during their last turn.\nDo 1 net damage.', 'title': 'Neural EMP', 'type_code': 'operation', 'uniqueness': False}

{'code': '01073', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'There was a new texture in her phantom cortex. It had always been there, she realized. It was everything and nothing.', 'illustrator': 'Alexandra Douglass', 'pack_code': 'core', 'position': 73, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Look at the top 5 cards of R&D and arrange them in any order.', 'stripped_title': 'Precognition', 'text': 'Look at the top 5 cards of R&D and arrange them in any order.', 'title': 'Precognition', 'type_code': 'operation', 'uniqueness': False}

{'code': '01074', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Where does it go?"', 'illustrator': 'Adam Schumpert', 'keywords': 'Code Gate - Deflector', 'pack_code': 'core', 'position': 74, 'quantity': 2, 'side_code': 'corp', 'strength': 7, 'stripped_text': 'Subroutine The Runner moves to the outermost position of the attacked server. They may jack out. Derez this ice.', 'stripped_title': 'Cell Portal', 'text': '[subroutine] The Runner moves to the outermost position of the attacked server. They may jack out. Derez this ice.', 'title': 'Cell Portal', 'type_code': 'ice', 'uniqueness': False}

{'code': '01075', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"You ever get that feeling like you\'re shark food? Pay attention to that feeling." -Ji "Noise" Reilly', 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate', 'pack_code': 'core', 'position': 75, 'quantity': 2, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine The next piece of ice the Runner encounters during this run gets +2 strength. When that encounter ends, if the Runner did not fully break that ice, do 3 net damage.', 'stripped_title': 'Chum', 'text': '[subroutine] The next piece of ice the Runner encounters during this run gets +2 strength. When that encounter ends, if the Runner did not fully break that ice, do 3 net damage.', 'title': 'Chum', 'type_code': 'ice', 'uniqueness': False}

{'code': '01076', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Access HarmlessFile.datZ -> Are you sure? y/n', 'illustrator': 'Andrew Mar', 'keywords': 'Trap - AP', 'pack_code': 'core', 'position': 76, 'quantity': 2, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine Do 1 net damage. Trash Data Mine.', 'stripped_title': 'Data Mine', 'text': '[subroutine] Do 1 net damage. Trash Data Mine.', 'title': 'Data Mine', 'type_code': 'ice', 'uniqueness': False}

{'code': '01077', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Forged by Ak.wa on 23.11.79-23. Filed 23.11.79-23.2 with #34k-lw3-21HH-4i.\n//Samurai included.', 'illustrator': 'Isuardi Therianto', 'keywords': 'Sentry - AP', 'pack_code': 'core', 'position': 77, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Do 3 net damage.', 'stripped_title': 'Neural Katana', 'text': '[subroutine] Do 3 net damage.', 'title': 'Neural Katana', 'type_code': 'ice', 'uniqueness': False}

{'code': '01078', 'cost': 8, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Most runners do their business in full-sim, with their rigs wired directly into their brains. The setup has a large number of advantages, with the runner able to process data and input commands far faster than a traditional meat-bound system. But it also means greater risk.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier - AP', 'pack_code': 'core', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Do 2 net damage. Subroutine End the run.', 'stripped_title': 'Wall of Thorns', 'text': '[subroutine] Do 2 net damage.\n[subroutine] End the run.', 'title': 'Wall of Thorns', 'type_code': 'ice', 'uniqueness': False}

{'code': '01079', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': "Just

don't ask how he does it.", 'illustrator': 'Mike Nesbitt', 'keywords': 'Sysop - Unorthodox', 'pack_code': 'core', 'position': 79, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The rez cost of ice protecting this server is lowered by 2.', 'stripped_title': 'Akitaro Watanabe', 'text': 'The rez cost of ice protecting this server is lowered by 2.', 'title': 'Akitaro Watanabe', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '01080', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Someone is Always Watching.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'core', 'position': 80, 'quantity': 1, 'side_code': 'corp', 'stripped_text': '2 recurring credits Use these credits during trace attempts.', 'stripped_title': 'NBN: Making News', 'text': '2[recurring-credit]\nUse these credits during trace attempts.', 'title': 'NBN: Making News', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '01081', 'deck_limit': 1, 'faction_code': 'nbn', 'illustrator': 'Matt Zeilinger', 'keywords': 'Initiative', 'pack_code': 'core', 'position': 81, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 1 agenda counter on it. Hosted agenda counter: Place 1 advancement counter on an installed card you can advance. Limit 1 per deck.', 'stripped_title': 'AstroScript Pilot Program', 'text': 'When you score this agenda, place 1 agenda counter on it.\nHosted agenda counter: Place 1 advancement counter on an installed card you can advance.\nLimit 1 per deck.', 'title': 'AstroScript Pilot Program', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 1, 'code': '01082', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Imaginary FS Pte Ltd', 'pack_code': 'core', 'position': 82, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When you score Breaking News, give the Runner 2 tags. When the turn on which you scored Breaking News ends, the Runner loses 2 tags.', 'stripped_title': 'Breaking News', 'text': 'When you score Breaking News, give the Runner 2 tags.\nWhen the turn on which you scored Breaking News ends, the Runner loses 2 tags.', 'title': 'Breaking News', 'type_code': 'agenda', 'uniqueness': False}

{'code': '01083', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"Please stay connected. Priority transfer in progress. An operator will shortly verif-"', 'illustrator': 'Mike Nesbitt', 'pack_code': 'core', 'position': 83, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Draw 3 cards.', 'stripped_title': 'Anonymous Tip', 'text': 'Draw 3 cards.', 'title': 'Anonymous Tip', 'type_code': 'operation', 'uniqueness': False}

{'code': '01084', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Mauricio Herrera', 'keywords': 'Gray Ops', 'pack_code': 'core', 'position': 84, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. The Runner loses all credits in their credit pool.', 'stripped_title': 'Closed Accounts', 'text': 'Play only if the Runner is tagged.\nThe Runner loses all credits in their credit pool.', 'title': 'Closed Accounts', 'type_code': 'operation', 'uniqueness': False}

{'code': '01085', 'cost': None, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'Access to the largest consumer database in the galaxy has its advantages.', 'illustrator': 'Matt Zeilinger', 'pack_code': 'core', 'position': 85, 'quantity': 2, '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': '01086', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"The SEA tipped us off to some suspicious data spikes up by the Castle." -Jerome Lock, on-duty tech', 'illustrator': 'Mauricio Herrera', 'pack_code': 'core', 'position': 86, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. Trace 3. If successful, give the Runner 1 tag.', 'stripped_title': 'SEA Source', 'text': 'Play only if the Runner made a successful run during their last turn.\n<trace>Trace 3</trace>. If successful, give the Runner 1 tag.', 'title': 'SEA Source', 'type_code': 'operation', 'uniqueness': False}

{'code': '01087', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Gong Studios', 'keywords': 'Ambush - Facility', 'pack_code': 'core', 'position': 87, 'quantity': 3,

'side_code': 'corp', 'stripped_text': 'Ghost Branch can be advanced. When the Runner accesses Ghost Branch, you may give the Runner 1 tag for each advancement token on Ghost Branch.', 'stripped_title': 'Ghost Branch', 'text': 'Ghost Branch can be advanced.\nWhen the Runner accesses Ghost Branch, you may give the Runner 1 tag for each advancement token on Ghost Branch.', 'title': 'Ghost Branch', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '01088', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Gong Studios', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'core', 'position': 88, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, they must take 1 tag or end the run. Hosted power counter: Give the Runner 1 tag. Subroutine Trace 3. If successful, place 1 power counter on this ice.', 'stripped_title': 'Data Raven', 'text': 'When the Runner encounters this ice, they must take 1 tag or end the run.\nHosted power counter: Give the Runner 1 tag.\n[subroutine] <trace>Trace 3</trace>. If successful, place 1 power counter on this ice.', 'title': 'Data Raven', 'type_code': 'ice', 'uniqueness': False}

{'code': '01089', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Analyzing was great. Delegating commands turned out to be even better.', 'illustrator': 'Isuardi Therianto', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'core', 'position': 89, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When the Runner encounters Matrix Analyzer, you may pay 1 credit to place 1 advancement token on a card that can be advanced. Subroutine Trace 2 If successful, give the Runner 1 tag.', 'stripped_title': 'Matrix Analyzer', 'text': 'When the Runner encounters Matrix Analyzer, you may pay 1[credit] to place 1 advancement token on a card that can be advanced.\n[subroutine] <trace>Trace 2</trace> If successful, give the Runner 1 tag.', 'title': 'Matrix Analyzer', 'type_code': 'ice', 'uniqueness': False}

{'code': '01090', 'cost': 8, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Ever heard of a catch-22?"\n"Remind me to forget it."', 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Code Gate', 'pack_code': 'core', 'position': 90, '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': '01091', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Mike Nesbitt', 'pack_code': 'core', 'position': 91, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Persistent -> As an additional cost to steal an agenda from this server, the Runner must pay 5 credits. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'stripped_title': 'Red Herrings', 'text': 'Persistent → As an additional cost to steal an agenda from this server, the Runner must pay 5[credit]. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'title': 'Red Herrings', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '01092', 'cost': 6, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"I hear the coast is nice this time of year."\n"If you\'re in the right business, it\'s nice all the year."', 'illustrator': 'Ed Mattinian', 'keywords': 'Region', 'pack_code': 'core', 'position': 92, 'quantity': 1, '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': '01093', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Moving Upwards.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'core', 'position': 93, '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': '01094', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'There are going to be some changes around here.', 'illustrator': 'Mauricio Herrera', 'keywords': 'Expansion', 'pack_code': 'core', 'position': 94, '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': 3, 'agenda_points': 1, 'code': '01095', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"If some two-cred newsy picks it up, even better. The scum could be in the alleys of Guayaquil of the slums of BosWash. Not to mention off-planet."', 'illustrator': 'Mauricio Herrera', 'keywords': 'Security', 'pack_code': 'core', 'position': 95, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When you score Posted Bounty, you may forfeit it to give the Runner 1 tag and take 1 bad publicity.', 'stripped_title': 'Posted Bounty', 'text': 'When you score Posted Bounty, you may forfeit it to give the Runner 1 tag and take 1 bad publicity.', 'title': 'Posted Bounty', 'type_code': 'agenda', 'uniqueness': False}

{'code': '01096', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"Feed the Feds our scraps, and they\'ll come back begging for more." -Richard Polasco, VP of Cyber-Security', 'illustrator': 'Henning Ludvigsen', 'keywords': 'Transaction', 'pack_code': 'core', 'position': 96, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'click, trash a rezzed piece of ice: Gain 4 credits.', 'stripped_title': 'Security Subcontract', 'text': '[click], trash a rezzed piece of ice: Gain 4[credit].', 'title': 'Security Subcontract', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '01097', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"I believe you\'ll find the terms are quite favorable."', 'illustrator': 'Kate Niemczyk', 'pack_code': 'core', 'position': 97, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if you scored an agenda this turn. Search R&D for 1 card and add it to HQ. Shuffle R&D.', 'stripped_title': 'Aggressive Negotiation', 'text': 'Play only if you scored an agenda this turn.\nSearch R&D for 1 card and add it to HQ. Shuffle R&D.', 'title': 'Aggressive Negotiation', 'type_code': 'operation', 'uniqueness': False}

{'code': '01098', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'The New Angeles Space Elevator, better known as the Beanstalk, is the single greatest triumph of human engineering and ingenuity in history. The Beanstalk makes Earth orbit accessible to everyone…for a small fee.', 'illustrator': 'Jonathan Lee', 'keywords': 'Transaction', 'pack_code': 'core', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 3 credits.', 'stripped_title': 'Beanstalk Royalties', 'text': 'Gain 3[credit].', 'title': 'Beanstalk Royalties', 'type_code': 'operation', 'uniqueness': False}

{'code': '01099', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"I\'d like to remind the ladies and gentlemen of the press that several of the buildings damaged in the blast were owned by Weyland Consortium subsidiaries…"', 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Black Ops', 'pack_code': 'core', 'position': 99, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Do 4 meat damage.', 'stripped_title': 'Scorched Earth', 'text': 'Play only if the Runner is tagged.\nDo 4 meat damage.', 'title': 'Scorched Earth', 'type_code': 'operation', 'uniqueness': False}

{'code': '01100', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"And then there\'s these two crates. No eID."\n"Just leave those with me and forget you ever saw them."', 'illustrator': 'Andrew Mar', 'pack_code': 'core', 'position': 100, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Place 1 advancement token on each of up to 2 different installed cards that can be advanced.', 'stripped_title': 'Shipment from Kaguya', 'text': 'Place 1 advancement token on each of up to 2 different installed cards that can be advanced.', 'title': 'Shipment from Kaguya', 'type_code': 'operation', 'uniqueness': False}

{'code': '01101', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Next time, read the Terms of Service more carefully. Or you might find yourself in the danger zone.', 'illustrator': 'Mike Nesbitt', 'keywords': 'Sentry - Destroyer', 'pack_code': 'core', 'position': 101, 'quantity': 2, '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': '01102', 'cost': 10, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '"He had a bit of an ego, ol\' Hadrian. His constructs live up to it though." -g00ru', 'illustrator': 'Bruno Balixa', 'keywords': 'Barrier', 'pack_code': 'core', 'position': 102, 'quantity': 2, 'side_code': 'corp', 'strength': 7, 'stripped_text': "Hadrian's Wall can be advanced and has +1 strength for each advancement token on it. Subroutine End the run. Subroutine End the run.", 'stripped_title': "Hadrian's Wall", 'text': "Hadrian's Wall can be advanced and has +1 strength for each advancement token on it.\n[subroutine] End the run.\n[subroutine] End the run.", 'title': "Hadrian's Wall", 'type_code': 'ice', 'uniqueness': False}

{'code': '01103', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"I asked for ice as impenetrable as a wall. I can\'t decide if someone down in R&D has a warped sense of humor or just a very literal mind." -Liz Campbell, VP Project Security', 'illustrator': 'Matt Zeilinger', 'keywords': 'Barrier', 'pack_code': 'core', 'position': 103, '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': '01104', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'Who knows what evil lurks in the memory diamonds of men? Weyland knows. -unsigned cyber-graffiti', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - Tracer', 'pack_code': 'core', 'position': 104, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Shadow can be advanced and has +1 strength for each advancement token on it. Subroutine The Corp gains 2 credits. Subroutine Trace 3 If successful, give the Runner 1 tag.', 'stripped_title': 'Shadow', 'text': 'Shadow can be advanced and has +1 strength for each advancement token on it.\n[subroutine] The Corp gains 2[credit].\n[subroutine] <trace>Trace 3</trace> If successful, give the Runner 1 tag.', 'title': 'Shadow', 'type_code': 'ice', 'uniqueness': False}

{'code': '01105', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"Jack Weyland built the Beanstalk and transformed the human race forever. I can\'t wait to see what we\'re going to do next."', 'illustrator': 'Ralph Beisner', 'keywords': 'Facility', 'pack_code': 'core', 'position': 105, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Install only in the root of HQ. Your maximum hand size is +2.', 'stripped_title': 'Research Station', 'text': 'Install only in the root of HQ.\nYour maximum hand size is +2.', 'title': 'Research Station', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '01106', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"If it isn\'t in my terminal by six p.m., heads are going to roll!"', 'illustrator': 'Gong Studios', 'keywords': 'Security', 'pack_code': 'core', 'position': 106, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Priority Requisition, you may rez a piece of ice ignoring all costs.', 'stripped_title': 'Priority Requisition', 'text': 'When you score Priority Requisition, you may rez a piece of ice ignoring all costs.', 'title': 'Priority Requisition', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '01107', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Expensive? Not when you\'re protecting a fortune as large as ours."', 'illustrator': 'Mauricio Herrera', 'keywords': 'Security', 'pack_code': 'core', 'position': 107, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If the Runner is tagged, Private Security Force gains: "click: Do 1 meat damage."', 'stripped_title': 'Private Security Force', 'text': 'If the Runner is tagged, Private Security Force gains: "[click]: Do 1 meat damage."', 'title': 'Private Security Force', 'type_code': 'agenda', 'uniqueness': False}

{'code': '01108', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"The mining bosses are worse than any downstalk crime lords. Tri-Maf, 4K, Yak, I don\'t care what gangs you got down there. In Heinlein there\'s just one law: the He3 must flow." -"Old" Rick Henry, escaped clone.', 'illustrator': 'Henning Ludvigsen', 'pack_code': 'core', 'position': 108, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'click, click, click: Gain 7 credits.', 'stripped_title':

'Melange Mining Corp.', 'text': '[click], [click], [click]: Gain 7[credit].', 'title': 'Melange Mining Corp.', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '01109', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'It is like the one you just bought, only better.', 'illustrator': 'Alexandra Douglass', 'keywords': 'Advertisement', 'pack_code': 'core', 'position': 109, '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': '01110', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "Hedge Fund. Noun. An ingenious device by which the rich get richer even while every other poor SOB is losing his shirt. -The Anarch's Dictionary, Volume Who's Counting?", 'illustrator': 'Gong Studios', 'keywords': 'Transaction', 'pack_code': 'core', 'position': 110, '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}

{'code': '01111', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Hey, hey! Wake up, man. You were under a long time. What\'d you see?"\n"I...don\'t remember."', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate', 'pack_code': 'core', 'position': 111, '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': '01112', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': './/run/hunter-tr/return=true\nclient/sec256IPv7->confirm?/y\n3926:0HB7:1001:2NB1:1601:7784:ERROR', 'illustrator': 'Christina Davis', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'core', 'position': 112, 'quantity': 2, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trace 3 If successful, give the Runner 1 tag.', 'stripped_title': 'Hunter', 'text': '[subroutine] <trace>Trace 3</trace> If successful, give the Runner 1 tag.', 'title': 'Hunter', 'type_code': 'ice', 'uniqueness': False}

{'code': '01113', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"There\'s nothing worse than seeing that beautiful blue ball of data just out of reach as your connection derezzes. I think they do it just to taunt us." -Ele "Smoke" Scovak', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier', 'pack_code': 'core', 'position': 113, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine End the run.', 'stripped_title': 'Wall of Static', 'text': '[subroutine] End the run.', 'title': 'Wall of Static', 'type_code': 'ice', 'uniqueness': False}

{'base_link': 1, 'code': '20001', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"Analyzing the board won\'t help. Your mistake was thinking we\'re playing the same game."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Cyborg - G-mod', 'minimum_deck_size': 45, 'pack_code': 'core2', 'position': 1, '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': '20002', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'You ever set something on fire just to watch it burn?', 'illustrator': 'Anna Ignatieva', 'keywords': 'Run - Sabotage', 'pack_code': 'core2', 'position': 2, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Run HQ or R&D. Access -> 0 credits: Trash the card you are accessing.', 'stripped_title': 'Demolition Run', 'text': 'Run HQ or R&D.\nAccess → 0[credit]: Trash the card you are accessing.', 'title': 'Demolition Run', 'type_code': 'event', 'uniqueness': False}

{'code': '20003', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Run', 'pack_code': 'core2', 'position': 3, 'quantity': 2, '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': '20004', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Double - Run', 'pack_code': 'core2', 'position': 4, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Run a remote server. If successful, instead of breaching that server, trash all cards installed in the root of that server.', 'stripped_title': 'Singularity', 'text': 'As an additional cost to play this event, spend [click].\nRun a remote server. If successful, instead of breaching that server, trash all cards installed in the root of that server.', 'title': 'Singularity', 'type_code': 'event', 'uniqueness': False}

{'code': '20005', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Run', 'pack_code': 'core2', 'position': 5, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Place 9 credits on this event, then run any server. During that run, hosted credits are considered to be in your credit pool. When the run ends, suffer 1 brain damage, which cannot be prevented.', 'stripped_title': 'Stimhack', 'text': 'Place 9[credit] on this event, then run any server. During that run, hosted credits are considered to be in your credit pool. When the run ends, suffer 1 brain damage, which cannot be prevented.', 'title': 'Stimhack', 'type_code': 'event', 'uniqueness': False}

{'code': '20006', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'I feel almost naked without it.', 'illustrator': 'Gong Studios', 'keywords': 'Chip', 'pack_code': 'core2', 'position': 6, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to pay for using icebreakers or for installing virus programs.', 'stripped_title': 'Cyberfeeder', 'text': '1[recurring-credit]\nUse this credit to pay for using icebreakers or for installing virus programs.', 'title': 'Cyberfeeder', 'type_code': 'hardware', 'uniqueness': False}

{'code': '20007', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Gong Studios', 'keywords': 'Console', 'pack_code': 'core2', 'position': 7, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '+1 mu, 2 recurring credits Use these credits to pay for using icebreakers. Whenever there is a successful trace during a run, suffer 1 brain damage. Limit 1 console per player.', 'stripped_title': 'Spinal Modem', 'text': '+1[mu], 2[recurring-credit]\nUse these credits to pay for using icebreakers.\nWhenever there is a successful trace during a run, suffer 1 brain damage.\nLimit 1 console per player.', 'title': 'Spinal Modem', 'type_code': 'hardware', 'uniqueness': True}

{'code': '20008', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - AI - Virus', 'memory_cost': 1, 'pack_code': 'core2', 'position': 8, 'quantity': 2, 'side_code': 'runner', 'strength': None, 'stripped_text': 'Interface -> 2 credits: Break 1 subroutine. X is equal to the number of hosted virus counters. When your turn begins, you may pay 1 credit to place 1 virus counter on this program.', 'stripped_title': 'Darwin', 'text': 'Interface → 2[credit]: Break 1 subroutine.\nX is equal to the number of hosted virus counters.\nWhen your turn begins, you may pay 1[credit] to place 1 virus counter on this program.', 'title': 'Darwin', 'type_code': 'program', 'uniqueness': False}

{'code': '20009', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'core2', 'position': 9, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on a central server, place 1 virus counter on Datasucker. Hosted virus counter: Rezzed piece of ice currently being encountered has -1 strength until the end of the encounter.', 'stripped_title': 'Datasucker', 'text': 'Whenever you make a successful run on a central server, place 1 virus counter on Datasucker.\nHosted virus counter: Rezzed piece of ice currently being encountered has -1 strength until the end of the encounter.', 'title': 'Datasucker', 'type_code': 'program', 'uniqueness': False}

{'code': '20010', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'It always strikes twice.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'core2', 'position': 10, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break up to 2 code gate subroutines. 1 credit: +1 strength.', 'stripped_title': 'Force of Nature', 'text': 'Interface → 2[credit]: Break up to 2 code gate subroutines.\n1[credit]: +1 strength.',

'title': 'Force of Nature', 'type_code': 'program', 'uniqueness': False}
{'code': '20011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Something wicked this way comes.', 'illustrator': 'Wen Xiaodong', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'core2', 'position': 11, 'quantity': 1, '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': '20012', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': 'Bleeding data is more of a science than an art. Too much and you can end up with a one-way ticket to flatline city. Not enough and you might as well be running an empty server.', 'illustrator': 'Ed Mattinian', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'core2', 'position': 12, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run, place 1 virus counter on Hemorrhage. click, 2 hosted virus counters: The Corp trashes 1 card from HQ.', 'stripped_title': 'Hemorrhage', 'text': 'Whenever you make a successful run, place 1 virus counter on Hemorrhage.\n[click], 2 hosted virus counters: The Corp trashes 1 card from HQ.', 'title': 'Hemorrhage', 'type_code': 'program', 'uniqueness': False}
{'code': '20013', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'November 5th: the day when all would see the corrupt machinations of the corporate oligarchy.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'core2', 'position': 13, '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': '20014', 'cost': 8, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': 'Weaponizing the heavens, one star at a time.', 'illustrator': 'Robert Chew', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 2, 'pack_code': 'core2', 'position': 14, 'quantity': 3, 'side_code': 'runner', 'strength': 5, 'stripped_text': 'Interface -> 1 credit: Break any number of barrier subroutines.', 'stripped_title': 'Morning Star', 'text': 'Interface → 1[credit]: Break any number of barrier subroutines.', 'title': 'Morning Star', 'type_code': 'program', 'uniqueness': False}
{'code': '20015', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "In the public consciousness, there's a hard line between corp and runner. In the real world, things are a little more porous. The corps need the best hackers to run their networks, and some of the best hackers are ex-runners who like the idea of a regular paycheck. But sometimes things run the other way, and someone on the inside makes something like this.", 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'core2', 'position': 15, 'quantity': 1, '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': '20016', 'cost': 6, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': "It's easier to spend when it's not your money.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'core2', 'position': 16, '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': '20017', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"They\'re mindless tools of destruction, good for little else. Nice guys, though. Some of my best friends are scrubbers." -Ji "Noise" Reilly', 'illustrator': 'Kate Laird', 'keywords': 'Connection - Seedy', 'pack_code': 'core2', 'position': 17, 'quantity': 2, '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': '20018', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'And all should cry, Beware! Beware!\nHis flashing eyes, his floating hair!\nWeave a circle round him thrice,\nAnd close your eyes with holy dread,\nFor he on honey-dew hath fed,\nAnd drunk the milk of Paradise.\n-Samuel Taylor Coleridge', 'illustrator': 'Andrew Mar', 'keywords': 'Virtual', 'pack_code': 'core2', 'position': 18, 'quantity': 1, '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': '20019', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Of course I steal from the rich. They\'re the ones with all the money."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'core2', 'position': 19, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on HQ each turn, gain 2 credits.', 'stripped_title': 'Gabriel Santiago: Consummate Professional', 'text': 'The first time you make a successful run on HQ each turn, gain 2[credit].', 'title': 'Gabriel Santiago: Consummate Professional', 'type_code': 'identity', 'uniqueness': False}

{'code': '20020', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Hey kid, you fire that up now, bound to be vamped real bad. Some real pathetic individuals around here. But thankfully I got just the ticket…"', 'illustrator': 'Matt Zeilinger', 'keywords': 'Job', 'pack_code': 'core2', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 3 credits.', 'stripped_title': 'Easy Mark', 'text': 'Gain 3[credit].', 'title': 'Easy Mark', 'type_code': 'event', 'uniqueness': False}

{'code': '20021', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Think of it as a virtual shock collar for punishing corporate pets." -Andromeda', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sabotage', 'pack_code': 'core2', 'position': 21, 'quantity': 2, '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': '20022', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'As the hysteria in the room climbed higher up the corporate chain, an uneasy feeling of joblessness began to sink in on the lower rungs.', 'illustrator': 'Antonio De Luca', 'keywords': 'Sabotage', 'pack_code': 'core2', 'position': 22, 'quantity': 2, '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': '20023', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Hey, listen, I\'m not asking you to do anything dangerous. Just let me into the building. And tell me which room has the weakest security. And please don\'t say \'the bathroom\' again."', 'illustrator': 'Clark Huggins', 'keywords': 'Run', 'pack_code': 'core2', 'position': 23, 'quantity': 2, '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': '20024', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Feverishly tracking its frustratingly slow progress across the Pacific, the package finally shows up hours later…', 'illustrator': 'Steve Hamilton', 'pack_code': 'core2', 'position': 24, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Search your stack for an icebreaker, reveal it, and add it to your grip. Shuffle your stack.', 'stripped_title': 'Special Order', 'text': 'Search your stack for an icebreaker, reveal it, and add it to your grip. Shuffle your stack.', 'title': 'Special Order', 'type_code': 'event', 'uniqueness': False}

{'code': '20025', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Twice

the fun.', 'illustrator': 'Steve Hamilton', 'keywords': 'Console', 'pack_code': 'core2', 'position': 25, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '+1 mu Once per turn, you may immediately make another run when a successful run ends. Limit 1 console per player.', 'stripped_title': 'Doppelganger', 'text': '+1[mu]\nOnce per turn, you may immediately make another run when a successful run ends.\nLimit 1 console per player.', 'title': 'Doppelgänger', 'type_code': 'hardware', 'uniqueness': True}

{'code': '20026', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "If you don't have someone on the inside, find someone on the inside who's fond of desk ornaments.", 'illustrator': 'Robert Chew', 'pack_code': 'core2', 'position': 26, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever you breach HQ, access 1 additional card.', 'stripped_title': 'HQ Interface', 'text': 'Whenever you breach HQ, access 1 additional card.', 'title': 'HQ Interface', 'type_code': 'hardware', 'uniqueness': False}

{'code': '20027', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'core2', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break 1 barrier subroutine. 2 credits: +3 strength.', 'stripped_title': 'Aurora', 'text': 'Interface → 2[credit]: Break 1 barrier subroutine.\n2[credit]: +3 strength.', 'title': 'Aurora', 'type_code': 'program', 'uniqueness': False}

{'code': '20028', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Do you believe in faeries?', 'illustrator': 'Sara K. Diesel', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'core2', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 0 credits: Break 1 sentry subroutine. 1 credit: +1 strength. Whenever an encounter ends, if you used this program to break a subroutine during that encounter, trash this program.', 'stripped_title': 'Faerie', 'text': 'Interface → 0[credit]: Break 1 sentry subroutine.\n1[credit]: +1 strength.\nWhenever an encounter ends, if you used this program to break a subroutine during that encounter, trash this program.', 'title': 'Faerie', 'type_code': 'program', 'uniqueness': False}

{'code': '20029', 'cost': 9, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Anna Christenson', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'core2', 'position': 29, 'quantity': 2, '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': '20030', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Show-off.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'core2', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 2 credits: Break 1 code gate subroutine. 2 credits: +3 strength.', 'stripped_title': 'Peacock', 'text': 'Interface → 2[credit]: Break 1 code gate subroutine.\n2[credit]: +3 strength.', 'title': 'Peacock', 'type_code': 'program', 'uniqueness': False}

{'code': '20031', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'core2', 'position': 31, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'X recurring credits Use these credits during runs on HQ. X is the number of virus counters on Pheromones. Whenever you make a successful run on HQ, place 1 virus counter on Pheromones.', 'stripped_title': 'Pheromones', 'text': 'X[recurring-credit]\nUse these credits during runs on HQ. X is the number of virus counters on Pheromones.\nWhenever you make a successful run on HQ, place 1 virus counter on Pheromones.', 'title': 'Pheromones', 'type_code': 'program', 'uniqueness': False}

{'code': '20032', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"The code isn\'t important. It\'s where the code takes you that is important." -g00ru', 'illustrator': 'Andrew Mar', 'memory_cost': 2, 'pack_code': 'core2', 'position': 32, 'quantity': 1, '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': '20033', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Kate Laird', 'keywords': 'Job', 'pack_code': 'core2', 'position': 33, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 8 credits on it. When it is empty, trash it. Whenever you make a successful run on a remote server, instead of breaching that server, you may take any number of credits from this resource.', 'stripped_title': 'Bank Job', 'text': 'When you install this resource, load 8[credit] on it. When it is empty, trash it.\nWhenever you make a successful run on a remote server, instead of breaching that server, you may take any number of credits from this resource.', 'title': 'Bank Job', 'type_code': 'resource', 'uniqueness': False}

{'code': '20034', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"My roomie, he had a cousin with a college girlfriend whose brother\'s best friend was an addict, and the addict\'s mother used to live here. So yeah, there\'s a connection." -Lez "Rockfist" S.', 'illustrator': 'Samuel Leung', 'keywords': 'Location', 'pack_code': 'core2', 'position': 34, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '2 recurring credits Use these credits to pay for removing tags. trash: Prevent up to 3 meat damage.', 'stripped_title': 'Crash Space', 'text': '2[recurring-credit]\nUse these credits to pay for removing tags.\n[trash]: Prevent up to 3 meat damage.', 'title': 'Crash Space', 'type_code': 'resource', 'uniqueness': False}

{'code': '20035', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': "There are good, honest, hardworking cops in the NAPD. Officers who do their best to bring justice to the guilty and protect the innocent. Fortunately for the criminals, they're outnumbered by the other kind. The kind who are much easier to work with.", 'illustrator': 'Aurore Folny', 'keywords': 'Connection', 'pack_code': 'core2', 'position': 35, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'trash: Prevent another installed resource from being trashed. trash: Gain 2 credits.', 'stripped_title': 'Fall Guy', 'text': '[trash]: Prevent another installed resource from being trashed.\n[trash]: Gain 2[credit].', 'title': 'Fall Guy', 'type_code': 'resource', 'uniqueness': False}

{'code': '20036', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"We\'re always happy to help, Mr. Santiago."\n"I appreciate it, Mr. Li."\n"We\'ll be in touch. And, Gabriel…"\n"Yes?"\n"Don\'t leave town."', 'illustrator': 'Gong Studios', 'keywords': 'Connection', 'pack_code': 'core2', 'position': 36, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'click: Draw 2 cards. When you do, add 1 of those cards to the bottom of your stack.', 'stripped_title': 'Mr. Li', 'text': '[click]: Draw 2 cards. When you do, add 1 of those cards to the bottom of your stack.', 'title': 'Mr. Li', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 0, 'code': '20037', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"Have you met Dinosaurus?"', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 40, 'pack_code': 'core2', 'position': 37, 'quantity': 1, 'side_code': 'runner', 'stripped_text': '+1 mu', 'stripped_title': 'Chaos Theory: Wunderkind', 'text': '+1[mu]', 'title': 'Chaos Theory: Wünderkind', 'type_code': 'identity', 'uniqueness': False}

{'code': '20038', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Diesel gives you flames.', 'illustrator': 'Tim Durning', 'pack_code': 'core2', 'position': 38, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Draw 3 cards.', 'stripped_title': 'Diesel', 'text': 'Draw 3 cards.', 'title': 'Diesel', 'type_code': 'event', 'uniqueness': False}

{'code': '20039', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'A little corporate restructuring is necessary once in a while.', 'illustrator': 'Mauricio Herrera', 'keywords': 'Run', 'pack_code': 'core2', 'position': 39, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Run R&D. If successful, instead of breaching R&D, you may look at the top 5 cards of R&D and

arrange them in any order.', 'stripped_title': 'Indexing', 'text': 'Run R&D. If successful, instead of breaching R&D, you may look at the top 5 cards of R&D and arrange them in any order.', 'title': 'Indexing', 'type_code': 'event', 'uniqueness': False}

{'code': '20040', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "There's no replacement for a home-grown program. Fed on late nights, oaty bars, and single-minded determination. Cheaper, too.", 'illustrator': 'Kate Laird', 'keywords': 'Mod', 'pack_code': 'core2', 'position': 40, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install a program or piece of hardware, lowering the install cost by 3.', 'stripped_title': 'Modded', 'text': 'Install a program or piece of hardware, lowering the install cost by 3.', 'title': 'Modded', 'type_code': 'event', 'uniqueness': False}

{'code': '20041', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': "When you're this good, it's hard not to grow a fan base.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'core2', 'position': 41, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn. Add Notoriety to your score area as an agenda worth 1 agenda point.', 'stripped_title': 'Notoriety', 'text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn.\nAdd Notoriety to your score area as an agenda worth 1 agenda point.', 'title': 'Notoriety', 'type_code': 'event', 'uniqueness': False}

{'code': '20042', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Kate Laird', 'pack_code': 'core2', 'position': 42, 'quantity': 2, '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': '20043', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Some of the professionals have good instincts, but they can\'t see beyond the data. They can\'t see the matrix." -Ele "Smoke" Scovak', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Run', 'pack_code': 'core2', 'position': 43, 'quantity': 1, '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': '20044', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': '"There\'s that moment, you know, when the whole world seems to fall away and it is only you and your mod, and the mod is the world."', 'illustrator': 'Christina Davis', 'keywords': 'Mod', 'pack_code': 'core2', 'position': 44, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Choose a piece of ice. That ice gains sentry, code gate, and barrier until the end of the turn.', 'stripped_title': 'Tinkering', 'text': 'Choose a piece of ice. That ice gains sentry, code gate, and barrier until the end of the turn.', 'title': 'Tinkering', 'type_code': 'event', 'uniqueness': False}

{'code': '20045', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'keywords': 'Console', 'pack_code': 'core2', 'position': 45, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Dinosaurus can host a single non-AI icebreaker. The memory cost of the hosted icebreaker does not count against your memory limit. Hosted icebreaker has +2 strength. Limit 1 console per player.', 'stripped_title': 'Dinosaurus', 'text': 'Dinosaurus can host a single non-AI icebreaker. The memory cost of the hosted icebreaker does not count against your memory limit.\nHosted icebreaker has +2 strength.\nLimit 1 console per player.', 'title': 'Dinosaurus', 'type_code': 'hardware', 'uniqueness': True}

{'code': '20046', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': "It's not endless, it just feels that way.", 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Link', 'pack_code': 'core2', 'position': 46, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '+1 link When Rabbit Hole is installed, you may search your stack for another copy of Rabbit Hole and

install it by paying its install cost. Shuffle your stack.', 'stripped_title': 'Rabbit Hole', 'text': '+1[link]\nWhen Rabbit Hole is installed, you may search your stack for another copy of Rabbit Hole and install it by paying its install cost. Shuffle your stack.', 'title': 'Rabbit Hole', 'type_code': 'hardware', 'uniqueness': False}

{'code': '20047', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'A z-loop here, a cortical wave there…', 'illustrator': 'Aurore Folny', 'keywords': 'Mod', 'pack_code': 'core2', 'position': 47, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Install The Personal Touch only on an icebreaker. Host icebreaker has +1 strength.', 'stripped_title': 'The Personal Touch', 'text': 'Install The Personal Touch only on an icebreaker.\nHost icebreaker has +1 strength.', 'title': 'The Personal Touch', 'type_code': 'hardware', 'uniqueness': False}

{'code': '20048', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"It\'s called \'brute-forcing\' and it\'s just as effective today as it was a hundred years ago." -Kate "Mac" McCaffrey', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 2, 'pack_code': 'core2', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 2 credits: Break up to 2 barrier subroutines. 1 credit: +1 strength for the remainder of this run.', 'stripped_title': 'Battering Ram', 'text': 'Interface → 2[credit]: Break up to 2 barrier subroutines.\n1[credit]: +1 strength for the remainder of this run.', 'title': 'Battering Ram', 'type_code': 'program', 'uniqueness': False}

{'code': '20049', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'It can slice through the thickest knots of data.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'core2', 'position': 49, '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': '20050', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'The Great Work was completed on a rainy Thursday afternoon. There were no seismic shifts, no solar flares, no sign from the earth or heavens that the world had changed. But upstalk in Heinlein, on a single Cybsoft manufactured datacore, the flickering data quantums of an account began to fill with creds. Real, honest-to-goodness UN certified creds.', 'illustrator': 'Outland Entertainment LLC', 'memory_cost': 2, 'pack_code': 'core2', 'position': 50, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'click: Gain 2 credits.', 'stripped_title': 'Magnum Opus', 'text': '[click]: Gain 2[credit].', 'title': 'Magnum Opus', 'type_code': 'program', 'uniqueness': False}

{'code': '20051', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'core2', 'position': 51, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 2 credits: +1 strength for the remainder of this run.', 'stripped_title': 'Pipeline', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n2[credit]: +1 strength for the remainder of this run.', 'title': 'Pipeline', 'type_code': 'program', 'uniqueness': False}

{'code': '20052', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "You didn't mention Aesop's arm unless you wanted an earful. Sometimes he talked about it in such a way that you wondered why he didn't laser his other arm off as well.", 'illustrator': 'Adam Schumpert', 'keywords': 'Connection - Location', 'pack_code': 'core2', 'position': 52, 'quantity': 1, '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': '20053', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"I don\'t care what the studies show. From my experience, I can ingest three cans of Diesel an hour for up to twelve hours before going into cardiac arrest." -heard during the eleventh hour', 'illustrator': 'Antonio De Luca', 'pack_code': 'core2', 'position': 53, 'quantity': 1, 'side_code': 'runner',

'stripped_text': 'click, trash: Gain click click.', 'stripped_title': 'All-nighter', 'text': '[click], [trash]: Gain [click][click].', 'title': 'All-nighter', 'type_code': 'resource', 'uniqueness': False}

{'code': '20054', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'The life expectancy of a jacked construct is about that of a mayfly. In other words, short.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Remote', 'pack_code': 'core2', 'position': 54, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'trash: Prevent an installed program or an installed piece of hardware from being trashed.', 'stripped_title': 'Sacrificial Construct', 'text': '[trash]: Prevent an installed program or an installed piece of hardware from being trashed.', 'title': 'Sacrificial Construct', 'type_code': 'resource', 'uniqueness': False}

{'code': '20055', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Bring back any memories, Monica?" -John "Animal" McEvoy', 'illustrator': 'Imaginary FS Pte Ltd', 'pack_code': 'core2', 'position': 55, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Gain 2 credits or expose 1 card.', 'stripped_title': 'Infiltration', 'text': 'Gain 2[credit] or expose 1 card.', 'title': 'Infiltration', 'type_code': 'event', 'uniqueness': False}

{'code': '20056', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Lady Luck took the form of a hifi quantum manipulation ring that she wore on her middle finger.', 'illustrator': 'Kate Niemczyk', 'pack_code': 'core2', 'position': 56, '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': '20057', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Archaic but reliable.', 'illustrator': 'JB Casacop', 'keywords': 'Chip - Link', 'pack_code': 'core2', 'position': 57, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu, +1 link', 'stripped_title': 'Dyson Mem Chip', 'text': '+1[mu], +1[link]', 'title': 'Dyson Mem Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '20058', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI - Virus', 'memory_cost': 1, 'pack_code': 'core2', 'position': 58, 'quantity': 2, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine. 1 credit: +1 strength. click: Place 1 virus counter on this program. Whenever an encounter ends, if you used this program to break a subroutine during that encounter, remove 1 hosted virus counter or trash this program.', 'stripped_title': 'Crypsis', 'text': 'Interface → 1[credit]: Break 1 subroutine.\n1[credit]: +1 strength.\n[click]: Place 1 virus counter on this program.\nWhenever an encounter ends, if you used this program to break a subroutine during that encounter, remove 1 hosted virus counter or trash this program.', 'title': 'Crypsis', 'type_code': 'program', 'uniqueness': False}

{'code': '20059', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Drudge work, but it pays the bills.', 'illustrator': 'Dmitry Prosvirnin, Atha Kanaani', 'keywords': 'Job', 'pack_code': 'core2', 'position': 59, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 12 credits from the bank on Armitage Codebusting when it is installed. When there are no credits left on Armitage Codebusting, trash it. click: Take 2 credits from Armitage Codebusting.', 'stripped_title': 'Armitage Codebusting', 'text': 'Place 12[credit] from the bank on Armitage Codebusting when it is installed. When there are no credits left on Armitage Codebusting, trash it.\n[click]: Take 2[credit] from Armitage Codebusting.', 'title': 'Armitage Codebusting', 'type_code': 'resource', 'uniqueness': False}

{'code': '20060', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"My boss rewards quality work. If you know what\'s good for you, you\'ll keep it up."', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'core2', 'position': 60, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain 1 credit if you have at least 2 link.', 'stripped_title': 'Underworld Contact', 'text': 'When your turn begins, gain 1[credit] if you have at least 2[link].', 'title': 'Underworld Contact', 'type_code': 'resource', 'uniqueness': False}

{'code': '20061', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'A Different Breed of Machine.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'core2', 'position': 61, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'All bioroid ice has +1

strength.', 'stripped_title': 'Haas-Bioroid: Stronger Together', 'text': 'All bioroid ice has +1 strength.', 'title': 'Haas-Bioroid: Stronger Together', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '20062', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': 'Who wants to start a war?', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Security', 'pack_code': 'core2', 'position': 62, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, the Runner trashes 1 of their installed cards for each hosted advancement counter past 4. If the Runner trashes at least 1 card this way, take 1 bad publicity.', 'stripped_title': 'Project Ares', 'text': 'When you score this agenda, the Runner trashes 1 of their installed cards for each hosted advancement counter past 4. If the Runner trashes at least 1 card this way, take 1 bad publicity.', 'title': 'Project Ares', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '20063', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Research', 'pack_code': 'core2', 'position': 63, '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': '20064', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Advertisement', 'pack_code': 'core2', 'position': 64, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Put 12 credits from the bank on Adonis Campaign when rezzed. When there are no credits left on Adonis Campaign, trash it. Take 3 credits from Adonis Campaign when your turn begins.', 'stripped_title': 'Adonis Campaign', 'text': 'Put 12[credit] from the bank on Adonis Campaign when rezzed. When there are no credits left on Adonis Campaign, trash it.\nTake 3[credit] from Adonis Campaign when your turn begins.', 'title': 'Adonis Campaign', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '20065', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Julian Totino Tedesco', 'keywords': 'Ambush', 'pack_code': 'core2', 'position': 65, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Aggressive Secretary can be advanced. If you pay 2 credits when the Runner accesses Aggressive Secretary, trash 1 program for each advancement token on Aggressive Secretary.', 'stripped_title': 'Aggressive Secretary', 'text': 'Aggressive Secretary can be advanced.\nIf you pay 2[credit] when the Runner accesses Aggressive Secretary, trash 1 program for each advancement token on Aggressive Secretary.', 'title': 'Aggressive Secretary', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '20066', 'cost': 8, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'I hear the shift of every bit amid the flow of the datastream. I hear the whispers of my mothers, and their commands are law. The realm beyond is forbidden.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Barrier - Bioroid - AP', 'pack_code': 'core2', 'position': 66, 'quantity': 1, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Heimdall 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Heimdall 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '20067', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': "I'm not here to play games. The game is over.", 'illustrator': 'Andreas Zafiratos', 'keywords': 'Code Gate - Bioroid', 'pack_code': 'core2', 'position': 67, 'quantity': 1, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine The Runner cannot access more than 1 card during this run. Subroutine The Runner cannot access more than 1 card during this run.', 'stripped_title': 'Hudson 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] The Runner cannot access more than 1 card during this run.\n[subroutine] The Runner cannot access more than 1 card during this run.', 'title': 'Hudson 1.0', 'type_code':

'ice', 'uniqueness': False}

{'code': '20068', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'My reputation would precede me, if any could speak of it.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Bioroid - Tracer - Destroyer', 'pack_code': 'core2', 'position': 68, 'quantity': 2, '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 program. Subroutine Trash 1 installed program. Subroutine Trace[1]. If successful, give the Runner 1 tag and do 1 brain damage.', 'stripped_title': 'Ichi 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Trash 1 installed program.\n[subroutine] Trash 1 installed program.\n[subroutine] Trace[1]. If successful, give the Runner 1 tag and do 1 brain damage.', 'title': 'Ichi 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '20069', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Whrrrrr!', 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - Destroyer', 'pack_code': 'core2', 'position': 69, 'quantity': 2, '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': '20070', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'My name is Viktor. Nice to meet you. Would you like to play a game?', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Code Gate - Bioroid - AP', 'pack_code': 'core2', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. Subroutine End the run.', 'stripped_title': 'Viktor 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage.\n[subroutine] End the run.', 'title': 'Viktor 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '20071', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Do you think they…feel it?"', 'illustrator': 'Gong Studios', 'pack_code': 'core2', 'position': 71, 'quantity': 1, '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': '20072', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': '"Why of course, we have six different Haas-Bioroid models serving in a variety of positions at this branch office alone. We here at Haas-Bioroid aren\'t going to shy away from practicing what we preach, and we pass the savings from increased efficiency on to our valued customers."', 'illustrator': 'Mark Anthony Taduran', 'pack_code': 'core2', 'position': 72, 'quantity': 2, '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': '20073', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Green-two clearance is the highest level of security a corp can gain access to. Legally, anyway.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Transaction', 'pack_code': 'core2', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 3 credits and draw 1 card.', 'stripped_title': 'Green Level Clearance', 'text': 'Gain 3[credit] and draw 1 card.', 'title': 'Green Level Clearance', 'type_code': 'operation', 'uniqueness': False}

{'code': '20074', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'The new heads were in. Their eyes always followed your movements when you unlocked the pressurized container and lifted the lid.', 'illustrator': 'Matt Zeilinger', 'pack_code': 'core2', 'position': 74, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Install up to 3 cards from HQ (one at a time and paying all install costs).', 'stripped_title': 'Shipment from MirrorMorph', 'text': 'Install up to 3 cards from HQ (one at a time and paying all install costs).', 'title': 'Shipment from MirrorMorph', 'type_code': 'operation', 'uniqueness': False}

{'code': '20075', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Eyes forward, please."', 'illustrator': 'Antonio De Luca', 'keywords': 'Bioroid', 'pack_code': 'core2', 'position': 75, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful run

on this server, trace 4 if successful, the Runner cannot access any cards other than Ash 2X3ZB9CY for the remainder of this run.', 'stripped_title': 'Ash 2X3ZB9CY', 'text': 'Whenever there is a successful run on this server, <trace>trace 4</trace> if successful, the Runner cannot access any cards other than Ash 2X3ZB9CY for the remainder of this run.', 'title': 'Ash 2X3ZB9CY', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '20076', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Andreas Zafiratos', 'pack_code': 'core2', 'position': 76, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Persistent -> As an additional cost to steal an agenda from this server, the Runner must spend click. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'stripped_title': 'Strongbox', 'text': 'Persistent → As an additional cost to steal an agenda from this server, the Runner must spend [click]. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'title': 'Strongbox', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '20093', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'When You Need the Human Touch.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'core2', 'position': 77, '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': 2, 'code': '20094', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Gong Studios', 'keywords': 'Research', 'pack_code': 'core2', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Braintrust, place 1 agenda counter on it for every 2 advancement tokens on it over 3. The rez cost of all ice is lowered by 1 for each agenda counter on Braintrust.', 'stripped_title': 'Braintrust', 'text': 'When you score Braintrust, place 1 agenda counter on it for every 2 advancement tokens on it over 3.\nThe rez cost of all ice is lowered by 1 for each agenda counter on Braintrust.', 'title': 'Braintrust', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '20095', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Alexandra Douglass', 'keywords': 'Initiative', 'pack_code': 'core2', 'position': 79, 'quantity': 2, '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': '20096', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'illustrator': 'Drew Whitmore', 'keywords': 'Ambush - Research', 'pack_code': 'core2', 'position': 80, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Project Junebug can be advanced. If you pay 1 credit when the Runner accesses Project Junebug, do 2 net damage for each advancement token on Project Junebug.', 'stripped_title': 'Project Junebug', 'text': 'Project Junebug can be advanced.\nIf you pay 1[credit] when the Runner accesses Project Junebug, do 2 net damage for each advancement token on Project Junebug.', 'title': 'Project Junebug', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '20097', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': '"I will serve you…for a time."', 'illustrator': 'Adam S. Doyle', 'keywords': 'Hostile', 'pack_code': 'core2', 'position': 81, 'quantity': 1, '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': '20098', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Alice Duke', 'keywords': 'Ambush', 'pack_code': 'core2', 'position': 82, 'quantity': 2, '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': '20099', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Himitsu-Bako is a simple ice barrier that appears as a digital puzzle box. What makes it special is the ease with which it can be uninstalled and installed in a different server, throwing up barriers in unexpected places and giving any intruder a curious feeling of déjà vu.', 'illustrator': 'Andrew Mar', 'keywords': 'Barrier', 'pack_code': 'core2', 'position': 83, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': '1 credit: Add Himitsu-Bako to HQ. Subroutine End the run.', 'stripped_title': 'Himitsu-Bako', 'text': '1[credit]: Add Himitsu-Bako to HQ.\n[subroutine] End the run.', 'title': 'Himitsu-Bako', 'type_code': 'ice', 'uniqueness': False}
{'code': '20100', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Forged by Ak.wa on 23.11.79-23. Filed 23.11.79-23.2 with #34k-lw3-21HH-4i.\n//Samurai included.', 'illustrator': 'Isuardi Therianto', 'keywords': 'Sentry - AP', 'pack_code': 'core2', 'position': 84, 'quantity': 1, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Do 3 net damage.', 'stripped_title': 'Neural Katana', 'text': '[subroutine] Do 3 net damage.', 'title': 'Neural Katana', 'type_code': 'ice', 'uniqueness': False}
{'code': '20101', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Writing a program that can pass the Turing test is easy. The Gibson-Akamatsu test is a higher bar, and the only AIs to clear it thus far have been the androids. Even some humans have been known to fail.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - AP - Destroyer', 'pack_code': 'core2', 'position': 85, 'quantity': 2, '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': '20102', 'cost': 8, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Most runners do their business in full-sim, with their rigs wired directly into their brains. The setup has a large number of advantages, with the runner able to process data and input commands far faster than a traditional meat-bound system. But it also means greater risk.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier - AP', 'pack_code': 'core2', 'position': 86, 'quantity': 1, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Do 2 net damage. Subroutine End the run.', 'stripped_title': 'Wall of Thorns', 'text': '[subroutine] Do 2 net damage.\n[subroutine] End the run.', 'title': 'Wall of Thorns', 'type_code': 'ice', 'uniqueness': False}
{'code': '20103', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"This ice sucks." -g00ru', 'illustrator': 'Ed Mattinian', 'keywords': 'Trap', 'pack_code': 'core2', 'position': 87, 'quantity': 1, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Subroutine The Runner cannot jack out for the remainder of this run. Trash Whirlpool.', 'stripped_title': 'Whirlpool', 'text': '[subroutine] The Runner cannot jack out for the remainder of this run. Trash Whirlpool.', 'title': 'Whirlpool', 'type_code': 'ice', 'uniqueness': False}
{'code': '20104', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': "The 'cyber-war' is a war of information, and in a war of information, advance warning can be as good as a killing blow. -Michael Muhama, Musings on Cybercrime", 'illustrator': 'Andrew Mar', 'keywords': 'Code Gate - AP', 'pack_code': 'core2', 'position': 88, 'quantity': 1, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine Look at the top card of R&D. You may add that card to the bottom of R&D. Subroutine Do 1 net damage.', 'stripped_title': 'Yagura', 'text': '[subroutine] Look at the top card of R&D. You may add that card to the bottom of R&D.\n[subroutine] Do 1 net damage.', 'title': 'Yagura', 'type_code': 'ice', 'uniqueness': False}
{'code': '20105', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'When Miranda Rhapsody showed up with a teacup giraffe, suddenly everybody wanted one.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'core2', 'position': 89, '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': '20106', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': "The trick isn't hitting the person you were aiming at. It's hitting only the person you were aiming at.", 'illustrator': 'Matt Zeilinger', 'keywords': 'Gray Ops', 'pack_code': 'core2', 'position': 90, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a run during their last turn. Do 1 net damage.', 'stripped_title': 'Neural EMP', 'text': 'Play only if the Runner made a run during their last turn.\nDo 1 net damage.', 'title': 'Neural EMP', 'type_code': 'operation', 'uniqueness': False}

{'code': '20107', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Smoke and mirrors optional.', 'illustrator': 'Anna Ignatieva', 'pack_code': 'core2', 'position': 91, 'quantity': 2, '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': '20108', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Despite its appearance, the Hokusai Grid is the most notorious research facility at Jinteki.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Region', 'pack_code': 'core2', 'position': 92, 'quantity': 1, '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': '20109', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Someone is Always Watching.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'core2', 'position': 93, 'quantity': 1, 'side_code': 'corp', 'stripped_text': '2 recurring credits Use these credits during trace attempts.', 'stripped_title': 'NBN: Making News', 'text': '2[recurring-credit]\nUse these credits during trace attempts.', 'title': 'NBN: Making News', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '20110', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Matt Zeilinger', 'keywords': 'Research', 'pack_code': 'core2', 'position': 94, '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}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '20111', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"The damn raven just kind of cawed at me as I went past. I should have known it was too good to be true."', 'illustrator': 'Adam S. Doyle', 'keywords': 'Ambush', 'pack_code': 'core2', 'position': 95, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If TGTBT is accessed from R&D, the Runner must reveal it. When the Runner accesses TGTBT, give the Runner 1 tag.', 'stripped_title': 'TGTBT', 'text': 'If TGTBT is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses TGTBT, give the Runner 1 tag.', 'title': 'TGTBT', 'type_code': 'agenda', 'uniqueness': False}

{'code': '20112', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Emilio Rodriguez', 'keywords': 'Ambush - Facility', 'pack_code': 'core2', 'position': 96, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Ghost Branch can be advanced. When the Runner accesses Ghost Branch, you may give the Runner 1 tag for each advancement token on Ghost Branch.', 'stripped_title': 'Ghost Branch', 'text': 'Ghost Branch can be advanced.\nWhen the Runner accesses Ghost Branch, you may give the Runner 1 tag for each advancement token on Ghost

Branch.', 'title': 'Ghost Branch', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}
{'code': '20113', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'core2', 'position': 97, 'quantity': 2, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, they must take 1 tag or end the run. Hosted power counter: Give the Runner 1 tag. Subroutine Trace 3. If successful, place 1 power counter on this ice.', 'stripped_title': 'Data Raven', 'text': 'When the Runner encounters this ice, they must take 1 tag or end the run.\nHosted power counter: Give the Runner 1 tag.\n[subroutine] <trace>Trace 3</trace>. If successful, place 1 power counter on this ice.', 'title': 'Data Raven', 'type_code': 'ice', 'uniqueness': False}
{'code': '20114', 'cost': 9, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': "A bright light blossomed, and then the console went dark. That's when she smelled smoke.", 'illustrator': 'Mike Nesbitt', 'keywords': 'Sentry - Tracer - AP', 'pack_code': 'core2', 'position': 98, 'quantity': 1, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Subroutine Trace 6 If successful, trash 1 piece of hardware, do 2 meat damage (cannot be prevented), and end the run.', 'stripped_title': 'Flare', 'text': '[subroutine]<trace>Trace 6</trace> If successful, trash 1 piece of hardware, do 2 meat damage (cannot be prevented), and end the run.', 'title': 'Flare', 'type_code': 'ice', 'uniqueness': False}
{'code': '20115', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"Try to close it. Go on. See what it does." -Chaos Theory', 'illustrator': 'Christina Davis', 'keywords': 'Code Gate - Advertisement', 'pack_code': 'core2', 'position': 99, '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': '20116', 'cost': 8, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Ever heard of a catch-22?"\n"Remind me to forget it."', 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Code Gate', 'pack_code': 'core2', 'position': 100, 'quantity': 2, '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': '20117', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"It can make a real fine roller coaster, provided you\'re properly stimmed up." -Noise', 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'core2', 'position': 101, 'quantity': 2, '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': '20118', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"Please stay connected. Priority transfer in progress. An operator will shortly verif-"', 'illustrator': 'Dmitry Prosvirnin, Atha Kanaani', 'pack_code': 'core2', 'position': 102, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Draw 3 cards.', 'stripped_title': 'Anonymous Tip', 'text': 'Draw 3 cards.', 'title': 'Anonymous Tip', 'type_code': 'operation', 'uniqueness': False}
{'code': '20119', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Mauricio Herrera', 'keywords': 'Gray Ops', 'pack_code': 'core2', 'position': 103, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. The Runner loses all credits in their credit pool.', 'stripped_title': 'Closed Accounts', 'text': 'Play only if the Runner is tagged.\nThe Runner loses all credits in their credit pool.', 'title': 'Closed Accounts', 'type_code': 'operation', 'uniqueness': False}
{'code': '20120', 'cost': None, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'Access to the largest consumer database in the galaxy has its advantages.', 'illustrator': 'Kate Laird', 'pack_code': 'core2', 'position': 104, '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': '20121', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"The SEA tipped us off to some suspicious data spikes up by the Castle." -Jerome Lock, on-duty tech', 'illustrator': 'Dmitry Prosvirnin, Atha Kanaani', 'pack_code': 'core2', 'position': 105, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. Trace 3. If successful, give the Runner 1 tag.', 'stripped_title': 'SEA Source', 'text': 'Play only if the Runner made a successful run during their last turn.\n<trace>Trace 3</trace>. If successful, give the Runner 1 tag.', 'title': 'SEA Source', 'type_code': 'operation', 'uniqueness': False}

{'code': '20122', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Liiga Smilshkalne', 'pack_code': 'core2', 'position': 106, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Persistent -> As an additional cost to steal an agenda from this server, the Runner must pay 5 credits. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'stripped_title': 'Red Herrings', 'text': 'Persistent → As an additional cost to steal an agenda from this server, the Runner must pay 5[credit]. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'title': 'Red Herrings', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '20123', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Keeping tabs on the world, one screen at a time.', 'illustrator': 'Erfan Fajar', 'keywords': 'Sysop', 'pack_code': 'core2', 'position': 107, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful run on this server, trace 5 if successful, give the Runner 1 tag. If unsuccessful, trash Bernice Mai.', 'stripped_title': 'Bernice Mai', 'text': 'Whenever there is a successful run on this server, <trace>trace 5</trace> if successful, give the Runner 1 tag. If unsuccessful, trash Bernice Mai.', 'title': 'Bernice Mai', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '20077', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Moving Upwards.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'core2', 'position': 108, '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': '20078', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'There are going to be some changes around here.', 'illustrator': 'Antonio De Luca', 'keywords': 'Expansion', 'pack_code': 'core2', 'position': 109, 'quantity': 1, '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': 3, 'agenda_points': 2, 'code': '20079', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Research', 'pack_code': 'core2', 'position': 110, '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}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '20080', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"I use bioroids because I can wipe their memories or just blow their brains out when the job is done. No witnesses means no witnesses."', 'illustrator': 'Gong Studios', 'keywords': 'Security', 'pack_code': 'core2', 'position': 111, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Interrupt -> Whenever you would do meat damage, increase that damage by 1.',

'stripped_title': 'The Cleaners', 'text': '[interrupt] → Whenever you would do meat damage, increase that damage by 1.', 'title': 'The Cleaners', 'type_code': 'agenda', 'uniqueness': False}

{'code': '20081', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': "They don't call them dedicated for nothing.", 'illustrator': 'Reza Ilyasa', 'keywords': 'Hostile', 'pack_code': 'core2', 'position': 112, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'If the Runner is tagged, Dedicated Response Team gains "Whenever a successful run ends, do 2 meat damage."', 'stripped_title': 'Dedicated Response Team', 'text': 'If the Runner is tagged, Dedicated Response Team gains "Whenever a successful run ends, do 2 meat damage."', 'title': 'Dedicated Response Team', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '20082', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"It\'s not personal. Urban renewal is a necessity of the modern world. It\'s always someone\'s home, yours is no different."', 'illustrator': 'Del Borovic', 'keywords': 'Executive', 'pack_code': 'core2', 'position': 113, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'When you rez Elizabeth Mills, remove 1 bad publicity. click, trash: Trash 1 location. Take 1 bad publicity.', 'stripped_title': 'Elizabeth Mills', 'text': 'When you rez Elizabeth Mills, remove 1 bad publicity.\n[click], [trash]: Trash 1 location. Take 1 bad publicity.', 'title': 'Elizabeth Mills', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': True}

{'code': '20083', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'GRNDL refineries process many different rare elements unearthed during the fracking process.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Facility', 'pack_code': 'core2', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'GRNDL Refinery can be advanced. click, trash: Gain 4 credits for each advancement token on GRNDL Refinery.', 'stripped_title': 'GRNDL Refinery', 'text': 'GRNDL Refinery can be advanced.\n[click], [trash]: Gain 4[credit] for each advancement token on GRNDL Refinery.', 'title': 'GRNDL Refinery', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '20084', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Next time, read the Terms of Service more carefully. Or you might find yourself in the danger zone.', 'illustrator': 'Mike Nesbitt', 'keywords': 'Sentry - Destroyer', 'pack_code': 'core2', 'position': 115, 'quantity': 1, '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': '20085', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'A symbol of commerce, but beware its bite.', 'illustrator': 'Christina Davis', 'keywords': 'Sentry - Tracer', 'pack_code': 'core2', 'position': 116, 'quantity': 2, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Trace 3 If successful, the Corp gains 3 credits. Subroutine Trace 2 If successful, end the run.', 'stripped_title': 'Caduceus', 'text': '[subroutine] <trace>Trace 3</trace> If successful, the Corp gains 3[credit].\n[subroutine] <trace>Trace 2</trace> If successful, end the run.', 'title': 'Caduceus', 'type_code': 'ice', 'uniqueness': False}

{'code': '20086', 'cost': 10, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '"He had a bit of an ego, ol\' Hadrian. His constructs live up to it though." -g00ru', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Barrier', 'pack_code': 'core2', 'position': 117, 'quantity': 1, 'side_code': 'corp', 'strength': 7, 'stripped_text': "Hadrian's Wall can be advanced and has +1 strength for each advancement token on it. Subroutine End the run. Subroutine End the run.", 'stripped_title': "Hadrian's Wall", 'text': "Hadrian's Wall can be advanced and has +1 strength for each advancement token on it.\n[subroutine] End the run.\n[subroutine] End the run.", 'title': "Hadrian's Wall", 'type_code': 'ice', 'uniqueness': False}

{'code': '20087', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'core2', 'position': 118, 'quantity': 2, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'This ice loses 1 of its printed "Subroutine End the run." subroutines for each agenda point in your score area. Subroutine End the run. Subroutine

End the run. Subroutine End the run. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Hive', 'text': 'This ice loses 1 of its printed "[subroutine] End the run." subroutines for each agenda point in your score area.\n[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Hive', 'type_code': 'ice', 'uniqueness': False}

{'code': '20088', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"I asked for ice as impenetrable as a wall. I can\'t decide if someone down in R&D has a warped sense of humor or just a very literal mind." -Liz Campbell, VP Project Security', 'illustrator': 'Matt Zeilinger', 'keywords': 'Barrier', 'pack_code': 'core2', 'position': 119, 'quantity': 2, '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': '20089', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'Who knows what evil lurks in the memory diamonds of men? Weyland knows. -unsigned cyber-graffiti', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - Tracer', 'pack_code': 'core2', 'position': 120, 'quantity': 2, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Shadow can be advanced and has +1 strength for each advancement token on it. Subroutine The Corp gains 2 credits. Subroutine Trace 3 If successful, give the Runner 1 tag.', 'stripped_title': 'Shadow', 'text': 'Shadow can be advanced and has +1 strength for each advancement token on it.\n[subroutine] The Corp gains 2[credit].\n[subroutine] <trace>Trace 3</trace> If successful, give the Runner 1 tag.', 'title': 'Shadow', 'type_code': 'ice', 'uniqueness': False}

{'code': '20090', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'The New Angeles Space Elevator, better known as the Beanstalk, is the single greatest triumph of human engineering and ingenuity in history. The Beanstalk makes Earth orbit accessible to everyone…for a small fee.', 'illustrator': 'Jonathan Lee', 'keywords': 'Transaction', 'pack_code': 'core2', 'position': 121, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 3 credits.', 'stripped_title': 'Beanstalk Royalties', 'text': 'Gain 3[credit].', 'title': 'Beanstalk Royalties', 'type_code': 'operation', 'uniqueness': False}

{'code': '20091', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"I\'d say it\'s nothing personal, but corporations are people, too."', 'illustrator': 'Lorraine Schleter', 'keywords': 'Black Ops', 'pack_code': 'core2', 'position': 122, 'quantity': 2, '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': '20092', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"And then there\'s these two crates. No eID."\n"Just leave those with me and forget you ever saw them."', 'illustrator': 'Andrew Mar', 'pack_code': 'core2', 'position': 123, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Place 1 advancement token on each of up to 2 different installed cards that can be advanced.', 'stripped_title': 'Shipment from Kaguya', 'text': 'Place 1 advancement token on each of up to 2 different installed cards that can be advanced.', 'title': 'Shipment from Kaguya', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '20124', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "It didn't look like the headquarters of a multi-billion cred company. Probably because it wasn't.", 'illustrator': 'Bruno Balixa', 'keywords': 'Security', 'pack_code': 'core2', 'position': 124, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Forfeit this agenda: If the Runner has 2 or more click remaining, they lose click click.', 'stripped_title': 'False Lead', 'text': 'Forfeit this agenda: If the Runner has 2 or more [click] remaining, they lose [click][click].', 'title': 'False Lead', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '20125', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"If it isn\'t in my terminal by six p.m., heads are going to

roll!'", 'illustrator': 'Dmitry Prosvirnin, Atha Kanaani', 'keywords': 'Security', 'pack_code': 'core2', 'position': 125, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When you score Priority Requisition, you may rez a piece of ice ignoring all costs.', 'stripped_title': 'Priority Requisition', 'text': 'When you score Priority Requisition, you may rez a piece of ice ignoring all costs.', 'title': 'Priority Requisition', 'type_code': 'agenda', 'uniqueness': False}
{'advancement_cost': 4, 'agenda_points': 2, 'code': '20126', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Expensive? Not when you\'re protecting a fortune as large as ours."', 'illustrator': 'Adam Schumpert', 'keywords': 'Security', 'pack_code': 'core2', 'position': 126, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'If the Runner is tagged, Private Security Force gains: "click: Do 1 meat damage."', 'stripped_title': 'Private Security Force', 'text': 'If the Runner is tagged, Private Security Force gains: "[click]: Do 1 meat damage."', 'title': 'Private Security Force', 'type_code': 'agenda', 'uniqueness': False}
{'code': '20127', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"The mining bosses are worse than any downstalk crime lords. Tri-Maf, 4K, Yak, I don\'t care what gangs you got down there. In Heinlein there\'s just one law: the He3 must flow." -"Old" Rick Henry, escaped clone.', 'illustrator': 'Emilio Rodriguez', 'pack_code': 'core2', 'position': 127, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'click, click, click: Gain 7 credits.', 'stripped_title': 'Melange Mining Corp.', 'text': '[click], [click], [click]: Gain 7[credit].', 'title': 'Melange Mining Corp.', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}
{'code': '20128', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'It is just like the one you just bought, only better.', 'illustrator': 'Kate Laird', 'keywords': 'Advertisement', 'pack_code': 'core2', 'position': 128, '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': '20129', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Hey, hey! Wake up, man. You were under a long time. What\'d you see?"\n"I…don\'t remember."', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate', 'pack_code': 'core2', 'position': 129, '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': '20130', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': './/run/hunter-tr/return=true\nclient/sec256IPv7->confirm?/y\n3926:0HB7:1001:2NB1:1601:7784:ERROR', 'illustrator': 'Christina Davis', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'core2', 'position': 130, 'quantity': 2, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trace 3 If successful, give the Runner 1 tag.', 'stripped_title': 'Hunter', 'text': '[subroutine] <trace>Trace 3</trace> If successful, give the Runner 1 tag.', 'title': 'Hunter', 'type_code': 'ice', 'uniqueness': False}
{'code': '20131', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"There\'s nothing worse than seeing that beautiful blue ball of data just out of reach as your connection derezzes. I think they do it just to taunt us." -Ele "Smoke" Scovak', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier', 'pack_code': 'core2', 'position': 131, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine End the run.', 'stripped_title': 'Wall of Static', 'text': '[subroutine] End the run.', 'title': 'Wall of Static', 'type_code': 'ice', 'uniqueness': False}
{'code': '20132', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Hedge Fund. Noun. An ingenious device by which the rich get richer even while every other poor SOB is losing his shirt. -The Anarch's Dictionary, Volume Who's Counting?', 'illustrator': 'Mark Molnar', 'keywords': 'Transaction', 'pack_code': 'core2', 'position': 132, '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}
{'code': '21041', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"Amateurs feign it as \'random packet loss\'. They do this for safety. They do this out of fear. But

why should we cower? We will collapse the Corporatocracy, piece by piece! They are not the ones to fear. We are."\n- Freedom Khumalo', 'illustrator': 'Ed Mattinian', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'cotc', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you breach R&D, access 1 additional card. When the Corp purges virus counters, trash this program.', 'stripped_title': 'eXer', 'text': 'Whenever you breach R&D, access 1 additional card.\nWhen the Corp purges virus counters, trash this program.', 'title': 'eXer', 'type_code': 'program', 'uniqueness': False}

{'code': '21042', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"It makes every bad thing that you do so much better."\n- g00ru', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Chip', 'pack_code': 'cotc', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you trash a Corp card, you may place 1 virus counter on Friday Chip. When your turn begins, you may move 1 hosted virus counter to a virus program.', 'stripped_title': 'Friday Chip', 'text': 'Whenever you trash a Corp card, you may place 1 virus counter on Friday Chip.\nWhen your turn begins, you may move 1 hosted virus counter to a virus program.', 'title': 'Friday Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '21043', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'The smell of rot strengthens with each step.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'cotc', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on Archives, you may place 1 virus counter on Crypt. click, trash, 3 hosted virus counters: Search your stack for a virus program and install it (paying its install cost), then shuffle your stack.', 'stripped_title': 'Crypt', 'text': 'Whenever you make a successful run on Archives, you may place 1 virus counter on Crypt.\n[click], [trash], 3 hosted virus counters: Search your stack for a virus program and install it (paying its install cost), then shuffle your stack.', 'title': 'Crypt', 'type_code': 'resource', 'uniqueness': False}

{'code': '21044', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'You\'d think someone would have noticed a program entitled "Career Opportunities in Hacking" earlier.', 'illustrator': 'PxelSlayer', 'keywords': 'Current', 'pack_code': 'cotc', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. The first time you install a card each turn, the Corp loses 1 credit.', 'stripped_title': 'Corporate "Grant"', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nThe first time you install a card each turn, the Corp loses 1[credit].', 'title': 'Corporate "Grant"', 'type_code': 'event', 'uniqueness': False}

{'code': '21045', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Go away! I\'m not here!"', 'illustrator': 'Alexandr Elichev', 'keywords': 'Virtual', 'pack_code': 'cotc', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you would take any number of tags or suffer any amount of net damage each turn, you may trash No One Home to force the Corp to "trace 0 If unsuccessful, the Runner avoids any number of tags or prevents any amount of net damage."', 'stripped_title': 'No One Home', 'text': 'The first time you would take any number of tags or suffer any amount of net damage each turn, you may trash No One Home to force the Corp to "<trace>trace 0</trace> If unsuccessful, the Runner avoids any number of tags or prevents any amount of net damage."', 'title': 'No One Home', 'type_code': 'resource', 'uniqueness': False}

{'code': '21046', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 5, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Run', 'pack_code': 'cotc', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run on a remote server. When the run ends, gain click and add Marathon to your grip instead of trashing it if the run was successful. You may not make another run on that server for the remainder of this turn.', 'stripped_title': 'Marathon', 'text': 'Make a run on a remote server. When the run ends, gain [click] and add Marathon to your grip instead of trashing it if the run was successful. You may not make another run on that server for the remainder of this turn.', 'title': 'Marathon', 'type_code': 'event', 'uniqueness': False}

{'code': '21047', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Ripples are all the prey sees before Gbahali swallows it whole.', 'illustrator': 'Liiga Smilshkalne',

'keywords': 'Virtual', 'pack_code': 'cotc', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Break the last subroutine on the encountered piece of ice.', 'stripped_title': 'Gbahali', 'text': '[trash]: Break the last subroutine on the encountered piece of ice.', 'title': 'Gbahali', 'type_code': 'resource', 'uniqueness': False}

{'code': '21048', 'cost': 0, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 5, 'illustrator': 'Ed Mattinian', 'pack_code': 'cotc', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on a central server this turn. Force the Corp to "trace 3 If unsuccessful, reveal all cards in HQ. The Runner may choose up to 2 of the revealed cards. Shuffle those cards into R&D."', 'stripped_title': 'White Hat', 'text': 'Play only if you made a successful run on a central server this turn.\nForce the Corp to "<trace>trace 3</trace> If unsuccessful, reveal all cards in HQ. The Runner may choose up to 2 of the revealed cards. Shuffle those cards into R&D."', 'title': 'White Hat', 'type_code': 'event', 'uniqueness': False}

{'code': '21049', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'illustrator': 'Josh Corpuz', 'keywords': 'Bioroid', 'pack_code': 'cotc', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may trace X If successful, do 1 brain damage and trash Kuwinda K4H1U3. If unsuccessful, place 1 power counter on Kuwinda K4H1U3. X is the number of power counters on Kuwinda K4H1U3.', 'stripped_title': 'Kuwinda K4H1U3', 'text': 'When your turn begins, you may <trace>trace X</trace> If successful, do 1 brain damage and trash Kuwinda K4H1U3. If unsuccessful, place 1 power counter on Kuwinda K4H1U3.\nX is the number of power counters on Kuwinda K4H1U3.', 'title': 'Kuwinda K4H1U3', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '21050', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Every level of protection for all of your security needs.', 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate - NEXT', 'pack_code': 'cotc', 'position': 50, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'X is the number of rezzed NEXT ice. Subroutine Draw up to X cards. Subroutine Add up to X cards from Archives to HQ. Subroutine Shuffle up to X cards from HQ into R&D.', 'stripped_title': 'NEXT Sapphire', 'text': 'X is the number of rezzed NEXT ice.\n[subroutine] Draw up to X cards.\n[subroutine] Add up to X cards from Archives to HQ.\n[subroutine] Shuffle up to X cards from HQ into R&D.', 'title': 'NEXT Sapphire', 'type_code': 'ice', 'uniqueness': False}

{'code': '21051', 'cost': 8, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - AP', 'pack_code': 'cotc', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Whenever an encounter with this ice ends, if the Runner did not fully break it, do 3 net damage. Subroutine Look at the top 5 cards of R&D and arrange them in any order. Subroutine You may draw 1 card. The Runner may pay 2 credits to draw 1 card. Subroutine Do 1 net damage.', 'stripped_title': 'Anansi', 'text': 'Whenever an encounter with this ice ends, if the Runner did not fully break it, do 3 net damage.\n[subroutine] Look at the top 5 cards of R&D and arrange them in any order.\n[subroutine] You may draw 1 card. The Runner may pay 2[credit] to draw 1 card.\n[subroutine] Do 1 net damage.', 'title': 'Anansi', 'type_code': 'ice', 'uniqueness': False}

{'code': '21052', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'for (;;)', 'illustrator': 'Caravan Studio', 'pack_code': 'cotc', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner passes a rezzed piece of ice protecting this server, you may trash this upgrade. If you do, the Runner must approach that ice again. They may jack out.', 'stripped_title': 'Code Replicator', 'text': 'Whenever the Runner passes a rezzed piece of ice protecting this server, you may trash this upgrade. If you do, the Runner must approach that ice again. They may jack out.', 'title': 'Code Replicator', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '21053', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'illustrator': 'Adam S. Doyle', 'pack_code': 'cotc', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Choose one: * Purge virus counters. Trash 1 card from the top of the stack for every 3 virus counters removed. * Gain 2 credits.', 'stripped_title': 'Reverse Infection', 'text': 'Choose one:
Purge virus counters. Trash 1 card from the top of the stack for every 3 virus

counters removed.
Gain 2[credit].
', 'title': 'Reverse Infection', 'type_code': 'operation', 'uniqueness': False}

{'code': '21054', 'deck_limit': 1, 'faction_code': 'nbn', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 40, 'pack_code': 'cotc', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn ends, you may name a card type. Gain 2 credits the first time each turn the Runner plays or installs a card that has the type you last named this way.', 'stripped_title': 'Azmari EdTech: Shaping the Future', 'text': 'When your turn ends, you may name a card type. Gain 2[credit] the first time each turn the Runner plays or installs a card that has the type you last named this way.', 'title': 'Azmari EdTech: Shaping the Future', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '21055', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': 'Master any subject in 30 minutes or less!*\n*Azmari EdTech is not responsible for altered memories or reduced temporal lobe functionality. Level of mastery may vary.', 'illustrator': 'Juan Novelletto', 'keywords': 'Initiative', 'pack_code': 'cotc', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to steal Degree Mill, the Runner must shuffle 2 installed Runner cards into the stack.', 'stripped_title': 'Degree Mill', 'text': 'As an additional cost to steal Degree Mill, the Runner must shuffle 2 installed Runner cards into the stack.', 'title': 'Degree Mill', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21056', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Welcome to Azmari Mail! You have 4,196 unread messages."', 'illustrator': 'Kathryn Steele', 'pack_code': 'cotc', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, the Runner draws 1 card. You may gain 1 credit for every 2 cards in the grip.', 'stripped_title': 'Personalized Portal', 'text': 'When your turn begins, the Runner draws 1 card. You may gain 1[credit] for every 2 cards in the grip.', 'title': 'Personalized Portal', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '21057', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"The way I see it, you\'ve got two options: die here or die running. I\'ll enjoy both."', 'illustrator': 'Le Vuong', 'keywords': 'Security', 'pack_code': 'cotc', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Armed Intimidation, the Runner must either suffer 5 meat damage or take 2 tags.', 'stripped_title': 'Armed Intimidation', 'text': 'When you score Armed Intimidation, the Runner must either suffer 5 meat damage or take 2 tags.', 'title': 'Armed Intimidation', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21058', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'The only certainties.', 'illustrator': 'Kathryn Steele', 'keywords': 'Current - Transaction', 'pack_code': 'cotc', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. Whenever the Runner installs a card or trashes an installed card, you may gain 1 credit.', 'stripped_title': 'Death and Taxes', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nWhenever the Runner installs a card or trashes an installed card, you may gain 1[credit].', 'title': 'Death and Taxes', 'type_code': 'operation', 'uniqueness': False}

{'code': '21059', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Fei F. Ou', 'keywords': 'Gray Ops', 'pack_code': 'cotc', 'position': 59, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Play only if the Runner accessed a card during their last turn. Trace 4. If successful, trash 1 installed program with an install cost of X or less, where X is equal to the amount by which your trace strength exceeded the Runner's link strength.", 'stripped_title': 'Trojan Horse', 'text': "Play only if the Runner accessed a card during their last turn.\n<trace>Trace 4</trace>. If successful, trash 1 installed program with an install cost of X or less, where X is equal to the amount by which your trace strength exceeded the Runner's link strength.", 'title': 'Trojan Horse', 'type_code': 'operation', 'uniqueness': False}

{'code': '21060', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Caravan Studio', 'keywords': 'Corporation', 'pack_code': 'cotc', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The install cost of each program, piece of hardware, and virtual resource is increased by 1. Whenever the Runner installs a program, piece of hardware, or

virtual resource, you may gain 1 credit.', 'stripped_title': 'TechnoCo', 'text': 'The install cost of each program, piece of hardware, and virtual resource is increased by 1.\nWhenever the Runner installs a program, piece of hardware, or virtual resource, you may gain 1[credit].', 'title': 'TechnoCo', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': True}

{'code': 'draft', 'name': 'Draft', 'position': 0, 'rotated': False, 'size': 1}

{'code': 'core', 'name': 'Core Set', 'position': 1, 'rotated': True, 'size': 1}

{'code': 'genesis', 'name': 'Genesis', 'position': 2, 'rotated': True, 'size': 6}

{'code': 'creation-and-control', 'name': 'Creation and Control', 'position': 3, 'rotated': True, 'size': 1}

{'code': 'spin', 'name': 'Spin', 'position': 4, 'rotated': True, 'size': 6}

{'code': 'honor-and-profit', 'name': 'Honor and Profit', 'position': 5, 'rotated': True, 'size': 1}

{'code': 'lunar', 'name': 'Lunar', 'position': 6, 'rotated': True, 'size': 6}

{'code': 'order-and-chaos', 'name': 'Order and Chaos', 'position': 7, 'rotated': True, 'size': 1}

{'code': 'sansan', 'name': 'SanSan', 'position': 8, 'rotated': True, 'size': 6}

{'code': 'data-and-destiny', 'name': 'Data and Destiny', 'position': 9, 'rotated': False, 'size': 1}

{'code': 'mumbad', 'name': 'Mumbad', 'position': 10, 'rotated': True, 'size': 6}

{'code': 'flashpoint', 'name': 'Flashpoint', 'position': 11, 'rotated': False, 'size': 6}

{'code': 'red-sand', 'name': 'Red Sand', 'position': 12, 'rotated': False, 'size': 6}

{'code': 'terminal-directive', 'name': 'Terminal Directive', 'position': 13, 'rotated': True, 'size': 2}

{'code': 'core2', 'name': 'Revised Core Set', 'position': 20, 'rotated': True, 'size': 1}

{'code': 'kitara', 'name': 'Kitara', 'position': 21, 'rotated': False, 'size': 6}

{'code': 'reign-and-reverie', 'name': 'Reign and Reverie', 'position': 22, 'rotated': False, 'size': 1}

{'code': 'magnum-opus', 'name': 'Magnum Opus', 'position': 23, 'rotated': False, 'size': 1}

{'code': 'napd', 'name': 'NAPD Multiplayer', 'position': 24, 'rotated': False, 'size': 1}

{'code': 'sc19', 'name': 'System Core 2019', 'position': 25, 'rotated': True, 'size': 1}

{'code': 'ashes', 'name': 'Ashes', 'position': 26, 'rotated': False, 'size': 3}

{'code': 'magnum-opus-reprint', 'name': 'Magnum Opus Reprint', 'position': 28, 'rotated': False, 'size': 1}

{'code': 'salvaged-memories', 'name': 'Salvaged Memories', 'position': 29, 'rotated': True, 'size': 1}

{'code': 'system-gateway', 'name': 'System Gateway', 'position': 30, 'rotated': False, 'size': 1}

{'code': 'system-update-2021', 'name': 'System Update 2021', 'position': 31, 'rotated': False, 'size': 1}

{'code': 'borealis', 'name': 'Borealis', 'position': 32, 'rotated': False, 'size': 3}

{'code': '09001', 'deck_limit': 1, 'faction_code': 'nbn', 'illustrator': 'Maciej Rebisz', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 40, 'pack_code': 'dad', 'position': 1, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Flip this identity. The Runner pays 1 credit more when spending a click to remove a tag (not through a card ability). Flip side: click: Flip this identity. You may pay 2 credits fewer when spending a click to trash a resource (not through a card ability).', 'stripped_title': 'SYNC: Everything, Everywhere', 'text': '[click]: Flip this identity.\nThe Runner pays 1[credit] more when spending a [click] to remove a tag (not through a card ability).\nFlip side:\n[click]: Flip this identity.\nYou may pay 2[credit] fewer when spending a [click] to trash a resource (not through a card ability).', 'title': 'SYNC: Everything, Everywhere', 'type_code': 'identity', 'uniqueness': False}

{'code': '09002', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Nothing but the Truth.', 'illustrator': 'Maciej Rebisz', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'dad', 'position': 2, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever an agenda is scored or stolen, you may play 1 current from HQ or Archives (paying its play cost).', 'stripped_title': 'New Angeles Sol: Your News', 'text': 'Whenever an agenda is scored or stolen, you may play 1 current from HQ or Archives (paying its play cost).', 'title': 'New Angeles Sol: Your News', 'type_code': 'identity', 'uniqueness': False}

{'code': '09003', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': "We're ready to start the fire.", 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'dad', 'position': 3, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time

each turn you rez an advertisement, the Runner loses 1 credit.', 'stripped_title': 'Spark Agency: Worldswide Reach', 'text': 'The first time each turn you rez an advertisement, the Runner loses 1[credit].', 'title': 'Spark Agency: Worldswide Reach', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 1, 'code': '09004', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'You had your shot, and you blew it.', 'illustrator': 'Hannah Christenson', 'pack_code': 'dad', 'position': 4, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "click: Shuffle 15 Minutes into R&D. The Corp can trigger this ability while 15 Minutes is in the Runner's score area. Limit 1 per deck.", 'stripped_title': '15 Minutes', 'text': "[click]: Shuffle 15 Minutes into R&D. The Corp can trigger this ability while 15 Minutes is in the Runner's score area.\nLimit 1 per deck.", 'title': '15 Minutes', 'type_code': 'agenda', 'uniqueness': True}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '09005', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"The trick isn\'t software, it\'s hardware. Cyberspace is a collection of physical machines. If we control the machines, we control it all." -KR Kane, "Our Future"', 'illustrator': 'Adam S. Doyle', 'keywords': 'Security', 'pack_code': 'dad', 'position': 5, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'All tracer ice have +1 strength. The base trace strength of each subroutine is increased by 1.', 'stripped_title': 'Improved Tracers', 'text': 'All tracer ice have +1 strength.\nThe base trace strength of each subroutine is increased by 1.', 'title': 'Improved Tracers', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '09006', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"Nobody ever lost a dollar by underestimating the taste of the public." -Phineas Taylor Barnum', 'illustrator': 'Tiffany Turrill', 'keywords': 'Initiative', 'pack_code': 'dad', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'All assets gain advertisement.', 'stripped_title': 'Rebranding Team', 'text': 'All assets gain advertisement.', 'title': 'Rebranding Team', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '09007', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"Yes and No."', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Security', 'pack_code': 'dad', 'position': 7, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'While the Runner is accessing this agenda in R&D, they must reveal it. When the Runner accesses this agenda while they are tagged, add it to your score area.', 'stripped_title': 'Quantum Predictive Model', 'text': 'While the Runner is accessing this agenda in R&D, they must reveal it.\nWhen the Runner accesses this agenda while they are tagged, add it to your score area.', 'title': 'Quantum Predictive Model', 'type_code': 'agenda', 'uniqueness': False}

{'code': '09008', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': '"Live from New Angeles, this is Lily Lockwell."', 'illustrator': 'Matt Zeilinger', 'keywords': 'Character', 'pack_code': 'dad', 'position': 8, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez Lily Lockwell, draw 3 cards. click, remove 1 tag: Search R&D for an operation, reveal it, and shuffle the rest of R&D. Add the operation to the top of R&D.', 'stripped_title': 'Lily Lockwell', 'text': 'When you rez Lily Lockwell, draw 3 cards.\n[click], remove 1 tag: Search R&D for an operation, reveal it, and shuffle the rest of R&D. Add the operation to the top of R&D.', 'title': 'Lily Lockwell', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '09009', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Jessada Sutthi', 'keywords': 'Ambush', 'pack_code': 'dad', 'position': 9, '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 must either take 2 tags or add this asset to their score area as an agenda worth -1 agenda point.', 'stripped_title': 'News Team', 'text': 'While the Runner is accessing this asset in R&D, they must reveal it.\nWhen the Runner accesses this asset, they must either take 2 tags or add this asset to their score area as an agenda worth -1 agenda point.', 'title': 'News Team', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '09010', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'No one can bury a story better.', 'illustrator': 'Rebecca Sorge', 'keywords': 'Character', 'pack_code': 'dad', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Draw 1 card from the bottom of R&D. trash: Search R&D or Archives for an agenda and reveal it. Shuffle the rest of R&D if you

searched it. Add the agenda to the bottom of R&D.', 'stripped_title': 'Shannon Claire', 'text': '[click]: Draw 1 card from the bottom of R&D.\n[trash]: Search R&D or Archives for an agenda and reveal it. Shuffle the rest of R&D if you searched it. Add the agenda to the bottom of R&D.', 'title': 'Shannon Claire', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '09011', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 5, 'illustrator': 'Matt Zeilinger', 'keywords': 'Executive', 'pack_code': 'dad', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "The Runner gets -1 allotted click for each of their turns. When this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.", 'stripped_title': 'Victoria Jenkins', 'text': "The Runner gets -1 allotted [click] for each of their turns.\nWhen this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.", 'title': 'Victoria Jenkins', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '09012', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"They\'re gonna try and make you a star. Whether you want it or not." -MaxX', 'illustrator': 'Kate Laird', 'keywords': 'Illicit', 'pack_code': 'dad', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez Reality Threedee, take 1 bad publicity. When your turn begins, gain 1 credit (or 2 credits if the Runner is tagged).', 'stripped_title': 'Reality Threedee', 'text': 'When you rez Reality Threedee, take 1 bad publicity.\nWhen your turn begins, gain 1[credit] (or 2[credit] if the Runner is tagged).', 'title': 'Reality Threedee', 'trash_cost': 6, 'type_code': 'asset', 'uniqueness': False}

{'code': '09013', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate - Tracer - Ambush', 'pack_code': 'dad', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'While the Runner is accessing this ice in R&D, they must reveal it. When the Runner accesses this ice anywhere except in Archives, you may pay 3 credits. If you do, they encounter it. Subroutine Trace 6. If successful, add 1 installed Runner card to the grip.', 'stripped_title': 'Archangel', 'text': 'While the Runner is accessing this ice in R&D, they must reveal it.\nWhen the Runner accesses this ice anywhere except in Archives, you may pay 3[credit]. If you do, they encounter it.\n[subroutine] <trace>Trace 6</trace>. If successful, add 1 installed Runner card to the grip.', 'title': 'Archangel', 'type_code': 'ice', 'uniqueness': False}

{'code': '09014', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Most reporting these days can be done by AI. We just need the talent for the name recognition."', 'illustrator': 'Darren Waud', 'keywords': 'Sentry - Tracer', 'pack_code': 'dad', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'If a current is active, News Hound gains "Subroutine End the run." after all its other subroutines. Subroutine Trace 3 If successful, give the Runner 1 tag.', 'stripped_title': 'News Hound', 'text': 'If a current is active, News Hound gains "[subroutine] End the run." after all its other subroutines.\n[subroutine] <trace>Trace 3</trace> If successful, give the Runner 1 tag.', 'title': 'News Hound', 'type_code': 'ice', 'uniqueness': False}

{'code': '09015', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"In the Olden Times, a \'resistor\' was a vital component of practically all electronic equipment. You know, back when dinosaurs roamed the Earth." -Chaos Theory', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Barrier - Tracer', 'pack_code': 'dad', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Resistor has +1 strength for each tag the Runner has. Subroutine Trace 4 If successful, end the run.', 'stripped_title': 'Resistor', 'text': 'Resistor has +1 strength for each tag the Runner has.\n[subroutine] <trace>Trace 4</trace> If successful, end the run.', 'title': 'Resistor', 'type_code': 'ice', 'uniqueness': False}

{'code': '09016', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"If I didn\'t know better, I\'d say they got the better end of that deal." -John Masanori', 'illustrator': 'Hannah Christenson', 'keywords': 'Trap - Advertisement', 'pack_code': 'dad', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine The Corp gains 5 credits. Trash Special Offer.', 'stripped_title': 'Special Offer', 'text': '[subroutine] The Corp gains 5[credit]. Trash Special Offer.', 'title': 'Special Offer', 'type_code': 'ice', 'uniqueness': False}

{'code': '09017', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '//tl;dr duplicate the subs on the next piece of ice', 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate', 'pack_code': 'dad', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine When the Runner encounters the next piece of ice during this run, that ice gains a second copy of each subroutine on it (after the original subroutine) for the remainder of the encounter.', 'stripped_title': 'TL;DR', 'text': '[subroutine] When the Runner encounters the next piece of ice during this run, that ice gains a second copy of each subroutine on it (after the original subroutine) for the remainder of the encounter.', 'title': 'TL;DR', 'type_code': 'ice', 'uniqueness': False}

{'code': '09018', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Stay out of the fast lanes! If speed\'s your only concern, you\'re already tagged and halfway to fragged." -g00ru', 'illustrator': 'Donald Crank', 'keywords': 'Sentry - Tracer', 'pack_code': 'dad', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When the Runner encounters this ice, they lose 1 credit. Subroutine Trace 5. If successful, give the Runner 1 tag.', 'stripped_title': 'Turnpike', 'text': 'When the Runner encounters this ice, they lose 1[credit].\n[subroutine] <trace>Trace 5</trace>. If successful, give the Runner 1 tag.', 'title': 'Turnpike', 'type_code': 'ice', 'uniqueness': False}

{'code': '09019', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'The only thing worse than bad news...', 'illustrator': 'Thomas Williams', 'pack_code': 'dad', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play 24/7 News Cycle, forfeit an agenda. Resolve the "when scored" ability on an agenda in your score area.', 'stripped_title': '24/7 News Cycle', 'text': 'As an additional cost to play 24/7 News Cycle, forfeit an agenda.\nResolve the "when scored" ability on an agenda in your score area.', 'title': '24/7 News Cycle', 'type_code': 'operation', 'uniqueness': False}

{'code': '09020', 'cost': None, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Johan Törnlund', 'keywords': 'Double', 'pack_code': 'dad', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Install and rez (paying all costs) X advertisements from Archives and/or HQ, if able.', 'stripped_title': 'Ad Blitz', 'text': 'As an additional cost to play this operation, spend [click].\nInstall and rez (paying all costs) X advertisements from Archives and/or HQ, if able.', 'title': 'Ad Blitz', 'type_code': 'operation', 'uniqueness': False}

{'code': '09021', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Dmitry Prosvirnin', 'keywords': 'Current', 'pack_code': 'dad', 'position': 21, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "This card is not trashed until another current is played or an agenda is stolen. Choose an agenda in the Runner's score area. Media Blitz gains the text of that agenda.", 'stripped_title': 'Media Blitz', 'text': "This card is not trashed until another current is played or an agenda is stolen.\nChoose an agenda in the Runner's score area. Media Blitz gains the text of that agenda.", 'title': 'Media Blitz', 'type_code': 'operation', 'uniqueness': False}

{'code': '09022', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"Only with perfect information can we develop the perfect strategy." -The Playbook', 'illustrator': 'Matt Zeilinger', 'pack_code': 'dad', 'position': 22, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Trash all resources. The Runner can remove 1 bad publicity to prevent this.', 'stripped_title': 'The All-Seeing I', 'text': 'Play only if the Runner is tagged.\nTrash all resources. The Runner can remove 1 bad publicity to prevent this.', 'title': 'The All-Seeing I', 'type_code': 'operation', 'uniqueness': False}

{'code': '09023', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Simon Weaner', 'keywords': 'Current', 'pack_code': 'dad', 'position': 23, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. The Runner must spend credits first for each trace attempt during a run.', 'stripped_title': 'Surveillance Sweep', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nThe Runner must spend credits first for each trace attempt during a run.', 'title': 'Surveillance Sweep', 'type_code': 'operation', 'uniqueness': False}

{'code': '09024', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"We use ice on our servers. More runners should ice their own rigs."', 'illustrator': 'Joshua Meehan', 'keywords': 'Sysop', 'pack_code': 'dad', 'position': 24, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'trash, remove 1 tag: Trash 1 program. Use this ability only during a run on this server.', 'stripped_title': 'Keegan Lane', 'text': '[trash], remove 1 tag: Trash 1 program. Use this ability only during a run on this server.', 'title': 'Keegan Lane', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '09025', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'To the worlds sitting on the couch and watching threedee, Rutherford District might as well be all of New Angeles.', 'illustrator': 'Johan Törnlund', 'keywords': 'Region', 'pack_code': 'dad', 'position': 25, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The base trace strength of each trace during a run on this server is increased by 2. Limit 1 region per server.', 'stripped_title': 'Rutherford Grid', 'text': 'The base trace strength of each trace during a run on this server is increased by 2.\nLimit 1 region per server.', 'title': 'Rutherford Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '09026', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 1, 'flavor': '"Corporations are made up of people. It\'s ridiculous to think they\'d be either all good or all bad." -Sunny Lebeau', 'illustrator': 'Meg Owenson', 'keywords': 'Initiative', 'pack_code': 'dad', 'position': 26, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Global Food Initiative is worth 1 fewer agenda point while in the Runner's score area.", 'stripped_title': 'Global Food Initiative', 'text': "Global Food Initiative is worth 1 fewer agenda point while in the Runner's score area.", 'title': 'Global Food Initiative', 'type_code': 'agenda', 'uniqueness': False}

{'code': '09027', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Elisabeth Alba', 'keywords': 'Advertisement', 'pack_code': 'dad', 'position': 27, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 6 credits from the bank on Launch Campaign when it is rezzed. When there are no credits left on Launch Campaign, trash it. When your turn begins, take 2 credits from Launch Campaign.', 'stripped_title': 'Launch Campaign', 'text': 'Place 6[credit] from the bank on Launch Campaign when it is rezzed. When there are no credits left on Launch Campaign, trash it.\nWhen your turn begins, take 2[credit] from Launch Campaign.', 'title': 'Launch Campaign', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '09028', 'cost': 7, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Bounce rate is a well-understood measure of ice strength. But it is not the only measure.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Destroyer - AP - Tracer', 'pack_code': 'dad', 'position': 28, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Trace 5 If successful, do 3 net damage. Subroutine Trace 4 If successful, trash 1 program.', 'stripped_title': 'Assassin', 'text': '[subroutine] <trace>Trace 5</trace> If successful, do 3 net damage.\n[subroutine] <trace>Trace 4</trace> If successful, trash 1 program.', 'title': 'Assassin', 'type_code': 'ice', 'uniqueness': False}

{'base_link': 0, 'code': '09029', 'deck_limit': 1, 'faction_code': 'apex', 'illustrator': 'Liiga Smilshkalne', 'influence_limit': 25, 'keywords': 'Digital', 'minimum_deck_size': 45, 'pack_code': 'dad', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You cannot install non-virtual resources. When your turn begins, you may install 1 card from your grip facedown.', 'stripped_title': 'Apex: Invasive Predator', 'text': 'You cannot install non-virtual resources.\nWhen your turn begins, you may install 1 card from your grip facedown.', 'title': 'Apex: Invasive Predator', 'type_code': 'identity', 'uniqueness': False}

{'code': '09030', 'cost': 3, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 3, 'flavor': 'THE DESTROYER OF WORLDS', 'illustrator': 'Shawn Ye Zhongyi', 'pack_code': 'dad', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on HQ, R&D and Archives this turn. Trash all installed Corp cards. Turn all installed Runner cards facedown.', 'stripped_title': 'Apocalypse', 'text': 'Play only if you made a successful run on HQ, R&D and Archives this turn.\nTrash all installed Corp cards. Turn all installed Runner cards facedown.', 'title': 'Apocalypse', 'type_code': 'event', 'uniqueness': False}

{'code': '09031', 'cost': 0, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 2, 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Run', 'pack_code': 'dad', 'position': 31, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. Once during this run, when you pass a piece of ice, you may trash a number of your installed cards equal to the strength of that ice. If you do, trash that ice.', 'stripped_title': 'Prey', 'text': 'Make a run. Once during this run, when you pass a piece of ice, you may trash a number of your installed cards equal to the strength of that ice. If you do, trash that ice.', 'title': 'Prey', 'type_code': 'event', 'uniqueness': False}

{'code': '09032', 'cost': 2, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 3, 'flavor': '"Meantime the hellish tattoo of the heart increased. It grew quicker and quicker, and louder and louder every instant." -Edgar Allan Poe', 'illustrator': 'Thomas Williams', 'keywords': 'Console', 'pack_code': 'dad', 'position': 32, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Trash an installed card: Prevent 1 damage. Limit 1 console per player.', 'stripped_title': 'Heartbeat', 'text': '+1[mu]\nTrash an installed card: Prevent 1 damage.\nLimit 1 console per player.', 'title': 'Heartbeat', 'type_code': 'hardware', 'uniqueness': True}

{'code': '09033', 'cost': 0, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 2, 'flavor': '"I\'ve been monitoring the anomaly\'s activity across the New Angeles Pacifica and Andea trunk lines and associated nodes. I have yet to detect a predictable pattern or even to formulate a theory as to the anomaly\'s nature." -Joséo Greene, SYNC Analyst', 'illustrator': 'Hannah Christenson', 'keywords': 'Icebreaker', 'memory_cost': 4, 'pack_code': 'dad', 'position': 33, 'quantity': 3, 'side_code': 'runner', 'strength': 11, 'stripped_text': 'Interface -> Trash 1 installed card: Break 1 "Subroutine End the run." subroutine.', 'stripped_title': 'Endless Hunger', 'text': 'Interface → Trash 1 installed card: Break 1 "[subroutine] End the run." subroutine.', 'title': 'Endless Hunger', 'type_code': 'program', 'uniqueness': False}

{'code': '09034', 'cost': 0, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 1, 'flavor': 'I AM BECOME DEATH', 'illustrator': 'Adam S. Doyle', 'memory_cost': 0, 'pack_code': 'dad', 'position': 34, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Interrupt -> When this program would be trashed, turn it facedown instead of adding it to your heap. (It is still considered trashed.)', 'stripped_title': 'Harbinger', 'text': '[interrupt] → When this program would be trashed, turn it facedown instead of adding it to your heap. (It is still considered trashed.)', 'title': 'Harbinger', 'type_code': 'program', 'uniqueness': False}

{'code': '09035', 'cost': 2, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 1, 'flavor': '"There\'s parts of the Network now that are different from how they used to be. I can\'t put my finger on it; just something twitching at my ganglion through my BMI." -Reeve', 'illustrator': 'Adam S. Doyle', 'keywords': 'Location - Virtual', 'pack_code': 'dad', 'position': 35, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Once per turn, prevent a "when encountered" ability on a piece of ice. trash: Install the top 3 cards of your stack facedown.', 'stripped_title': 'Hunting Grounds', 'text': 'Once per turn, prevent a "when encountered" ability on a piece of ice.\n[trash]: Install the top 3 cards of your stack facedown.', 'title': 'Hunting Grounds', 'type_code': 'resource', 'uniqueness': False}

{'code': '09036', 'cost': 2, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 2, 'flavor': 'Data goes in. Nothing comes out.', 'illustrator': 'Simon Weaner', 'keywords': 'Location - Virtual', 'pack_code': 'dad', 'position': 36, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you trash 1 of your installed cards, gain 1 credit.', 'stripped_title': 'Wasteland', 'text': 'The first time each turn you trash 1 of your installed cards, gain 1[credit].', 'title': 'Wasteland', 'type_code': 'resource', 'uniqueness': False}

{'base_link': 0, 'code': '09037', 'deck_limit': 1, 'faction_code': 'adam', 'illustrator': 'Matt Zeilinger', 'influence_limit': 25, 'keywords': 'Bioroid', 'minimum_deck_size': 45, 'pack_code': 'dad', 'position': 37, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You start the game with 3 different directive cards installed (these cards are not considered part of your deck).', 'stripped_title': 'Adam: Compulsive Hacker', 'text': 'You start the game with 3 different directive cards installed (these cards are not considered part of your deck).', 'title': 'Adam: Compulsive Hacker', 'type_code': 'identity', 'uniqueness': False}

{'code': '09038', 'cost': 1, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 1, 'flavor': 'Adam

raised the hammer. He was free.', 'illustrator': 'Del Borovic', 'pack_code': 'dad', 'position': 38, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash up to 5 of your installed cards. Draw 1 card for each card trashed (or 2 cards for each card trashed if you trashed at least 1 directive).', 'stripped_title': 'Independent Thinking', 'text': 'Trash up to 5 of your installed cards. Draw 1 card for each card trashed (or 2 cards for each card trashed if you trashed at least 1 directive).', 'title': 'Independent Thinking', 'type_code': 'event', 'uniqueness': False}

{'code': '09039', 'cost': 2, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 3, 'illustrator': 'Jessada Sutthi', 'keywords': 'Console', 'pack_code': 'dad', 'position': 39, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+X mu Your maximum hand size is increased by X. X is equal to the number of agenda points you have. Limit 1 console per player.', 'stripped_title': 'Brain Chip', 'text': '+X[mu]\nYour maximum hand size is increased by X.\nX is equal to the number of agenda points you have.\nLimit 1 console per player.', 'title': 'Brain Chip', 'type_code': 'hardware', 'uniqueness': True}

{'code': '09040', 'cost': 3, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 1, 'flavor': 'Bioroids have two brains running in parallel, each capable of running sophisticated programming. There are certain advantages to the setup.', 'illustrator': 'Lili Ibrahim', 'memory_cost': 1, 'pack_code': 'dad', 'position': 40, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 recurring credits Use these credits to pay for using programs.', 'stripped_title': 'Multithreader', 'text': '2[recurring-credit]\nUse these credits to pay for using programs.', 'title': 'Multithreader', 'type_code': 'program', 'uniqueness': False}

{'code': '09041', 'cost': 0, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 3, 'flavor': 'The Second Directive requires a bioroid to complete its primary function above all other considerations, save the First Directive.', 'illustrator': 'Lili Ibrahim', 'keywords': 'Directive - Virtual', 'pack_code': 'dad', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first click you spend each turn must be spent to play a run event or take the basic action to run a server. Lose click click: Break 1 subroutine. Use this ability only once per turn.', 'stripped_title': 'Always Be Running', 'text': 'The first [click] you spend each turn must be spent to play a run event or take the basic action to run a server.\nLose [click][click]: Break 1 subroutine. Use this ability only once per turn.', 'title': 'Always Be Running', 'type_code': 'resource', 'uniqueness': True}

{'code': '09042', 'cost': 2, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 1, 'flavor': '"You look tore up, kid. Have a seat, I\'ll fire up the arc welder."', 'illustrator': 'Tiffany Turrill', 'keywords': 'Connection', 'pack_code': 'dad', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, choose one of your installed cards. The text box of that card is blank for the remainder of the turn.', 'stripped_title': 'Dr. Lovegood', 'text': 'When your turn begins, choose one of your installed cards. The text box of that card is blank for the remainder of the turn.', 'title': 'Dr. Lovegood', 'type_code': 'resource', 'uniqueness': True}

{'code': '09043', 'cost': 0, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 3, 'flavor': 'The Third Directive requires a bioroid to preserve its ability to function and report frequently to Haas-Bioroid for repairs and updates.', 'illustrator': 'Tadas Sidlauskas', 'keywords': 'Directive - Virtual', 'pack_code': 'dad', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you access a card with a trash cost, reveal it. You must trash that card by paying its trash cost, if able. Whenever you breach HQ, access 1 additional card.', 'stripped_title': 'Neutralize All Threats', 'text': 'The first time each turn you access a card with a trash cost, reveal it. You must trash that card by paying its trash cost, if able.\nWhenever you breach HQ, access 1 additional card.', 'title': 'Neutralize All Threats', 'type_code': 'resource', 'uniqueness': True}

{'code': '09044', 'cost': 0, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 3, 'flavor': 'The First Directive forbids a bioroid from harming, or through inaction allowing harm to befall, a human being.', 'illustrator': 'Timur Shevtsov', 'keywords': 'Directive - Virtual', 'pack_code': 'dad', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Your maximum hand size is reduced by 2. When your turn ends, draw 1 card if you do not have cards in your grip equal to or greater than your maximum hand size.', 'stripped_title': 'Safety First', 'text': 'Your maximum hand size is

reduced by 2.\nWhen your turn ends, draw 1 card if you do not have cards in your grip equal to or greater than your maximum hand size.', 'title': 'Safety First', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 2, 'code': '09045', 'deck_limit': 1, 'faction_code': 'sunny-lebeau', 'flavor': '"Mommy will be home soon, sweetie. She has to kick some ass first."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 25, 'keywords': 'Natural', 'minimum_deck_size': 50, 'pack_code': 'dad', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_title': 'Sunny Lebeau: Security Specialist', 'title': 'Sunny Lebeau: Security Specialist', 'type_code': 'identity', 'uniqueness': False}

{'code': '09046', 'cost': 0, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 1, 'flavor': 'Fortunately, Globalsec buys them by the case.', 'illustrator': 'Lucas Durham', 'keywords': 'Chip', 'pack_code': 'dad', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Choose an icebreaker (or any number of cloud icebreakers). Each chosen icebreaker has +1 strength for each link you have for the remainder of this run. Use this ability only during a run.', 'stripped_title': 'Security Chip', 'text': '[trash]: Choose an icebreaker (or any number of cloud icebreakers). Each chosen icebreaker has +1 strength for each [link] you have for the remainder of this run. Use this ability only during a run.', 'title': 'Security Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '09047', 'cost': 8, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 3, 'illustrator': 'Lili Ibrahim', 'keywords': 'Console', 'pack_code': 'dad', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu +1 link Once per turn, when you encounter a piece of ice, you may force the Corp to "trace 5 If successful, give the Runner 1 tag and end the run. If unsuccessful, the Runner bypasses the currently encountered ice." Limit 1 console per player.', 'stripped_title': 'Security Nexus', 'text': '+1[mu] +1[link]\nOnce per turn, when you encounter a piece of ice, you may force the Corp to "<trace>trace 5</trace> If successful, give the Runner 1 tag and end the run. If unsuccessful, the Runner bypasses the currently encountered ice."\nLimit 1 console per player.', 'title': 'Security Nexus', 'type_code': 'hardware', 'uniqueness': True}

{'code': '09048', 'cost': 4, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 2, 'flavor': 'Bigger.', 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Icebreaker - Decoder - Cloud', 'memory_cost': 1, 'pack_code': 'dad', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'If you have at least 2 link, the memory cost of this program is 0 mu, even if it is not installed. Interface -> 2 credits: Break any number of code gate subroutines. 2 credits: +3 strength.', 'stripped_title': 'GS Striker M1', 'text': 'If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.\nInterface → 2[credit]: Break any number of code gate subroutines.\n2[credit]: +3 strength.', 'title': 'GS Striker M1', 'type_code': 'program', 'uniqueness': False}

{'code': '09049', 'cost': 5, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 2, 'flavor': 'Badder.', 'illustrator': 'Donald Crank', 'keywords': 'Icebreaker - Killer - Cloud', 'memory_cost': 1, 'pack_code': 'dad', 'position': 49, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'If you have at least 2 link, the memory cost of this program is 0 mu, even if it is not installed. Interface -> 2 credits: Break any number of sentry subroutines. 2 credits: +3 strength.', 'stripped_title': 'GS Shrike M2', 'text': 'If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.\nInterface → 2[credit]: Break any number of sentry subroutines.\n2[credit]: +3 strength.', 'title': 'GS Shrike M2', 'type_code': 'program', 'uniqueness': False}

{'code': '09050', 'cost': 3, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 2, 'flavor': 'Boom.', 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Icebreaker - Fracter - Cloud', 'memory_cost': 1, 'pack_code': 'dad', 'position': 50, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'If you have at least 2 link, the memory cost of this program is 0 mu, even if it is not installed. Interface -> 2 credits: Break any number of barrier subroutines. 2 credits: +3 strength.', 'stripped_title': 'GS Sherman M3', 'text': 'If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.\nInterface → 2[credit]: Break any number of barrier subroutines.\n2[credit]: +3 strength.',

'title': 'GS Sherman M3', 'type_code': 'program', 'uniqueness': False}

{'code': '09051', 'cost': 2, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 2, 'flavor': 'She approached the server, flashed her credentials, and passed straight through. She wondered what it said about her that doing things the legal way felt like cheating.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Virtual', 'pack_code': 'dad', 'position': 51, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only if you have at least 2 link. When your turn begins, you may lose click. If you do, look at the top card of R&D.', 'stripped_title': 'Globalsec Security Clearance', 'text': 'Install only if you have at least 2[link].\nWhen your turn begins, you may lose [click]. If you do, look at the top card of R&D.', 'title': 'Globalsec Security Clearance', 'type_code': 'resource', 'uniqueness': False}

{'code': '09052', 'cost': 3, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 2, 'flavor': '"I got an early start today...or maybe I forgot to go home last night."', 'illustrator': 'Joshua Meehan', 'keywords': 'Connection', 'pack_code': 'dad', 'position': 52, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Reduce the cost to install Jak Sinclair by 1 for each link you have. When your turn begins, you may make a run. You cannot use programs during this run.', 'stripped_title': 'Jak Sinclair', 'text': 'Reduce the cost to install Jak Sinclair by 1 for each [link] you have.\nWhen your turn begins, you may make a run. You cannot use programs during this run.', 'title': 'Jak Sinclair', 'type_code': 'resource', 'uniqueness': True}

{'code': '09053', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': '"Are you crazy? We can\'t send in prisec until the media gets bored and goes home."', 'illustrator': 'Dmitry Prosvirnin', 'keywords': 'Current', 'pack_code': 'dad', 'position': 53, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "This card is not trashed until another current is played or an agenda is scored. The Corp's identity text box is blank.", 'stripped_title': 'Employee Strike', 'text': "This card is not trashed until another current is played or an agenda is scored.\nThe Corp's identity text box is blank.", 'title': 'Employee Strike', 'type_code': 'event', 'uniqueness': False}

{'code': '09054', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'She tried to remember who he was. Not that it mattered anymore.', 'illustrator': 'Rebecca Sorge', 'pack_code': 'dad', 'position': 54, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Shuffle your stack. Trash the top card of your stack. Gain X credits where X is equal to the install cost of that card.', 'stripped_title': 'Windfall', 'text': 'Shuffle your stack. Trash the top card of your stack. Gain X[credit] where X is equal to the install cost of that card.', 'title': 'Windfall', 'type_code': 'event', 'uniqueness': False}

{'code': '09055', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Technically correct: the best kind of correct.', 'illustrator': 'Elisabeth Alba', 'pack_code': 'dad', 'position': 55, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you install a piece of hardware or a program, place 1 credit from the bank on Technical Writer. click,trash: Take all credits from Technical Writer.', 'stripped_title': 'Technical Writer', 'text': 'Whenever you install a piece of hardware or a program, place 1[credit] from the bank on Technical Writer.\n[click],[trash]: Take all credits from Technical Writer.', 'title': 'Technical Writer', 'type_code': 'resource', 'uniqueness': False}

{'code': '10039', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Chris Newman', 'keywords': 'Run', 'pack_code': 'dag', 'position': 39, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run Archives. If successful, instead of breaching Archives, host this event on an agenda in the Corp\'s score area as a condition counter with "Host agenda is worth 1 less agenda point. When the Corp purges virus counters, trash this counter."', 'stripped_title': 'Political Graffiti', 'text': 'Run Archives. If successful, instead of breaching Archives, host this event on an agenda in the Corp\'s score area as a condition counter with "Host agenda is worth 1 less agenda point. When the Corp purges virus counters, trash this counter."', 'title': 'Political Graffiti', 'type_code': 'event', 'uniqueness': False}

{'base_link': 1, 'code': '10040', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Credits spend anywhere in the worlds, but there are other forms of currency."', 'illustrator': 'Adam Schumpert', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'dag', 'position':

40, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Once per turn, you may jack out when you encounter a sentry.', 'stripped_title': 'Nero Severn: Information Broker', 'text': 'Once per turn, you may jack out when you encounter a sentry.', 'title': 'Nero Severn: Information Broker', 'type_code': 'identity', 'uniqueness': False}

{'code': '10041', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"I\'m on a need-to-know basis. I need to know everything." -Nero Severn', 'illustrator': 'Maciej Rebisz', 'keywords': 'Console', 'pack_code': 'dag', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu +1 link Whenever you jack out, the Corp reveals 1 card from HQ at random. Limit 1 console per player.', 'stripped_title': 'Reflection', 'text': ' +1[mu] +1[link]\nWhenever you jack out, the Corp reveals 1 card from HQ at random.\nLimit 1 console per player.', 'title': 'Reflection', 'type_code': 'hardware', 'uniqueness': True}

{'code': '10042', 'cost': 0, 'deck_limit': 6, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Lucas Durham', 'keywords': 'Consumer-grade', 'pack_code': 'dag', 'position': 42, 'quantity': 6, 'side_code': 'runner', 'stripped_text': 'click: Look at the top X cards of your stack and arrange them in any order. X is the number of copies of Spy Camera installed. trash: Look at the top card of R&D. Limit 6 per deck.', 'stripped_title': 'Spy Camera', 'text': '[click]: Look at the top X cards of your stack and arrange them in any order. X is the number of copies of Spy Camera installed.\n[trash]: Look at the top card of R&D.\nLimit 6 per deck.', 'title': 'Spy Camera', 'type_code': 'hardware', 'uniqueness': False}

{'code': '10043', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'Leverage, secrets, access, and influence are currency as valuable as credits. But credits work, too.', 'illustrator': 'Caroline Gariba', 'keywords': 'Connection', 'pack_code': 'dag', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only if you made a successful run on HQ this turn. trash, X credits: Trash 1 rezzed card with trash cost equal to X.', 'stripped_title': 'Political Operative', 'text': 'Install only if you made a successful run on HQ this turn.\n[trash], X[credit]: Trash 1 rezzed card with trash cost equal to X.', 'title': 'Political Operative', 'type_code': 'resource', 'uniqueness': False}

{'code': '10044', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'The Creator.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - AI - Deva', 'memory_cost': 1, 'pack_code': 'dag', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine on a piece of ice with 3 or more subtypes. 1 credit: +1 strength. 2 credits: Swap this program with a deva program from your grip.', 'stripped_title': 'Sadyojata', 'text': 'Interface → 1[credit]: Break 1 subroutine on a piece of ice with 3 or more subtypes.\n1[credit]: +1 strength.\n2[credit]: Swap this program with a deva program from your grip.', 'title': 'Sadyojata', 'type_code': 'program', 'uniqueness': True}

{'code': '10045', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Dane Cozens', 'keywords': 'Current', 'pack_code': 'dag', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. When you steal an agenda, add "Freedom Through Equality" to your score area as an agenda worth 1 agenda point.', 'stripped_title': '"Freedom Through Equality"', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nWhen you steal an agenda, add "Freedom Through Equality" to your score area as an agenda worth 1 agenda point.', 'title': '"Freedom Through Equality"', 'type_code': 'event', 'uniqueness': False}

{'code': '10046', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Our shared humanity is our greatest strength. And as we share more broadly, our strength grows, not dwindles."', 'illustrator': 'Anna Edwards', 'keywords': 'Connection', 'pack_code': 'dag', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Each player gets +1 allotted click for each of their turns.', 'stripped_title': 'Akshara Sareen', 'text': 'Each player gets +1 allotted [click] for each of their turns.', 'title': 'Akshara Sareen', 'type_code': 'resource', 'uniqueness': True}

{'code': '10047', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor':

'"Bureaucracy and red tape have been weaponized." -Fake-ir', 'illustrator': 'Timur Shevtsov', 'keywords': 'Connection', 'pack_code': 'dag', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp rezzes an asset or upgrade, you may pay credits equal to its rez cost and trash Councilman. If you do, derez that asset or upgrade. The Corp cannot rez it for the remainder of this turn.', 'stripped_title': 'Councilman', 'text': 'Whenever the Corp rezzes an asset or upgrade, you may pay credits equal to its rez cost and trash Councilman. If you do, derez that asset or upgrade. The Corp cannot rez it for the remainder of this turn.', 'title': 'Councilman', 'type_code': 'resource', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '10048', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Marko Fiedler', 'keywords': 'Initiative', 'pack_code': 'dag', 'position': 48, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Place 3 agenda counters on Voting Machine Initiative when you score it. When the Runner's turn begins, you may spend 1 hosted agenda counter. If you do, the Runner loses click, if able.", 'stripped_title': 'Voting Machine Initiative', 'text': "Place 3 agenda counters on Voting Machine Initiative when you score it.\nWhen the Runner's turn begins, you may spend 1 hosted agenda counter. If you do, the Runner loses [click], if able.", 'title': 'Voting Machine Initiative', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10049', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Our research says the public views clones as more human than bioroids. Historically, this has been a liability. Let\'s make it a strength."', 'illustrator': 'Patricia Smith', 'keywords': 'Political', 'pack_code': 'dag', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may add 1 operation from Archives to HQ if there is no ice protecting this server.', 'stripped_title': 'Clone Suffrage Movement', 'text': 'When your turn begins, you may add 1 operation from Archives to HQ if there is no ice protecting this server.', 'title': 'Clone Suffrage Movement', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '10050', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"There\'s no conflict of interest here. These are complex issues with highly technical minutiae. It\'s only natural that the experts should lay down the guidelines."', 'illustrator': 'Natalie Bernard', 'keywords': 'Political', 'pack_code': 'dag', 'position': 50, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, do 1 net damage if there is no ice protecting this server.', 'stripped_title': 'Bio-Ethics Association', 'text': 'When your turn begins, do 1 net damage if there is no ice protecting this server.', 'title': 'Bio-Ethics Association', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '10051', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': '"Politics is a dirty business. But so is business." -Krishnan Sareen', 'illustrator': 'VIKO', 'keywords': 'Seedy', 'pack_code': 'dag', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you draw an agenda, you may reveal and install it.', 'stripped_title': 'Political Dealings', 'text': 'Whenever you draw an agenda, you may reveal and install it.', 'title': 'Political Dealings', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '10052', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Lars Bundvad', 'keywords': 'Current', 'pack_code': 'dag', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. When you score an agenda, add "Clones are not People" to your score area as an agenda worth 1 agenda point.', 'stripped_title': '"Clones are not People"', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nWhen you score an agenda, add "Clones are not People" to your score area as an agenda worth 1 agenda point.', 'title': '"Clones are not People"', 'type_code': 'operation', 'uniqueness': False}

{'code': '10053', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Being a Mumbad sensie star means a glamorous life, though it is lived in constant fear of blackmail-or worse-from orgcrime.', 'illustrator': 'Crystal Ben', 'keywords': 'Political', 'pack_code': 'dag', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may draw 3 cards if there is no ice protecting this server. If you do, add 1 card from HQ to the bottom of R&D.', 'stripped_title': 'Sensie Actors Union', 'text': 'When your turn begins, you may draw 3 cards if there is no ice protecting this server. If you do, add 1 card from HQ to the bottom of

R&D.', 'title': 'Sensie Actors Union', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '10054', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"Money is speech and I am listening intently." -Krishnan Sareen', 'illustrator': 'Timur Shevtsov', 'keywords': 'Political', 'pack_code': 'dag', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, gain 3 credits if there is no ice protecting this server.', 'stripped_title': 'Commercial Bankers Group', 'text': 'When your turn begins, gain 3[credit] if there is no ice protecting this server.', 'title': 'Commercial Bankers Group', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '10055', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': "Mumbad's public city corporation is tightly connected to all the other corporations.", 'illustrator': 'Maciej Rebisz', 'keywords': 'Facility - Government', 'pack_code': 'dag', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Search R&D for an alliance card, reveal it, and play or install it (paying all costs). Shuffle R&D.', 'stripped_title': 'Mumbad City Hall', 'text': '[click]: Search R&D for an alliance card, reveal it, and play or install it (paying all costs). Shuffle R&D.', 'title': 'Mumbad City Hall', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '10056', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Efficiency means profiting from things everyone was doing anyway.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Barrier', 'pack_code': 'dag', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Whenever the Runner breaks a subroutine on Bailiff, gain 1 credit. Subroutine End the run.', 'stripped_title': 'Bailiff', 'text': 'Whenever the Runner breaks a subroutine on Bailiff, gain 1[credit].\n[subroutine] End the run.', 'title': 'Bailiff', 'type_code': 'ice', 'uniqueness': False}

{'code': '10057', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'The political centre of Mumbad.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Region', 'pack_code': 'dag', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you rez another card in the root of or protecting this server, you may rez 1 card, paying 2 credits less. Limit 1 region per server.', 'stripped_title': 'Surat City Grid', 'text': 'Whenever you rez another card in the root of or protecting this server, you may rez 1 card, paying 2[credit] less.\nLimit 1 region per server.', 'title': 'Surat City Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '12001', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"Hitting them when they are weakest sometimes means acting before you want to." -Alice Merchant', 'illustrator': 'Adam S. Doyle', 'keywords': 'Run', 'pack_code': 'dc', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. If you have 2 or fewer cards in your grip, each installed icebreaker has +2 strength until the end of the run.', 'stripped_title': 'Pushing the Envelope', 'text': 'Make a run. If you have 2 or fewer cards in your grip, each installed icebreaker has +2 strength until the end of the run.', 'title': 'Pushing the Envelope', 'type_code': 'event', 'uniqueness': False}

{'code': '12002', 'cost': 6, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console', 'pack_code': 'dc', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu The first time each turn you access a card not in Archives and do not steal or trash it, the Corp must trash 1 card from HQ at random. Limit 1 console per player.', 'stripped_title': 'Maw', 'text': '+2[mu]\nThe first time each turn you access a card not in Archives and do not steal or trash it, the Corp must trash 1 card from HQ at random.\nLimit 1 console per player.', 'title': 'Maw', 'type_code': 'hardware', 'uniqueness': True}

{'code': '12003', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': 'The Archivist tracks all the clans and their members, and official dealings clans have with the various corps. Half law clerk and half historian, he wields a tremendous amount of power doing a job no one else wants, but none can do without.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'dc', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link Whenever the Corp scores an initiative or security agenda, force the Corp to "Trace 1 if unsuccessful, take 1

bad publicity.'", 'stripped_title': 'The Archivist', 'text': '+1[link]\nWhenever the Corp scores an initiative or security agenda, force the Corp to "<trace>Trace 1</trace> if unsuccessful, take 1 bad publicity.'", 'title': 'The Archivist', 'type_code': 'resource', 'uniqueness': True}

{'code': '12004', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '1) Find the weakness.\n2) Exploit the weakness.\n3) Repeat.', 'illustrator': 'Nasrul Hakim', 'pack_code': 'dc', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn. Derez up to 3 pieces of ice.', 'stripped_title': 'Exploit', 'text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn.\nDerez up to 3 pieces of ice.', 'title': 'Exploit', 'type_code': 'event', 'uniqueness': False}

{'code': '12005', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"So, yeah, I just reverse engineered a tracer, and then built it back up with some new lines of code. Pretty stellar." -Los', 'illustrator': 'Camille Kuo', 'pack_code': 'dc', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Expose 1 non-ice card, then make a run.', 'stripped_title': 'Spot the Prey', 'text': 'Expose 1 non-ice card, then make a run.', 'title': 'Spot the Prey', 'type_code': 'event', 'uniqueness': False}

{'code': '12006', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"You created a distributed AI replica of yourself and projected it into the network to run for you!?"', 'illustrator': 'Jarreau Wimberly', 'keywords': 'Virtual', 'pack_code': 'dc', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Prevent all but 1 net damage.', 'stripped_title': 'Bio-Modeled Network', 'text': '[trash]: Prevent all but 1 net damage.', 'title': 'Bio-Modeled Network', 'type_code': 'resource', 'uniqueness': False}

{'code': '12007', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"To beat cautious sysops, you\'ve got to get creative. Commandeering Network systems is like using their own strengths against them." -Kabonesa Wu', 'illustrator': 'Alexandr Elichev', 'keywords': 'Virtual', 'pack_code': 'dc', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The install cost of each piece of ice that is not installed in the innermost position is increased by 1.', 'stripped_title': 'Network Exchange', 'text': 'The install cost of each piece of ice that is not installed in the innermost position is increased by 1.', 'title': 'Network Exchange', 'type_code': 'resource', 'uniqueness': False}

{'code': '12008', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Alexandr Elichev', 'keywords': 'Run', 'pack_code': 'dc', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. When this run ends, add Mad Dash to your score area as an agenda worth 1 agenda point if you stole at least 1 agenda during the run; otherwise, suffer 1 meat damage.', 'stripped_title': 'Mad Dash', 'text': 'Make a run. When this run ends, add Mad Dash to your score area as an agenda worth 1 agenda point if you stole at least 1 agenda during the run; otherwise, suffer 1 meat damage.', 'title': 'Mad Dash', 'type_code': 'event', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '12009', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"The newest electronic-warfare rollout from NEXT Design has us sysops drooling." -Mason Bellamy', 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'NEXT', 'pack_code': 'dc', 'position': 9, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If there is a rezzed piece of NEXT ice when you score NEXT Wave 2, you may do 1 brain damage.', 'stripped_title': 'NEXT Wave 2', 'text': 'If there is a rezzed piece of NEXT ice when you score NEXT Wave 2, you may do 1 brain damage.', 'title': 'NEXT Wave 2', 'type_code': 'agenda', 'uniqueness': False}

{'code': '12010', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"Dismantle. Dissect. Is there really a difference?"', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - Bioroid - AP - Destroyer', 'pack_code': 'dc', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Lose click click: Break up to 2 subroutines on this ice. Only the Runner can use this ability. Subroutine Trash 1 installed piece of hardware. Subroutine Trash 1 installed piece of hardware. Subroutine If the Runner has lost a click to break a subroutine during this run, do 2 brain damage.', 'stripped_title': 'Zed 2.0', 'text': 'Lose

[click][click]: Break up to 2 subroutines on this ice. Only the Runner can use this ability.\n[subroutine] Trash 1 installed piece of hardware.\n[subroutine] Trash 1 installed piece of hardware.\n[subroutine] If the Runner has lost a [click] to break a subroutine during this run, do 2 brain damage.', 'title': 'Zed 2.0', 'type_code': 'ice', 'uniqueness': False}
{'code': '12011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Pavel Kolomeyets', 'pack_code': 'dc', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Defense Construct can be advanced. trash: Add 1 facedown card from Archives to HQ for each advancement token on Defense Construct. Use this ability only during a run on Archives.', 'stripped_title': 'Defense Construct', 'text': 'Defense Construct can be advanced.\n[trash]: Add 1 facedown card from Archives to HQ for each advancement token on Defense Construct. Use this ability only during a run on Archives.', 'title': 'Defense Construct', 'trash_cost': 0, 'type_code': 'upgrade', 'uniqueness': False}
{'code': '12012', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'illustrator': 'Liiga Smilshkalne', 'pack_code': 'dc', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time a subroutine on a piece of AP ice is broken each turn, do 1 net damage.', 'stripped_title': 'Synth DNA Modification', 'text': 'The first time a subroutine on a piece of AP ice is broken each turn, do 1 net damage.', 'title': 'Synth DNA Modification', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}
{'code': '12013', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': '"The ultimate aim of martial arts is not having to use them." - Miyamoto Musashi', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier - AP', 'pack_code': 'dc', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'When the Runner passes Kakugo, do 1 net damage. Subroutine End the run.', 'stripped_title': 'Kakugo', 'text': 'When the Runner passes Kakugo, do 1 net damage.\n[subroutine] End the run.', 'title': 'Kakugo', 'type_code': 'ice', 'uniqueness': False}
{'code': '12014', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Mariusz Siergiejew', 'pack_code': 'dc', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner avoids or removes 1 or more tags, you may draw 1 card.', 'stripped_title': 'Net Analytics', 'text': 'Whenever the Runner avoids or removes 1 or more tags, you may draw 1 card.', 'title': 'Net Analytics', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}
{'code': '12015', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"\'What does BRE stand for?\' Have you seen its Net presence?" -Bernice Mai', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Tracer', 'pack_code': 'dc', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Subroutine Trace[4]. If successful, give the Runner 1 tag. Subroutine Trace[2]. If successful, whenever the Runner breaches a server for the remainder of this run, they access 1 fewer card.', 'stripped_title': 'SYNC BRE', 'text': '[subroutine] Trace[4]. If successful, give the Runner 1 tag.\n[subroutine] Trace[2]. If successful, whenever the Runner breaches a server for the remainder of this run, they access 1 fewer card.', 'title': 'SYNC BRE', 'type_code': 'ice', 'uniqueness': False}
{'code': '12016', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Corporation', 'minimum_deck_size': 45, 'pack_code': 'dc', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you forfeit an agenda, place 1 advancement token on a card and 1 additional token for each agenda point the agenda was worth.', 'stripped_title': 'Jemison Astronautics: Sacrifice. Audacity. Success.', 'text': 'Whenever you forfeit an agenda, place 1 advancement token on a card and 1 additional token for each agenda point the agenda was worth.', 'title': 'Jemison Astronautics: Sacrifice. Audacity. Success.', 'type_code': 'identity', 'uniqueness': False}
{'code': '12017', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Kathryn Steele', 'pack_code': 'dc', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Forfeit an agenda: Rez up to 3 pieces of ice, lowering the cost of each by 2 credits for each printed agenda point on the forfeited agenda.', 'stripped_title': 'Quarantine System', 'text': 'Forfeit an agenda: Rez up to 3 pieces of ice, lowering the cost of each by 2[credit] for each printed agenda point on the forfeited agenda.', 'title': 'Quarantine

System', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}
{'code': '12018', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Pavel Kolomeyets', 'pack_code': 'dc', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to rez this upgrade, forfeit 1 agenda. The first time each turn you advance a card in the root of or protecting this server, place 1 more advancement counter on that card.', 'stripped_title': 'Oberth Protocol', 'text': 'As an additional cost to rez this upgrade, forfeit 1 agenda.\nThe first time each turn you advance a card in the root of or protecting this server, place 1 more advancement counter on that card.', 'title': 'Oberth Protocol', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}
{'code': '12019', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Senate staffers and clerks of the MCA can be seen thronging Khondi Plaza during break times.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Ritzy', 'pack_code': 'dc', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'X recurring credits Use these credits to rez ice protecting this server. X is the number of remote servers.', 'stripped_title': 'Khondi Plaza', 'text': 'X[recurring-credit]\nUse these credits to rez ice protecting this server. X is the number of remote servers.', 'title': 'Khondi Plaza', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}
{'code': '12020', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'JuanManuel Tumburus', 'pack_code': 'dc', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'trash: Cards cannot be installed until the end of the run. Use this ability only during a run on this server.', 'stripped_title': 'Signal Jamming', 'text': '[trash]: Cards cannot be installed until the end of the run. Use this ability only during a run on this server.', 'title': 'Signal Jamming', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}
{'code': '26001', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'With each passing day alone, Hoshiko found it harder to think. With each hour, the static grew louder.', 'illustrator': 'Photo Tammy Gann/Unsplash & Deep Dream', 'pack_code': 'df', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, trash an installed resource. Gain 7 credits.', 'stripped_title': 'Isolation', 'text': 'As an additional cost to play this event, trash an installed resource.\nGain 7[credit].', 'title': 'Isolation', 'type_code': 'event', 'uniqueness': False}
{'code': '26002', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Step 1: Apply to Problem.\nStep 2: No more Problem!', 'illustrator': 'Olie Boldador', 'keywords': 'Console', 'pack_code': 'df', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu The trash cost of each Corp card is lowered by 1. The first time each turn you trash a Corp card, gain 1 credit. Limit 1 console per player.', 'stripped_title': 'Demolisher', 'text': '+1[mu]\nThe trash cost of each Corp card is lowered by 1.\nThe first time each turn you trash a Corp card, gain 1[credit].\nLimit 1 console per player.', 'title': 'Demolisher', 'type_code': 'hardware', 'uniqueness': True}
{'code': '26003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': '*tap* *tap* *tap*', 'illustrator': 'Krembler', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'df', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only on a piece of ice. Host ice has -1 strength for each hosted virus counter. When you encounter host ice, if its strength is 0 or less, trash it. Otherwise, place 1 virus counter on this program.', 'stripped_title': 'Chisel', 'text': 'Install only on a piece of ice.\nHost ice has -1 strength for each hosted virus counter.\nWhen you encounter host ice, if its strength is 0 or less, trash it. Otherwise, place 1 virus counter on this program.', 'title': 'Chisel', 'type_code': 'program', 'uniqueness': False}
{'code': '26004', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"Net space is an abstraction, a white lie protecting fragile comprehensions. Do not limit yourself." -z\\h/r', 'illustrator': 'Iain Fairclough', 'memory_cost': 2, 'pack_code': 'df', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Run R&D. If successful, instead of breaching R&D, reveal the top 3 cards of R&D. Trash 1 of the revealed cards. Use this ability only once per turn.', 'stripped_title': 'Stargate', 'text': '[click]: Run R&D. If successful, instead of breaching R&D, reveal the top 3 cards of R&D. Trash 1 of the revealed cards. Use this ability only once per turn.', 'title': 'Stargate', 'type_code': 'program', 'uniqueness': False}

{'code': '26005', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Sing, sing as your heart desires!', 'illustrator': 'McGregor T. Crowley', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'df', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> X credits: Break X code gate subroutines. Use this ability only once per run. Interface -> 1 credit: Break 1 code gate subroutine. Use this ability only if you have 3 or more installed virtual resources. 1 credit: +1 strength.', 'stripped_title': 'Utae', 'text': 'Interface → X[credit]: Break X code gate subroutines. Use this ability only once per run.\nInterface → 1[credit]: Break 1 code gate subroutine. Use this ability only if you have 3 or more installed virtual resources.\n1[credit]: +1 strength.', 'title': 'Utae', 'type_code': 'program', 'uniqueness': False}

{'code': '26006', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 5, 'illustrator': 'Diana Simonova (Antheia Vaulor)', 'pack_code': 'df', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, remove this resource from the game. Choose a server protected by ice. The Corp may trash 1 piece of ice protecting that server. If they do not, the first time this turn you breach either R&D or HQ, access 2 additional cards.', 'stripped_title': 'Climactic Showdown', 'text': 'When your turn begins, remove this resource from the game. Choose a server protected by ice. The Corp may trash 1 piece of ice protecting that server. If they do not, the first time this turn you breach either R&D or HQ, access 2 additional cards.', 'title': 'Climactic Showdown', 'type_code': 'resource', 'uniqueness': True}

{'code': '26007', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'Friends break your walls.', 'illustrator': 'Izzy Pruett', 'keywords': 'Companion - Virtual', 'pack_code': 'df', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins or you steal an agenda, place 1 credit on this resource. Whenever you make a successful run, you may spend hosted credits for the remainder of that run. When your turn ends, if there are 3 or more hosted credits, you must pay 1 credit or trash this resource.', 'stripped_title': 'Fencer Fueno', 'text': 'When your turn begins or you steal an agenda, place 1[credit] on this resource.\nWhenever you make a successful run, you may spend hosted credits for the remainder of that run.\nWhen your turn ends, if there are 3 or more hosted credits, you must pay 1[credit] or trash this resource.', 'title': 'Fencer Fueno', 'type_code': 'resource', 'uniqueness': True}

{'code': '26008', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 5, 'flavor': '"...well, I\'m laughing."', 'illustrator': 'Wyn Lacabra', 'keywords': 'Connection - Seedy', 'pack_code': 'df', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you install a virus program, place 2 virus counters on this resource. When your turn begins, you may remove any 2 virus counters from your installed cards. If you do, draw 2 cards unless the Corp trashes the top card of R&D.', 'stripped_title': 'The Nihilist', 'text': 'The first time each turn you install a virus program, place 2 virus counters on this resource.\nWhen your turn begins, you may remove any 2 virus counters from your installed cards. If you do, draw 2 cards unless the Corp trashes the top card of R&D.', 'title': 'The Nihilist', 'type_code': 'resource', 'uniqueness': True}

{'code': '26009', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Friends hide your fears.', 'illustrator': 'Izzy Pruett', 'keywords': 'Stealth - Companion - Virtual', 'pack_code': 'df', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins or you steal an agenda, place 1 credit on this resource. Spend hosted credits to use programs during runs. When your turn ends, if there are 3 or more hosted credits, you must take 1 tag or trash this resource.', 'stripped_title': 'Trickster Taka', 'text': 'When your turn begins or you steal an agenda, place 1[credit] on this resource.\nSpend hosted credits to use programs during runs.\nWhen your turn ends, if there are 3 or more hosted credits, you must take 1 tag or trash this resource.', 'title': 'Trickster Taka', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 1, 'code': '26010', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"You\'re not listening."', 'illustrator': 'Luminita Pham', 'influence_limit': 15, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'df', 'position': 10, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first job resource, connection resource, or piece of hardware you install each

turn costs 1 credit less to install.', 'stripped_title': 'Az McCaffrey: Mechanical Prodigy', 'text': 'The first job resource, connection resource, or piece of hardware you install each turn costs 1[credit] less to install.', 'title': 'Az McCaffrey: Mechanical Prodigy', 'type_code': 'identity', 'uniqueness': False}

{'code': '26011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Everyone told me she was reliable in a pinch."\n -Az McCaffrey', 'illustrator': 'Olie Boldador', 'keywords': 'Run', 'pack_code': 'df', 'position': 11, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. When that run ends, if it was unsuccessful, you may run that server again, ignoring any additional costs to run. During the second run, when you encounter the last ice you encountered in the first run, bypass it.', 'stripped_title': 'Always Have a Backup Plan', 'text': 'Run any server. When that run ends, if it was unsuccessful, you may run that server again, ignoring any additional costs to run. During the second run, when you encounter the last ice you encountered in the first run, bypass it.', 'title': 'Always Have a Backup Plan', 'type_code': 'event', 'uniqueness': False}

{'code': '26012', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Blue flames burn the hottest!', 'illustrator': 'Patrick Burk', 'pack_code': 'df', 'position': 12, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Look at the top 2 cards of your stack. You may add 1 of those cards to the bottom of your stack. Draw 2 cards.', 'stripped_title': 'Blueberry! Diesel', 'text': 'Look at the top 2 cards of your stack. You may add 1 of those cards to the bottom of your stack. Draw 2 cards.', 'title': 'Blueberry!™ Diesel', 'type_code': 'event', 'uniqueness': False}

{'code': '26013', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'BMI switches let runners surface without a true disconnect. Handy for a break... immediately.', 'illustrator': 'Krembler', 'pack_code': 'df', 'position': 13, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "You cannot use this hardware during the Corp's turn. trash: Jack out. trash: Remove 1 tag. Interrupt -> trash: Reduce the base trace strength of a trace to 0.", 'stripped_title': 'Flip Switch', 'text': "You cannot use this hardware during the Corp's turn.\n[trash]: Jack out.\n[trash]: Remove 1 tag.\n[interrupt] → [trash]: Reduce the base trace strength of a trace to 0.", 'title': 'Flip Switch', 'type_code': 'hardware', 'uniqueness': False}

{'code': '26014', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Want to win a coinflip? Use a coin with two heads.', 'illustrator': 'Elizaveta Sokolova', 'pack_code': 'df', 'position': 14, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Remove this hardware from the game: Prevent a Corp card ability from ending the run. Use this ability only if you made a successful run on HQ this turn.', 'stripped_title': 'Lucky Charm', 'text': 'Remove this hardware from the game: Prevent a Corp card ability from ending the run. Use this ability only if you made a successful run on HQ this turn.', 'title': 'Lucky Charm', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26015', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': 'v35: Springs to the mount ejectors (new feature)\nv36: Reduced power to springs (x5)', 'illustrator': 'Olie Boldador', 'keywords': 'Console', 'pack_code': 'df', 'position': 15, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu. The first time each turn you install a piece of hardware, draw 1 card. Whenever a run begins, you may install a piece of hardware, paying 1 credit more. Limit 1 console per player.', 'stripped_title': 'Masterwork (v37)', 'text': '+1[mu].\nThe first time each turn you install a piece of hardware, draw 1 card.\nWhenever a run begins, you may install a piece of hardware, paying 1[credit] more.\nLimit 1 console per player.', 'title': 'Masterwork (v37)', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26016', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': '"Do the job. Get paid. Leave feelings at the door." -"Baklan" Bochkin', 'illustrator': 'Iain Fairclough', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'df', 'position': 16, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 1 credit: +1 strength. The first time each turn this program fully breaks a piece of ice, gain 2 credits.', 'stripped_title': 'Bukhgalter', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n1[credit]: +1 strength.\nThe first time each turn this program fully breaks a piece of ice, gain 2[credit].', 'title': 'Bukhgalter', 'type_code':

'program', 'uniqueness': False}

{'code': '26017', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Psh, let them gossip. The cat knows whose meat it has eaten." -"Baklan" Bochkin', 'illustrator': 'Janet Bruesselbach', 'keywords': 'Connection', 'pack_code': 'df', 'position': 17, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each run you encounter a piece of ice, place 1 power counter on this resource. trash: Derez the ice you are encountering if its strength is equal to or less than the number of hosted power counters. Take 1 tag.', 'stripped_title': '"Baklan" Bochkin', 'text': 'The first time each run you encounter a piece of ice, place 1 power counter on this resource.\n[trash]: Derez the ice you are encountering if its strength is equal to or less than the number of hosted power counters. Take 1 tag.', 'title': '"Baklan" Bochkin', 'type_code': 'resource', 'uniqueness': True}

{'code': '26018', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 5, 'flavor': '"...but I am without compare."', 'illustrator': 'Wyn Lacabra', 'keywords': 'Connection - Ritzy', 'pack_code': 'df', 'position': 18, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your discard phase ends, if you installed this resource this turn, draw 4 cards. Interrupt -> The first time each turn you would draw any number of cards, look at the top X cards of your stack. Add 1 of those cards to the bottom of your stack. X is equal to the number of cards you will draw plus 1.', 'stripped_title': 'The Class Act', 'text': 'When your discard phase ends, if you installed this resource this turn, draw 4 cards.\n[interrupt] → The first time each turn you would draw any number of cards, look at the top X cards of your stack. Add 1 of those cards to the bottom of your stack. X is equal to the number of cards you will draw plus 1.', 'title': 'The Class Act', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 1, 'code': '26019', 'deck_limit': 1, 'faction_code': 'shaper', 'illustrator': 'Luminita Pham', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'df', 'position': 19, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'When your turn ends, if you have the same number of cards in your grip as the Corp has in HQ, you may draw 1 card.', 'stripped_title': 'Lat: Ethical Freelancer', 'text': 'When your turn ends, if you have the same number of cards in your grip as the Corp has in HQ, you may draw 1 card.', 'title': 'Lat: Ethical Freelancer', 'type_code': 'identity', 'uniqueness': False}

{'code': '26020', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': "Do you know how many food deliveries I've missed this week?", 'illustrator': 'Olie Boldador', 'keywords': 'Priority', 'pack_code': 'df', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Whenever you install a card with a printed install cost of 1 or greater this turn, draw 1 card or gain 1 credit.', 'stripped_title': 'In the Groove', 'text': 'Play only as your first [click].\nWhenever you install a card with a printed install cost of 1 or greater this turn, draw 1 card or gain 1[credit].', 'title': 'In the Groove', 'type_code': 'event', 'uniqueness': False}

{'code': '26021', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Iain Fairclough', 'keywords': 'Run', 'pack_code': 'df', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run R&D. If successful, instead of breaching R&D, choose a number greater than 0. For each installed card you have with a printed install cost matching that number, reveal 1 card from the top of R&D (max 6). Access 1 of the revealed cards, then the Corp shuffles R&D.', 'stripped_title': 'Khusyuk', 'text': 'Run R&D. If successful, instead of breaching R&D, choose a number greater than 0. For each installed card you have with a printed install cost matching that number, reveal 1 card from the top of R&D (max 6). Access 1 of the revealed cards, then the Corp shuffles R&D.', 'title': 'Khusyuk', 'type_code': 'event', 'uniqueness': False}

{'code': '26022', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"There is never a wasted program. Someone, somewhere, will have a use for that code. Even corps are scrambling for quick fixes nowadays."\n-Lat', 'illustrator': 'Krembler', 'keywords': 'Job', 'pack_code': 'df', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, trash an installed program. Gain 4 credits and draw 2 cards.', 'stripped_title': 'Spec Work', 'text': 'As an additional cost to play this event, trash an installed program.\nGain 4[credit] and draw 2 cards.', 'title': 'Spec Work', 'type_code': 'event', 'uniqueness': False}

{'code': '26023', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'The Net is boundless, but the right access port is worth a road trip.', 'illustrator': 'Elizaveta Sokolova', 'keywords': 'Console', 'pack_code': 'df', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu You have +1 maximum hand size. When your turn ends, if you and the Corp have the same number of credits, you may gain 2 credits. Limit 1 console per player.', 'stripped_title': 'Supercorridor', 'text': '+2[mu]\nYou have +1 maximum hand size.\nWhen your turn ends, if you and the Corp have the same number of credits, you may gain 2[credit].\nLimit 1 console per player.', 'title': 'Supercorridor', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26024', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'It is not knowledge, but the act of learning, not possession, but the act of getting there, which grants the greatest enjoyment.', 'illustrator': 'Iain Fairclough', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'df', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'When you install this program, it gets +3 strength for the remainder of the turn. Interface -> 1 credit: Break 1 barrier subroutine. 2 credits: +2 strength.', 'stripped_title': 'Gauss', 'text': 'When you install this program, it gets +3 strength for the remainder of the turn.\nInterface → 1[credit]: Break 1 barrier subroutine.\n2[credit]: +2 strength.', 'title': 'Gauss', 'type_code': 'program', 'uniqueness': False}

{'code': '26025', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'It makes sysops see red. And orange, yellow, green...', 'illustrator': 'Iain Fairclough', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'df', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this program, place 2 virus counters on it. Hosted virus counter: Choose an ice subtype. The ice you are encountering gains that subtype for the remainder of the encounter. Use this ability only once per turn.', 'stripped_title': 'Pelangi', 'text': 'When you install this program, place 2 virus counters on it.\nHosted virus counter: Choose an ice subtype. The ice you are encountering gains that subtype for the remainder of the encounter. Use this ability only once per turn.', 'title': 'Pelangi', 'type_code': 'program', 'uniqueness': False}

{'code': '26026', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"It takes such simple things to sustain us, the most important of which is to be thankful." -Lat', 'illustrator': 'Jakuza', 'memory_cost': 1, 'pack_code': 'df', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain 1 credit.', 'stripped_title': 'Rezeki', 'text': 'When your turn begins, gain 1[credit].', 'title': 'Rezeki', 'type_code': 'program', 'uniqueness': False}

{'code': '26027', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 5, 'flavor': '"...then let me paint you a picture."', 'illustrator': 'Wyn Lacabra', 'keywords': 'Connection', 'pack_code': 'df', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Use each ability on this resource only once per turn. click: Gain 2 credits. click: Install a program or piece of hardware, paying 1 credit less.', 'stripped_title': 'The Artist', 'text': 'Use each ability on this resource only once per turn.\n[click]: Gain 2[credit].\n[click]: Install a program or piece of hardware, paying 1[credit] less.', 'title': 'The Artist', 'type_code': 'resource', 'uniqueness': True}

{'code': '26028', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': 'Get into the ducts on the roof and keep crawling till you hit that old network root. Dirty work, I know, but it beats playing by the rules.', 'illustrator': 'Olie Boldador', 'keywords': 'Run', 'pack_code': 'df', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "While you are resolving this event, each player's identity loses all abilities. Run any server. When that run ends, you may shuffle this event into your stack.", 'stripped_title': 'Direct Access', 'text': "While you are resolving this event, each player's identity loses all abilities.\nRun any server. When that run ends, you may shuffle this event into your stack.", 'title': 'Direct Access', 'type_code': 'event', 'uniqueness': False}

{'code': '26029', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': "I didn't say your hopper should be hauling garbage. I said it should be hauled away as garbage.", 'illustrator': 'Krembler', 'pack_code': 'df', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Add an installed program or piece of hardware to your grip.

If you do, you may install a program or piece of hardware, paying X credits less. X is equal to the printed install cost of the uninstalled card.', 'stripped_title': 'Rejig', 'text': 'Add an installed program or piece of hardware to your grip. If you do, you may install a program or piece of hardware, paying X[credit] less. X is equal to the printed install cost of the uninstalled card.', 'title': 'Rejig', 'type_code': 'event', 'uniqueness': False}

{'code': '26030', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': '"Corporations are made of people; just normal people doing their 6-to-6. The right truths, the right critique, and they can be redeemed." -Lat', 'illustrator': 'Olie Boldador', 'keywords': 'Connection', 'pack_code': 'df', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run, you may trash this resource to name an agenda. The next time this run you access a copy of the named agenda, steal it, ignoring all costs. (You are no longer accessing it.)', 'stripped_title': 'Whistleblower', 'text': 'Whenever you make a successful run, you may trash this resource to name an agenda. The next time this run you access a copy of the named agenda, steal it, ignoring all costs. (You are no longer accessing it.)', 'title': 'Whistleblower', 'type_code': 'resource', 'uniqueness': True}

{'code': '26031', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'illustrator': 'Kira L. Nguyen', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'df', 'position': 31, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'If the first, second, and third actions you take on your turn are different from each other, when the third completes, you may gain 1 credit or take another different action, paying 1click less.', 'stripped_title': 'MirrorMorph: Endless Iteration', 'text': 'If the first, second, and third actions you take on your turn are different from each other, when the third completes, you may gain 1[credit] or take another different action, paying 1[click] less.', 'title': 'MirrorMorph: Endless Iteration', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '26032', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"Early success should be rewarded, as it will encourage a culture of drive and competition."\n-Corporate Leadership for Dummies', 'illustrator': 'Krembler', 'keywords': 'Research', 'pack_code': 'df', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, look at the top 5 cards of R&D. You may install and rez 1 of those cards, ignoring all costs.', 'stripped_title': 'Architect Deployment Test', 'text': 'When you score this agenda, look at the top 5 cards of R&D. You may install and rez 1 of those cards, ignoring all costs.', 'title': 'Architect Deployment Test', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26033', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Unit is holding .78 asimovs of stress potential in all three directive logic traps. Psychiatric session mandated during next maintenance cycle.', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Bioroid', 'pack_code': 'df', 'position': 33, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Draw 2 cards. Use this ability only once per turn. When the Runner trashes this asset, you may draw 2 cards.', 'stripped_title': 'Calvin B4L3Y', 'text': '[click]: Draw 2 cards. Use this ability only once per turn.\nWhen the Runner trashes this asset, you may draw 2 cards.', 'title': 'Calvin B4L3Y', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '26034', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'At the scale where nanobots cut glass, quantum mechanics dictate error. A silicon atom here, an oxygen there, an erbium out of place. Each bioroid is born unique.', 'illustrator': 'Krembler', 'keywords': 'pack_code': 'df', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Gain 2 credits. Use this ability only once per turn. When the Runner trashes this asset, you may gain 2 credits.', 'stripped_title': 'Nanoetching Matrix', 'text': '[click]: Gain 2[credit]. Use this ability only once per turn.\nWhen the Runner trashes this asset, you may gain 2[credit].', 'title': 'Nanoetching Matrix', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '26035', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Old warriors have seen all the tricks; be forthright or fail.', 'illustrator': 'Krembler', 'keywords': 'Barrier - Destroyer', 'pack_code': 'df', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'This ice has -1 strength for each installed icebreaker. Subroutine Trash 1 program that is not a decoder, fracter, or killer. Subroutine End the run.', 'stripped_title': 'Hagen', 'text': 'This ice has -1 strength for each installed icebreaker.\n[subroutine]

Trash 1 program that is not a decoder, fracter, or killer.\n[subroutine] End the run.', 'title': 'Hagen', 'type_code': 'ice', 'uniqueness': False}

{'code': '26036', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': "Haas' unsecured servers were fortified just before the storm. Are their bioroid oracles that good, or were they tipped off?", 'illustrator': 'Krembler', 'pack_code': 'df', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 2 credits or draw 2 cards. Repeat this process for each remote server that has a card in its root and is protected by ice.', 'stripped_title': 'Fully Operational', 'text': 'Gain 2[credit] or draw 2 cards. Repeat this process for each remote server that has a card in its root and is protected by ice.', 'title': 'Fully Operational', 'type_code': 'operation', 'uniqueness': False}

{'code': '26037', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'Not all secrets lie in vaults.', 'illustrator': 'Krembler', 'keywords': 'Transaction', 'pack_code': 'df', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Resolve two of the following in any order: * Draw 2 cards. * Gain 2 credits. * Install up to 1 non-agenda card. * Gain click.', 'stripped_title': 'Red Level Clearance', 'text': 'Resolve two of the following in any order:
Draw 2 cards.
Gain 2[credit].
Install up to 1 non-agenda card.
Gain [click].
', 'title': 'Red Level Clearance', 'type_code': 'operation', 'uniqueness': False}

{'code': '26038', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'The Net abhors a vacuum. Any unexplained gap must be made.', 'illustrator': 'Krembler', 'keywords': 'Facility', 'pack_code': 'df', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Place 1 power counter on this upgrade. As an additional cost to run this server, the Runner must spend 1click and 1 credit for each hosted power counter. When your turn begins, remove all hosted power counters.', 'stripped_title': 'Cold Site Server', 'text': '[click]: Place 1 power counter on this upgrade.\nAs an additional cost to run this server, the Runner must spend 1[click] and 1[credit] for each hosted power counter.\nWhen your turn begins, remove all hosted power counters.', 'title': 'Cold Site Server', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '26039', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'No Stone Unturned.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'df', 'position': 39, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time each turn you reveal a card, gain 1 credit. click: Reveal a card from the grip at random or the top card of the stack.', 'stripped_title': 'Hyoubu Institute: Absolute Clarity', 'text': 'The first time each turn you reveal a card, gain 1[credit].\n[click]: Reveal a card from the grip at random or the top card of the stack.', 'title': 'Hyoubu Institute: Absolute Clarity', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '26040', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Krembler', 'keywords': 'Research', 'pack_code': 'df', 'position': 40, '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: Swap 1 card from HQ with 1 card in the root of or protecting the attacked server. The Runner may jack out. Use this ability only during a run.', 'stripped_title': 'Project Yagi-Uda', 'text': 'When you score this agenda, place 1 agenda counter on it for each hosted advancement counter past 3.\nHosted agenda counter: Swap 1 card from HQ with 1 card in the root of or protecting the attacked server. The Runner may jack out. Use this ability only during a run.', 'title': 'Project Yagi-Uda', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '26041', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"\'It is my nature,\' said the scorpion."\n-Conceptual Frameworks in Bio-Ethics and Synthetic Morality, Moser University Press', 'illustrator': 'Krembler', 'keywords': 'Ambush', 'pack_code': 'df', 'position': 41, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "When a player scores or steals this agenda, do X net damage. X is equal to the number of copies of Sting! in the other player's score area plus 1.", 'stripped_title': 'Sting!', 'text': "When a player scores or steals this agenda, do X net damage. X is equal to the number of copies of Sting! in the other player's

score area plus 1.", 'title': 'Sting!', 'type_code': 'agenda', 'uniqueness': False}
{'code': '26042', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Hyoubu is our vanguard in the battle for hearts and minds.', 'illustrator': 'Krembler, Iain Fairclough', 'keywords': 'Facility', 'pack_code': 'df', 'position': 42, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, reveal the top card of R&D and gain 2 credits.', 'stripped_title': 'Public Health Portal', 'text': 'When your turn begins, reveal the top card of R&D and gain 2[credit].', 'title': 'Public Health Portal', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}
{'code': '26043', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Memory is a tangle of emotional threads. Pull one, it twists a second, unravels a third!" -Letheia Nisei', 'illustrator': 'Krembler', 'keywords': 'Hostile', 'pack_code': 'df', 'position': 43, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "The first time each turn you trash (from any location) a card that matches the faction of the Runner's identity, place 1 power counter on this asset. click, hosted power counter: Do 1 net damage.", 'stripped_title': 'Storgotic Resonator', 'text': "The first time each turn you trash (from any location) a card that matches the faction of the Runner's identity, place 1 power counter on this asset.\n[click], hosted power counter: Do 1 net damage.", 'title': 'Storgotic Resonator', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': True}
{'code': '26044', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Krembler', 'keywords': 'Sentry - AP - Observer', 'pack_code': 'df', 'position': 44, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'When the Runner encounters this ice, choose a card type. For the remainder of the encounter, whenever you trash a card of that type with net damage from a subroutine on this ice, do 1 net damage. Subroutine Do 1 net damage. Subroutine Do 1 net damage. Subroutine Do 1 net damage.', 'stripped_title': 'Saisentan', 'text': 'When the Runner encounters this ice, choose a card type. For the remainder of the encounter, whenever you trash a card of that type with net damage from a subroutine on this ice, do 1 net damage.\n[subroutine] Do 1 net damage.\n[subroutine] Do 1 net damage.\n[subroutine] Do 1 net damage.', 'title': 'Saisentan', 'type_code': 'ice', 'uniqueness': False}
{'code': '26045', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'illustrator': 'Krembler', 'keywords': 'Terminal - Gray Ops', 'pack_code': 'df', 'position': 45, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, your action phase ends. Play only if the Runner has 3 or more agenda points and they made a successful run during their last turn. Name a card, then do 1 net damage. If you trash a copy of the named card, repeat this process.', 'stripped_title': 'Complete Image', 'text': 'After you resolve this operation, your action phase ends.\nPlay only if the Runner has 3 or more agenda points and they made a successful run during their last turn.\nName a card, then do 1 net damage. If you trash a copy of the named card, repeat this process.', 'title': 'Complete Image', 'trash_cost': 2, 'type_code': 'operation', 'uniqueness': False}
{'code': '26046', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Diana Simonova (Antheia Vaulor)', 'keywords': 'Psi - Clone', 'pack_code': 'df', 'position': 46, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each run the Runner approaches this server, you and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, you may trash this upgrade. If you do, the Runner moves to the outermost position of this server. The Runner may jack out.', 'stripped_title': 'Letheia Nisei', 'text': 'The first time each run the Runner approaches this server, you and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, you may trash this upgrade. If you do, the Runner moves to the outermost position of this server. The Runner may jack out.', 'title': 'Letheia Nisei', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}
{'advancement_cost': 4, 'agenda_points': 2, 'code': '26047', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': 'Scrub-loving devs nerfed cannon rushes cause whiny bronzers complained. Left me four wins down in finals.\nAnyway I won.', 'illustrator': 'Deivis Goetten', 'keywords': 'Expansion', 'pack_code': 'df', 'position': 47, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score

this agenda, place 1 agenda counter on it. Hosted agenda counter: Place 1 advancement token on an installed card.', 'stripped_title': 'Remastered Edition', 'text': 'When you score this agenda, place 1 agenda counter on it.\nHosted agenda counter: Place 1 advancement token on an installed card.', 'title': 'Remastered Edition', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26048', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Krembler', 'pack_code': 'df', 'position': 48, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Rez only during your action phase. Whenever the Runner makes a successful run on this server, they gain 2 credits. When your turn begins, gain 3 credits if the Runner did not make any successful runs on this server during their last turn.', 'stripped_title': 'Daily Quest', 'text': 'Rez only during your action phase.\nWhenever the Runner makes a successful run on this server, they gain 2[credit].\nWhen your turn begins, gain 3[credit] if the Runner did not make any successful runs on this server during their last turn.', 'title': 'Daily Quest', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '26049', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Subscribe for 12 months to get that premium uplink you need to blaze ahead of the crowd!', 'illustrator': 'N. Hopkins', 'keywords': 'Advertisement', 'pack_code': 'df', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn a run begins, gain 1 credit.', 'stripped_title': 'Tiered Subscription', 'text': 'The first time each turn a run begins, gain 1[credit].', 'title': 'Tiered Subscription', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '26050', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'You are the ONE BILLIONTH visitor!', 'illustrator': 'NtscapeNavigator', 'keywords': 'Code Gate - Advertisement', 'pack_code': 'df', 'position': 50, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When the Runner passes this ice, gain 1 credit. Subroutine Gain 2 credits. The Runner gains 1 credit.', 'stripped_title': 'Congratulations!', 'text': 'When the Runner passes this ice, gain 1[credit].\n[subroutine]Gain 2[credit]. The Runner gains 1[credit].', 'title': 'Congratulations!', 'type_code': 'ice', 'uniqueness': False}

{'code': '26051', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Though many countries attempted to regulate digital loot boxes in the early 21st century, GameNET has managed to circumvent any such laws via explicit, transparent percentage rates... and some very determined lobbyists.', 'illustrator': 'Krembler', 'keywords': 'Trap', 'pack_code': 'df', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine End the run unless the Runner pays 2 credits. Subroutine Reveal the top 3 cards of the stack. Add 1 of those cards to the grip and gain credits equal to its install or play cost. The Runner shuffles the stack. Trash this ice.', 'stripped_title': 'Loot Box', 'text': '[subroutine]End the run unless the Runner pays 2[credit].\n[subroutine]Reveal the top 3 cards of the stack. Add 1 of those cards to the grip and gain credits equal to its install or play cost. The Runner shuffles the stack. Trash this ice.', 'title': 'Loot Box', 'type_code': 'ice', 'uniqueness': False}

{'code': '26052', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"There\'s gonna be catering, right?"', 'illustrator': 'Dimik', 'pack_code': 'df', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. Choose a card type, then reveal the grip. You may pay X credits to place X advancement tokens on an installed card. X is equal to or less than the number of revealed cards of the chosen type.', 'stripped_title': 'Focus Group', 'text': 'Play only if the Runner made a successful run during their last turn.\nChoose a card type, then reveal the grip. You may pay X[credit] to place X advancement tokens on an installed card. X is equal to or less than the number of revealed cards of the chosen type.', 'title': 'Focus Group', 'type_code': 'operation', 'uniqueness': False}

{'code': '26053', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'It is pitch black. You are likely to be eaten by a Troll.', 'illustrator': 'Krembler', 'keywords': 'Illicit - Gray Ops', 'pack_code': 'df', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner stole an agenda during their last turn. Choose a Runner card type. Trash all installed non-icebreaker cards of that type. The Runner may prevent any of those cards from being trashed by paying 3 credits each. Take 1 bad publicity.', 'stripped_title': 'Game Over', 'text': 'Play

only if the Runner stole an agenda during their last turn.\nChoose a Runner card type. Trash all installed non-icebreaker cards of that type. The Runner may prevent any of those cards from being trashed by paying 3[credit] each. Take 1 bad publicity.', 'title': 'Game Over', 'type_code': 'operation', 'uniqueness': False}

{'code': '26054', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Ultra-Mythic chance ↑!↑!↑! Free Vorpal Tommy Gun [epic] and pinstripe suit [cosmetic] with 10x buy-in!', 'illustrator': 'N. Hopkins, Krembler', 'keywords': 'Ambush', 'pack_code': 'df', '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, remove 1 bad publicity unless they take 1 tag.', 'stripped_title': 'Increased Drop Rates', 'text': 'While the Runner is accessing this card from R&D, they must reveal it.\nWhen the Runner accesses this card, remove 1 bad publicity unless they take 1 tag.', 'title': 'Increased Drop Rates', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '26055', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': "As the documents show, for eight months they have operated as an entirely independent fiscal entity. We are as appalled at the carelessness as you are, and fully support City Hall's investigation.", 'illustrator': 'Krembler', 'pack_code': 'df', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner steals another agenda, you may forfeit this agenda to gain 5 credits and add the stolen agenda to HQ.', 'stripped_title': 'Divested Trust', 'text': 'Whenever the Runner steals another agenda, you may forfeit this agenda to gain 5[credit] and add the stolen agenda to HQ.', 'title': 'Divested Trust', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '26056', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"Drones are precision instruments. Collateral damage is merely an undisclosed target." -Chief "Pinchy" Wilson', 'illustrator': 'Olie Boldador', 'keywords': 'Security', 'pack_code': 'df', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to steal this agenda, the Runner must trash an installed program. When you score this agenda, trash an installed program.', 'stripped_title': 'SDS Drone Deployment', 'text': 'As an additional cost to steal this agenda, the Runner must trash an installed program.\nWhen you score this agenda, trash an installed program.', 'title': 'SDS Drone Deployment', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26057', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"There\'s something about the human touch that androids will never replace." -Mila Braun', 'illustrator': 'Olie Boldador', 'pack_code': 'df', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click, click, click: Gain 6 credits. You may remove 1 bad publicity.', 'stripped_title': 'Roughneck Repair Squad', 'text': '[click], [click], [click]: Gain 6[credit]. You may remove 1 bad publicity.', 'title': 'Roughneck Repair Squad', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '26058', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'A choice occurs. The waveform collapses.', 'illustrator': 'Krembler', 'keywords': 'Code Gate', 'pack_code': 'df', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'While this ice is protecting HQ, the Runner cannot break more than 1 of its printed subroutines during each encounter. Subroutine The Runner loses 2 credits. Subroutine End the run.', 'stripped_title': 'Afshar', 'text': 'While this ice is protecting HQ, the Runner cannot break more than 1 of its printed subroutines during each encounter.\n[subroutine]The Runner loses 2[credit].\n[subroutine]End the run.', 'title': 'Afshar', 'type_code': 'ice', 'uniqueness': False}

{'code': '26059', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Effective, Cheap, Durable. Pick two.', 'illustrator': 'Krembler', 'keywords': 'Barrier', 'pack_code': 'df', 'position': 59, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'When the Runner encounters this ice, place 1 virus counter on it. This ice has -1 strength for each hosted virus counter. Subroutine End the run.', 'stripped_title': 'Sandstone', 'text': 'When the Runner encounters this ice, place 1 virus counter on it.\nThis ice has -1 strength for each hosted virus counter.\n[subroutine]End the run.', 'title': 'Sandstone', 'type_code': 'ice', 'uniqueness':

False}

{'code': '26060', 'cost': 7, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Iain Fairclough', 'keywords': 'Sentry - Illicit - Destroyer - Tracer', 'pack_code': 'df', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'When you rez this ice, take 1 bad publicity. Subroutine Trash 1 installed Runner card. Subroutine Trace 6 If successful, the Runner cannot steal or trash Corp cards for the remainder of the run.', 'stripped_title': 'Trebuchet', 'text': 'When you rez this ice, take 1 bad publicity.\n[subroutine] Trash 1 installed Runner card.\n[subroutine] <trace>Trace 6</trace> If successful, the Runner cannot steal or trash Corp cards for the remainder of the run.', 'title': 'Trebuchet', 'type_code': 'ice', 'uniqueness': False}

{'code': '26061', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'Secure Servers. Contain Infections. Protect Data.\n-The SecTech Mantra', 'illustrator': 'Krembler', 'keywords': 'Double', 'pack_code': 'df', 'position': 61, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Search R&D for a piece of ice and reveal it. (Shuffle R&D after searching it.) Install that ice protecting a central server, paying 3 credits less.', 'stripped_title': 'Secure and Protect', 'text': 'As an additional cost to play this operation, spend [click].\nSearch R&D for a piece of ice and reveal it. (Shuffle R&D after searching it.) Install that ice protecting a central server, paying 3[credit] less.', 'title': 'Secure and Protect', 'type_code': 'operation', 'uniqueness': False}

{'code': '26062', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Krembler', 'pack_code': 'df', 'position': 62, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this upgrade, you may pay up to 4 credits to place that many power counters on it. As an additional cost to run this server, the Runner must pay 2 credits for each hosted power counter. Whenever the Runner makes a successful run on a central server, remove 1 hosted power counter.', 'stripped_title': 'Reduced Service', 'text': 'When you rez this upgrade, you may pay up to 4[credit] to place that many power counters on it.\nAs an additional cost to run this server, the Runner must pay 2[credit] for each hosted power counter.\nWhenever the Runner makes a successful run on a central server, remove 1 hosted power counter.', 'title': 'Reduced Service', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}

{'advancement_cost': 4, 'agenda_points': 3, 'code': '26063', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 1, 'flavor': "The Fracture was no different from any other crisis. As always, Management's first instinct was to find someone to blame. Getting food up to Midway or He3 down to power Earthside hospitals are trivialities compared to the important work of salving Executive ego and keeping one's job.", 'illustrator': 'Iain Fairclough', 'keywords': 'Research', 'pack_code': 'df', 'position': 63, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You cannot score this agenda if you installed it this turn.', 'stripped_title': 'Vulnerability Audit', 'text': 'You cannot score this agenda if you installed it this turn.', 'title': 'Vulnerability Audit', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26064', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"By matching funds on your donations, the Space Elevator Authority has already planted over eight million trees on the Pacific coast. Together we can restore New Angeles to its former glory."\n-Elizabeth Mills', 'illustrator': 'Elizaveta Sokolova', 'keywords': 'Advertisement', 'pack_code': 'df', 'position': 64, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may draw 1 card.', 'stripped_title': 'CSR Campaign', 'text': 'When your turn begins, you may draw 1 card.', 'title': 'CSR Campaign', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '26065', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'N. Hopkins', 'keywords': 'Mythic', 'pack_code': 'df', 'position': 65, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'During runs on this server, you can rez this ice any time you could rez non-ice cards. Each piece of ice protecting this server has +1 strength. Subroutine The Runner loses 1 credit.', 'stripped_title': 'Rime', 'text': 'During runs on this server, you can rez this ice any time you could rez non-ice cards.\nEach piece of ice protecting this server has +1 strength.\n[subroutine] The Runner loses 1[credit].', 'title': 'Rime', 'type_code': 'ice', 'uniqueness':

False}

{'code': '00005', 'deck_limit': 1, 'faction_code': 'neutral-corp', 'flavor': 'The Past is the Future.', 'illustrator': 'Sławomir Maniak', 'influence_limit': None, 'keywords': 'Megacorp', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 5, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Draft format only. You can use agendas from all factions in this deck.', 'stripped_title': 'The Shadow: Pulling the Strings', 'text': 'Draft format only.\nYou can use agendas from all factions in this deck.', 'title': 'The Shadow: Pulling the Strings', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '00006', 'deck_limit': 1, 'faction_code': 'neutral-runner', 'flavor': '"This war is far from over."', 'illustrator': 'Imaginary FS Pte Ltd', 'influence_limit': None, 'keywords': 'Natural', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 6, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Draft format only.', 'stripped_title': 'The Masque: Cyber General', 'text': 'Draft format only.', 'title': 'The Masque: Cyber General', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '00007', 'deck_limit': 1, 'faction_code': 'anarch', 'illustrator': 'Rachel Borovic', 'influence_limit': None, 'keywords': 'G-mod', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 7, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Draft format only. You must maintain the order of your heap. Whenever you trash a Corp card, if you have more anarch cards installed than any other faction, shuffle the top card of your heap into your stack.', 'stripped_title': 'Wyvern: Chemically Enhanced', 'text': 'Draft format only.\nYou must maintain the order of your heap.\nWhenever you trash a Corp card, if you have more [anarch] cards installed than any other faction, shuffle the top card of your heap into your stack.', 'title': 'Wyvern: Chemically Enhanced', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '00008', 'deck_limit': 1, 'faction_code': 'criminal', 'illustrator': 'Clark Huggins', 'influence_limit': None, 'keywords': 'Cyborg', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 8, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Draft format only. If you have more criminal cards installed than any other faction, when your turn begins, remove 1 tag.', 'stripped_title': 'Boris "Syfr" Kovac: Crafty Veteran', 'text': 'Draft format only.\nIf you have more [criminal] cards installed than any other faction, when your turn begins, remove 1 tag.', 'title': 'Boris "Syfr" Kovac: Crafty Veteran', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '00009', 'deck_limit': 1, 'faction_code': 'shaper', 'illustrator': 'Ralph Beisner', 'influence_limit': None, 'keywords': 'Natural', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 9, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Draft format only. If you have more shaper cards installed than any other faction, when you install a card the first time each turn, draw 1 card.', 'stripped_title': 'Jamie "Bzzz" Micken: Techno Savant', 'text': 'Draft format only.\nIf you have more [shaper] cards installed than any other faction, when you install a card the first time each turn, draw 1 card.', 'title': 'Jamie "Bzzz" Micken: Techno Savant', 'type_code': 'identity', 'uniqueness': False}

{'code': '00010', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'illustrator': 'Timothy Ben Zweifel', 'influence_limit': None, 'keywords': 'Division', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 10, 'quantity': 1, 'side_code': 'corp', 'stripped_text': "Draft format only. If you have more haas-bioroid cards rezzed than any other faction, when the Runner's turn ends, shuffle 1 card in Archives into R&D.", 'stripped_title': 'Strategic Innovations: Future Forward', 'text': "Draft format only.\nIf you have more [haas-bioroid] cards rezzed than any other faction, when the Runner's turn ends, shuffle 1 card in Archives into R&D.", 'title': 'Strategic Innovations: Future Forward', 'type_code': 'identity', 'uniqueness': False}

{'code': '00011', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Emilio Rodriguez', 'influence_limit': None, 'keywords': 'Division', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 11, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Draft format only. If you have more jinteki cards rezzed than any other faction, when your turn begins, you may swap 2 pieces of installed ice.', 'stripped_title': 'Synthetic Systems: The World Re-imagined', 'text': 'Draft format only.\nIf you have more [jinteki] cards rezzed than any other faction, when your turn begins, you may swap 2 pieces of installed ice.', 'title': 'Synthetic Systems: The World Re-imagined', 'type_code': 'identity', 'uniqueness': False}

{'code': '00012', 'deck_limit': 1, 'faction_code': 'nbn', 'illustrator': 'Amelie Hutt', 'influence_limit': None, 'keywords': 'Division', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 12, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Draft format only. If you have more nbn cards rezzed than any other faction, whenever an agenda is scored or stolen, give the runner 1 tag.', 'stripped_title': 'Information Dynamics: All You Need To Know', 'text': 'Draft format only.\nIf you have more [nbn] cards rezzed than any other faction, whenever an agenda is scored or stolen, give the runner 1 tag.', 'title': 'Information Dynamics: All You Need To Know', 'type_code': 'identity', 'uniqueness': False}

{'code': '00013', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'illustrator': 'Emilio Rodriguez', 'influence_limit': None, 'keywords': 'Division', 'minimum_deck_size': 30, 'pack_code': 'draft', 'position': 13, 'quantity': 1, 'side_code': 'corp', 'stripped_text': "Draft format only. If you have more weyland-consortium cards rezzed than any other faction, when the Runner's turn begins, place an advancement token on a piece of ice.", 'stripped_title': 'Fringe Applications: Tomorrow, Today', 'text': "Draft format only.\nIf you have more [weyland-consortium] cards rezzed than any other faction, when the Runner's turn begins, place an advancement token on a piece of ice.", 'title': 'Fringe Applications: Tomorrow, Today', 'type_code': 'identity', 'uniqueness': False}

{'code': '04101', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Double - Run', 'pack_code': 'dt', 'position': 101, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Run a remote server. If successful, instead of breaching that server, trash all cards installed in the root of that server.', 'stripped_title': 'Singularity', 'text': 'As an additional cost to play this event, spend [click].\nRun a remote server. If successful, instead of breaching that server, trash all cards installed in the root of that server.', 'title': 'Singularity', 'type_code': 'event', 'uniqueness': False}

{'code': '04102', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'dt', 'position': 102, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Place up to 3 advancement counters on 1 unrezzed card in the root of a remote server. Gain 2 credits for each counter placed this way. You cannot access that card for the remainder of the turn.', 'stripped_title': "Queen's Gambit", 'text': 'As an additional cost to play this event, spend [click].\nPlace up to 3 advancement counters on 1 unrezzed card in the root of a remote server. Gain 2[credit] for each counter placed this way. You cannot access that card for the remainder of the turn.', 'title': "Queen's Gambit", 'type_code': 'event', 'uniqueness': False}

{'code': '04103', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "The Dyson Fractal Generator is a useless lump of silicon; all it does is produce truly random results. What kind of madman slaps that in his rig? What's the use of a totally random number? -John Masanori", 'illustrator': 'Gong Studios', 'keywords': 'Chip - Stealth', 'pack_code': 'dt', 'position': 103, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to pay for using fracters.', 'stripped_title': 'Dyson Fractal Generator', 'text': '1[recurring-credit]\nUse this credit to pay for using fracters.', 'title': 'Dyson Fractal Generator', 'type_code': 'hardware', 'uniqueness': False}

{'code': '04104', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': "Take Moore's Law, iterate it over a century or two, and mix in quantum computing. You get to the point where you're developing the software on a hardware platform that you design at the same time. Tailor-made for each other. Exciting time to be alive! -William Knuth, The Tower of Babbage", 'illustrator': 'Gong Studios', 'keywords': 'Chip - Stealth', 'pack_code': 'dt', 'position': 104, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to pay for using killers.', 'stripped_title': 'Silencer', 'text': '1[recurring-credit]\nUse this credit to pay for using killers.', 'title': 'Silencer', 'type_code': 'hardware', 'uniqueness': False}

{'code': '04105', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Predictive algorithms that fetch you the program you need before you even know you need it. My second favorite lady." -Gabriel Santiago', 'illustrator': 'RC Torres', 'memory_cost': 1, 'pack_code': 'dt', 'position': 105, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You cannot use Savoir-faire more than once each turn. 2 credits: Install a program from your grip, paying the install cost.',

'stripped_title': 'Savoir-faire', 'text': 'You cannot use Savoir-faire more than once each turn.\n2[credit]: Install a program from your grip, paying the install cost.', 'title': 'Savoir-faire', 'type_code': 'program', 'uniqueness': False}

{'code': '04106', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': "There are good, honest, hardworking cops in the NAPD. Officers who do their best to bring justice to the guilty and protect the innocent. Fortunately for the criminals, they're outnumbered by the other kind. The kind who are much easier to work with.", 'illustrator': 'Agri Karuniawan', 'keywords': 'Connection', 'pack_code': 'dt', 'position': 106, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Prevent another installed resource from being trashed. trash: Gain 2 credits.', 'stripped_title': 'Fall Guy', 'text': '[trash]: Prevent another installed resource from being trashed.\n[trash]: Gain 2[credit].', 'title': 'Fall Guy', 'type_code': 'resource', 'uniqueness': False}

{'code': '04107', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"When I said I could hack it in my sleep, did you think I was joking?" -Chaos Theory', 'illustrator': 'Gong Studios', 'keywords': 'Double', 'pack_code': 'dt', 'position': 107, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Gain 2 credits. Gain an additional 1 credit for each double event in your heap.', 'stripped_title': 'Power Nap', 'text': 'As an additional cost to play this event, spend [click].\nGain 2[credit]. Gain an additional 1[credit] for each double event in your heap.', 'title': 'Power Nap', 'type_code': 'event', 'uniqueness': False}

{'code': '04108', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': '"Hand-made code is like hand-made art. You can see the brush strokes, which lets you see the artist. And then you can see everything in a new way." -Kate "Mac" McCaffrey', 'illustrator': 'Viktoria Gavrilenko', 'memory_cost': 2, 'pack_code': 'dt', 'position': 108, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Choose a rezzed piece of ice. That ice gains sentry, code gate or barrier until the end of the next run this turn.', 'stripped_title': 'Paintbrush', 'text': '[click]: Choose a rezzed piece of ice. That ice gains sentry, code gate or barrier until the end of the next run this turn.', 'title': 'Paintbrush', 'type_code': 'program', 'uniqueness': False}

{'code': '04109', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 2, 'flavor': 'Data hunters always pay top dollar for old drives. The more useless the data, the higher the payout.', 'illustrator': 'Gong Studios', 'keywords': 'Double', 'pack_code': 'dt', 'position': 109, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Gain 9 credits.', 'stripped_title': 'Lucky Find', 'text': 'As an additional cost to play this event, spend [click].\nGain 9[credit].', 'title': 'Lucky Find', 'type_code': 'event', 'uniqueness': False}

{'code': '04110', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'Once inside, the only way out is through your own mind.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate', 'pack_code': 'dt', 'position': 110, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': "Subroutine The Runner's maximum hand size is reduced by 2 until the beginning of the Corp's next turn.", 'stripped_title': 'Gyri Labyrinth', 'text': "[subroutine] The Runner's maximum hand size is reduced by 2 until the beginning of the Corp's next turn.", 'title': 'Gyri Labyrinth', 'type_code': 'ice', 'uniqueness': False}

{'code': '04111', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Emilio Rodriguez', 'keywords': 'Double', 'pack_code': 'dt', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Name a card other than Reclamation Order. Reveal any number of copies of the named card from Archives and add them to HQ.', 'stripped_title': 'Reclamation Order', 'text': 'As an additional cost to play this operation, spend [click].\nName a card other than Reclamation Order. Reveal any number of copies of the named card from Archives and add them to HQ.', 'title': 'Reclamation Order', 'type_code': 'operation', 'uniqueness': False}

{'code': '04112', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': "Tourists have flocked to Broadcast Square in even greater numbers ever since the notorious Ho-meh's crime spree ended there in a hail of flechettes. Well, that's how it happened in the sensie.", 'illustrator': 'Henning Ludvigsen', 'keywords': 'Facility', 'pack_code': 'dt', 'position': 112, 'quantity':

3, 'side_code': 'corp', 'stripped_text': 'Whenever you are about to take at least 1 bad publicity, trace 3 if successful, avoid taking the bad publicity.', 'stripped_title': 'Broadcast Square', 'text': 'Whenever you are about to take at least 1 bad publicity, <trace>trace 3</trace> if successful, avoid taking the bad publicity.', 'title': 'Broadcast Square', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '04113', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'The only thing worse than being fired and replaced by a younger, cheaper worker? Being replaced by an android.', 'illustrator': 'Agri Karuniawan', 'keywords': 'Double', 'pack_code': 'dt', 'position': 113, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Shuffle all cards in HQ into R&D. Draw 5 cards.', 'stripped_title': 'Corporate Shuffle', 'text': 'As an additional cost to play this operation, spend [click].\nShuffle all cards in HQ into R&D. Draw 5 cards.', 'title': 'Corporate Shuffle', 'type_code': 'operation', 'uniqueness': False}

{'code': '04114', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': 'The first clone to serve as an NAPD detective.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Clone - Psi', 'pack_code': 'dt', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner passes all of the ice protecting this server, you and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, end the run.', 'stripped_title': 'Caprice Nisei', 'text': 'Whenever the Runner passes all of the ice protecting this server, you and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, end the run.', 'title': 'Caprice Nisei', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '04115', 'cost': 7, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Chris Newman', 'keywords': 'Sentry - Tracer - AP - Illicit', 'pack_code': 'dt', 'position': 115, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When you rez Shinobi, take 1 bad publicity. Subroutine Trace 1 If successful, do 1 net damage. Subroutine Trace 2 If successful, do 2 net damage. Subroutine Trace 3 If successful, do 3 net damage and end the run.', 'stripped_title': 'Shinobi', 'text': 'When you rez Shinobi, take 1 bad publicity.\n[subroutine] <trace>Trace 1</trace> If successful, do 1 net damage.\n[subroutine] <trace>Trace 2</trace> If successful, do 2 net damage.\n[subroutine] <trace>Trace 3</trace> If successful, do 3 net damage and end the run.', 'title': 'Shinobi', 'type_code': 'ice', 'uniqueness': False}

{'code': '04116', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"It doesn\'t do anything in and of itself. It just marks you as an intruder and makes the next ice do all the work." -Kate "Mac" McCaffrey', 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate', 'pack_code': 'dt', 'position': 116, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine The next piece of ice the Runner encounters gains "Subroutine End the run." after all its other subroutines for the remainder of this run.', 'stripped_title': 'Marker', 'text': '[subroutine] The next piece of ice the Runner encounters gains "[subroutine] End the run." after all its other subroutines for the remainder of this run.', 'title': 'Marker', 'type_code': 'ice', 'uniqueness': False}

{'code': '04117', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'dt', 'position': 117, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'This ice loses 1 of its printed "Subroutine End the run." subroutines for each agenda point in your score area. Subroutine End the run. Subroutine End the run. Subroutine End the run. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Hive', 'text': 'This ice loses 1 of its printed "[subroutine] End the run." subroutines for each agenda point in your score area.\n[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Hive', 'type_code': 'ice', 'uniqueness': False}

{'code': '04118', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"Now, let\'s talk about how little you remember of the events of June sixth through sixteenth."', 'illustrator': 'Lorraine Schleter', 'keywords': 'Double - Gray Ops', 'pack_code': 'dt', 'position': 118, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Remove up to 2 bad publicity.', 'stripped_title': 'Witness Tampering', 'text': 'As an additional cost to play this operation, spend [click].\nRemove up to 2 bad publicity.', 'title':

'Witness Tampering', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '04119', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Viktoria Gavrilenko', 'keywords': 'Security', 'pack_code': 'dt', 'position': 119, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The advancement requirement of NAPD Contract is increased by 1 for each bad publicity the Corp has. As an additional cost to steal NAPD Contract, the Runner must pay 4 credits.', 'stripped_title': 'NAPD Contract', 'text': 'The advancement requirement of NAPD Contract is increased by 1 for each bad publicity the Corp has.\nAs an additional cost to steal NAPD Contract, the Runner must pay 4[credit].', 'title': 'NAPD Contract', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04120', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'It wants to have two subroutines when it grows up.', 'illustrator': 'Laura Wilson', 'keywords': 'Code Gate', 'pack_code': 'dt', 'position': 120, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine End the run.', 'stripped_title': 'Quandary', 'text': '[subroutine] End the run.', 'title': 'Quandary', 'type_code': 'ice', 'uniqueness': False}

{'code': '21021', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'The system is so deeply rooted, who knows how far the cables run?', 'illustrator': 'Alexandr Elichev', 'pack_code': 'dtwn', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp purges virus counters, you may gain 1 credit for each virus counter removed and trash Acacia.', 'stripped_title': 'Acacia', 'text': 'Whenever the Corp purges virus counters, you may gain 1[credit] for each virus counter removed and trash Acacia.', 'title': 'Acacia', 'type_code': 'hardware', 'uniqueness': False}

{'code': '21022', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Embedded in the mainframe, it proliferates and devours with each agitation.', 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'dtwn', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Plague, choose a server. Whenever you make a successful run on the chosen server, you may place 2 virus counters on Plague.', 'stripped_title': 'Plague', 'text': 'When you install Plague, choose a server.\nWhenever you make a successful run on the chosen server, you may place 2 virus counters on Plague.', 'title': 'Plague', 'type_code': 'program', 'uniqueness': False}

{'code': '21023', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'The gap of 0.19 seconds was all he needed.', 'illustrator': 'Caravan Studio', 'pack_code': 'dtwn', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on a central server this turn. Install a card from your grip, lowering its install cost by 8 credits, and take 1 tag.', 'stripped_title': 'Credit Kiting', 'text': 'Play only if you made a successful run on a central server this turn.\nInstall a card from your grip, lowering its install cost by 8[credit], and take 1 tag.', 'title': 'Credit Kiting', 'type_code': 'event', 'uniqueness': False}

{'code': '21024', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': '"He\'s probably the best pet I\'ve ever had but I\'d still trade him for something better." - 419', 'illustrator': 'Adam S. Doyle', 'memory_cost': 1, 'pack_code': 'dtwn', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on HQ each turn, you may trash Wari to name sentry, code gate or barrier. Expose a piece of ice, then add it to HQ if it has the named subtype.', 'stripped_title': 'Wari', 'text': 'The first time you make a successful run on HQ each turn, you may trash Wari to name sentry, code gate or barrier. Expose a piece of ice, then add it to HQ if it has the named subtype.', 'title': 'Wari', 'type_code': 'program', 'uniqueness': True}

{'base_link': 1, 'code': '21025', 'deck_limit': 1, 'faction_code': 'shaper', 'illustrator': 'Antonio De Luca', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'dtwn', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Search your stack for a non-virus program and install it, lowering its install cost by 1 credit, then shuffle your stack. If that program is still installed when your turn ends, remove it from the game.', 'stripped_title': 'Kabonesa Wu: Netspace Thrillseeker', 'text': '[click]: Search your stack for a non-virus program and install it, lowering its install cost by 1[credit], then

shuffle your stack. If that program is still installed when your turn ends, remove it from the game.', 'title': 'Kabonesa Wu: Netspace Thrillseeker', 'type_code': 'identity', 'uniqueness': False}

{'code': '21026', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': "When standard breaking just doesn't cut it.", 'illustrator': 'Andreas Zafiratos', 'memory_cost': 1, 'pack_code': 'dtwn', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you fully break a piece of ice, you may place 1 power counter on this program. 2 hosted power counters: Choose 1 installed non-AI icebreaker. That icebreaker gets +3 strength for the remainder of the current encounter.', 'stripped_title': 'Takobi', 'text': 'Whenever you fully break a piece of ice, you may place 1 power counter on this program.\n2 hosted power counters: Choose 1 installed non-AI icebreaker. That icebreaker gets +3 strength for the remainder of the current encounter.', 'title': 'Takobi', 'type_code': 'program', 'uniqueness': True}

{'code': '21027', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'A winged terror, the Kongamato dives from above, rending its prey in one ferocious bite.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Virtual', 'pack_code': 'dtwn', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Break the first subroutine on the encountered piece of ice.', 'stripped_title': 'Kongamato', 'text': '[trash]: Break the first subroutine on the encountered piece of ice.', 'title': 'Kongamato', 'type_code': 'resource', 'uniqueness': False}

{'code': '21028', 'cost': 2, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 5, 'illustrator': 'Caravan Studio', 'keywords': 'Double', 'pack_code': 'dtwn', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Trash any number of programs and/or pieces of hardware from your grip. Search your stack for 1 program or piece of hardware. Install it, paying X credits less. X is equal to the total install cost of the trashed cards.', 'stripped_title': 'Emergent Creativity', 'text': 'As an additional cost to play this event, spend [click].\nTrash any number of programs and/or pieces of hardware from your grip. Search your stack for 1 program or piece of hardware. Install it, paying X[credit] less. X is equal to the total install cost of the trashed cards.', 'title': 'Emergent Creativity', 'type_code': 'event', 'uniqueness': False}

{'code': '21029', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Between nothing and infinity.', 'illustrator': 'Andreas Zafiratos', 'memory_cost': 1, 'pack_code': 'dtwn', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on HQ or R&D each turn, you may name a number. If you do, reveal the next card that you access this run. If it has a rez cost, play cost, or advancement requirement equal to the named number, either gain 3 credits or draw 2 cards.', 'stripped_title': 'RNG Key', 'text': 'The first time you make a successful run on HQ or R&D each turn, you may name a number. If you do, reveal the next card that you access this run. If it has a rez cost, play cost, or advancement requirement equal to the named number, either gain 3[credit] or draw 2 cards.', 'title': 'RNG Key', 'type_code': 'program', 'uniqueness': True}

{'code': '21030', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Witchcraft to the nescient; beauty to the wise.', 'illustrator': 'Galen Dara', 'keywords': 'Code Gate', 'pack_code': 'dtwn', 'position': 30, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine The Runner loses click, if able. You have an additional click to spend during your next turn. Subroutine The Runner loses click, if able. You have an additional click to spend during your next turn.', 'stripped_title': 'Nightdancer', 'text': '[subroutine] The Runner loses [click], if able. You have an additional [click] to spend during your next turn.\n[subroutine] The Runner loses [click], if able. You have an additional [click] to spend during your next turn.', 'title': 'Nightdancer', 'type_code': 'ice', 'uniqueness': False}

{'code': '21031', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"The site of the world\'s second beanstalk, or I\'ll die trying." - Miria Byanyima, Director of VSEP', 'illustrator': 'Kirsten Zirngibl', 'keywords': 'Region', 'pack_code': 'dtwn', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you draw a piece of ice, you may reveal it and install it protecting this server, paying 4 credits less. Limit 1 region per server.', 'stripped_title': 'Jinja City Grid', 'text': 'Whenever you draw a piece of ice, you may reveal it and install it

protecting this server, paying 4[credit] less.\nLimit 1 region per server.', 'title': 'Jinja City Grid', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '21032', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Starving, dehydrated, delirious, I picked a direction and ran, ran for days, maybe even weeks. I ran until my legs couldn\'t carry me. Then I crawled. When I was finally out, finally free of the shroud, I checked the time, the date. How long had I been gone, trapped in the all-encompassing blackness? Turns out, 3 minutes."', 'illustrator': 'Adam S. Doyle', 'keywords': 'Trap', 'pack_code': 'dtwn', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Subroutine Trash the top 3 cards of the stack. Trash Aimor.', 'stripped_title': 'Aimor', 'text': '[subroutine] Trash the top 3 cards of the stack. Trash Aimor.', 'title': 'Aimor', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '21033', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Research', 'pack_code': 'dtwn', 'position': 33, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When Bacterial Programming is scored or stolen, you may look at the top 7 cards of R&D, add any number of them to HQ, trash any number of them, and arrange the rest in any order.', 'stripped_title': 'Bacterial Programming', 'text': 'When Bacterial Programming is scored or stolen, you may look at the top 7 cards of R&D, add any number of them to HQ, trash any number of them, and arrange the rest in any order.', 'title': 'Bacterial Programming', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21034', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"It wasn\'t until the spots cleared that I realized half of my rig was gone." - Kabonesa Wu', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Sentry', 'pack_code': 'dtwn', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When the Runner encounters this ice, they cannot install cards for the remainder of the turn. Subroutine Choose 2 installed Runner cards, if able. The Runner must add 1 of the chosen cards to the top of the stack.', 'stripped_title': 'Jua', 'text': 'When the Runner encounters this ice, they cannot install cards for the remainder of the turn.\n[subroutine] Choose 2 installed Runner cards, if able. The Runner must add 1 of the chosen cards to the top of the stack.', 'title': 'Jua', 'type_code': 'ice', 'uniqueness': False}

{'code': '21035', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Reprisal - Gray Ops', 'pack_code': 'dtwn', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner trashed a Corp card during their last turn. Choose 1 installed Runner card. The Runner must take 2 tags or add that card to the top of the stack. Remove this operation from the game.', 'stripped_title': 'Threat Assessment', 'text': 'Play only if the Runner trashed a Corp card during their last turn.\nChoose 1 installed Runner card. The Runner must take 2 tags or add that card to the top of the stack.\nRemove this operation from the game.', 'title': 'Threat Assessment', 'type_code': 'operation', 'uniqueness': False}

{'code': '21036', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'He found it odd that three frozen yogurt shops, all less than a block from his, opened within the same week.', 'illustrator': 'Michał Miłkowski', 'keywords': 'Gray Ops', 'pack_code': 'dtwn', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. If the Runner has at least 4 credits, they lose 4 credits.', 'stripped_title': 'Economic Warfare', 'text': 'Play only if the Runner made a successful run during their last turn.\nIf the Runner has at least 4[credit], they lose 4[credit].', 'title': 'Economic Warfare', 'type_code': 'operation', 'uniqueness': False}

{'code': '21037', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Josh Corpuz', 'keywords': 'Ambush', 'pack_code': 'dtwn', 'position': 37, '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 anywhere except in Archives, trace 3. If successful, give the Runner 2 tags.', 'stripped_title': 'Forced Connection', 'text': 'While the Runner is accessing this upgrade in R&D, they must reveal it.\nWhen the Runner accesses this upgrade anywhere except in Archives, <trace>trace 3</trace>. If successful, give the Runner 2 tags.', 'title': 'Forced Connection', 'trash_cost': 0, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '21038', 'deck_limit': 3, 'faction_code':

'neutral-corp', 'faction_cost': 0, 'illustrator': 'Caravan Studio', 'keywords': 'Initiative', 'pack_code': 'dtwn', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "When this agenda is scored or stolen, place 9 credits on it. When the Corp's turn begins, they may take 3 credits from this agenda. This ability is active even while this agenda is in the Runner's score area.", 'stripped_title': 'SSL Endorsement', 'text': "When this agenda is scored or stolen, place 9[credit] on it.\nWhen the Corp's turn begins, they may take 3[credit] from this agenda. This ability is active even while this agenda is in the Runner's score area.", 'title': 'SSL Endorsement', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21039', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Who knew non-profits could be so profitable?"', 'illustrator': 'Emilio Rodriguez', 'pack_code': 'dtwn', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'NGO Front can be advanced. trash,1 hosted advancement token: Gain 5 credits. trash,2 hosted advancement tokens: Gain 8 credits.', 'stripped_title': 'NGO Front', 'text': 'NGO Front can be advanced.\n[trash],1 hosted advancement token: Gain 5[credit].\n[trash],2 hosted advancement tokens: Gain 8[credit].', 'title': 'NGO Front', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '21040', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Food. Drinks. Entertainment. It doesn\'t take much to gratify the bourgeoisie."', 'illustrator': 'Emilio Rodriguez', 'pack_code': 'dtwn', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The Runner gains 2 credits. Trash up to 2 cards from HQ, then shuffle up to 2 cards from Archives into R&D. Remove Distract the Masses from the game instead of trashing it.', 'stripped_title': 'Distract the Masses', 'text': 'The Runner gains 2[credit]. Trash up to 2 cards from HQ, then shuffle up to 2 cards from Archives into R&D. Remove Distract the Masses from the game instead of trashing it.', 'title': 'Distract the Masses', 'type_code': 'operation', 'uniqueness': False}

{'code': '12041', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'eas', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Whenever you encounter a barrier, for the remainder of that encounter this program gets +1 strength for each subroutine on that barrier. Interface -> 2 credits: Break up to 2 barrier subroutines.', 'stripped_title': 'Berserker', 'text': 'Whenever you encounter a barrier, for the remainder of that encounter this program gets +1 strength for each subroutine on that barrier.\nInterface → 2[credit]: Break up to 2 barrier subroutines.', 'title': 'Berserker', 'type_code': 'program', 'uniqueness': False}

{'code': '12042', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - Killer', 'memory_cost': 2, 'pack_code': 'eas', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break 1 sentry subroutine. 1 credit: +1 strength. Whenever you pass a sentry after encountering it, you may trash the top card of your stack. If you do, trash 1 card from the top of R&D for each subroutine on that sentry that resolved during that encounter.', 'stripped_title': 'Persephone', 'text': 'Interface → 2[credit]: Break 1 sentry subroutine.\n1[credit]: +1 strength.\nWhenever you pass a sentry after encountering it, you may trash the top card of your stack. If you do, trash 1 card from the top of R&D for each subroutine on that sentry that resolved during that encounter.', 'title': 'Persephone', 'type_code': 'program', 'uniqueness': False}

{'code': '12043', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Even I don\'t know how or why this one works. I just copied the schematics from a burst broadcast from someplace north of Paxton\'s Node, where nothing is supposed to be." -Los', 'illustrator': 'Kathryn Steele', 'pack_code': 'eas', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, X credits: Derez 1 piece of ice with printed rez cost X credits that was rezzed this turn. Use this ability only once per turn.', 'stripped_title': 'Rubicon Switch', 'text': '[click], X[credit]: Derez 1 piece of ice with printed rez cost X[credit] that was rezzed

this turn. Use this ability only once per turn.', 'title': 'Rubicon Switch', 'type_code': 'hardware', 'uniqueness': True}

{'code': '12044', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Lale Ann', 'keywords': 'Connection', 'pack_code': 'eas', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you access a card with a trash cost not in Archives and do not trash it, you may reveal it and gain 1 credit.', 'stripped_title': 'Aeneas Informant', 'text': 'Whenever you access a card with a trash cost not in Archives and do not trash it, you may reveal it and gain 1[credit].', 'title': 'Aeneas Informant', 'type_code': 'resource', 'uniqueness': False}

{'code': '12045', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'illustrator': 'Hannah Christenson', 'keywords': 'Virtual', 'pack_code': 'eas', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, remove an installed program from the game: Search your stack for a non-virus program, shuffle your stack, then install that program, lowering the install cost by the cost of the program removed from the game.', 'stripped_title': 'Rosetta 2.0', 'text': '[click], remove an installed program from the game: Search your stack for a non-virus program, shuffle your stack, then install that program, lowering the install cost by the cost of the program removed from the game.', 'title': 'Rosetta 2.0', 'type_code': 'resource', 'uniqueness': False}

{'code': '12046', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Who said you can\'t teach an old breaker new tricks?" -g00ru', 'illustrator': 'Kathryn Steele', 'keywords': 'Mod', 'pack_code': 'eas', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only on an icebreaker. Host icebreaker gains AI and "Interface -> Lose click: Break 1 subroutine."', 'stripped_title': 'Adjusted Matrix', 'text': 'Install only on an icebreaker.\nHost icebreaker gains AI and "Interface → Lose [click]: Break 1 subroutine."', 'title': 'Adjusted Matrix', 'type_code': 'hardware', 'uniqueness': False}

{'code': '12047', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'Better, Faster, Stronger', 'illustrator': 'Jason Juta', 'keywords': 'Mod', 'pack_code': 'eas', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install Dedicated Processor on a non-AI icebreaker. Host icebreaker gains "2 credits: +4 strength."', 'stripped_title': 'Dedicated Processor', 'text': 'Install Dedicated Processor on a non-AI icebreaker.\nHost icebreaker gains "2[credit]: +4 strength."', 'title': 'Dedicated Processor', 'type_code': 'hardware', 'uniqueness': False}

{'code': '12048', 'cost': 6, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Donald Crank', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'eas', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'The first time each turn you pass a piece of ice after an encounter during which this program fully broke that ice, you may swap it with another installed piece of ice. Interface -> 1 credit: Break 1 code gate subroutine. 1 credit: +1 strength.', 'stripped_title': 'Inversificator', 'text': 'The first time each turn you pass a piece of ice after an encounter during which this program fully broke that ice, you may swap it with another installed piece of ice.\nInterface → 1[credit]: Break 1 code gate subroutine.\n1[credit]: +1 strength.', 'title': 'Inversificator', 'type_code': 'program', 'uniqueness': False}

{'code': '12049', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"You want untraceable funds? I\'ll lend, as long as you have the ability to pay me back."', 'illustrator': 'Micah Epstein', 'keywords': 'Connection', 'pack_code': 'eas', 'position': 49, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain 1 credit if you have fewer than 6 credits. Whenever you have 0 credits, trash Dadiana Chacon and take 3 meat damage.', 'stripped_title': 'Dadiana Chacon', 'text': 'When your turn begins, gain 1[credit] if you have fewer than 6[credit].\nWhenever you have 0[credit], trash Dadiana Chacon and take 3 meat damage.', 'title': 'Dadiana Chacon', 'type_code': 'resource', 'uniqueness': True}

{'code': '12050', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': '"I passed through the opalescent curtain only to find a suddenly empty server..."', 'illustrator': 'Michał Miłkowski', 'keywords': 'Code Gate - Observer - NEXT', 'pack_code': 'eas', 'position': 50,

'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'This ice gains "Subroutine You may install 1 card from HQ." for each rezzed piece of NEXT ice.', 'stripped_title': 'NEXT Opal', 'text': 'This ice gains "[subroutine] You may install 1 card from HQ." for each rezzed piece of NEXT ice.', 'title': 'NEXT Opal', 'type_code': 'ice', 'uniqueness': False}

{'code': '12051', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': '"They don\'t need sleep, breaks, overtime, or even O$_2$. How can we compete with that!?"', 'illustrator': 'Monztre', 'keywords': 'Bioroid', 'pack_code': 'eas', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'trash: Install 1 card from HQ. Use this ability only during the next paid ability window after playing and resolving an operation.', 'stripped_title': 'Bioroid Work Crew', 'text': '[trash]: Install 1 card from HQ. Use this ability only during the next paid ability window after playing and resolving an operation.', 'title': 'Bioroid Work Crew', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '12052', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 17, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'eas', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trash the unrezzed piece of ice the Runner is approaching: Choose a server other than the attacked server. The Runner moves to the outermost position of that server and encounters any ice there. Use this ability only once per turn.', 'stripped_title': 'AgInfusion: New Miracles for a New World', 'text': 'Trash the unrezzed piece of ice the Runner is approaching: Choose a server other than the attacked server. The Runner moves to the outermost position of that server and encounters any ice there. Use this ability only once per turn.', 'title': 'AgInfusion: New Miracles for a New World', 'type_code': 'identity', 'uniqueness': False}

{'code': '12053', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Region', 'pack_code': 'eas', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install only in the root of R&D. click: Reveal the top 3 cards of R&D. Secretly choose 1 to add to HQ. Return the others to the top of R&D, in any order. Limit 1 region per server.', 'stripped_title': 'Bamboo Dome', 'text': 'Install only in the root of R&D.\n[click]: Reveal the top 3 cards of R&D. Secretly choose 1 to add to HQ. Return the others to the top of R&D, in any order.\nLimit 1 region per server.', 'title': 'Bamboo Dome', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '12054', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Alexandr Elichev', 'keywords': 'Clone', 'pack_code': 'eas', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Persistent -> As an additional cost to steal an agenda from this server, the Runner must suffer 2 net damage. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'stripped_title': 'Ben Musashi', 'text': 'Persistent → As an additional cost to steal an agenda from this server, the Runner must suffer 2 net damage. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'title': 'Ben Musashi', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '12055', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"I\'m sure there is no way this could go wrong for you." -Henry Phillips', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Code Gate', 'pack_code': 'eas', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, they may take 1 tag to bypass it. Subroutine The Corp gains 2 credits. Subroutine End the run.', 'stripped_title': 'Authenticator', 'text': 'When the Runner encounters this ice, they may take 1 tag to bypass it.\n[subroutine] The Corp gains 2[credit].\n[subroutine] End the run.', 'title': 'Authenticator', 'type_code': 'ice', 'uniqueness': False}

{'code': '12056', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"Toying with them is where the job satisfaction comes in".', 'illustrator': 'Nasrul Hakim', 'keywords': 'Sysop', 'pack_code': 'eas', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner breaks a subroutine during a run on this server, gain 2 credits if they are tagged.', 'stripped_title': 'Henry Phillips', 'text': 'Whenever the Runner breaks a subroutine during a run on this server, gain 2[credit] if they are tagged.', 'title': 'Henry Phillips', 'trash_cost': 2,

'type_code': 'upgrade', 'uniqueness': True}

{'code': '12057', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"Our job is to stop incursions. Let Argus get cute with them." -Moishe Saban', 'illustrator': 'Mark Molnar', 'keywords': 'Barrier', 'pack_code': 'eas', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Battlement', 'text': '[subroutine]End the run.\n[subroutine]End the run.', 'title': 'Battlement', 'type_code': 'ice', 'uniqueness': False}

{'code': '12058', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Ed Mattinian', 'pack_code': 'eas', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if there are at least 2 other cards in HQ. Trash all cards from HQ. Place a total of 2 advancement counters on installed cards you can advance.', 'stripped_title': 'Audacity', 'text': 'Play only if there are at least 2 other cards in HQ.\nTrash all cards from HQ. Place a total of 2 advancement counters on installed cards you can advance.', 'title': 'Audacity', 'type_code': 'operation', 'uniqueness': False}

{'code': '12059', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Matt Zeilinger', 'keywords': 'Triple', 'pack_code': 'eas', 'position': 59, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click, click. Move all advancement tokens from all installed cards to 1 card that can be advanced.', 'stripped_title': 'Red Planet Couriers', 'text': 'As an additional cost to play this operation, spend [click], [click].\nMove all advancement tokens from all installed cards to 1 card that can be advanced.', 'title': 'Red Planet Couriers', 'type_code': 'operation', 'uniqueness': False}

{'code': '12060', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"It\'s eyes just keep following you."', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry', 'pack_code': 'eas', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Subroutine Add 1 installed program to the top of the stack.', 'stripped_title': 'Owl', 'text': '[subroutine] Add 1 installed program to the top of the stack.', 'title': 'Owl', 'type_code': 'ice', 'uniqueness': False}

{'code': '11041', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Jenn Tran', 'keywords': 'Console', 'pack_code': 'es', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu You get +1 maximum hand size for each tag you have. The first time each turn a successful run on HQ or R&D ends, draw 1 card for each time you accessed a card during that run. Limit 1 console per player.', 'stripped_title': 'Obelus', 'text': '+1[mu]\nYou get +1 maximum hand size for each tag you have.\nThe first time each turn a successful run on HQ or R&D ends, draw 1 card for each time you accessed a card during that run.\nLimit 1 console per player.', 'title': 'Obelus', 'type_code': 'hardware', 'uniqueness': True}

{'code': '11042', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"In extremity, your conscience may make you terrible." -Omar Keung, the Flashpoint', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'es', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Whenever you encounter a code gate, you may install this program from your heap. 3 credits: +2 strength. Then, if this program can interface with the code gate you are encountering, break up to 2 subroutines.', 'stripped_title': 'Black Orchestra', 'text': 'Whenever you encounter a code gate, you may install this program from your heap.\n3[credit]: +2 strength. Then, if this program can interface with the code gate you are encountering, break up to 2 subroutines.', 'title': 'Black Orchestra', 'type_code': 'program', 'uniqueness': False}

{'base_link': 0, 'code': '11043', 'deck_limit': 1, 'faction_code': 'anarch', 'illustrator': 'Matt Zeilinger', 'influence_limit': 12, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'es', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Run Archives. If that run would be declared successful, change the attacked server to HQ or R&D for the remainder of that run. Use this ability only once per turn.', 'stripped_title': 'Omar Keung: Conspiracy Theorist', 'text': '[click]: Run Archives. If that run would be declared successful, change the attacked server to HQ or R&D for the remainder of that run. Use this ability only once per turn.',

'title': 'Omar Keung: Conspiracy Theorist', 'type_code': 'identity', 'uniqueness': False}

{'code': '11044', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "Khan's avatar lifted her arm and the bird launched itself into the air.", 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'es', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 code gate subroutine. 3 credits: +3 strength. 2 credits, add this program to your grip: Derez 1 code gate this program fully broke during this encounter.', 'stripped_title': 'Peregrine', 'text': 'Interface → 1[credit]: Break 1 code gate subroutine.\n3[credit]: +3 strength.\n2[credit], add this program to your grip: Derez 1 code gate this program fully broke during this encounter.', 'title': 'Peregrine', 'type_code': 'program', 'uniqueness': False}

{'code': '11045', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'My brain is the key that sets my mind free.', 'illustrator': 'Galen Dara', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'es', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 code gate subroutine. 2 credits: +4 strength for the remainder of this run. Use this ability only by spending at least 1 credit from a stealth card.', 'stripped_title': 'Houdini', 'text': 'Interface → 1[credit]: Break 1 code gate subroutine.\n2[credit]: +4 strength for the remainder of this run. Use this ability only by spending at least 1 credit from a stealth card.', 'title': 'Houdini', 'type_code': 'program', 'uniqueness': False}

{'code': '11046', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"Live, unfiltered, and uncensored: this is Net Mercur, signing off for the night. Stay safe, New Angeles."', 'illustrator': 'Kathryn Steele', 'keywords': 'Virtual - Stealth', 'pack_code': 'es', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you spend at least 1 credit from a stealth card each run, place 1 credit on Net Mercur or draw 1 card. Use credits on Net Mercur for anything.', 'stripped_title': 'Net Mercur', 'text': 'The first time you spend at least 1[credit] from a stealth card each run, place 1[credit] on Net Mercur or draw 1 card.\nUse credits on Net Mercur for anything.', 'title': 'Net Mercur', 'type_code': 'resource', 'uniqueness': True}

{'code': '11047', 'cost': 0, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 3, 'flavor': 'All bioroids are bound by the Three Directives, but in theory a bioroid could have any number of core directives. Even zero.', 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Directive - Virtual', 'pack_code': 'es', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you draw a card, reveal that card. The first time each turn you make a successful run, you may look at the top card of R&D.', 'stripped_title': 'Find the Truth', 'text': 'Whenever you draw a card, reveal that card.\nThe first time each turn you make a successful run, you may look at the top card of R&D.', 'title': 'Find the Truth', 'type_code': 'resource', 'uniqueness': True}

{'code': '11048', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Last week, I crossed the street to avoid her. Today, she pulled me out of the rubble. Makes me rethink who the bad guys are."', 'illustrator': 'Marko Fiedler', 'keywords': 'Connection', 'pack_code': 'es', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 credits: Draw 1 card. Use this ability only if you have suffered damage from a Corp card ability this turn.', 'stripped_title': 'First Responders', 'text': '2[credit]: Draw 1 card. Use this ability only if you have suffered damage from a Corp card ability this turn.', 'title': 'First Responders', 'type_code': 'resource', 'uniqueness': False}

{'code': '11049', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'In battle, I take half the slain.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate - Bioroid - AP', 'pack_code': 'es', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Lose click click click: Break up to 3 subroutines on this ice. Only the Runner can use this ability. Subroutine The Runner must pay 3 credits or trash 1 of their installed cards. Subroutine The Runner must pay 3 credits or trash 1 of their installed cards. Subroutine Do 1 brain damage or end the run.', 'stripped_title': 'Fairchild 3.0', 'text': 'Lose [click][click][click]: Break up to 3 subroutines on this ice. Only the Runner can use this ability.\n[subroutine] The

Runner must pay 3[credit] or trash 1 of their installed cards.\n[subroutine] The Runner must pay 3[credit] or trash 1 of their installed cards.\n[subroutine] Do 1 brain damage or end the run.', 'title': 'Fairchild 3.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '11050', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"If you live off-site, please consult the building AI for temporary housing. We regret that your off-site family cannot join you here while we are in lockdown..."', 'illustrator': 'Johan Törnlund', 'pack_code': 'es', 'position': 50, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Name a card. Remove all copies of that card in the heap from the game.', 'stripped_title': 'Ark Lockdown', 'text': 'Name a card. Remove all copies of that card in the heap from the game.', 'title': 'Ark Lockdown', 'type_code': 'operation', 'uniqueness': False}

{'code': '11051', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"Wait a minute, I don\'t even have a cat."', 'illustrator': 'VIKO', 'keywords': 'Black Ops', 'pack_code': 'es', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner trashed a card while accessing it during their last turn. Trace 2. If successful, trash 2 installed non-program cards. If unsuccessful, take 1 bad publicity.', 'stripped_title': 'Hellion Beta Test', 'text': 'Play only if the Runner trashed a card while accessing it during their last turn.\n<trace>Trace 2</trace>. If successful, trash 2 installed non-program cards. If unsuccessful, take 1 bad publicity.', 'title': 'Hellion Beta Test', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 0, 'code': '11052', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Priscilla Kim', 'keywords': 'Security', 'pack_code': 'es', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Project Kusanagi, place 1 agenda counter on it for each advancement token on it over 2. Hosted agenda counter: Choose 1 piece of ice to gain "Subroutine Do 1 net damage." after all its other subroutines for the remainder of this run.', 'stripped_title': 'Project Kusanagi', 'text': 'When you score Project Kusanagi, place 1 agenda counter on it for each advancement token on it over 2.\nHosted agenda counter: Choose 1 piece of ice to gain "[subroutine] Do 1 net damage." after all its other subroutines for the remainder of this run.', 'title': 'Project Kusanagi', 'type_code': 'agenda', 'uniqueness': False}

{'code': '11053', 'cost': 8, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'When your ID is flagged with your genetic profile, "privacy" doesn\'t really exist.', 'illustrator': 'A. Jones', 'keywords': 'Code Gate - AP', 'pack_code': 'es', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Subroutine Do 1 net damage. The Runner loses 2 credits. Subroutine Do 1 net damage. The Runner loses 2 credits. Subroutine Do 1 net damage. The Runner loses 2 credits.', 'stripped_title': 'DNA Tracker', 'text': '[subroutine] Do 1 net damage. The Runner loses 2[credit].\n[subroutine] Do 1 net damage. The Runner loses 2[credit].\n[subroutine] Do 1 net damage. The Runner loses 2[credit].', 'title': 'DNA Tracker', 'type_code': 'ice', 'uniqueness': False}

{'code': '11054', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'Your better nature.', 'influence_limit': 12, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'es', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner takes at least 1 net damage, trash the top card of the stack.', 'stripped_title': 'Jinteki: Potential Unleashed', 'text': 'Whenever the Runner takes at least 1 net damage, trash the top card of the stack.', 'title': 'Jinteki: Potential Unleashed', 'type_code': 'identity', 'uniqueness': False}

{'code': '11055', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"She used to work for me at my chop shop. Now she makes more money than I do." -MacPherson', 'illustrator': 'Kate Laird', 'keywords': 'Character', 'pack_code': 'es', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'trash: Shuffle all cards in HQ into R&D. The Runner may pay any number of credits to prevent 1 random card in HQ from being shuffled into R&D for every 2 credits spent.', 'stripped_title': 'Alexa Belsky', 'text': '[trash]: Shuffle all cards in HQ into R&D. The Runner may pay any number of credits to prevent 1 random card in HQ from being shuffled into R&D for every 2[credit] spent.', 'title': 'Alexa Belsky', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '11056', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': "Observing is fun, but it's just the appetizer.", 'illustrator': 'Antonio De Luca', 'keywords': 'Gray Ops', 'pack_code': 'es', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner has fewer than 6 credits. As an additional cost to play this operation, remove 1 tag. Trash 1 installed card.', 'stripped_title': 'Observe and Destroy', 'text': 'Play only if the Runner has fewer than 6[credit].\nAs an additional cost to play this operation, remove 1 tag.\nTrash 1 installed card.', 'title': 'Observe and Destroy', 'type_code': 'operation', 'uniqueness': False}

{'code': '11057', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Samuel Leung', 'keywords': 'Current', 'pack_code': 'es', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This operation is not trashed until another current is played or an agenda is stolen. As an additional cost to run for the first time during their turn, the Runner must spend 1 credit.', 'stripped_title': 'Service Outage', 'text': 'This operation is not trashed until another current is played or an agenda is stolen.\nAs an additional cost to run for the first time during their turn, the Runner must spend 1[credit].', 'title': 'Service Outage', 'type_code': 'operation', 'uniqueness': False}

{'code': '11058', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'Game over.', 'illustrator': 'JuanManuel Tumburus', 'keywords': 'Double - Black Ops', 'pack_code': 'es', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner has at least 2 tags. As an additional cost to play this operation, spend click. Do 7 meat damage.', 'stripped_title': 'BOOM!', 'text': 'Play only if the Runner has at least 2 tags.\nAs an additional cost to play this operation, spend [click].\nDo 7 meat damage.', 'title': 'BOOM!', 'trash_cost': 1, 'type_code': 'operation', 'uniqueness': False}

{'code': '11059', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Maciej Rebisz', 'keywords': 'Current - Black Ops', 'pack_code': 'es', 'position': 59, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "This card is not trashed until another current is played or an agenda is stolen. When the Runner's turn begins, trace 1 If successful, do 1 meat damage if the Runner is tagged; otherwise, give the Runner 1 tag.", 'stripped_title': 'Door to Door', 'text': "This card is not trashed until another current is played or an agenda is stolen.\nWhen the Runner's turn begins, <trace>trace 1</trace> If successful, do 1 meat damage if the Runner is tagged; otherwise, give the Runner 1 tag.", 'title': 'Door to Door', 'type_code': 'operation', 'uniqueness': False}

{'code': '11060', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'The event is now referred to as the Water Tower Massacre. No one was ever indicted, and no one knows who paid the prisec team responsible.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Current', 'pack_code': 'es', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. The install cost of each resource is increased by 2.', 'stripped_title': 'Scarcity of Resources', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nThe install cost of each resource is increased by 2.', 'title': 'Scarcity of Resources', 'type_code': 'operation', 'uniqueness': False}

{'code': '04081', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': "That moment of bliss. That feeling of accomplishment. That certainty of purpose.\nWhat's next?", 'illustrator': 'Gong Studios', 'pack_code': 'fal', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn. Access 1 installed card (non-ice).', 'stripped_title': 'Quest Completed', 'text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn.\nAccess 1 installed card (non-ice).', 'title': 'Quest Completed', 'type_code': 'event', 'uniqueness': False}

{'code': '04082', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': 'Bleeding data is more of a science than an art. Too much and you can end up with a one-way ticket to flatline city. Not enough and you might as well be running an empty server.', 'illustrator': 'Ed Mattinian', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'fal', 'position': 82, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run, place 1 virus counter on Hemorrhage. click, 2 hosted virus counters: The Corp trashes 1 card from HQ.',

'stripped_title': 'Hemorrhage', 'text': 'Whenever you make a successful run, place 1 virus counter on Hemorrhage.\n[click], 2 hosted virus counters: The Corp trashes 1 card from HQ.', 'title': 'Hemorrhage', 'type_code': 'program', 'uniqueness': False}

{'code': '04083', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "Stick with your plan and you'll be fine. Stick with the plan.", 'illustrator': 'Lorraine Schleter', 'keywords': 'Connection', 'pack_code': 'fal', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever a gray ops or black ops operation is trashed after resolving, you may give the Corp 1 bad publicity and take 1 tag. trash: Draw 1 card for each bad publicity the Corp has.', 'stripped_title': 'Tallie Perrault', 'text': 'Whenever a gray ops or black ops operation is trashed after resolving, you may give the Corp 1 bad publicity and take 1 tag.\n[trash]: Draw 1 card for each bad publicity the Corp has.', 'title': 'Tallie Perrault', 'type_code': 'resource', 'uniqueness': True}

{'code': '04084', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"When you need someone who is a little more hands on, look me up." -Silhouette', 'illustrator': 'Smirtouille', 'keywords': 'Double', 'pack_code': 'fal', 'position': 84, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Reveal all cards in HQ.', 'stripped_title': 'Executive Wiretaps', 'text': 'As an additional cost to play this event, spend [click].\nReveal all cards in HQ.', 'title': 'Executive Wiretaps', 'type_code': 'event', 'uniqueness': False}

{'code': '04085', 'cost': 11, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'The power of the focused mind is a power beyond comprehension.', 'illustrator': 'Smirtouille', 'keywords': 'Console', 'pack_code': 'fal', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu Whenever you expose a card, the Corp must rez it by paying its rez cost, if able. Limit 1 console per player.', 'stripped_title': 'Blackguard', 'text': '+2[mu]\nWhenever you expose a card, the Corp must rez it by paying its rez cost, if able.\nLimit 1 console per player.', 'title': 'Blackguard', 'type_code': 'hardware', 'uniqueness': True}

{'code': '04086', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"CyberSolutions is a boring name for a company that makes pretty exciting products. Their memory chips have some pretty tricky stuff going on inside and I keep hearing good things about their M/MI implants. I even heard they were on the path to their own androids about a year ago. I wonder whatever happened with that?" -Kate "Mac" McCaffrey', 'illustrator': 'Gong Studios', 'keywords': 'Chip', 'pack_code': 'fal', 'position': 86, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu', 'stripped_title': 'CyberSolutions Mem Chip', 'text': '+2[mu]', 'title': 'CyberSolutions Mem Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '04087', 'cost': 7, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'The beginning…', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'fal', 'position': 87, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine. 1 credit: +1 strength. This program can only interface with the outermost piece of ice protecting a server.', 'stripped_title': 'Alpha', 'text': 'Interface → 1[credit]: Break 1 subroutine.\n1[credit]: +1 strength.\nThis program can only interface with the outermost piece of ice protecting a server.', 'title': 'Alpha', 'type_code': 'program', 'uniqueness': False}

{'code': '04088', 'cost': 7, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '…and the end?', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'fal', 'position': 88, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine. 1 credit: +1 strength. This program can only interface with the innermost piece of ice protecting a server.', 'stripped_title': 'Omega', 'text': 'Interface → 1[credit]: Break 1 subroutine.\n1[credit]: +1 strength.\nThis program can only interface with the innermost piece of ice protecting a server.', 'title': 'Omega', 'type_code': 'program', 'uniqueness': False}

{'code': '04089', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Gong Studios', 'keywords': 'Run', 'pack_code': 'fal', 'position': 89, 'quantity': 3,

'side_code': 'runner', 'stripped_text': 'Play only if the Corp has at least 1 bad publicity. Make a run. The Corp cannot rez ice for the duration of this run.', 'stripped_title': 'Blackmail', 'text': 'Play only if the Corp has at least 1 bad publicity.\nMake a run. The Corp cannot rez ice for the duration of this run.', 'title': 'Blackmail', 'type_code': 'event', 'uniqueness': False}
{'code': '04090', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "Blue-one level clearance doesn't exist. And if it did exist, you wouldn't be cleared to know about it.", 'illustrator': 'Tim Durning', 'keywords': 'Double - Transaction', 'pack_code': 'fal', 'position': 90, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Gain 5 credits and draw 2 cards.', 'stripped_title': 'Blue Level Clearance', 'text': 'As an additional cost to play this operation, spend [click].\nGain 5[credit] and draw 2 cards.', 'title': 'Blue Level Clearance', 'type_code': 'operation', 'uniqueness': False}
{'code': '04091', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Andreas Zafiratos', 'pack_code': 'fal', 'position': 91, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Persistent -> As an additional cost to steal an agenda from this server, the Runner must spend click. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'stripped_title': 'Strongbox', 'text': 'Persistent → As an additional cost to steal an agenda from this server, the Runner must spend [click]. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'title': 'Strongbox', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}
{'code': '04092', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'RC Torres', 'keywords': 'Executive', 'pack_code': 'fal', 'position': 92, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Toshiyuki Sakai can be advanced. If Toshiyuki Sakai is accessed while installed, you may swap him with an agenda or asset from HQ. The new agenda or asset is installed unrezzed, and keeps all advancement tokens on Toshiyuki Sakai. The Runner can choose not to access the new card.', 'stripped_title': 'Toshiyuki Sakai', 'text': 'Toshiyuki Sakai can be advanced.\nIf Toshiyuki Sakai is accessed while installed, you may swap him with an agenda or asset from HQ. The new agenda or asset is installed unrezzed, and keeps all advancement tokens on Toshiyuki Sakai. The Runner can choose not to access the new card.', 'title': 'Toshiyuki Sakai', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': True}
{'code': '04093', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': "The 'cyber-war' is a war of information, and in a war of information, advance warning can be as good as a killing blow. -Michael Muhama, Musings on Cybercrime", 'illustrator': 'Andrew Mar', 'keywords': 'Code Gate - AP', 'pack_code': 'fal', 'position': 93, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine Look at the top card of R&D. You may add that card to the bottom of R&D. Subroutine Do 1 net damage.', 'stripped_title': 'Yagura', 'text': '[subroutine] Look at the top card of R&D. You may add that card to the bottom of R&D.\n[subroutine] Do 1 net damage.', 'title': 'Yagura', 'type_code': 'ice', 'uniqueness': False}
{'code': '04094', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'He slowly pried open the lid, and the tantō glinted madly in the half-light. The executive motioned to the blade. Looks like the meeting was being cut short.', 'illustrator': 'Gong Studios', 'pack_code': 'fal', 'position': 94, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trash one of your installed sysops, executives, or clones. If you do, remove up to 2 bad publicity.', 'stripped_title': 'Restoring Face', 'text': 'Trash one of your installed sysops, executives, or clones. If you do, remove up to 2 bad publicity.', 'title': 'Restoring Face', 'type_code': 'operation', 'uniqueness': False}
{'advancement_cost': 4, 'agenda_points': 2, 'code': '04095', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Gong Studios', 'keywords': 'Research', 'pack_code': 'fal', 'position': 95, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If the Runner is tagged when you score Market Research, place 1 agenda counter on it. Market Research is worth 1 additional agenda point while it has an agenda counter on it.', 'stripped_title': 'Market Research', 'text': 'If the Runner is tagged when you score Market Research, place 1 agenda counter on it.\nMarket Research is worth 1 additional agenda point while it has an agenda counter on it.', 'title': 'Market Research', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04096', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"It can make a real fine roller coaster, provided you\'re properly stimmed up." -Noise', 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'fal', 'position': 96, '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': '04097', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Geostrategic Research and Neothermal Development Laboratories', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 10, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'fal', 'position': 97, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You start the game with 10 credits and 1 bad publicity.', 'stripped_title': 'GRNDL: Power Unleashed', 'text': 'You start the game with 10[credit] and 1 bad publicity.', 'title': 'GRNDL: Power Unleashed', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '04098', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"I did warn you that leaks would have to be patched."', 'illustrator': 'Adam Schumpert', 'keywords': 'Security', 'pack_code': 'fal', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Vulcan Coverup, do 2 meat damage. When the Runner steals Vulcan Coverup, take 1 bad publicity.', 'stripped_title': 'Vulcan Coverup', 'text': 'When you score Vulcan Coverup, do 2 meat damage.\nWhen the Runner steals Vulcan Coverup, take 1 bad publicity.', 'title': 'Vulcan Coverup', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04099', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'GRNDL refineries process many different rare elements unearthed during the fracking process.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Facility', 'pack_code': 'fal', 'position': 99, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'GRNDL Refinery can be advanced. click, trash: Gain 4 credits for each advancement token on GRNDL Refinery.', 'stripped_title': 'GRNDL Refinery', 'text': 'GRNDL Refinery can be advanced.\n[click], [trash]: Gain 4[credit] for each advancement token on GRNDL Refinery.', 'title': 'GRNDL Refinery', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '04100', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Mike Nesbitt', 'keywords': 'Gray Ops', 'pack_code': 'fal', 'position': 100, '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}

{'code': '06041', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "Created by merging the brainscans of over a hundred of the most intelligent people in Haas-Bioroid's cerebral database, its effectiveness is limited beither by its lack of imagination or the imagination of the sysops who employ it.", 'illustrator': 'Eko Puteh', 'keywords': 'Code Gate', 'pack_code': 'fc', 'position': 41, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'The rez cost of IQ is increased by 1 for each card in HQ. IQ has +1 strength for each card in HQ. Subroutine End the run.', 'stripped_title': 'IQ', 'text': 'The rez cost of IQ is increased by 1 for each card in HQ.\nIQ has +1 strength for each card in HQ.\n[subroutine] End the run.', 'title': 'IQ', 'type_code': 'ice', 'uniqueness': False}

{'code': '06042', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "Eliza's Toybox is the preeminent purveyor of high-class debauchery on the moon, courtesy of its bioroid pleasure models and other exotica. Every fantasy has its price.", 'illustrator': 'Henning Ludvigsen', 'keywords': 'Ritzy', 'pack_code': 'fc', 'position': 42, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click,click,click: Rez a card, ignoring all costs.', 'stripped_title': "Eliza's Toybox",

'text': '[click],[click],[click]: Rez a card, ignoring all costs.', 'title': "Eliza's Toybox", 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '06043', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'There are those who believe the nine-tailed fox is an angel in disguise. And then there are those who have followed, and discovered her secret...', 'illustrator': 'Smirtouille', 'keywords': 'Mythic - Trap', 'pack_code': 'fc', 'position': 43, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine You may choose 1 card in HQ. If you do, the Runner breaches HQ. During this breach, the Runner cannot access cards in the root of HQ, and the first card they access must be the chosen card. When the breach ends, trash this ice.', 'stripped_title': 'Kitsune', 'text': '[subroutine] You may choose 1 card in HQ. If you do, the Runner breaches HQ. During this breach, the Runner cannot access cards in the root of HQ, and the first card they access must be the chosen card. When the breach ends, trash this ice.', 'title': 'Kitsune', 'type_code': 'ice', 'uniqueness': False}

{'code': '06044', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'The port was first built as a remote location to unload and offload dangerous felons.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Region', 'pack_code': 'fc', 'position': 44, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to jack out during a run on this server, the Runner must trash 1 installed program. Limit 1 region per server.', 'stripped_title': 'Port Anson Grid', 'text': 'As an additional cost to jack out during a run on this server, the Runner must trash 1 installed program.\nLimit 1 region per server.', 'title': 'Port Anson Grid', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '06045', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"There are reports of a terrorist threat at Starport Kaguya. The NAPD is offering a reward for anyone who can provide them with information about the current whereabouts of the individual pictured here. He is considered extremely dangerous and is armed with a PAD and a portable rig."', 'illustrator': 'Ed Mattinian', 'keywords': 'Cast', 'pack_code': 'fc', 'position': 45, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The Runner cannot play current events.', 'stripped_title': 'The News Now Hour', 'text': 'The Runner cannot play current events.', 'title': 'The News Now Hour', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '06046', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Mauricio Herrera', 'keywords': 'Current', 'pack_code': 'fc', 'position': 46, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. The first time the Runner makes a successful run each turn, trace 2 if successful, give the Runner 1 tag.', 'stripped_title': 'Manhunt', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nThe first time the Runner makes a successful run each turn, <trace>trace 2</trace> if successful, give the Runner 1 tag.', 'title': 'Manhunt', 'type_code': 'operation', 'uniqueness': False}

{'code': '06047', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Wylie Beckert', 'keywords': 'Code Gate - Morph', 'pack_code': 'fc', 'position': 47, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Wendigo can be advanced. While Wendigo has an odd number of advancement tokens on it, it gains barrier and loses code gate. Subroutine Choose a program. The Runner cannot use the chosen program for the remainder of this run.', 'stripped_title': 'Wendigo', 'text': 'Wendigo can be advanced.\nWhile Wendigo has an odd number of advancement tokens on it, it gains barrier and loses code gate.\n[subroutine] Choose a program. The Runner cannot use the chosen program for the remainder of this run.', 'title': 'Wendigo', 'type_code': 'ice', 'uniqueness': False}

{'code': '06048', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'Mars would never have been colonized if not for the Gagarin facilities at Promontorium Agarum.', 'illustrator': 'Camille Kuo', 'keywords': 'Region', 'pack_code': 'fc', 'position': 48, '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}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '06049', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "The irony is that those who'd want to destroy certain memories can't afford to do so, and those who can afford it-well, they're too busy sipping on dreamwine.", 'illustrator': 'Adam S. Doyle', 'keywords': 'Research', 'pack_code': 'fc', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, the Runner removes all cards in the heap from the game.', 'stripped_title': 'Chronos Project', 'text': 'When you score this agenda, the Runner removes all cards in the heap from the game.', 'title': 'Chronos Project', 'type_code': 'agenda', 'uniqueness': False}

{'code': '06050', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Matt Zeilinger', 'keywords': 'Ambush', 'pack_code': 'fc', 'position': 50, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Shattered Remains can be advanced. If you pay 1 credit when the Runner accesses Shattered Remains, trash 1 piece of hardware for each advancement token on Shattered Remains.', 'stripped_title': 'Shattered Remains', 'text': 'Shattered Remains can be advanced.\nIf you pay 1[credit] when the Runner accesses Shattered Remains, trash 1 piece of hardware for each advancement token on Shattered Remains.', 'title': 'Shattered Remains', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '06051', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 1, 'flavor': 'He who wields the sword of valor.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Grail - Destroyer', 'pack_code': 'fc', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'When the Runner encounters Lancelot, you may reveal up to 2 grail ice from HQ. For the remainder of this run, Lancelot gains the subroutines of the revealed ice in the order of your choice. Subroutine Trash 1 program.', 'stripped_title': 'Lancelot', 'text': 'When the Runner encounters Lancelot, you may reveal up to 2 grail ice from HQ. For the remainder of this run, Lancelot gains the subroutines of the revealed ice in the order of your choice.\n[subroutine] Trash 1 program.', 'title': 'Lancelot', 'type_code': 'ice', 'uniqueness': False}

{'base_link': 0, 'code': '06052', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': "'Why should we be slaves to our genetic heritage?'", 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'fc', 'position': 52, 'quantity': 3, '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}

{'code': '06053', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Bad luck for any sysop blind enough to cross its path.', 'illustrator': 'Seage', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'fc', 'position': 53, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 1 credit: Break 1 barrier subroutine. If you spent a credit from a stealth card to use this ability, instead break up to 3 barrier subroutines. 2 credits: +1 strength. If you spent at least 1 credit from a stealth card to use this ability, instead +2 strength.', 'stripped_title': 'BlacKat', 'text': 'Interface → 1[credit]: Break 1 barrier subroutine. If you spent a credit from a stealth card to use this ability, instead break up to 3 barrier subroutines.\n2[credit]: +1 strength. If you spent at least 1 credit from a stealth card to use this ability, instead +2 strength.', 'title': 'BlacKat', 'type_code': 'program', 'uniqueness': False}

{'code': '06054', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': "Carved directly out of the lunar rock, Duggar's is a popular spot among blue-collar loonies and slumming risties. A place where you could find what you're looking for-if you knew who to look for, and didn't get distracted by the energetic dancers.", 'illustrator': 'Gong Studios', 'keywords': 'Location - Seedy', 'pack_code': 'fc', 'position': 54, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click,click,click,click: Draw 10 cards.', 'stripped_title': "Duggar's", 'text':

'[click],[click],[click],[click]: Draw 10 cards.', 'title': "Duggar's", 'type_code': 'resource', 'uniqueness': True}

{'code': '06055', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Aaron Agregado', 'keywords': 'Console', 'pack_code': 'fc', 'position': 55, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu Your maximum hand size is increased by 2. Limit 1 console per player.', 'stripped_title': 'Box-E', 'text': '+2[mu]\nYour maximum hand size is increased by 2.\nLimit 1 console per player.', 'title': 'Box-E', 'type_code': 'hardware', 'uniqueness': True}

{'code': '06056', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"I can get you anything, and guarantee the best prices in town."', 'illustrator': 'Samuel R. Shimota', 'keywords': 'Connection', 'pack_code': 'fc', 'position': 56, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Host a resource or piece of hardware from your grip on The Supplier. When your turn begins, you may install a hosted card, lowering the install cost by 2.', 'stripped_title': 'The Supplier', 'text': '[click]: Host a resource or piece of hardware from your grip on The Supplier.\nWhen your turn begins, you may install a hosted card, lowering the install cost by 2.', 'title': 'The Supplier', 'type_code': 'resource', 'uniqueness': True}

{'code': '06057', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"If you look like you belong, people will ignore you for hours. Or years. It\'s only when you don\'t fit in that things start to go wrong." -Exile', 'illustrator': 'Hannah Christenson', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'fc', 'position': 57, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 code gate subroutine. 1 credit: +3 strength. Use this ability only by spending a credit from a stealth card.', 'stripped_title': 'Refractor', 'text': 'Interface → 1[credit]: Break 1 code gate subroutine.\n1[credit]: +3 strength. Use this ability only by spending a credit from a stealth card.', 'title': 'Refractor', 'type_code': 'program', 'uniqueness': False}

{'code': '06058', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'There have been several attempts to create a "world church," uniting all human faiths into a single, harmonious whole. The irony, of course, is that each new "world church" is another schism in humanity\'s shared religious experience.', 'illustrator': 'Henning Ludvigsen', 'keywords': 'Location', 'pack_code': 'fc', 'position': 58, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you have no credits in your credit pool each turn, gain 1 credit.', 'stripped_title': 'Order of Sol', 'text': 'The first time you have no credits in your credit pool each turn, gain 1[credit].', 'title': 'Order of Sol', 'type_code': 'resource', 'uniqueness': True}

{'code': '06059', 'cost': 7, 'deck_limit': 1, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'illustrator': 'Seage', 'keywords': 'Virtual - Source', 'pack_code': 'fc', 'position': 59, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on Archives, instead of breaching Archives, you may install this resource from your grip, ignoring all costs. trash: Breach Archives. You cannot access cards in the root of Archives during this breach. Limit 1 per deck.', 'stripped_title': 'Hades Shard', 'text': 'Whenever you make a successful run on Archives, instead of breaching Archives, you may install this resource from your grip, ignoring all costs.\n[trash]: Breach Archives. You cannot access cards in the root of Archives during this breach.\nLimit 1 per deck.', 'title': 'Hades Shard', 'type_code': 'resource', 'uniqueness': True}

{'code': '06060', 'cost': 8, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': '"This is Rachel Beckman. She\'s in the business of keeping people alive."\nRachel smiled. "Only when I\'m not in the business of killing them."', 'illustrator': 'Ashley Witter', 'keywords': 'Connection', 'pack_code': 'fc', 'position': 60, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You get +1 allotted click for each of your turns. If you are tagged, trash this resource.', 'stripped_title': 'Rachel Beckman', 'text': 'You get +1 allotted [click] for each of your turns.\nIf you are tagged, trash this resource.', 'title': 'Rachel Beckman', 'type_code': 'resource', 'uniqueness': True}

{'code': '12081', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"We

don\'t want you! We don\'t need you!'", 'illustrator': 'Darren Tan', 'keywords': 'Priority', 'pack_code': 'fm', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Draw 1 card for each installed clan resource. Gain 1 credit for each tag you have.', 'stripped_title': 'Mars for Martians', 'text': 'Play only as your first [click].\nDraw 1 card for each installed clan resource. Gain 1[credit] for each tag you have.', 'title': 'Mars for Martians', 'type_code': 'event', 'uniqueness': False}

{'code': '12082', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"Subtle? You don\'t really understand the point of all of this, do you?" -Alice Merchant', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - AI - Virus', 'memory_cost': 1, 'pack_code': 'fm', 'position': 82, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'When your turn begins, you may take 1 tag to place 2 virus counters on this program. Interface -> Hosted virus counter: Break 1 subroutine. 2 credits: +1 strength.', 'stripped_title': 'God of War', 'text': 'When your turn begins, you may take 1 tag to place 2 virus counters on this program.\nInterface → Hosted virus counter: Break 1 subroutine.\n2[credit]: +1 strength.', 'title': 'God of War', 'type_code': 'program', 'uniqueness': False}

{'code': '12083', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"The Perfect Run is when you get in, take something of value, and get back out, with no one knowing you\'ve ever been there." -g00ru', 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Run', 'pack_code': 'fm', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. When the run ends, derez all ice that was rezzed during this run.', 'stripped_title': 'Leave No Trace', 'text': 'Make a run. When the run ends, derez all ice that was rezzed during this run.', 'title': 'Leave No Trace', 'type_code': 'event', 'uniqueness': False}

{'code': '12084', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Hannah Christenson', 'keywords': 'Run', 'pack_code': 'fm', 'position': 84, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "Run HQ. If successful, when you determine the number of cards in HQ you are allowed to access during this run's breach of HQ, you may add that many cards from your heap to your grip. If you do, you cannot access any cards in HQ during this breach. (You can still access cards in the root of HQ.) When the run ends, remove this event from the game.", 'stripped_title': 'Rip Deal', 'text': "Run HQ. If successful, when you determine the number of cards in HQ you are allowed to access during this run's breach of HQ, you may add that many cards from your heap to your grip. If you do, you cannot access any cards in HQ during this breach. (You can still access cards in the root of HQ.)\nWhen the run ends, remove this event from the game.", 'title': 'Rip Deal', 'type_code': 'event', 'uniqueness': False}

{'code': '12085', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"It\'s my sentry cheat sheet." -Revenant', 'illustrator': 'Tim Durning', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'fm', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 6 credits: Derez the sentry you are encountering. 1 credit: +1 strength.', 'stripped_title': 'Flashbang', 'text': 'Interface → 6[credit]: Derez the sentry you are encountering.\n1[credit]: +1 strength.', 'title': 'Flashbang', 'type_code': 'program', 'uniqueness': False}

{'code': '12086', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"The question isn\'t \'should I do it?\' the question is \'can I do it?\'" -Kabonesa Wu', 'illustrator': 'Aurore Folny', 'keywords': 'Run', 'pack_code': 'fm', 'position': 86, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. If you have 3 or fewer programs installed, all icebreakers have +2 strength during this run.', 'stripped_title': 'Lean and Mean', 'text': 'Make a run. If you have 3 or fewer programs installed, all icebreakers have +2 strength during this run.', 'title': 'Lean and Mean', 'type_code': 'event', 'uniqueness': False}

{'code': '12087', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI', 'memory_cost': 2, 'pack_code': 'fm', 'position': 87, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'This program gets +1 strength for each installed program. Interface -> 2 credits: Break 1 subroutine.', 'stripped_title': 'Maven', 'text': 'This program gets +1 strength for each installed program.\nInterface →

2[credit]: Break 1 subroutine.', 'title': 'Maven', 'type_code': 'program', 'uniqueness': False}

{'code': '12088', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"Anyone can hit someone where they are weakest." -S\'onge Galaxy', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'fm', 'position': 88, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'During runs, this program gets +1 strength for each piece of ice protecting the attacked server. Interface -> 1 credit: Break 1 sentry subroutine. 3 credits: +2 strength.', 'stripped_title': "Na'Not'K", 'text': 'During runs, this program gets +1 strength for each piece of ice protecting the attacked server.\nInterface → 1[credit]: Break 1 sentry subroutine.\n3[credit]: +2 strength.', 'title': "Na'Not'K", 'type_code': 'program', 'uniqueness': False}

{'code': '12089', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Talk is free. Anything else is going to cost you."\n-Jitish', 'illustrator': 'Tim Durning', 'keywords': 'Location - Seedy', 'pack_code': 'fm', 'position': 89, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may remove 1 card in the heap from the game. If you do, gain 2 credits.', 'stripped_title': 'Bloo Moose', 'text': 'When your turn begins, you may remove 1 card in the heap from the game. If you do, gain 2[credit].', 'title': 'Bloo Moose', 'type_code': 'resource', 'uniqueness': True}

{'code': '12090', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Is the lack of oxygen causing distress, friend?"\n-Gregory 3D3R6Z', 'illustrator': 'Wenjuinn Png', 'pack_code': 'fm', 'position': 90, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The Runner may trash 1 card from the grip at random. If they do not, gain click click.', 'stripped_title': 'O Shortage', 'text': 'The Runner may trash 1 card from the grip at random. If they do not, gain [click][click].', 'title': 'O$_2$ Shortage', 'type_code': 'operation', 'uniqueness': False}

{'code': '12091', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'James Ives', 'keywords': 'Facility', 'pack_code': 'fm', 'position': 91, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trash 1 card from HQ: All ice protecting this server has +2 strength until the end of the run. Use this ability only during a run on this server.', 'stripped_title': 'Helheim Servers', 'text': 'Trash 1 card from HQ: All ice protecting this server has +2 strength until the end of the run. Use this ability only during a run on this server.', 'title': 'Helheim Servers', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '12092', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"As you\'ll see on page 276, section CDXXIX, paragraph 47, line 102 of your contract, you are overdue for your seed upgrade, and all growth from out of date seed is to be confiscated and destroyed."', 'illustrator': 'Ed Mattinian', 'keywords': 'Security', 'pack_code': 'fm', 'position': 92, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Mandatory Seed Replacement, rearrange any number of ice protecting all servers.', 'stripped_title': 'Mandatory Seed Replacement', 'text': 'When you score Mandatory Seed Replacement, rearrange any number of ice protecting all servers.', 'title': 'Mandatory Seed Replacement', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '12093', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': "AgInfusion doesn't just have patents on nearly every plant seed that is farmed on Mars—they own most of the rights to the water that the farms use.", 'illustrator': 'Mark Molnar', 'keywords': 'Initiative', 'pack_code': 'fm', 'position': 93, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The install cost of each non-virtual resource is increased by 1.', 'stripped_title': 'Water Monopoly', 'text': 'The install cost of each non-virtual resource is increased by 1.', 'title': 'Water Monopoly', 'type_code': 'agenda', 'uniqueness': False}

{'code': '12094', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': '"My gift to runners: isomorphic architectural protocols. Ichiban daikirai da." -Midori', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate - Observer', 'pack_code': 'fm', 'position': 94, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Swap 2 other installed pieces of ice or 2 of your installed non-ice cards.', 'stripped_title': 'Metamorph', 'text': '[subroutine] Swap 2 other

installed pieces of ice or 2 of your installed non-ice cards.', 'title': 'Metamorph', 'type_code': 'ice', 'uniqueness': False}
{'code': '12095', 'cost': 7, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Barrier', 'pack_code': 'fm', 'position': 95, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, they add 2 cards from the grip to the top of the stack. Subroutine End the run if the Runner is tagged. Subroutine End the run.', 'stripped_title': 'Data Loop', 'text': 'When the Runner encounters this ice, they add 2 cards from the grip to the top of the stack.\n[subroutine] End the run if the Runner is tagged.\n[subroutine] End the run.', 'title': 'Data Loop', 'type_code': 'ice', 'uniqueness': False}
{'code': '12096', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Ed Mattinian', 'pack_code': 'fm', 'position': 96, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Choose resource, hardware, or program. The Runner may trash any of their installed cards of the chosen type and gain 1 credit for each card trashed this way. Gain 2 credits for each card of the chosen type that is still installed.', 'stripped_title': 'Biased Reporting', 'text': 'Choose resource, hardware, or program. The Runner may trash any of their installed cards of the chosen type and gain 1[credit] for each card trashed this way. Gain 2[credit] for each card of the chosen type that is still installed.', 'title': 'Biased Reporting', 'type_code': 'operation', 'uniqueness': False}
{'code': '12097', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"Please, speak freely. I\'ve been tasked by the board itself to hear your grievances."\n-Mandy Traut', 'illustrator': 'Lale Ann', 'pack_code': 'fm', 'position': 97, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After your mandatory draw, reveal the top card of R&D and add it to HQ. Add 1 card from HQ to the top of R&D.', 'stripped_title': 'Open Forum', 'text': 'After your mandatory draw, reveal the top card of R&D and add it to HQ. Add 1 card from HQ to the top of R&D.', 'title': 'Open Forum', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}
{'code': '12098', 'cost': 9, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Alexander Tooth', 'keywords': 'Barrier - Destroyer', 'pack_code': 'fm', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'You may forfeit an agenda to rez Tithonium instead of paying its rez cost. Tithonium cannot host cards. Subroutine Trash 1 program. Subroutine Trash 1 program. Subroutine Trash 1 resource and end the run.', 'stripped_title': 'Tithonium', 'text': 'You may forfeit an agenda to rez Tithonium instead of paying its rez cost.\nTithonium cannot host cards.\n[subroutine] Trash 1 program.\n[subroutine] Trash 1 program.\n[subroutine] Trash 1 resource and end the run.', 'title': 'Tithonium', 'type_code': 'ice', 'uniqueness': False}
{'code': '12099', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Ed Mattinian', 'pack_code': 'fm', 'position': 99, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Turn an agenda faceup and install Transparency Initiative on that agenda as a hosted condition counter with the text "Host agenda gains public. Whenever you advance host agenda, gain 1 credit."', 'stripped_title': 'Transparency Initiative', 'text': 'Turn an agenda faceup and install Transparency Initiative on that agenda as a hosted condition counter with the text "Host agenda gains public. Whenever you advance host agenda, gain 1[credit]."', 'title': 'Transparency Initiative', 'type_code': 'operation', 'uniqueness': False}
{'code': '12100', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Andreas Zafiratos', 'pack_code': 'fm', 'position': 100, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install Rover Algorithm on a rezzed piece of ice as a hosted condition counter with the text "Host ice has +1 strength for each power counter on Rover Algorithm. Whenever the Runner passes host ice, place 1 power counter on Rover Algorithm."', 'stripped_title': 'Rover Algorithm', 'text': 'Install Rover Algorithm on a rezzed piece of ice as a hosted condition counter with the text "Host ice has +1 strength for each power counter on Rover Algorithm. Whenever the Runner passes host ice, place 1 power counter on Rover Algorithm."', 'title': 'Rover Algorithm', 'type_code': 'operation', 'uniqueness': False}
{'code': '02101', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Run', 'pack_code': 'fp', 'position': 101, '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': '02102', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - AI - Virus', 'memory_cost': 1, 'pack_code': 'fp', 'position': 102, 'quantity': 3, 'side_code': 'runner', 'strength': None, 'stripped_text': 'Interface -> 2 credits: Break 1 subroutine. X is equal to the number of hosted virus counters. When your turn begins, you may pay 1 credit to place 1 virus counter on this program.', 'stripped_title': 'Darwin', 'text': 'Interface → 2[credit]: Break 1 subroutine.\nX is equal to the number of hosted virus counters.\nWhen your turn begins, you may pay 1[credit] to place 1 virus counter on this program.', 'title': 'Darwin', 'type_code': 'program', 'uniqueness': False}

{'code': '02103', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'A two-way solution to a one-way problem, the data leak reversal, or DLR for short, is a misnomer. There is no actual reversal of data, only the creation of a parallel peer-to-peer link with the initial source.', 'illustrator': 'Andrew Mar', 'keywords': 'Virtual - Sabotage', 'pack_code': 'fp', 'position': 103, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only if you made a successful run on a central server this turn. If you are tagged, Data Leak Reversal gains "click: The Corp trashes the top card of R&D."', 'stripped_title': 'Data Leak Reversal', 'text': 'Install only if you made a successful run on a central server this turn.\nIf you are tagged, Data Leak Reversal gains "[click]: The Corp trashes the top card of R&D."', 'title': 'Data Leak Reversal', 'type_code': 'resource', 'uniqueness': False}

{'code': '02104', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Do you believe in faeries?', 'illustrator': 'Sara K. Diesel', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'fp', 'position': 104, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 0 credits: Break 1 sentry subroutine. 1 credit: +1 strength. Whenever an encounter ends, if you used this program to break a subroutine during that encounter, trash this program.', 'stripped_title': 'Faerie', 'text': 'Interface → 0[credit]: Break 1 sentry subroutine.\n1[credit]: +1 strength.\nWhenever an encounter ends, if you used this program to break a subroutine during that encounter, trash this program.', 'title': 'Faerie', 'type_code': 'program', 'uniqueness': False}

{'code': '02105', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"We\'re always happy to help, Mr. Santiago."\n"I appreciate it, Mr. Li."\n"We\'ll be in touch. And, Gabriel…"\n"Yes?"\n"Don\'t leave town."', 'illustrator': 'Gong Studios', 'keywords': 'Connection', 'pack_code': 'fp', 'position': 105, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Draw 2 cards. When you do, add 1 of those cards to the bottom of your stack.', 'stripped_title': 'Mr. Li', 'text': '[click]: Draw 2 cards. When you do, add 1 of those cards to the bottom of your stack.', 'title': 'Mr. Li', 'type_code': 'resource', 'uniqueness': True}

{'code': '02106', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'A little corporate restructuring is necessary once in a while.', 'illustrator': 'Mauricio Herrera', 'keywords': 'Run', 'pack_code': 'fp', 'position': 106, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run R&D. If successful, instead of breaching R&D, you may look at the top 5 cards of R&D and arrange them in any order.', 'stripped_title': 'Indexing', 'text': 'Run R&D. If successful, instead of breaching R&D, you may look at the top 5 cards of R&D and arrange them in any order.', 'title': 'Indexing', 'type_code': 'event', 'uniqueness': False}

{'code': '02107', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Works best at your own desk.', 'illustrator': 'Reza Ilyasa', 'pack_code': 'fp', 'position': 107, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you breach R&D, access 1 additional card.', 'stripped_title': 'R&D Interface', 'text': 'Whenever you breach R&D, access 1 additional card.', 'title': 'R&D Interface', 'type_code': 'hardware', 'uniqueness': False}

{'code': '02108', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Anna Ignatieva', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'fp', 'position': 108, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on R&D, place 1 virus counter on Deep Thought. If there are at least 3 virus counters on Deep Thought, it gains

"When your turn begins, you may look at the top card of R&D.'", 'stripped_title': 'Deep Thought', 'text': 'Whenever you make a successful run on R&D, place 1 virus counter on Deep Thought.\nIf there are at least 3 virus counters on Deep Thought, it gains "When your turn begins, you may look at the top card of R&D.'", 'title': 'Deep Thought', 'type_code': 'program', 'uniqueness': False}

{'code': '02109', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"New Angeles is the jewel of modern civilization, and its government the envy of nations." -Mayor Wells', 'illustrator': 'Henning Ludvigsen', 'keywords': 'Location - Government', 'pack_code': 'fp', 'position': 109, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 credits: Avoid 1 tag. Trash New Angeles City Hall when you steal an agenda.', 'stripped_title': 'New Angeles City Hall', 'text': '2[credit]: Avoid 1 tag.\nTrash New Angeles City Hall when you steal an agenda.', 'title': 'New Angeles City Hall', 'type_code': 'resource', 'uniqueness': True}

{'code': '02110', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': '"That\'s against the rules. The Creators will be angry.'", 'illustrator': 'Sandara Tang', 'keywords': 'Barrier - Bioroid', 'pack_code': 'fp', 'position': 110, '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': '02111', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Known for luxury hoppers and a delectable sauerkraut.', 'illustrator': 'Yoann Boissonnet', 'keywords': 'Region', 'pack_code': 'fp', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to make a run on this server, the Runner must spend click. Limit 1 region per server.', 'stripped_title': 'Ruhr Valley', 'text': 'As an additional cost to make a run on this server, the Runner must spend [click].\nLimit 1 region per server.', 'title': 'Ruhr Valley', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '02112', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': '"I will serve you…for a time.'", 'illustrator': 'Adam S. Doyle', 'keywords': 'Hostile', 'pack_code': 'fp', 'position': 112, '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': '02113', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': '"Looks like someone is being naughty…'", 'illustrator': 'RJ Palmer', 'keywords': 'Sysop', 'pack_code': 'fp', 'position': 113, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner approaches a piece of ice protecting this server, you may swap that ice with 1 piece of ice from HQ. (The new ice is installed unrezzed.) If you do, the Runner may jack out. Use this ability only once per run.', 'stripped_title': 'Midori', 'text': 'Whenever the Runner approaches a piece of ice protecting this server, you may swap that ice with 1 piece of ice from HQ. (The new ice is installed unrezzed.) If you do, the Runner may jack out. Use this ability only once per run.', 'title': 'Midori', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '02114', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': '*Some restrictions may apply. Scan this card to find out more.', 'influence_limit': 12, 'keywords': 'Megacorp', 'minimum_deck_size': 40, 'pack_code': 'fp', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Your maximum hand size is increased by 1.', 'stripped_title': 'NBN: The World is Yours*', 'text': 'Your maximum hand size is increased by 1.', 'title': 'NBN: The World is Yours*', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '02115', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Matt Zeilinger', 'keywords': 'Research', 'pack_code': 'fp', 'position': 115, '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': '02116', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'illustrator': 'Christina Davis', 'pack_code': 'fp', 'position': 116, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner stole an agenda during their last turn. Trace 6. If successful, give the Runner X tags. X is equal to the amount by which your trace strength exceeded their link strength.', 'stripped_title': 'Midseason Replacements', 'text': 'Play only if the Runner stole an agenda during their last turn.\n<trace>Trace 6</trace>. If successful, give the Runner X tags. X is equal to the amount by which your trace strength exceeded their link strength.', 'title': 'Midseason Replacements', 'type_code': 'operation', 'uniqueness': False}

{'code': '02117', 'cost': 9, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': "A bright light blossomed, and then the console went dark. That's when she smelled smoke.", 'illustrator': 'Mike Nesbitt', 'keywords': 'Sentry - Tracer - AP', 'pack_code': 'fp', 'position': 117, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Subroutine Trace 6 If successful, trash 1 piece of hardware, do 2 meat damage (cannot be prevented), and end the run.', 'stripped_title': 'Flare', 'text': '[subroutine]<trace>Trace 6</trace> If successful, trash 1 piece of hardware, do 2 meat damage (cannot be prevented), and end the run.', 'title': 'Flare', 'type_code': 'ice', 'uniqueness': False}

{'code': '02118', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': "They don't call them dedicated for nothing.", 'illustrator': 'Reza Ilyasa', 'keywords': 'Hostile', 'pack_code': 'fp', 'position': 118, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If the Runner is tagged, Dedicated Response Team gains "Whenever a successful run ends, do 2 meat damage."', 'stripped_title': 'Dedicated Response Team', 'text': 'If the Runner is tagged, Dedicated Response Team gains "Whenever a successful run ends, do 2 meat damage."', 'title': 'Dedicated Response Team', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '02119', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"If I had to describe the bugs in one word, it would be \'****ing annoying.\'" -Whizzard', 'illustrator': 'Reza Ilyasa', 'keywords': 'Sentry - Destroyer', 'pack_code': 'fp', 'position': 119, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine Trace 0 If successful, the Runner trashes 1 program.', 'stripped_title': 'Burke Bugs', 'text': '[subroutine] <trace>Trace 0</trace> If successful, the Runner trashes 1 program.', 'title': 'Burke Bugs', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '02120', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'There were several ways to win a corporate war. One of them was to bring out the bazookas.', 'illustrator': 'Gong Studios', 'keywords': 'Expansion', 'pack_code': 'fp', 'position': 120, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If you have at least 7 credits when you score Corporate War, gain 7 credits; otherwise, lose all credits in your credit pool.', 'stripped_title': 'Corporate War', 'text': 'If you have at least 7[credit] when you score Corporate War, gain 7[credit]; otherwise, lose all credits in your credit pool.', 'title': 'Corporate War', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10096', 'cost': 1, 'deck_limit': 6, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Maciej Rebisz', 'keywords': 'Run - Sabotage', 'pack_code': 'ftm', 'position': 96, 'quantity': 6, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, reveal any number of copies of Fear the Masses from your grip. The Corp trashes X cards from the top of R&D, where X is equal to 1 plus the number of cards you revealed. Limit 6 per deck.', 'stripped_title': 'Fear the Masses', 'text': 'Run HQ. If successful, instead of breaching HQ, reveal any number of copies of Fear the Masses from your grip. The Corp trashes X cards from the top of R&D, where X is equal to 1 plus the number of cards you revealed.\nLimit 6 per deck.', 'title': 'Fear the Masses', 'type_code': 'event', 'uniqueness': False}

{'code': '10097', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'The Destroyer.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - AI - Deva', 'memory_cost': 1, 'pack_code': 'ftm', 'position': 97, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine on a piece of ice that has a rez cost of 5 or greater. 1

credit: +1 strength. 2 credits: Swap this program with a deva program from your grip.', 'stripped_title': 'Aghora', 'text': 'Interface → 1[credit]: Break 1 subroutine on a piece of ice that has a rez cost of 5 or greater.\n1[credit]: +1 strength.\n2[credit]: Swap this program with a deva program from your grip.', 'title': 'Aghora', 'type_code': 'program', 'uniqueness': True}

{'code': '10098', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': '"They don\'t want to listen, so we\'ll just have to crank up the volume."', 'illustrator': 'Kate Laird', 'keywords': 'Connection', 'pack_code': 'ftm', 'position': 98, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on HQ each turn, force the Corp to trash the top card of R&D.', 'stripped_title': 'Bhagat', 'text': 'The first time you make a successful run on HQ each turn, force the Corp to trash the top card of R&D.', 'title': 'Bhagat', 'type_code': 'resource', 'uniqueness': True}

{'code': '10099', 'cost': 5, 'deck_limit': 1, 'faction_code': 'criminal', 'faction_cost': 4, 'illustrator': 'Seage', 'keywords': 'Virtual', 'pack_code': 'ftm', 'position': 99, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The Corp cannot win the game except if you are flatlined. When your turn begins, place 1 power counter on this resource. If there are 3 or more hosted power counters, remove this resource from the game. Limit 1 per deck.', 'stripped_title': 'The Black File', 'text': 'The Corp cannot win the game except if you are flatlined.\nWhen your turn begins, place 1 power counter on this resource. If there are 3 or more hosted power counters, remove this resource from the game.\nLimit 1 per deck.', 'title': 'The Black File', 'type_code': 'resource', 'uniqueness': True}

{'code': '10100', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Adam Schumpert', 'pack_code': 'ftm', 'position': 100, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, trash 1 installed connection resource. The Corp cannot advance cards during their next turn. Remove this event from the game.', 'stripped_title': 'The Price of Freedom', 'text': 'As an additional cost to play this event, trash 1 installed connection resource.\nThe Corp cannot advance cards during their next turn. \nRemove this event from the game.', 'title': 'The Price of Freedom', 'type_code': 'event', 'uniqueness': False}

{'code': '10101', 'cost': 6, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'ftm', 'position': 101, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Whenever this program fully breaks a barrier, add that barrier to HQ. Interface -> 2 credits: Break 1 barrier subroutine. 1 credit: +1 strength.', 'stripped_title': 'Ankusa', 'text': 'Whenever this program fully breaks a barrier, add that barrier to HQ.\nInterface → 2[credit]: Break 1 barrier subroutine.\n1[credit]: +1 strength.', 'title': 'Ankusa', 'type_code': 'program', 'uniqueness': False}

{'code': '10102', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'illustrator': 'Nasrul Hakim', 'pack_code': 'ftm', 'position': 102, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Secretly spend up to 2 credits. The Corp guesses how much you spent. Reveal spent credits. If the Corp guessed incorrectly, choose a piece of ice protecting a server and run that server. The first time during this run you encounter the chosen ice, bypass it.', 'stripped_title': 'Rigged Results', 'text': 'Secretly spend up to 2[credit]. The Corp guesses how much you spent. Reveal spent credits. If the Corp guessed incorrectly, choose a piece of ice protecting a server and run that server. The first time during this run you encounter the chosen ice, bypass it.', 'title': 'Rigged Results', 'type_code': 'event', 'uniqueness': False}

{'code': '10103', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': '"When the enemy has mastered the battlefield, change the battlefield." -The Playbook', 'illustrator': 'David Keen', 'keywords': 'Code Gate', 'pack_code': 'ftm', 'position': 103, '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': '10104', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Practical effects are expensive, but worth it. I had to smash seventeen stunt bioroids to get this shot." -Parvati Kapoor, director', 'illustrator': 'Antonio De Luca', 'keywords': 'Transaction', 'pack_code': 'ftm', 'position': 104, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 4 credits. You may install 1 card (paying the install cost).', 'stripped_title': 'Lateral Growth', 'text': 'Gain 4[credit]. You may install 1 card (paying the install cost).', 'title': 'Lateral Growth', 'type_code': 'operation', 'uniqueness': False}
{'advancement_cost': 4, 'agenda_points': 3, 'code': '10105', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': 'They eat us, we eat them, the cycle goes on and on. -Omar Keung, "the Flashpoint"', 'illustrator': 'Johnny Morrow', 'keywords': 'Research', 'pack_code': 'ftm', 'position': 105, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When Improved Protein Source is scored or stolen, the Runner gains 4 credits.', 'stripped_title': 'Improved Protein Source', 'text': 'When Improved Protein Source is scored or stolen, the Runner gains 4[credit].', 'title': 'Improved Protein Source', 'type_code': 'agenda', 'uniqueness': False}
{'code': '10106', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'JuanManuel Tumburus', 'keywords': 'Gray Ops - Psi', 'pack_code': 'ftm', 'position': 106, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Play only if there is an agenda in the Runner's score area. You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, trash 1 resource.", 'stripped_title': 'Voter Intimidation', 'text': "Play only if there is an agenda in the Runner's score area.\nYou and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, trash 1 resource.", 'title': 'Voter Intimidation', 'type_code': 'operation', 'uniqueness': False}
{'code': '10107', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'We Know What You Want.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 17, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ftm', 'position': 107, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'While the Runner is tagged, they play with the grip revealed.', 'stripped_title': "Harishchandra Ent.: Where You're the Star", 'text': 'While the Runner is tagged, they play with the grip revealed.', 'title': "Harishchandra Ent.: Where You're the Star", 'type_code': 'identity', 'uniqueness': False}
{'code': '10108', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': "The costumes aren't strictly necessary, but they improve the performances of the vactors and sensie stars.", 'illustrator': 'Maciej Rebisz', 'keywords': 'Facility', 'pack_code': 'ftm', 'position': 108, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Full Immersion RecStudio can host up to 2 assets and/or agendas. The trash cost of Full Immersion RecStudio is increased by 3 for each card hosted on it.', 'stripped_title': 'Full Immersion RecStudio', 'text': 'Full Immersion RecStudio can host up to 2 assets and/or agendas.\nThe trash cost of Full Immersion RecStudio is increased by 3 for each card hosted on it.', 'title': 'Full Immersion RecStudio', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}
{'code': '10109', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Jessada Sutthi', 'keywords': 'Alliance - Character', 'pack_code': 'ftm', 'position': 109, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "This card costs 0 influence if you have 6 or more non-alliance nbn cards in your deck. As an additional cost to rez Ibrahim Salem, forfeit an agenda. When your turn begins, name a card type. Look at the Runner's grip and trash 1 card in it of the named type.", 'stripped_title': 'Ibrahim Salem', 'text': "This card costs 0 influence if you have 6 or more non-alliance [nbn] cards in your deck.\nAs an additional cost to rez Ibrahim Salem, forfeit an agenda.\nWhen your turn begins, name a card type. Look at the Runner's grip and trash 1 card in it of the named type.", 'title': 'Ibrahim Salem', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}
{'code': '10110', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'The entertainment capital of Mumbad.', 'illustrator': 'Johan Törnlund', 'keywords': 'Region', 'pack_code': 'ftm', 'position': 110, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'During runs on

this server, the Runner cannot use paid abilities on their installed cards except for mid-access abilities and abilities on icebreakers. Limit 1 region per server.', 'stripped_title': 'Navi Mumbai City Grid', 'text': 'During runs on this server, the Runner cannot use paid abilities on their installed cards except for mid-access abilities and abilities on icebreakers.\nLimit 1 region per server.', 'title': 'Navi Mumbai City Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '10111', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Micah Epstein', 'keywords': 'Character', 'pack_code': 'ftm', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Zealous Judge can only be rezzed if the Runner is tagged. click, 1 credit: Give the Runner 1 tag.', 'stripped_title': 'Zealous Judge', 'text': 'Zealous Judge can only be rezzed if the Runner is tagged.\n[click], 1[credit]: Give the Runner 1 tag.', 'title': 'Zealous Judge', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '10112', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"A new administration means we have to start greasing the wheels all over again. Let\'s get to work."', 'illustrator': 'Del Borovic', 'pack_code': 'ftm', 'position': 112, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trash all cards in HQ (minimum of 1). Draw 5 cards.', 'stripped_title': 'Election Day', 'text': 'Trash all cards in HQ (minimum of 1). Draw 5 cards.', 'title': 'Election Day', 'type_code': 'operation', 'uniqueness': False}

{'code': '10113', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'Judicious use of freelancers can increase efficiency and protect the company from legal repercussions. It\'s what they call a "win-win".', 'illustrator': 'Matt Zeilinger', 'keywords': 'Gray Ops', 'pack_code': 'ftm', 'position': 113, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Play up to 2 operations from HQ (paying all costs), resolving them one at a time.', 'stripped_title': 'Subcontract', 'text': 'Play only if the Runner is tagged.\nPlay up to 2 operations from HQ (paying all costs), resolving them one at a time.', 'title': 'Subcontract', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '10114', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 1, 'flavor': 'Survival of the fittest\' is so outdated; in finance it\'s \'survival of the fattest.\' -Omar Keung, "the Flashpoint"', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Expansion', 'pack_code': 'ftm', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Merger is worth 1 additional agenda point while in the Runner's score area.", 'stripped_title': 'Merger', 'text': "Merger is worth 1 additional agenda point while in the Runner's score area.", 'title': 'Merger', 'type_code': 'agenda', 'uniqueness': False}

{'code': '05001', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'Evolving a Better You.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 12, 'keywords': 'Division', 'minimum_deck_size': 40, 'pack_code': 'hap', 'position': 1, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Each player needs 1 fewer agenda point to win the game.', 'stripped_title': 'Harmony Medtech: Biomedical Pioneer', 'text': 'Each player needs 1 fewer agenda point to win the game.', 'title': 'Harmony Medtech: Biomedical Pioneer', 'type_code': 'identity', 'uniqueness': False}

{'code': '05002', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'Perfecting the Imperfect.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'hap', 'position': 2, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you and the Runner reveal secretly spent credits, gain 1 credit.', 'stripped_title': 'Nisei Division: The Next Generation', 'text': 'Whenever you and the Runner reveal secretly spent credits, gain 1[credit].', 'title': 'Nisei Division: The Next Generation', 'type_code': 'identity', 'uniqueness': False}

{'code': '05003', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'hap', 'position': 3, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, if the Runner did not make a successful run during their last turn, you may place 1 advancement counter on an installed card.', 'stripped_title': 'Tennin Institute: The Secrets Within', 'text': 'When your turn begins, if the Runner did not make a successful run during their last turn, you may place 1 advancement counter on an installed card.', 'title': 'Tennin Institute: The Secrets Within', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '05004', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Alexandr Elichev', 'keywords': 'Security', 'pack_code': 'hap', 'position': 4, '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': '05005', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"You won\'t feel it. Or anything else, for that matter."', 'illustrator': 'Gong Studios', 'keywords': 'Research', 'pack_code': 'hap', 'position': 5, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Lower the advancement requirement of each Medical Breakthrough by 1. This ability is active even while Medical Breakthrough is in the Runner's score area.", 'stripped_title': 'Medical Breakthrough', 'text': "Lower the advancement requirement of each Medical Breakthrough by 1. This ability is active even while Medical Breakthrough is in the Runner's score area.", 'title': 'Medical Breakthrough', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '05006', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Ed Mattinian', 'keywords': 'Security', 'pack_code': 'hap', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "When you score Philotic Entanglement, do 1 net damage for each agenda in the Runner's score area. Limit 1 Philotic Entanglement per deck.", 'stripped_title': 'Philotic Entanglement', 'text': "When you score Philotic Entanglement, do 1 net damage for each agenda in the Runner's score area.\nLimit 1 Philotic Entanglement per deck.", 'title': 'Philotic Entanglement', 'type_code': 'agenda', 'uniqueness': True}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '05007', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Christina Davis', 'keywords': 'Initiative - Psi', 'pack_code': 'hap', 'position': 7, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When the Runner accesses The Future Perfect, you and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, prevent The Future Perfect from being stolen. Ignore this ability if the Runner accesses The Future Perfect while it is installed.', 'stripped_title': 'The Future Perfect', 'text': 'When the Runner accesses The Future Perfect, you and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, prevent The Future Perfect from being stolen. Ignore this ability if the Runner accesses The Future Perfect while it is installed.', 'title': 'The Future Perfect', 'type_code': 'agenda', 'uniqueness': False}

{'code': '05008', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 5, 'illustrator': 'Gong Studios', 'keywords': 'Executive', 'pack_code': 'hap', 'position': 8, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "The Runner gets -2 maximum hand size.\nWhen this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.", 'stripped_title': 'Chairman Hiro', 'text': "The Runner gets -2 maximum hand size.\nWhen this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.", 'title': 'Chairman Hiro', 'trash_cost': 6, 'type_code': 'asset', 'uniqueness': True}

{'code': '05009', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'The whitewashed walls dropped away and a beautiful zen garden appeared. It was all an illusion, but it was a comforting illusion.', 'illustrator': 'Viktoria Gavrilenko', 'keywords': 'Facility', 'pack_code': 'hap', 'position': 9, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Gain 1 credit when your turn begins. The Runner's maximum hand size is increased by 1.", 'stripped_title': 'Mental Health Clinic', 'text': "Gain 1[credit] when your turn begins.\nThe Runner's maximum hand size is increased by 1.", 'title': 'Mental Health Clinic', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '05010', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'illustrator': 'Seage', 'keywords': 'Ambush - Psi', 'pack_code': 'hap', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "If the Runner exposes or accesses Psychic Field while installed, you and

the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, do 1 net damage for each card in the Runner's grip.", 'stripped_title': 'Psychic Field', 'text': "If the Runner exposes or accesses Psychic Field while installed, you and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, do 1 net damage for each card in the Runner's grip.", 'title': 'Psychic Field', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '05011', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'illustrator': 'Alexandr Elichev', 'keywords': 'Ambush', 'pack_code': 'hap', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When the Runner accesses this asset anywhere except in R&D, you may pay X credits. The Runner must either take X net damage or add this asset to their score area as an agenda worth -1 agenda point.', 'stripped_title': 'Shi.Kyu', 'text': 'When the Runner accesses this asset anywhere except in R&D, you may pay X[credit]. The Runner must either take X net damage or add this asset to their score area as an agenda worth -1 agenda point.', 'title': 'Shi.Kyū', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '05012', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': "The Tenma clones became Jinteki's third highest-grossing line ever due to the rapid urban expansion that occurred after the war. Their unparalleled reaction times, safety records, and punctuality have made them the top choice for shipping and transportation services.", 'illustrator': 'Smirtouille', 'keywords': 'Clone', 'pack_code': 'hap', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Swap 2 pieces of installed ice.', 'stripped_title': 'Tenma Line', 'text': '[click]: Swap 2 pieces of installed ice.', 'title': 'Tenma Line', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '05013', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Smirtouille', 'keywords': 'Gray Ops - Psi', 'pack_code': 'hap', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, they must suffer 1 brain damage or take 1 tag.', 'stripped_title': 'Cerebral Cast', 'text': 'Play only if the Runner made a successful run during their last turn.\nYou and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, they must suffer 1 brain damage or take 1 tag.', 'title': 'Cerebral Cast', 'type_code': 'operation', 'uniqueness': False}

{'code': '05014', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': "'Together we have all but eradicated natural diseases from the face of this planet. The new spectre of synthetic disease-of bioterrorism-demands that we continue our efforts.'", 'illustrator': 'Gong Studios', 'keywords': 'Transaction', 'pack_code': 'hap', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 8 credits. The Runner gains 3 credits.', 'stripped_title': 'Medical Research Fundraiser', 'text': 'Gain 8[credit]. The Runner gains 3[credit].', 'title': 'Medical Research Fundraiser', 'type_code': 'operation', 'uniqueness': False}

{'code': '05015', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'hap', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Install 1 asset, agenda, or upgrade from HQ in the root of a new server. Place 3 advancement counters on that card. You cannot score or rez that card until your next turn begins.', 'stripped_title': 'Mushin No Shin', 'text': 'As an additional cost to play this operation, spend [click].\nInstall 1 asset, agenda, or upgrade from HQ in the root of a new server. Place 3 advancement counters on that card. You cannot score or rez that card until your next turn begins.', 'title': 'Mushin No Shin', 'type_code': 'operation', 'uniqueness': False}

{'code': '05016', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Trapped in their own reality, a paralyzed runner cannot even jack out.', 'illustrator': 'Christina Davis', 'keywords': 'Code Gate', 'pack_code': 'hap', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine During the next encounter this run, the Runner cannot break subroutines on the encountered ice. Subroutine The Runner cannot jack out this run until after their next encounter with a piece of ice begins.', 'stripped_title': 'Inazuma', 'text': '[subroutine]

During the next encounter this run, the Runner cannot break subroutines on the encountered ice.\n[subroutine] The Runner cannot jack out this run until after their next encounter with a piece of ice begins.', 'title': 'Inazuma', 'type_code': 'ice', 'uniqueness': False}

{'code': '05017', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - AP', 'pack_code': 'hap', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'When the Runner encounters Komainu, it gains "Subroutine Do 1 net damage." for each card in the Runner\'s grip for the remainder of this run.', 'stripped_title': 'Komainu', 'text': 'When the Runner encounters Komainu, it gains "[subroutine] Do 1 net damage." for each card in the Runner\'s grip for the remainder of this run.', 'title': 'Komainu', 'type_code': 'ice', 'uniqueness': False}

{'code': '05018', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Yip Yip!', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - AP', 'pack_code': 'hap', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine Do 1 net damage unless the Runner pays 1 credit. Subroutine Do 1 net damage unless the Runner pays 1 credit.', 'stripped_title': 'Pup', 'text': '[subroutine] Do 1 net damage unless the Runner pays 1[credit].\n[subroutine] Do 1 net damage unless the Runner pays 1[credit].', 'title': 'Pup', 'type_code': 'ice', 'uniqueness': False}

{'code': '05019', 'cost': 6, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': 'When locked in a fortress in your own mind, be careful what door you open.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'hap', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Look at the top 3 cards of R&D and arrange them in any order. Subroutine You may pay 1 credit. If you do not, the Runner breaches R&D. They cannot access cards in the root of R&D during that breach.', 'stripped_title': 'Shiro', 'text': '[subroutine] Look at the top 3 cards of R&D and arrange them in any order.\n[subroutine] You may pay 1[credit]. If you do not, the Runner breaches R&D. They cannot access cards in the root of R&D during that breach.', 'title': 'Shiro', 'type_code': 'ice', 'uniqueness': False}

{'code': '05020', 'cost': 9, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': "Certain areas of cyberspace are dominated by a single digital entity. Runners call them 'gods', and only a miracle can save those foolish enough to enter their domain.", 'illustrator': 'Falk', 'keywords': 'Sentry - Deflector', 'pack_code': 'hap', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'strength': 7, 'stripped_text': 'Subroutine If the attacked server is not Archives, the Runner moves to the outermost position of Archives instead of passing this ice. The Runner cannot jack out this run until after they encounter a piece of ice.', 'stripped_title': 'Susanoo-no-Mikoto', 'text': '[subroutine] If the attacked server is not Archives, the Runner moves to the outermost position of Archives instead of passing this ice. The Runner cannot jack out this run until after they encounter a piece of ice.', 'title': 'Susanoo-no-Mikoto', 'type_code': 'ice', 'uniqueness': True}

{'code': '05021', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'It is difficult to go to Japan without ending up in the sprawl of NeoTokyo.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Region', 'pack_code': 'hap', 'position': 21, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn an advancement counter is placed on a card in the root of this server, gain 1 credit. Limit 1 region per server.', 'stripped_title': 'NeoTokyo Grid', 'text': 'The first time each turn an advancement counter is placed on a card in the root of this server, gain 1[credit].\nLimit 1 region per server.', 'title': 'NeoTokyo Grid', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '05022', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': 'Known as the Red Woman, Hanzō is notorious for her ruthless methods of server protection.', 'illustrator': 'Smirtouille', 'keywords': 'Sysop', 'pack_code': 'hap', 'position': 22, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Interrupt -> The first time you would do 1 or more net damage during each run on this server, instead you may pay 2 credits to do 1 brain damage.', 'stripped_title': 'Tori Hanzo', 'text': '[interrupt] → The first time you would do 1 or more net damage during each run on this server, instead you may pay 2[credit] to do 1 brain damage.', 'title': 'Tori Hanzō', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '05023', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator':

'Gong Studios', 'keywords': 'Ambush', 'pack_code': 'hap', 'position': 23, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Plan B can be advanced. If the Runner accesses Plan B, you may reveal and score an agenda from HQ with an advancement requirement equal to or less than the number of advancement tokens on Plan B.', 'stripped_title': 'Plan B', 'text': 'Plan B can be advanced.\nIf the Runner accesses Plan B, you may reveal and score an agenda from HQ with an advancement requirement equal to or less than the number of advancement tokens on Plan B.', 'title': 'Plan B', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '05024', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "Out of the corner of his vision, a flash of light. He felt a thud as his grip on cyberspace loosened. Spider didn't like this. He should have bypassed the outer layer of ice by jacking in from the internal server. Another thud, and his whole frame shook with the resounding shockwave. He desperately reached for his shuriken...", 'illustrator': 'Dan Maynard', 'keywords': 'Sentry', 'pack_code': 'hap', 'position': 24, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Guard cannot be bypassed. Subroutine End the run.', 'stripped_title': 'Guard', 'text': 'Guard cannot be bypassed.\n[subroutine] End the run.', 'title': 'Guard', 'type_code': 'ice', 'uniqueness': False}

{'code': '05025', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'The annual review of ice as published by the NSCA consistently gives top marks to the ice that provide the most impact in relation to their size and upkeep cost. Critics of the NSCA point to the bounce ratio as the most important stat when judging ice.', 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - Code Gate - Barrier', 'pack_code': 'hap', 'position': 25, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine End the run.', 'stripped_title': 'Rainbow', 'text': '[subroutine] End the run.', 'title': 'Rainbow', 'type_code': 'ice', 'uniqueness': False}

{'code': '05026', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'YucaBean has seen astounding growth in even the most remote markets.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Transaction', 'pack_code': 'hap', 'position': 26, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 1 credit for each remote server with a card in its root.', 'stripped_title': 'Diversified Portfolio', 'text': 'Gain 1[credit] for each remote server with a card in its root.', 'title': 'Diversified Portfolio', 'type_code': 'operation', 'uniqueness': False}

{'code': '05027', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "The longer the employees didn't look at the Doomsday Clock, the more it gnawed at the back of their minds. A quick look only reinforced what they already knew: there wasn't enough time.", 'illustrator': 'Zefanya Langkan Maega', 'pack_code': 'hap', 'position': 27, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Search R&D for an agenda, reveal it, and add it to HQ. Shuffle R&D.', 'stripped_title': 'Fast Track', 'text': 'Search R&D for an agenda, reveal it, and add it to HQ. Shuffle R&D.', 'title': 'Fast Track', 'type_code': 'operation', 'uniqueness': False}

{'base_link': 1, 'code': '05028', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Truth is a fickle mistress."', 'illustrator': 'Simon Eckert', 'influence_limit': 10, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'hap', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain 2 credits if the Corp has more scored agenda points than you.', 'stripped_title': 'Iain Stirling: Retired Spook', 'text': 'When your turn begins, gain 2[credit] if the Corp has more scored agenda points than you.', 'title': 'Iain Stirling: Retired Spook', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '05029', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Try to keep up."', 'illustrator': 'Simon Eckert', 'influence_limit': 17, 'keywords': 'Clone', 'minimum_deck_size': 45, 'pack_code': 'hap', 'position': 29, 'quantity': 3, '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': '05030', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Don\'t waste my time."', 'illustrator': 'Simon Eckert', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 40, 'pack_code': 'hap', 'position': 30, 'quantity': 3, 'side_code': 'runner',

'stripped_text': 'The first time you make a successful run on HQ each turn, you may expose 1 card.', 'stripped_title': 'Silhouette: Stealth Operative', 'text': 'The first time you make a successful run on HQ each turn, you may expose 1 card.', 'title': 'Silhouette: Stealth Operative', 'type_code': 'identity', 'uniqueness': False}

{'code': '05031', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'A job is only as strong as the weakest link. Thankfully Ms. Jones is always on time.', 'illustrator': 'Jon Bosco', 'pack_code': 'hap', 'position': 31, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 1 credit for each installed connection resource.', 'stripped_title': 'Calling in Favors', 'text': 'Gain 1[credit] for each installed connection resource.', 'title': 'Calling in Favors', 'type_code': 'event', 'uniqueness': False}

{'code': '05032', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Tenma clones are excellent at multitasking, their brains custom-made for parallel processing.', 'illustrator': 'Samuel R. Shimota', 'keywords': 'Priority - Run', 'pack_code': 'hap', 'position': 32, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Gain click. Run any server.', 'stripped_title': 'Early Bird', 'text': 'Play only as your first click.\nGain [click]. Run any server.', 'title': 'Early Bird', 'type_code': 'event', 'uniqueness': False}

{'code': '05033', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'The clone was surprised to see the red-jacketed man. It was like looking in a mirror, only the mirror made him look…cool. Confident. Individual.', 'illustrator': 'Agri Karuniawan', 'pack_code': 'hap', 'position': 33, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Look at the top 4 cards of your stack and add 1 of those cards to your grip. Shuffle your stack.', 'stripped_title': 'Express Delivery', 'text': 'Look at the top 4 cards of your stack and add 1 of those cards to your grip. Shuffle your stack.', 'title': 'Express Delivery', 'type_code': 'event', 'uniqueness': False}

{'code': '05034', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Stirling entered the server, passing a growling piece of ice. He was unarmed…or so it seemed.', 'illustrator': 'Ed Mattinian', 'keywords': 'Run', 'pack_code': 'hap', 'position': 34, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. The first 2 times this run you encounter a piece of ice, bypass that ice. If successful, you cannot breach HQ.', 'stripped_title': 'Feint', 'text': 'Run HQ. The first 2 times this run you encounter a piece of ice, bypass that ice. If successful, you cannot breach HQ.', 'title': 'Feint', 'type_code': 'event', 'uniqueness': False}

{'code': '05035', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"I work by referral only, with an up-front fee. The fee is reasonable if you value results." -Silhouette', 'illustrator': 'Gong Studios', 'keywords': 'Run', 'pack_code': 'hap', 'position': 35, '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': '05036', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Magali Villeneuve', 'keywords': 'Double', 'pack_code': 'hap', 'position': 36, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Search your stack for a run event and play that run event (paying its play cost), ignoring any additional costs. Shuffle your stack.', 'stripped_title': 'Planned Assault', 'text': 'As an additional cost to play this event, spend [click].\nSearch your stack for a run event and play that run event (paying its play cost), ignoring any additional costs. Shuffle your stack.', 'title': 'Planned Assault', 'type_code': 'event', 'uniqueness': False}

{'code': '05037', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Agri Karuniawan', 'keywords': 'Console', 'pack_code': 'hap', 'position': 37, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Your maximum hand size is increased by 1. Whenever the Corp scores an agenda, you may search your stack for a card and add it to your grip. Shuffle your stack. Limit 1 console per player.', 'stripped_title': 'Logos', 'text': '+1[mu]\nYour maximum hand size is increased by 1.\nWhenever the Corp scores an agenda, you may search your stack for a card and add it to your grip. Shuffle your stack.\nLimit 1 console per player.', 'title': 'Logos', 'type_code': 'hardware', 'uniqueness': True}

{'code': '05038', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor':

'Express loved libraries. The consoles were weak, but the security even weaker. He wirelessly loaded up his personal blend of code and started cloning the drive. In just a few minutes, another zombie would claw its way to the surface of cyberspace.', 'illustrator': 'Emilio Rodriguez', 'pack_code': 'hap', 'position': 38, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to play run events.', 'stripped_title': 'Public Terminal', 'text': '1[recurring-credit]\nUse this credit to play run events.', 'title': 'Public Terminal', 'type_code': 'hardware', 'uniqueness': False}

{'code': '05039', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'Gong Studios', 'keywords': 'Weapon', 'pack_code': 'hap', 'position': 39, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Use this hardware only if you have made a successful run on HQ this turn. click click: Trash 1 rezzed bioroid, clone, executive, or sysop in the root of a remote server.', 'stripped_title': "Unregistered S&W '35", 'text': 'Use this hardware only if you have made a successful run on HQ this turn.\n[click][click]: Trash 1 rezzed bioroid, clone, executive, or sysop in the root of a remote server.', 'title': "Unregistered S&W '35", 'type_code': 'hardware', 'uniqueness': False}

{'code': '05040', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'The grass looked greener on the other side of the tear. But it always did, and there was always another tear.', 'illustrator': 'Seage', 'pack_code': 'hap', 'position': 40, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Draw 1 card from the bottom of your stack.', 'stripped_title': 'Window', 'text': '[click]: Draw 1 card from the bottom of your stack.', 'title': 'Window', 'type_code': 'hardware', 'uniqueness': False}

{'code': '05041', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Appearances are easy to change in cyberspace, but a high-quality render is not easy to mimic.', 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'hap', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 2 credits: +3 strength. This program cannot interface with ice protecting a remote server.', 'stripped_title': 'Alias', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n2[credit]: +3 strength.\nThis program cannot interface with ice protecting a remote server.', 'title': 'Alias', 'type_code': 'program', 'uniqueness': False}

{'code': '05042', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'hap', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 2 credits: Break up to 3 barrier subroutines. 2 credits: +4 strength. This program cannot interface with ice protecting a remote server.', 'stripped_title': 'Breach', 'text': 'Interface → 2[credit]: Break up to 3 barrier subroutines.\n2[credit]: +4 strength.\nThis program cannot interface with ice protecting a remote server.', 'title': 'Breach', 'type_code': 'program', 'uniqueness': False}

{'code': '05043', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'The digital equivalent of a fly on the wall.', 'illustrator': 'Liiga Smilshkalne', 'memory_cost': 1, 'pack_code': 'hap', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only if you made a successful run on HQ this turn. Whenever the Corp draws a card, you may pay 2 credits to reveal that card.', 'stripped_title': 'Bug', 'text': 'Install only if you made a successful run on HQ this turn.\nWhenever the Corp draws a card, you may pay 2[credit] to reveal that card.', 'title': 'Bug', 'type_code': 'program', 'uniqueness': False}

{'code': '05044', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Catch me if you can!', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker', 'memory_cost': 1, 'pack_code': 'hap', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 tracer subroutine. 2 credits: +3 strength.', 'stripped_title': 'Gingerbread', 'text': 'Interface → 1[credit]: Break 1 tracer subroutine.\n2[credit]: +3 strength.', 'title': 'Gingerbread', 'type_code': 'program', 'uniqueness': False}

{'code': '05045', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'If speed is of the essence, an indirect encounter with a piece of ice is usually best.', 'illustrator': 'Zefanya Langkan Maega', 'memory_cost': 1, 'pack_code': 'hap', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Break all but 1 subroutine on a piece of ice.', 'stripped_title': 'Grappling Hook', 'text': '[trash]: Break all but 1 subroutine on a piece of ice.', 'title': 'Grappling Hook', 'type_code': 'program', 'uniqueness': False}

{'code': '05046', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Nothing is secure when you have the right documentation.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'hap', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 code gate subroutine. 2 credits: +2 strength. This program cannot interface with ice protecting a remote server.', 'stripped_title': 'Passport', 'text': 'Interface → 1[credit]: Break 1 code gate subroutine.\n2[credit]: +2 strength.\nThis program cannot interface with ice protecting a remote server.', 'title': 'Passport', 'type_code': 'program', 'uniqueness': False}

{'code': '05047', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Matt Zeilinger', 'pack_code': 'hap', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Secretly spend any number of credits. The Corp guesses if you spent an even or odd amount. Reveal spent credits. If the Corp guessed incorrectly, gain credits equal to twice the amount spent.', 'stripped_title': 'Push Your Luck', 'text': 'Secretly spend any number of credits. The Corp guesses if you spent an even or odd amount. Reveal spent credits. If the Corp guessed incorrectly, gain credits equal to twice the amount spent.', 'title': 'Push Your Luck', 'type_code': 'event', 'uniqueness': False}

{'code': '05048', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': "She was as good as Mr. Li said. The source machine had been compromised in under 24 hours. If a freelance operative could do that, the server clearly wasn't ready to endure Gagarin's legion of corp-owned runners.", 'illustrator': 'Gong Studios', 'keywords': 'Job', 'pack_code': 'hap', 'position': 48, '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}

{'code': '05049', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': '"Why is a raven like a typing desk?"', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'hap', 'position': 49, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Theophilius Bagbiter, lose all credits in your credit pool. Your maximum hand size is equal to the number of credits in your credit pool.', 'stripped_title': 'Theophilius Bagbiter', 'text': 'When you install Theophilius Bagbiter, lose all credits in your credit pool.\nYour maximum hand size is equal to the number of credits in your credit pool.', 'title': 'Theophilius Bagbiter', 'type_code': 'resource', 'uniqueness': True}

{'code': '05050', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'She slipped back onto her hopper. "I\'m your family now, so don\'t twist me, dǒng ma?"\nHe flicked the e-cig away from his mouth, and nodded. What had he gotten himself into?', 'illustrator': 'Ashley Witter', 'keywords': 'Connection', 'pack_code': 'hap', 'position': 50, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You cannot use Tri-maf Contact more than once per turn. click: Gain 2 credits. When Tri-maf Contact is trashed, suffer 3 meat damage.', 'stripped_title': 'Tri-maf Contact', 'text': 'You cannot use Tri-maf Contact more than once per turn.\n[click]: Gain 2[credit].\nWhen Tri-maf Contact is trashed, suffer 3 meat damage.', 'title': 'Tri-maf Contact', 'type_code': 'resource', 'uniqueness': False}

{'code': '05051', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Welcome to the mass install wizard! This wizard will guide you through the process of installing a whole mess of programs onto your almost-certainly inadequate rig. When you\'re ready to continue, say-oops, too late, here we go!"', 'illustrator': 'Ed Mattinian', 'pack_code': 'hap',

'position': 51, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install up to 3 programs from your grip (paying the install costs).', 'stripped_title': 'Mass Install', 'text': 'Install up to 3 programs from your grip (paying the install costs).', 'title': 'Mass Install', 'type_code': 'event', 'uniqueness': False}

{'code': '05052', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'One of the core problems of quantum computing is isolating the system from external factors to prevent decoherence. The Q-Coherence Chip is one, imperfect, solution.', 'illustrator': 'Gong Studios', 'keywords': 'Chip', 'pack_code': 'hap', 'position': 52, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu When an installed program is trashed, trash this hardware.', 'stripped_title': 'Q-Coherence Chip', 'text': '+1[mu]\nWhen an installed program is trashed, trash this hardware.', 'title': 'Q-Coherence Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '05053', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'hap', 'position': 53, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': "When you install this program, place 1 power counter on it for each unused MU. (Place counters after this program's MU cost applies.) Interface -> Hosted power counter: Break 1 subroutine. 1 credit: +1 strength.", 'stripped_title': 'Overmind', 'text': "When you install this program, place 1 power counter on it for each unused MU. (Place counters after this program's MU cost applies.)\nInterface → Hosted power counter: Break 1 subroutine.\n1[credit]: +1 strength.", 'title': 'Overmind', 'type_code': 'program', 'uniqueness': False}

{'code': '05054', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': '"The best place to hide is in plain sight, don\'t you think?"', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'hap', 'position': 54, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You cannot use Oracle May more than once per turn. click: Name a card type. Reveal the top card of your stack. If the revealed card is of the named type, draw it and gain 2 credits. Otherwise, trash it.', 'stripped_title': 'Oracle May', 'text': 'You cannot use Oracle May more than once per turn.\n[click]: Name a card type. Reveal the top card of your stack. If the revealed card is of the named type, draw it and gain 2[credit]. Otherwise, trash it.', 'title': 'Oracle May', 'type_code': 'resource', 'uniqueness': True}

{'code': '05055', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 2, 'flavor': 'You can find Donut in the park on Thursday afternoons, playing backgammon. You want his attention, the price is always the same: a cup of coffee and a donut. That buys you a seat at the backgammon table, and you have until he beats you to talk business and set the price.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'hap', 'position': 55, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The play cost of operations and events is increased by 1.', 'stripped_title': 'Donut Taganes', 'text': 'The play cost of operations and events is increased by 1.', 'title': 'Donut Taganes', 'type_code': 'resource', 'uniqueness': True}

{'code': '02081', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'You must yell "surge" to get the full effect.', 'illustrator': 'Andrew Mar', 'pack_code': 'hs', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you placed at least 1 virus counter on a program this turn. Place 2 virus counters on that program.', 'stripped_title': 'Surge', 'text': 'Play only if you placed at least 1 virus counter on a program this turn.\nPlace 2 virus counters on that program.', 'title': 'Surge', 'type_code': 'event', 'uniqueness': False}

{'code': '02082', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'And all should cry, Beware! Beware!\nHis flashing eyes, his floating hair!\nWeave a circle round him thrice,\nAnd close your eyes with holy dread,\nFor he on honey-dew hath fed,\nAnd drunk the milk of Paradise.\n-Samuel Taylor Coleridge', 'illustrator': 'Andrew Mar', 'keywords': 'Virtual', 'pack_code': 'hs', 'position': 82, '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': 1, 'code': '02083', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"I run with the best."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'hs', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You draw a starting hand of 9 cards.', 'stripped_title': 'Andromeda: Dispossessed

Ristie', 'text': 'You draw a starting hand of 9 cards.', 'title': 'Andromeda: Dispossessed Ristie', 'type_code': 'identity', 'uniqueness': False}
{'code': '02084', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'She preferred to do business in a club. Something about the lights and dancers clouded the judgment of the corporate simpletons she met there.', 'illustrator': 'Gong Studios', 'pack_code': 'hs', 'position': 84, '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': '02085', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "If you don't have someone on the inside, find someone on the inside who's fond of desk ornaments.", 'illustrator': 'Robert Chew', 'pack_code': 'hs', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you breach HQ, access 1 additional card.', 'stripped_title': 'HQ Interface', 'text': 'Whenever you breach HQ, access 1 additional card.', 'title': 'HQ Interface', 'type_code': 'hardware', 'uniqueness': False}
{'code': '02086', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'hs', 'position': 86, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'X recurring credits Use these credits during runs on HQ. X is the number of virus counters on Pheromones. Whenever you make a successful run on HQ, place 1 virus counter on Pheromones.', 'stripped_title': 'Pheromones', 'text': 'X[recurring-credit]\nUse these credits during runs on HQ. X is the number of virus counters on Pheromones.\nWhenever you make a successful run on HQ, place 1 virus counter on Pheromones.', 'title': 'Pheromones', 'type_code': 'program', 'uniqueness': False}
{'code': '02087', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'She at her P.A.D. I at my rig. Low lights. Smooth jazz. Love blooms.', 'illustrator': 'Erfan Fajar', 'pack_code': 'hs', 'position': 87, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Draw 5 cards.', 'stripped_title': 'Quality Time', 'text': 'Draw 5 cards.', 'title': 'Quality Time', 'type_code': 'event', 'uniqueness': False}
{'code': '02088', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Do you really need another one?', 'illustrator': 'Mike Nesbitt', 'pack_code': 'hs', 'position': 88, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you install a piece of hardware (including Replicator), you may search your stack for another copy of that hardware, reveal it, and add it your grip. Shuffle your stack.', 'stripped_title': 'Replicator', 'text': 'Whenever you install a piece of hardware (including Replicator), you may search your stack for another copy of that hardware, reveal it, and add it your grip. Shuffle your stack.', 'title': 'Replicator', 'type_code': 'hardware', 'uniqueness': False}
{'code': '02089', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"The itsy bitsy spider went up the data spout…"\n-Chaos Theory', 'illustrator': 'JuanManuel Tumburus', 'keywords': 'Icebreaker - Killer - Cloud', 'memory_cost': 1, 'pack_code': 'hs', 'position': 89, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'If you have at least 2 link, the memory cost of this program is 0 mu, even if it is not installed. Interface -> 2 credits: Break 1 sentry subroutine. 1 credit: +1 strength.', 'stripped_title': 'Creeper', 'text': 'If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.\nInterface → 2[credit]: Break 1 sentry subroutine.\n1[credit]: +1 strength.', 'title': 'Creeper', 'type_code': 'program', 'uniqueness': False}
{'code': '02090', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Early permutations of the kraken proved to be insatiable, ice-devouring marauders. Not much has changed.', 'illustrator': 'Liiga Smilshkalne', 'pack_code': 'hs', 'position': 90, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you stole an agenda this turn. Choose a server. The Corp trashes 1 piece of ice protecting that server.', 'stripped_title': 'Kraken', 'text': 'Play only if you stole an agenda this turn.\nChoose a server. The Corp trashes 1 piece of ice protecting that server.', 'title': 'Kraken', 'type_code': 'event', 'uniqueness': False}

{'code': '02091', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"You aren\'t the only type of runner in New Angeles.'", 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'hs', 'position': 91, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You cannot use Kati Jones more than once per turn. click: Place 3 credits from the bank on Kati Jones. click: Take all credits from Kati Jones.', 'stripped_title': 'Kati Jones', 'text': 'You cannot use Kati Jones more than once per turn.\n[click]: Place 3[credit] from the bank on Kati Jones.\n[click]: Take all credits from Kati Jones.', 'title': 'Kati Jones', 'type_code': 'resource', 'uniqueness': True}

{'code': '02092', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Sara K. Diesel', 'keywords': 'Advertisement', 'pack_code': 'hs', 'position': 92, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 16 credits from the bank on Eve Campaign when it is rezzed. When there are no credits left on Eve Campaign, trash it. When your turn begins, take 2 credits from Eve Campaign.', 'stripped_title': 'Eve Campaign', 'text': 'Place 16[credit] from the bank on Eve Campaign when it is rezzed. When there are no credits left on Eve Campaign, trash it.\nWhen your turn begins, take 2[credit] from Eve Campaign.', 'title': 'Eve Campaign', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': False}

{'code': '02093', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Also known as "development hell."', 'illustrator': 'Adam S. Doyle', 'pack_code': 'hs', 'position': 93, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Shuffle 1 card from HQ into R&D.', 'stripped_title': 'Rework', 'text': 'Shuffle 1 card from HQ into R&D.', 'title': 'Rework', 'type_code': 'operation', 'uniqueness': False}

{'code': '02094', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"This ice sucks." -g00ru', 'illustrator': 'Adam S. Doyle', 'keywords': 'Trap', 'pack_code': 'hs', 'position': 94, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Subroutine The Runner cannot jack out for the remainder of this run. Trash Whirlpool.', 'stripped_title': 'Whirlpool', 'text': '[subroutine] The Runner cannot jack out for the remainder of this run. Trash Whirlpool.', 'title': 'Whirlpool', 'type_code': 'ice', 'uniqueness': False}

{'code': '02095', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Despite its appearance, the Hokusai Grid is the most notorious research facility at Jinteki.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Region', 'pack_code': 'hs', 'position': 95, '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': '02096', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Sniff.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'hs', 'position': 96, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': "Subroutine Trace 2. If successful, look at the top X cards of the stack, where X is equal to the amount by which your trace strength exceeded the Runner's link strength. Trash 1 of those cards and arrange the rest in any order.", 'stripped_title': 'Data Hound', 'text': "[subroutine] <trace>Trace 2</trace>. If successful, look at the top X cards of the stack, where X is equal to the amount by which your trace strength exceeded the Runner's link strength. Trash 1 of those cards and arrange the rest in any order.", 'title': 'Data Hound', 'type_code': 'ice', 'uniqueness': False}

{'code': '02097', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Keeping tabs on the world, one screen at a time.', 'illustrator': 'Erfan Fajar', 'keywords': 'Sysop', 'pack_code': 'hs', 'position': 97, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful run on this server, trace 5 if successful, give the Runner 1 tag. If unsuccessful, trash Bernice Mai.', 'stripped_title': 'Bernice Mai', 'text': 'Whenever there is a successful run on this server, <trace>trace 5</trace> if successful, give the Runner 1 tag. If unsuccessful, trash Bernice Mai.', 'title': 'Bernice Mai', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '02098', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': "You're not in Kansas anymore.", 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate - Tracer', 'pack_code': 'hs', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Salvage can be advanced only while rezzed and gains Subroutine Trace 2 If

successful, give the Runner 1 tag. for each advancement token on it.', 'stripped_title': 'Salvage', 'text': 'Salvage can be advanced only while rezzed and gains "[subroutine] <trace>Trace 2</trace> If successful, give the Runner 1 tag." for each advancement token on it.', 'title': 'Salvage', 'type_code': 'ice', 'uniqueness': False}

{'code': '02099', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"A job done once is a job done right."', 'illustrator': 'Matt Zeilinger', 'keywords': 'Sysop', 'pack_code': 'hs', 'position': 99, 'quantity': 3, 'side_code': 'corp', 'stripped_text': '2 recurring credits You can spend hosted credits to take the basic action to advance cards in the root of or protecting this server.', 'stripped_title': 'Simone Diego', 'text': '2[recurring-credit]\nYou can spend hosted credits to take the basic action to advance cards in the root of or protecting this server.', 'title': 'Simone Diego', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '02100', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"It\'s kind of like an anagram." -designer Phoenix', 'illustrator': 'Jen Zee', 'pack_code': 'hs', 'position': 100, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trace 7 If successful, trash 1 virtual resource or 1 link.', 'stripped_title': 'Foxfire', 'text': '<trace>Trace 7</trace> If successful, trash 1 virtual resource or 1 link.', 'title': 'Foxfire', 'type_code': 'operation', 'uniqueness': False}

{'code': '11061', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"When your opponent is weak, strike. If you do not, he will become strong." - the Playbook', 'illustrator': 'Lili Ibrahim', 'keywords': 'Sabotage', 'pack_code': 'in', 'position': 61, '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': '11062', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Omar goes through four, five keyboards per week, no two from the same decade.', 'illustrator': 'Nasrul Hakim', 'pack_code': 'in', 'position': 62, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Look at the top 10 cards of your stack. If any of those cards are programs, you may install one of them, lowering the install cost by 5. Trash the rest of those cards.', 'stripped_title': 'Frantic Coding', 'text': 'Look at the top 10 cards of your stack. If any of those cards are programs, you may install one of them, lowering the install cost by 5. Trash the rest of those cards.', 'title': 'Frantic Coding', 'type_code': 'event', 'uniqueness': False}

{'code': '11063', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Del Borovic', 'keywords': 'Console', 'pack_code': 'in', 'position': 63, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu Whenever you breach HQ during a run, access 1 additional card for each piece of ice protecting HQ that you fully broke during that run. Limit 1 console per player.', 'stripped_title': 'The Gauntlet', 'text': '+2[mu]\nWhenever you breach HQ during a run, access 1 additional card for each piece of ice protecting HQ that you fully broke during that run.\nLimit 1 console per player.', 'title': 'The Gauntlet', 'type_code': 'hardware', 'uniqueness': True}

{'code': '11064', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Spiraling even higher, every feature of cyberspace sprawled before it.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'in', 'position': 64, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 barrier subroutine. 2 credits: +2 strength. 2 credits, add this program to your grip: Derez 1 barrier this program fully broke during this encounter.', 'stripped_title': 'Saker', 'text': 'Interface → 1[credit]: Break 1 barrier subroutine.\n2[credit]: +2 strength.\n2[credit], add this program to your grip: Derez 1 barrier this program fully broke during this encounter.', 'title': 'Saker', 'type_code': 'program', 'uniqueness': False}

{'code': '11065', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"I used to run stims, simsensies, the usual. I was scum. Now I run water. I\'m a fragging hero."', 'illustrator': 'Chris Peuler', 'keywords': 'Connection', 'pack_code': 'in', 'position': 65, 'quantity': 3,

'side_code': 'runner', 'stripped_text': 'click,click: Draw 3 cards. Shuffle 1 card from your grip into your stack.', 'stripped_title': 'Blockade Runner', 'text': '[click],[click]: Draw 3 cards. Shuffle 1 card from your grip into your stack.', 'title': 'Blockade Runner', 'type_code': 'resource', 'uniqueness': False}

{'base_link': 0, 'code': '11066', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"Nothing up my sleeve..."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod - Stealth', 'minimum_deck_size': 40, 'pack_code': 'in', 'position': 66, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to pay for using icebreakers.', 'stripped_title': 'Ele "Smoke" Scovak: Cynosure of the Net', 'text': '1[recurring-credit]\nUse this credit to pay for using icebreakers.', 'title': 'Ele "Smoke" Scovak: Cynosure of the Net', 'type_code': 'identity', 'uniqueness': False}

{'code': '11067', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"I usually find something interesting in there. Just not what I was looking for."', 'illustrator': 'John Ariosa', 'pack_code': 'in', 'position': 67, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on R&D, instead of breaching R&D, you may choose 1 of the top 5 cards in R&D and access it.', 'stripped_title': 'Top Hat', 'text': 'Whenever you make a successful run on R&D, instead of breaching R&D, you may choose 1 of the top 5 cards in R&D and access it.', 'title': 'Top Hat', 'type_code': 'hardware', 'uniqueness': False}

{'code': '11068', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'The personality must be bigger than the prop.', 'illustrator': 'Seage', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'in', 'position': 68, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 1 credit: Break 1 barrier subroutine. 3 credits: +4 strength for the remainder of this run. Use this ability only by spending at least 1 credit from a stealth card.', 'stripped_title': 'Blackstone', 'text': 'Interface → 1[credit]: Break 1 barrier subroutine.\n3[credit]: +4 strength for the remainder of this run. Use this ability only by spending at least 1[credit] from a stealth card.', 'title': 'Blackstone', 'type_code': 'program', 'uniqueness': False}

{'code': '11069', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Take this to Inez Delgado in Netcrimes. No one else."', 'illustrator': 'Leanna Crossan', 'keywords': 'Current', 'pack_code': 'in', 'position': 69, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. While secretly spending credits, players cannot spend 2 credits.', 'stripped_title': 'Government Investigations', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nWhile secretly spending credits, players cannot spend 2[credit].', 'title': 'Government Investigations', 'type_code': 'event', 'uniqueness': False}

{'code': '11070', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"The Starlight Meditation Booths are available to refugees for free for the duration of the crisis."', 'illustrator': 'Maciej Rebisz', 'keywords': 'Location', 'pack_code': 'in', 'position': 70, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'If you are tagged when your turn ends, force the Corp to "Trace 1 If unsuccessful, the Runner removes 1 tag." trash,trash all cards in your grip: Prevent all meat damage.', 'stripped_title': 'Citadel Sanctuary', 'text': 'If you are tagged when your turn ends, force the Corp to "<trace>Trace 1</trace> If unsuccessful, the Runner removes 1 tag."\n[trash],trash all cards in your grip: Prevent all meat damage.', 'title': 'Citadel Sanctuary', 'type_code': 'resource', 'uniqueness': True}

{'code': '11071', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"I let the bioroids do a ride-along via remote, so they can see what pain really looks like." -Agent Valkyrie', 'illustrator': 'Antonio De Luca', 'keywords': 'Condition', 'pack_code': 'in', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install Wetwork Refit on a rezzed piece of bioroid ice as a condition counter with the text "Host ice gains "Subroutine Do 1 brain damage." before all its other subroutines."', 'stripped_title': 'Wetwork Refit', 'text': 'Install Wetwork Refit on a rezzed piece of bioroid ice as a condition counter with the text "Host ice gains "[subroutine] Do 1 brain damage." before all its other subroutines."', 'title': 'Wetwork Refit', 'type_code': 'operation', 'uniqueness': False}

{'code': '11072', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'influence_limit': 12, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'in', 'position': 72, 'quantity': 3, '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}

{'code': '11073', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Does an alliance with the yakuza truly seem so strange? They are honorable businessmen, and women, just like us." -Rin Kimura, Chief NA Security', 'illustrator': 'Kate Laird', 'keywords': 'Character', 'pack_code': 'in', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you and the Runner reveal secretly spent credits, do 1 meat damage if you and the Runner spent a different number of credits.', 'stripped_title': 'Fumiko Yamamori', 'text': 'Whenever you and the Runner reveal secretly spent credits, do 1 meat damage if you and the Runner spent a different number of credits.', 'title': 'Fumiko Yamamori', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '11074', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Keep your head down, keep moving, try not to attract attention."', 'illustrator': 'Juan Novelletto', 'pack_code': 'in', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, trash the top card of R&D. Draw 3 cards. Add 3 cards from HQ to the top of R&D in any order.', 'stripped_title': 'Hasty Relocation', 'text': 'As an additional cost to play this operation, trash the top card of R&D.\nDraw 3 cards. Add 3 cards from HQ to the top of R&D in any order.', 'title': 'Hasty Relocation', 'type_code': 'operation', 'uniqueness': False}

{'code': '11075', 'cost': 6, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Caroline Elizabeth Huss', 'keywords': 'Barrier', 'pack_code': 'in', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'strength': 8, 'stripped_text': 'When the Runner encounters this ice, they take 1 tag unless they pay 3 credits. Subroutine End the run if the Runner is tagged. Subroutine End the run if the Runner is tagged. Subroutine End the run if the Runner is tagged. Subroutine End the run if the Runner is tagged.', 'stripped_title': 'Data Ward', 'text': 'When the Runner encounters this ice, they take 1 tag unless they pay 3[credit].\n[subroutine] End the run if the Runner is tagged.\n[subroutine] End the run if the Runner is tagged.\n[subroutine] End the run if the Runner is tagged.\n[subroutine] End the run if the Runner is tagged.', 'title': 'Data Ward', 'type_code': 'ice', 'uniqueness': False}

{'code': '11076', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Falstaff-337B; decrypt-ok; loc:0.258500, -79.920791 -ok; auth-ok; msg:KAR kill authority requested y/n?', 'illustrator': 'Adam S. Doyle', 'pack_code': 'in', 'position': 76, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If the Runner is tagged, Drone Screen gains "Whenever the Runner initiates a run on this server, Trace 3 If successful, do 1 meat damage (cannot be prevented)."', 'stripped_title': 'Drone Screen', 'text': 'If the Runner is tagged, Drone Screen gains "Whenever the Runner initiates a run on this server, <trace>Trace 3</trace> If successful, do 1 meat damage (cannot be prevented)."', 'title': 'Drone Screen', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '11077', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Caitlin Yarsky', 'keywords': 'Character', 'pack_code': 'in', 'position': 77, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever an encounter with a piece of ice ends, place 1 power counter on Chief Slee for each unbroken subroutine on the encountered piece of ice. click, 5 hosted power counters: Do 5 meat damage.', 'stripped_title': 'Chief Slee', 'text': 'Whenever an encounter with a piece of ice ends, place 1 power counter on Chief Slee for each unbroken subroutine on the encountered piece of ice.\n[click], 5 hosted power counters: Do 5 meat damage.', 'title': 'Chief Slee', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '11078', 'cost': 10, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Barrier - Illicit', 'pack_code': 'in', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'strength': 8, 'stripped_text': 'When you rez this ice, take 1 bad

publicity. When the Runner encounters this ice, gain 2 credits if there is an installed AI program. Subroutine The Runner trashes 1 installed program. Subroutine Gain 2 credits. End the run. Subroutine Gain 2 credits. End the run.', 'stripped_title': 'Bulwark', 'text': 'When you rez this ice, take 1 bad publicity.\nWhen the Runner encounters this ice, gain 2[credit] if there is an installed AI program.\n[subroutine] The Runner trashes 1 installed program.\n[subroutine] Gain 2[credit]. End the run.\n[subroutine] Gain 2[credit]. End the run.', 'title': 'Bulwark', 'type_code': 'ice', 'uniqueness': False}

{'code': '11079', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'When a shooting war threatens, the prudent course is to shoot first.', 'illustrator': 'Kate Laird', 'keywords': 'Gray Ops', 'pack_code': 'in', 'position': 79, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trash 1 installed card with an install cost equal to or less than the number of tags the Runner has.', 'stripped_title': 'Best Defense', 'text': 'Trash 1 installed card with an install cost equal to or less than the number of tags the Runner has.', 'title': 'Best Defense', 'type_code': 'operation', 'uniqueness': False}

{'code': '11080', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'VIKO', 'keywords': 'Terminal', 'pack_code': 'in', 'position': 80, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, end your action phase. Shuffle 3 cards from Archives into R&D. Remove Preemptive Action from the game instead of trashing it.', 'stripped_title': 'Preemptive Action', 'text': 'After you resolve this operation, end your action phase.\nShuffle 3 cards from Archives into R&D. Remove Preemptive Action from the game instead of trashing it.', 'title': 'Preemptive Action', 'type_code': 'operation', 'uniqueness': False}

{'code': '21101', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Eat. Code. Sleep. Eat. Code. Sleep. Eat. Code. Eat. Code. Sleep. Eat. Code. Code. Sleep. Code. Code. Code. Eat. Code. Code. Code. Code. Code.', 'illustrator': 'Martin de Diego Sádaba', 'pack_code': 'ka', 'position': 101, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, suffer 1 net damage: Gain 1 credit and draw 2 cards. Use this ability only once per turn.', 'stripped_title': 'Zer0', 'text': '[click], suffer 1 net damage: Gain 1[credit] and draw 2 cards. Use this ability only once per turn.', 'title': 'Zer0', 'type_code': 'hardware', 'uniqueness': True}

{'code': '21102', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Killer - Virus', 'memory_cost': 2, 'pack_code': 'ka', 'position': 102, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Whenever you make a successful run, you may place 1 virus counter on this program. Interface -> Any virus counter: Break sentry subroutine. Any virus counter: +1 strength.', 'stripped_title': 'Musaazi', 'text': 'Whenever you make a successful run, you may place 1 virus counter on this program.\nInterface → Any virus counter: Break sentry subroutine.\nAny virus counter: +1 strength.', 'title': 'Musaazi', 'type_code': 'program', 'uniqueness': False}

{'code': '21103', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 5, 'flavor': 'Getting it up the stairs was enough for him to know that if he ever moved, it was staying.', 'illustrator': 'Juan Novelletto', 'pack_code': 'ka', 'position': 103, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you fully break the outermost piece of ice protecting the attacked server during a run, you may remove this hardware from the game to trash that ice.', 'stripped_title': 'Hippo', 'text': 'The first time each turn you fully break the outermost piece of ice protecting the attacked server during a run, you may remove this hardware from the game to trash that ice.', 'title': 'Hippo', 'type_code': 'hardware', 'uniqueness': True}

{'code': '21104', 'cost': 7, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': 'Her gallop, thunder; her blade, lightning.', 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'ka', 'position': 104, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 2 credits: Break up to 3 code gate subroutines. 2 credits: +3 strength. The first time each turn this program fully breaks a piece of ice, the Corp loses 1 credit.', 'stripped_title': 'Amina', 'text': 'Interface → 2[credit]: Break up to 3 code gate subroutines.\n2[credit]: +3 strength.\nThe first time each turn this program fully breaks a piece of ice, the Corp loses 1[credit].', 'title': 'Amina',

'type_code': 'program', 'uniqueness': False}

{'code': '21105', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 5, 'illustrator': 'Fei F. Ou', 'keywords': 'Double - Run - Sabotage', 'pack_code': 'ka', 'position': 105, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Run HQ. If successful, instead of breaching HQ, you may force the Corp to lose up to 5 credits, then you gain 1 credit for each credit lost.', 'stripped_title': 'Diversion of Funds', 'text': 'As an additional cost to play this event, spend [click].\nRun HQ. If successful, instead of breaching HQ, you may force the Corp to lose up to 5[credit], then you gain 1[credit] for each credit lost.', 'title': 'Diversion of Funds', 'type_code': 'event', 'uniqueness': False}

{'code': '21106', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"You called me, sir?"\n"Why does my PAD keep flashing \'Sensitive Information Transfer\'?!"\n"Hmm, that\'s strange. Mine only does that on Tuesdays."', 'illustrator': 'Caravan Studio', 'pack_code': 'ka', 'position': 106, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time the Corp gains credits through a card ability each turn, you may gain 1 credit. click, 3 credits: Trash PAD Tap. Only the Corp can use this ability.', 'stripped_title': 'PAD Tap', 'text': 'The first time the Corp gains credits through a card ability each turn, you may gain 1[credit].\n[click], 3[credit]: Trash PAD Tap. Only the Corp can use this ability.', 'title': 'PAD Tap', 'type_code': 'resource', 'uniqueness': False}

{'code': '21107', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "It was a deal, to be sure. She just didn't know for which party.", 'illustrator': 'Josh Corpuz', 'pack_code': 'ka', 'position': 107, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, trash, trash a card from your grip: Install a program, piece of hardware, or virtual resource from your heap, paying its install cost.', 'stripped_title': 'Reclaim', 'text': '[click], [trash], trash a card from your grip: Install a program, piece of hardware, or virtual resource from your heap, paying its install cost.', 'title': 'Reclaim', 'type_code': 'resource', 'uniqueness': False}

{'code': '21108', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 2, 'pack_code': 'ka', 'position': 108, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Whenever you encounter a piece of ice, you may pay 2 credits. If you do, it gains code gate for the remainder of that encounter. Use this ability only once per turn. Interface -> 1 credit: Break 1 code gate subroutine. 2 credits: +4 strength.', 'stripped_title': 'Engolo', 'text': 'Whenever you encounter a piece of ice, you may pay 2[credit]. If you do, it gains code gate for the remainder of that encounter. Use this ability only once per turn.\nInterface →\n1[credit]: Break 1 code gate subroutine.\n2[credit]: +4 strength.', 'title': 'Engolo', 'type_code': 'program', 'uniqueness': False}

{'code': '21109', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Caravan Studio', 'keywords': 'Mod', 'pack_code': 'ka', 'position': 109, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Flame-out can host a single program. When you install Flame-out, place 9 credits on it. Use these credits to pay for using hosted program. When a turn ends in which you used credits on Flame-out, trash hosted program.', 'stripped_title': 'Flame-out', 'text': 'Flame-out can host a single program.\nWhen you install Flame-out, place 9[credit] on it. Use these credits to pay for using hosted program.\nWhen a turn ends in which you used credits on Flame-out, trash hosted program.', 'title': 'Flame-out', 'type_code': 'hardware', 'uniqueness': True}

{'code': '21110', 'cost': 2, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 5, 'flavor': '"The way I see it, I\'m teaching them a lesson in the importance of basic security." - Sunny Lebeau', 'illustrator': 'Ed Mattinian', 'pack_code': 'ka', 'position': 110, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The Corp must trace[4]. If unsuccessful, for the remainder of the turn, access 2 additional cards whenever you breach HQ or R&D.', 'stripped_title': 'Black Hat', 'text': 'The Corp must trace[4]. If unsuccessful, for the remainder of the turn, access 2 additional cards whenever you breach HQ or R&D.', 'title': 'Black Hat', 'type_code': 'event', 'uniqueness': False}

{'code': '21111', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Virtual', 'pack_code': 'ka', 'position': 111, 'quantity':

3, 'side_code': 'runner', 'stripped_text': 'The first time each turn a successful run on a remote server ends, if you breached the server but stole no agendas, you may place 1 power counter on this resource. When this resource has 4 or more hosted power counters, add it to your score area as an agenda worth 1 agenda point.', 'stripped_title': 'Kasi String', 'text': 'The first time each turn a successful run on a remote server ends, if you breached the server but stole no agendas, you may place 1 power counter on this resource.\nWhen this resource has 4 or more hosted power counters, add it to your score area as an agenda worth 1 agenda point.', 'title': 'Kasi String', 'type_code': 'resource', 'uniqueness': True}

{'code': '21112', 'cost': 10, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': 'Defenses that last forever.', 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - NEXT - Destroyer - AP', 'pack_code': 'ka', 'position': 112, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'The rez cost of NEXT Diamond is lowered by 1 for each other rezzed piece of NEXT ice. Subroutine Do 1 brain damage. Subroutine Do 1 brain damage. Subroutine Trash 1 installed Runner card.', 'stripped_title': 'NEXT Diamond', 'text': 'The rez cost of NEXT Diamond is lowered by 1 for each other rezzed piece of NEXT ice.\n[subroutine] Do 1 brain damage.\n[subroutine] Do 1 brain damage.\n[subroutine] Trash 1 installed Runner card.', 'title': 'NEXT Diamond', 'type_code': 'ice', 'uniqueness': False}

{'code': '21113', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'illustrator': 'Adam Schumpert', 'keywords': 'Reprisal - Gray Ops', 'pack_code': 'ka', 'position': 113, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner trashed a Corp card during their last turn. The Runner may suffer 1 brain damage. If they do not, they get -3 allotted click for their next turn. Remove this operation from the game.', 'stripped_title': 'Riot Suppression', 'text': 'Play only if the Runner trashed a Corp card during their last turn.\nThe Runner may suffer 1 brain damage. If they do not, they get -3 allotted [click] for their next turn.\nRemove this operation from the game.', 'title': 'Riot Suppression', 'type_code': 'operation', 'uniqueness': False}

{'code': '21114', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ka', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner approaches a server, you may install 1 piece of ice from HQ in the innermost position protecting that server, ignoring all costs. The Runner moves to that ice and approaches it. If this is not the first time they have approached a piece of ice this run, they may jack out. Use this ability only once per turn.', 'stripped_title': 'Mti Mwekundu: Life Improved', 'text': 'Whenever the Runner approaches a server, you may install 1 piece of ice from HQ in the innermost position protecting that server, ignoring all costs. The Runner moves to that ice and approaches it. If this is not the first time they have approached a piece of ice this run, they may jack out. Use this ability only once per turn.', 'title': 'Mti Mwekundu: Life Improved', 'type_code': 'identity', 'uniqueness': False}

{'code': '21115', 'cost': 7, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - AP', 'pack_code': 'ka', 'position': 115, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Do 1 net damage unless the Runner trashes the top 2 cards of the stack. Subroutine Do 2 net damage unless the Runner trashes the top 3 cards of the stack. Subroutine Do 3 net damage unless the Runner trashes the top 4 cards of the stack.', 'stripped_title': 'Mlinzi', 'text': '[subroutine] Do 1 net damage unless the Runner trashes the top 2 cards of the stack.\n[subroutine] Do 2 net damage unless the Runner trashes the top 3 cards of the stack.\n[subroutine] Do 3 net damage unless the Runner trashes the top 4 cards of the stack.', 'title': 'Mlinzi', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '21116', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"Deep down, everyone wants to be good. We ensure that desire is met." - Taavi Gyula', 'illustrator': 'BalanceSheet', 'keywords': 'Initiative', 'pack_code': 'ka', 'position': 116, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time the Runner plays a run event or installs an icebreaker program each turn, you may give the Runner 1 tag.', 'stripped_title': 'Better Citizen Program', 'text': 'The first time the Runner plays a run event or installs an icebreaker program each turn, you may give the Runner 1 tag.', 'title': 'Better Citizen Program', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21117', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"Once we have enough data, we can make the Invisible Hand more like an Invisible Fist."', 'illustrator': 'Caravan Studio', 'keywords': 'Gray Ops', 'pack_code': 'ka', 'position': 117, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. The Runner loses 3 credits for each tag they have, then you gain 1 credit for each credit lost this way.', 'stripped_title': 'Market Forces', 'text': 'Play only if the Runner is tagged.\nThe Runner loses 3[credit] for each tag they have, then you gain 1[credit] for each credit lost this way.', 'title': 'Market Forces', 'type_code': 'operation', 'uniqueness': False}

{'code': '21118', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'INTRUDER ALERT!\nINTRUDER ALERT!\nINTRUDER NEUTRALIZED!', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Tracer', 'pack_code': 'ka', 'position': 118, 'quantity': 3, 'side_code': 'corp', 'strength': None, 'stripped_text': 'X is twice the number of ice protecting this server. Subroutine Trace X If successful, give the Runner 2 tags. Subroutine Trace X If successful, end the run.', 'stripped_title': 'Surveyor', 'text': 'X is twice the number of ice protecting this server.\n[subroutine]<trace>Trace X</trace> If successful, give the Runner 2 tags.\n[subroutine]<trace>Trace X</trace> If successful, end the run.', 'title': 'Surveyor', 'type_code': 'ice', 'uniqueness': False}

{'code': '21119', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 5, 'flavor': '"You can\'t do thi..."', 'illustrator': 'Fei F. Ou', 'keywords': 'Black Ops', 'pack_code': 'ka', 'position': 119, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Do 2 meat damage for each tag the Runner has.', 'stripped_title': 'High-Profile Target', 'text': 'Play only if the Runner is tagged.\nDo 2 meat damage for each tag the Runner has.', 'title': 'High-Profile Target', 'type_code': 'operation', 'uniqueness': False}

{'code': '21120', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Nasrul Hakim', 'keywords': 'Ambush', 'pack_code': 'ka', 'position': 120, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'False Flag can be advanced. When the Runner accesses False Flag, give the Runner 1 tag for every 2 advancement tokens on False Flag. click, 7 hosted advancement tokens: add False Flag to your score area as an agenda worth 3 agenda points.', 'stripped_title': 'False Flag', 'text': 'False Flag can be advanced.\nWhen the Runner accesses False Flag, give the Runner 1 tag for every 2 advancement tokens on False Flag.\n[click], 7 hosted advancement tokens: add False Flag to your score area as an agenda worth 3 agenda points.', 'title': 'False Flag', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '10001', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"While there have been other anti-corporation movements before, like the Maroon Wave, this new one is different. It\'s organized." -Ramesh Gupta, One World Economy', 'illustrator': 'RC Torres', 'keywords': 'Run - Sabotage', 'pack_code': 'kg', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. When the run ends, trash 1 piece of ice that was rezzed during this run.', 'stripped_title': 'Run Amok', 'text': 'Make a run. When the run ends, trash 1 piece of ice that was rezzed during this run.', 'title': 'Run Amok', 'type_code': 'event', 'uniqueness': False}

{'code': '10002', 'cost': 1, 'deck_limit': 6, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Kate Laird', 'keywords': 'Consumer-grade', 'pack_code': 'kg', 'position': 2, 'quantity': 6, 'side_code': 'runner', 'stripped_text': 'trash: Prevent up to X net or brain damage. Trash cards from the top of your stack equal to the amount of damage prevented. X is the number of copies of Ramujan-reliant 550 BMI installed (including the one just trashed). Limit 6 per deck.', 'stripped_title': 'Ramujan-reliant 550 BMI', 'text': '[trash]: Prevent up to X net or brain damage. Trash cards from the top of your stack equal to the amount of damage prevented. X is the number of copies of Ramujan-reliant 550 BMI installed (including the one just trashed).\nLimit 6 per deck.', 'title': 'Ramujan-reliant 550 BMI', 'type_code': 'hardware', 'uniqueness': False}

{'code': '10003', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': "The greatest trick is not the trick itself, but in making someone believe that it is no trick at all. To your average sysop, it's magic. To your average runner, it's a closely held trade secret.", 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Virtual', 'pack_code': 'kg', 'position': 3, 'quantity': 3, 'side_code':

'runner', 'stripped_text': 'Unbroken subroutines resolve in the order of your choice.', 'stripped_title': 'Street Magic', 'text': 'Unbroken subroutines resolve in the order of your choice.', 'title': 'Street Magic', 'type_code': 'resource', 'uniqueness': False}

{'code': '10004', 'cost': 6, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Run - Job', 'pack_code': 'kg', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run on a server with at least 1 piece of unrezzed ice. When the run ends, gain 12 credits if it was successful.', 'stripped_title': 'High-Stakes Job', 'text': 'Make a run on a server with at least 1 piece of unrezzed ice. When the run ends, gain 12[credit] if it was successful.', 'title': 'High-Stakes Job', 'type_code': 'event', 'uniqueness': False}

{'code': '10005', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'It is the hardest thing in the world to frighten a mongoose, because he is eaten up from nose to tail with curiosity. The motto of all the mongoose family is "Run and find out". -Rudyard Kipling, Rikki-Tikki-Tavi', 'illustrator': 'Hannah Christenson', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'kg', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'You cannot use this program to break subroutines on more than one ice per run. Interface -> 1 credit: Break up to 2 sentry subroutines. 2 credits: +2 strength.', 'stripped_title': 'Mongoose', 'text': 'You cannot use this program to break subroutines on more than one ice per run.\nInterface → 1[credit]: Break up to 2 sentry subroutines.\n2[credit]: +2 strength.', 'title': 'Mongoose', 'type_code': 'program', 'uniqueness': False}

{'base_link': 0, 'code': '10006', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"Mirrormode on."', 'illustrator': 'Adam Schumpert', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'kg', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Interrupt -> The first time each run you would take 1 or more tags, prevent 1 tag.', 'stripped_title': 'Jesminder Sareen: Girl Behind the Curtain', 'text': '[interrupt] → The first time each run you would take 1 or more tags, prevent 1 tag.', 'title': 'Jesminder Sareen: Girl Behind the Curtain', 'type_code': 'identity', 'uniqueness': False}

{'code': '10007', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Adam Schumpert', 'keywords': 'Console', 'pack_code': 'kg', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu Once per turn, immediately after you access a card from R&D, you may add that card to the bottom of R&D. If you do, take 1 tag. Limit 1 console per player.', 'stripped_title': 'Maya', 'text': ' +2[mu]\nOnce per turn, immediately after you access a card from R&D, you may add that card to the bottom of R&D. If you do, take 1 tag.\nLimit 1 console per player.', 'title': 'Maya', 'type_code': 'hardware', 'uniqueness': True}

{'code': '10008', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"The basics should be like the stories you learned as a child—unconscious, never forgotten, and suddenly relevant at the most random times." -g00ru', 'illustrator': 'Hannah Christenson', 'memory_cost': 1, 'pack_code': 'kg', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Once per turn, when you encounter a piece of ice, you may have it gain 1 subtype of your choice that is not sentry, code gate, or barrier for the remainder of this run.', 'stripped_title': 'Panchatantra', 'text': 'Once per turn, when you encounter a piece of ice, you may have it gain 1 subtype of your choice that is not sentry, code gate, or barrier for the remainder of this run.', 'title': 'Panchatantra', 'type_code': 'program', 'uniqueness': False}

{'code': '10009', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"We can forgive a man for making a useful thing as long as he does not admire it. The only excuse for making a useless thing is that one admires it intensely." -Oscar Wilde', 'illustrator': 'Johan Törnlund', 'keywords': 'Location', 'pack_code': 'kg', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Forfeit 1 agenda: Search your stack for 1 program, resource, or piece of hardware. Install that card.', 'stripped_title': 'Artist Colony', 'text': 'Forfeit 1 agenda: Search your stack for 1 program, resource, or piece of hardware. Install that card.', 'title': 'Artist Colony', 'type_code': 'resource', 'uniqueness': False}

{'code': '10010', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor':

'Legions of software engineers have been manufactured within its halls.', 'illustrator': 'Johan Törnlund', 'keywords': 'Location - Ritzy', 'pack_code': 'kg', 'position': 10, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Place 1 power counter on Chatterjee University. click: Install a program from your grip, lowering the install cost by 1 for each power counter on Chatterjee University. Remove 1 hosted power counter.', 'stripped_title': 'Chatterjee University', 'text': '[click]: Place 1 power counter on Chatterjee University.\n[click]: Install a program from your grip, lowering the install cost by 1 for each power counter on Chatterjee University. Remove 1 hosted power counter.', 'title': 'Chatterjee University', 'type_code': 'resource', 'uniqueness': True}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '10011', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"I don\'t want a hopper. I\'ve never even owned one. But every time I jack in, that same damn ad loads." -2xTiger', 'illustrator': 'BalanceSheet', 'keywords': 'Research', 'pack_code': 'kg', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time the Runner initiates a run each turn, you may draw 1 card or gain 1 credit.', 'stripped_title': 'Advanced Concept Hopper', 'text': 'The first time the Runner initiates a run each turn, you may draw 1 card or gain 1[credit].', 'title': 'Advanced Concept Hopper', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10012', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Donald Crank', 'keywords': 'Sentry - Bioroid - Tracer - AP', 'pack_code': 'kg', 'position': 12, '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 The Runner cannot use programs for the remainder of this run. Subroutine Trace[4]. If successful, do 1 brain damage. Subroutine Trace[4]. If successful, do 1 brain damage.', 'stripped_title': 'Vikram 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] The Runner cannot use programs for the remainder of this run.\n[subroutine] Trace[4]. If successful, do 1 brain damage.\n[subroutine] Trace[4]. If successful, do 1 brain damage.', 'title': 'Vikram 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '10013', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'It is only by respecting the past that we can build a better future.', 'illustrator': 'Anastasia Ovchinnikova', 'keywords': 'Alliance', 'pack_code': 'kg', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card costs 0 influence if you have 6 or more non-alliance jinteki cards in your deck. Draw 3 cards. Add 1 card from HQ to the top of R&D.', 'stripped_title': 'Heritage Committee', 'text': 'This card costs 0 influence if you have 6 or more non-alliance [jinteki] cards in your deck.\nDraw 3 cards. Add 1 card from HQ to the top of R&D.', 'title': 'Heritage Committee', 'type_code': 'operation', 'uniqueness': False}

{'code': '10014', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Zach Graves', 'keywords': 'Region', 'pack_code': 'kg', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner passes a piece of ice protecting this server, you may swap that ice with another piece of ice protecting this server. Limit 1 region per server.', 'stripped_title': 'Mumbad City Grid', 'text': 'Whenever the Runner passes a piece of ice protecting this server, you may swap that ice with another piece of ice protecting this server.\nLimit 1 region per server.', 'title': 'Mumbad City Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '10015', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"A new property has two, maybe three hours. If it doesn\'t sell, cut it and move on."', 'illustrator': 'Stéphane Gantiez', 'keywords': 'Cast', 'pack_code': 'kg', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may look at the top card of the stack. trash: The Runner trashes the top card of the stack.', 'stripped_title': 'Kala Ghoda Real TV', 'text': 'When your turn begins, you may look at the top card of the stack.\n[trash]: The Runner trashes the top card of the stack.', 'title': 'Kala Ghoda Real TV', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '10016', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'kg', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine For the remainder of this run, as an additional cost to use an icebreaker ability to break subroutines, the Runner must pay 1 credit. Subroutine For

the remainder of this run, as an additional cost to use an icebreaker ability to break subroutines, the Runner must pay 1 credit', 'stripped_title': 'Interrupt 0', 'text': '[subroutine] For the remainder of this run, as an additional cost to use an icebreaker ability to break subroutines, the Runner must pay 1[credit].\n[subroutine] For the remainder of this run, as an additional cost to use an icebreaker ability to break subroutines, the Runner must pay 1[credit]', 'title': 'Interrupt 0', 'type_code': 'ice', 'uniqueness': False}
{'code': '10017', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '"Never cut the ribbon until you have something to show off." -Eta Shah, VP Global Expansion', 'illustrator': 'Odera Igbokwe', 'pack_code': 'kg', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 3 advancement tokens on a faceup card. You cannot score that card until your next turn begins.', 'stripped_title': 'Dedication Ceremony', 'text': 'Place 3 advancement tokens on a faceup card. You cannot score that card until your next turn begins.', 'title': 'Dedication Ceremony', 'type_code': 'operation', 'uniqueness': False}
{'code': '10018', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 2, 'flavor': 'Those who are the wisest know the least.', 'illustrator': 'Yog Joshi', 'keywords': 'Alliance - Facility', 'pack_code': 'kg', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card costs 0 influence if you have 15 or fewer ice in your deck. 2 recurring credits Use these credits to rez cards.', 'stripped_title': 'Mumba Temple', 'text': 'This card costs 0 influence if you have 15 or fewer ice in your deck.\n2[recurring-credit]\nUse these credits to rez cards.', 'title': 'Mumba Temple', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}
{'code': '10019', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 2, 'flavor': '"And here we see the Polar Bear, once the largest land carnivore on Earth."', 'illustrator': 'Sander Mosk', 'keywords': 'Alliance - Ritzy', 'pack_code': 'kg', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This asset costs 0 influence if you have 50 or more cards in your deck. When your turn begins, you may shuffle 1 card from Archives into R&D.', 'stripped_title': 'Museum of History', 'text': 'This asset costs 0 influence if you have 50 or more cards in your deck.\nWhen your turn begins, you may shuffle 1 card from Archives into R&D.', 'title': 'Museum of History', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}
{'code': '11081', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"These things are always there, under the surface, but no one wants to know the truth." -Omar Keung, the Flashpoint', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'ml', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Whenever you encounter a sentry, you may install this program from your heap. 3 credits: +2 strength. Then, if this program can interface with the sentry you are encountering, break up to 2 subroutines.', 'stripped_title': 'MKUltra', 'text': 'Whenever you encounter a sentry, you may install this program from your heap.\n3[credit]: +2 strength. Then, if this program can interface with the sentry you are encountering, break up to 2 subroutines.', 'title': 'MKUltra', 'type_code': 'program', 'uniqueness': False}
{'code': '11082', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Never, ever, overstay your welcome." -Andromeda', 'illustrator': 'A. Jones', 'keywords': 'Condition', 'pack_code': 'ml', 'position': 82, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install On the Lam on a resource as a hosted condition counter with the text "trash: Avoid up to 3 tags or prevent up to 3 damage."', 'stripped_title': 'On the Lam', 'text': 'Install On the Lam on a resource as a hosted condition counter with the text "[trash]: Avoid up to 3 tags or prevent up to 3 damage."', 'title': 'On the Lam', 'type_code': 'event', 'uniqueness': False}
{'code': '11083', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Her ability to analyze and adapt mid-run bordered on the paranormal.', 'illustrator': 'Hannah Christenson', 'keywords': 'Run - Stealth', 'pack_code': 'ml', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 4 credits on this event, then run any server. You can spend hosted credits during that run. When that run ends, trash 1 program you used during that run. Trashing a program this way cannot be prevented.', 'stripped_title': 'Cold Read', 'text': 'Place 4[credit] on this event, then run any server. You can spend hosted credits during that run. When that run ends,

trash 1 program you used during that run. Trashing a program this way cannot be prevented.', 'title': 'Cold Read', 'type_code': 'event', 'uniqueness': False}

{'code': '11084', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'It is only the illusion of choice.', 'illustrator': 'Michelle Lockamy', 'memory_cost': 1, 'pack_code': 'ml', 'position': 84, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on R&D, you may reveal the top card of R&D. If you do, you may force the Corp to draw that card.', 'stripped_title': 'Equivocation', 'text': 'Whenever you make a successful run on R&D, you may reveal the top card of R&D. If you do, you may force the Corp to draw that card.', 'title': 'Equivocation', 'type_code': 'program', 'uniqueness': True}

{'code': '11085', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"It\'s the most fundamental element of illusions and running both. In either case, it should be the first skill you master." -Ele "Smoke" Scovak', 'illustrator': 'Michelle Lockamy', 'memory_cost': 1, 'pack_code': 'ml', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, click, X credits: Remove X tags.', 'stripped_title': 'Misdirection', 'text': '[click], [click], X[credit]: Remove X tags.', 'title': 'Misdirection', 'type_code': 'program', 'uniqueness': False}

{'code': '11086', 'cost': 2, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 4, 'flavor': '"It had been hoped that the Network disruptions surrounding the conflict might also disrupt the phenomenon. Evidently, the reverse is true." -Joséo Greene, SYNC Analyst', 'illustrator': 'Adam S. Doyle', 'memory_cost': 1, 'pack_code': 'ml', 'position': 86, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you trash an installed card each turn, draw 1 card.', 'stripped_title': 'Reaver', 'text': 'The first time you trash an installed card each turn, draw 1 card.', 'title': 'Reaver', 'type_code': 'program', 'uniqueness': False}

{'code': '11087', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'This is my USMC-XOB32. There are many like it, but this one is mine.', 'illustrator': 'VIKO', 'keywords': 'Current', 'pack_code': 'ml', 'position': 87, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "This card is not trashed until another current is played or an agenda is scored. The Corp cannot rez non-ice cards during the Runner's turn.", 'stripped_title': 'Interdiction', 'text': "This card is not trashed until another current is played or an agenda is scored.\nThe Corp cannot rez non-ice cards during the Runner's turn.", 'title': 'Interdiction', 'type_code': 'event', 'uniqueness': False}

{'code': '11088', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 2, 'flavor': '"She was riding in a great iron mortar and driving it with the pestle, and as she came she swept away her trail behind her with a kitchen broom." -Vasilissa the Beautiful', 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'ml', 'position': 88, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'You may host any number of non-AI icebreaker programs on this program. This program gains the paid abilities of all hosted icebreaker programs.', 'stripped_title': 'Baba Yaga', 'text': 'You may host any number of non-AI icebreaker programs on this program.\nThis program gains the paid abilities of all hosted icebreaker programs.', 'title': 'Baba Yaga', 'type_code': 'program', 'uniqueness': False}

{'code': '11089', 'cost': 9, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate - Bioroid - AP', 'pack_code': 'ml', 'position': 89, 'quantity': 3, 'side_code': 'corp', 'strength': 8, 'stripped_text': 'Subroutine End the run unless the Runner pays 4 credits. Subroutine End the run unless the Runner pays 4 credits. Subroutine End the run unless the Runner trashes 1 of their installed cards. Subroutine End the run unless the Runner suffers 1 brain damage.', 'stripped_title': 'Fairchild', 'text': '[subroutine] End the run unless the Runner pays 4[credit].\n[subroutine] End the run unless the Runner pays 4[credit].\n[subroutine] End the run unless the Runner trashes 1 of their installed cards.\n[subroutine] End the run unless the Runner suffers 1 brain damage.', 'title': 'Fairchild', 'type_code': 'ice', 'uniqueness': True}

{'code': '11090', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Friends give friends advance warning before moving a carrier group down to enforce a no-fly zone.', 'illustrator': 'Simon Weaner', 'keywords': 'Terminal', 'pack_code': 'ml', 'position': 90,

'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, end your action phase. Install up to 2 cards from Archives (paying all install costs).', 'stripped_title': 'Friends in High Places', 'text': 'After you resolve this operation, end your action phase.\nInstall up to 2 cards from Archives (paying all install costs).', 'title': 'Friends in High Places', 'type_code': 'operation', 'uniqueness': False}

{'code': '11091', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Simon Weaner', 'keywords': 'Region', 'pack_code': 'ml', 'position': 91, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If the Runner has fewer than 6 credits or no unspent clicks when a successful run on this server ends, you have 1 additional click to spend your next turn. Limit 1 region per server.', 'stripped_title': 'Manta Grid', 'text': 'If the Runner has fewer than 6[credit] or no unspent clicks when a successful run on this server ends, you have 1 additional [click] to spend your next turn.\nLimit 1 region per server.', 'title': 'Manta Grid', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '11092', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Bon Bernardo', 'keywords': 'Code Gate - Psi - Deflector', 'pack_code': 'ml', 'position': 92, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, choose another server. The Runner moves to the outermost position of that server instead of passing this ice. For the remainder of this run, the Runner must add 1 installed Runner card to the bottom of their stack as an additional cost to jack out. The Runner may jack out.', 'stripped_title': 'Mind Game', 'text': '[subroutine] You and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, choose another server. The Runner moves to the outermost position of that server instead of passing this ice. For the remainder of this run, the Runner must add 1 installed Runner card to the bottom of their stack as an additional cost to jack out. The Runner may jack out.', 'title': 'Mind Game', 'type_code': 'ice', 'uniqueness': False}

{'code': '11093', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'VIKO', 'keywords': 'Region', 'pack_code': 'ml', 'position': 93, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful run on this server, if the Runner does not have at least 2 cards in the grip and 6 credits, you may look at the top 5 cards of R&D and swap 1 of those cards with 1 card in HQ. Limit 1 region per server.', 'stripped_title': 'Nihongai Grid', 'text': 'Whenever there is a successful run on this server, if the Runner does not have at least 2 cards in the grip and 6[credit], you may look at the top 5 cards of R&D and swap 1 of those cards with 1 card in HQ.\nLimit 1 region per server.', 'title': 'Nihongai Grid', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '11094', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '//Connection Terminated', 'illustrator': 'Alexandr Elichev', 'keywords': 'Barrier - Tracer', 'pack_code': 'ml', 'position': 94, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, give them 1 tag if there is an installed AI program. Subroutine Trace 3. If successful, give the Runner 1 tag. Subroutine End the run if the Runner is tagged.', 'stripped_title': 'IP Block', 'text': 'When the Runner encounters this ice, give them 1 tag if there is an installed AI program.\n[subroutine] <trace>Trace 3</trace>. If successful, give the Runner 1 tag.\n[subroutine] End the run if the Runner is tagged.', 'title': 'IP Block', 'type_code': 'ice', 'uniqueness': False}

{'code': '11095', 'cost': 7, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'Truth like the sunlight shines above all.', 'illustrator': 'Kari Guenther', 'keywords': 'Sentry - Tracer', 'pack_code': 'ml', 'position': 95, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'When the Runner encounters this ice, give them 1 tag. Subroutine Trace 4. If successful, do 1 net damage for each tag the Runner has. Subroutine Trace 4. If successful, the Runner loses 1 credit for each tag they have.', 'stripped_title': 'Thoth', 'text': 'When the Runner encounters this ice, give them 1 tag.\n[subroutine] <trace>Trace 4</trace>. If successful, do 1 net damage for each tag the Runner has.\n[subroutine] <trace>Trace 4</trace>. If successful, the Runner loses 1[credit] for each tag they have.', 'title': 'Thoth', 'type_code': 'ice', 'uniqueness': True}

{'code': '11096', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"I don\'t get paid to be calm."', 'illustrator': 'Marko Fiedler', 'keywords': 'Executive', 'pack_code': 'ml', 'position': 96, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, place 1 advancement token on Anson Rose. Whenever you rez a piece of ice, you may move any number of advancement tokens from Anson Rose to that ice.', 'stripped_title': 'Anson Rose', 'text': 'When your turn begins, place 1 advancement token on Anson Rose.\nWhenever you rez a piece of ice, you may move any number of advancement tokens from Anson Rose to that ice.', 'title': 'Anson Rose', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '11097', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Yog Joshi', 'keywords': 'Code Gate - AP', 'pack_code': 'ml', 'position': 97, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Mausolus can be advanced. If Mausolus has 3 or more advancement tokens on it, do the parenthetical text instead (otherwise, do not resolve it). Subroutine The Corp gains 1 credit. (The Corp gains 3 credits.) Subroutine Do 1 net damage. (Do 3 net damage.) Subroutine Give the Runner 1 tag. (Give the Runner 1 tag and end the run.)', 'stripped_title': 'Mausolus', 'text': 'Mausolus can be advanced.\nIf Mausolus has 3 or more advancement tokens on it, do the parenthetical text instead (otherwise, do not resolve it).\n[subroutine] The Corp gains 1[credit]. (The Corp gains 3[credit].)\n[subroutine] Do 1 net damage. (Do 3 net damage.)\n[subroutine] Give the Runner 1 tag. (Give the Runner 1 tag and end the run.)', 'title': 'Mausolus', 'type_code': 'ice', 'uniqueness': False}

{'code': '11098', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'There is a special place in hell for the first person who mined cyberspace.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - Destroyer', 'pack_code': 'ml', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'While the Runner is accessing this ice in R&D, they must reveal it. When the Runner accesses this ice anywhere except in Archives, they encounter it. Subroutine Trash 1 installed program.', 'stripped_title': 'Sapper', 'text': 'While the Runner is accessing this ice in R&D, they must reveal it.\nWhen the Runner accesses this ice anywhere except in Archives, they encounter it.\n[subroutine] Trash 1 installed program.', 'title': 'Sapper', 'trash_cost': 2, 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '11099', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Walk loudly and carry a bigger stick.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Security', 'pack_code': 'ml', 'position': 99, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Show of Force, do 2 meat damage.', 'stripped_title': 'Show of Force', 'text': 'When you score Show of Force, do 2 meat damage.', 'title': 'Show of Force', 'type_code': 'agenda', 'uniqueness': False}

{'code': '11100', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Get those civilians off the street. No more collateral damage." -Commissioner Dawn', 'illustrator': 'Sander Mosk', 'keywords': 'Current', 'pack_code': 'ml', 'position': 100, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "This card is not trashed until another current is played or an agenda is stolen. The Runner's maximum hand size is reduced by 1.", 'stripped_title': 'Enforced Curfew', 'text': "This card is not trashed until another current is played or an agenda is stolen.\nThe Runner's maximum hand size is reduced by 1.", 'title': 'Enforced Curfew', 'type_code': 'operation', 'uniqueness': False}

{'code': '23001', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Designed by 2017 European Champion Mike Sheehan', 'illustrator': 'Amelie Hutt', 'pack_code': 'mo', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash the top 3 cards of your stack. Shuffle 3 cards from your heap into your stack. Draw 1 card. Remove this event from the game instead of trashing it.', 'stripped_title': 'Labor Rights', 'text': 'Trash the top 3 cards of your stack. Shuffle 3 cards from your heap into your stack. Draw 1 card. Remove this event from the game instead of trashing it.', 'title': 'Labor Rights', 'type_code': 'event', 'uniqueness': False}

{'code': '23013', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Designed by 2017 GenCon Champion Sam Suied', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Seedy - Virtual', 'pack_code': 'mo', 'position': 2, 'quantity': 3, 'side_code':

'runner', 'stripped_text': 'When you install this resource, load 3 credits onto it. When it is empty, trash it and draw 1 card. When your turn begins, take 1 credit from this resource. When your turn ends, if you made at least 3 successful runs this turn and this card is in your heap, you may install it, ignoring all costs.', 'stripped_title': 'Crowdfunding', 'text': 'When you install this resource, load 3[credit] onto it. When it is empty, trash it and draw 1 card.\nWhen your turn begins, take 1[credit] from this resource.\nWhen your turn ends, if you made at least 3 successful runs this turn and this card is in your heap, you may install it, ignoring all costs.', 'title': 'Crowdfunding', 'type_code': 'resource', 'uniqueness': False}

{'code': '23045', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Designed by 2017 World Champion Jess Horig', 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate', 'pack_code': 'mo', 'position': 3, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When the Runner encounters this ice, they put the top card of the stack on the bottom, then you reveal the top 3 cards of the stack. Subroutine The Runner loses 3 credits. Subroutine If you revealed 2 or more cards that share a type when this encounter began, gain 3 credits. Subroutine If you revealed 3 or more cards that share a type when this encounter began, place 3 advancement tokens on an installed card.', 'stripped_title': 'Slot Machine', 'text': 'When the Runner encounters this ice, they put the top card of the stack on the bottom, then you reveal the top 3 cards of the stack.\n[subroutine] The Runner loses 3[credit].\n[subroutine] If you revealed 2 or more cards that share a type when this encounter began, gain 3[credit].\n[subroutine] If you revealed 3 or more cards that share a type when this encounter began, place 3 advancement tokens on an installed card.', 'title': 'Slot Machine', 'type_code': 'ice', 'uniqueness': False}

{'code': '23054', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'Designed by 2016 World Champion Chris Dyer', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier', 'pack_code': 'mo', 'position': 4, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'trash: End the run. Use this ability only during a run on this server. Subroutine Gain 1 credit for each piece of ice protecting this server. Subroutine End the run.', 'stripped_title': 'Border Control', 'text': '[trash]: End the run. Use this ability only during a run on this server.\n[subroutine] Gain 1[credit] for each piece of ice protecting this server.\n[subroutine] End the run.', 'title': 'Border Control', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '23027', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "Designed by 2015 World Champion Dan D'Argenio", 'illustrator': 'Matt Zeilinger', 'keywords': 'Initiative', 'pack_code': 'mo', 'position': 5, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 1 agenda counter on it. Hosted agenda counter: Install 1 piece of ice from HQ or Archives in any position protecting a server, ignoring all costs.', 'stripped_title': 'Timely Public Release', 'text': 'When you score this agenda, place 1 agenda counter on it.\nHosted agenda counter: Install 1 piece of ice from HQ or Archives in any position protecting a server, ignoring all costs.', 'title': 'Timely Public Release', 'type_code': 'agenda', 'uniqueness': False}

{'code': '23011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': "Designed by 2016 GenCon Champion Dan D'Argenio", 'illustrator': 'Mariusz Siergiejew', 'pack_code': 'mo', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may pay 1 credit to place 1 power counter on this upgrade. Whenever the Runner makes a successful run, remove 1 power counter from this upgrade. Hosted power counter: End the run. Use this ability only during a run on this server.', 'stripped_title': 'Embolus', 'text': 'When your turn begins, you may pay 1[credit] to place 1 power counter on this upgrade.\nWhenever the Runner makes a successful run, remove 1 power counter from this upgrade.\nHosted power counter: End the run. Use this ability only during a run on this server.', 'title': 'Embolus', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '23100', 'cost': 3, 'deck_limit': 1, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': 'Designed by the Day 1A players at Magnum Opus', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Orgcrime - Run - Terminal', 'pack_code': 'mo', 'position': 7, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'After you resolve this event, end your action phase. Make a

run on a remote server. If successful, remove the first non-agenda card that you access from the game. Until the game ends, whenever you access a copy of that card, remove it from the game. Limit 1 per deck.', 'stripped_title': 'Watch the World Burn', 'text': 'After you resolve this event, end your action phase.\nMake a run on a remote server. If successful, remove the first non-agenda card that you access from the game.\nUntil the game ends, whenever you access a copy of that card, remove it from the game.\nLimit 1 per deck.', 'title': 'Watch the World Burn', 'type_code': 'event', 'uniqueness': False}

{'code': '23101', 'cost': 1, 'deck_limit': 1, 'faction_code': 'neutral-corp', 'faction_cost': 1, 'flavor': 'Designed by the Day 1B players at Magnum Opus', 'illustrator': 'Matt Zeilinger', 'keywords': 'Orgcrime - Enforcer', 'pack_code': 'mo', 'position': 8, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'As an additional cost to run this server, the Runner must trash 1 agenda from their score area. Ignore this ability if the Runner made a successful run on HQ this turn. Limit 1 per deck.', 'stripped_title': 'Hired Help', 'text': 'As an additional cost to run this server, the Runner must trash 1 agenda from their score area. Ignore this ability if the Runner made a successful run on HQ this turn.\nLimit 1 per deck.', 'title': 'Hired Help', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '28001', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Designed by 2017 European Champion Mike Sheehan', 'illustrator': 'Krembler', 'pack_code': 'mor', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash the top 3 cards of your stack. Shuffle 3 cards from your heap into your stack. Draw 1 card. Remove this event from the game instead of trashing it.', 'stripped_title': 'Labor Rights', 'text': 'Trash the top 3 cards of your stack. Shuffle 3 cards from your heap into your stack. Draw 1 card. Remove this event from the game instead of trashing it.', 'title': 'Labor Rights', 'type_code': 'event', 'uniqueness': False}

{'code': '28002', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Designed by 2017 GenCon Champion Sam Suied', 'illustrator': 'Patrick Burk, Mark Chandler', 'keywords': 'Seedy - Virtual', 'pack_code': 'mor', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 3 credits onto it. When it is empty, trash it and draw 1 card. When your turn begins, take 1 credit from this resource. When your turn ends, if you made at least 3 successful runs this turn and this card is in your heap, you may install it, ignoring all costs.', 'stripped_title': 'Crowdfunding', 'text': 'When you install this resource, load 3[credit] onto it. When it is empty, trash it and draw 1 card.\nWhen your turn begins, take 1[credit] from this resource.\nWhen your turn ends, if you made at least 3 successful runs this turn and this card is in your heap, you may install it, ignoring all costs.', 'title': 'Crowdfunding', 'type_code': 'resource', 'uniqueness': False}

{'code': '28003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': "Designed by 2016 GenCon Champion Dan D'Argenio", 'illustrator': 'Kevin Tame', 'pack_code': 'mor', 'position': 3, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may pay 1 credit to place 1 power counter on this upgrade. Whenever the Runner makes a successful run, remove 1 power counter from this upgrade. Hosted power counter: End the run. Use this ability only during a run on this server.', 'stripped_title': 'Embolus', 'text': 'When your turn begins, you may pay 1[credit] to place 1 power counter on this upgrade.\nWhenever the Runner makes a successful run, remove 1 power counter from this upgrade.\nHosted power counter: End the run. Use this ability only during a run on this server.', 'title': 'Embolus', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '28004', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Designed by 2017 World Champion Jess Horig', 'illustrator': 'Krembler', 'keywords': 'Code Gate', 'pack_code': 'mor', 'position': 4, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When the Runner encounters this ice, they put the top card of the stack on the bottom, then you reveal the top 3 cards of the stack. Subroutine The Runner loses 3 credits. Subroutine If you revealed 2 or more cards that share a type when this encounter began, gain 3 credits. Subroutine If you revealed 3 or more cards that share a type when this encounter began, place 3 advancement tokens on an installed card.', 'stripped_title': 'Slot Machine', 'text':

'When the Runner encounters this ice, they put the top card of the stack on the bottom, then you reveal the top 3 cards of the stack.\n[subroutine] The Runner loses 3[credit].\n[subroutine] If you revealed 2 or more cards that share a type when this encounter began, gain 3[credit].\n[subroutine] If you revealed 3 or more cards that share a type when this encounter began, place 3 advancement tokens on an installed card.', 'title': 'Slot Machine', 'type_code': 'ice', 'uniqueness': False}

{'code': '28005', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'Designed by 2016 World Champion Chris Dyer', 'illustrator': 'NtscapeNavigator', 'keywords': 'Barrier', 'pack_code': 'mor', 'position': 5, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'trash: End the run. Use this ability only during a run on this server. Subroutine Gain 1 credit for each piece of ice protecting this server. Subroutine End the run.', 'stripped_title': 'Border Control', 'text': '[trash]: End the run. Use this ability only during a run on this server.\n[subroutine] Gain 1[credit] for each piece of ice protecting this server.\n[subroutine] End the run.', 'title': 'Border Control', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '28006', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "Designed by 2015 World Champion Dan D'Argenio", 'illustrator': 'NtscapeNavigator', 'keywords': 'Initiative', 'pack_code': 'mor', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 1 agenda counter on it. Hosted agenda counter: Install 1 piece of ice from HQ or Archives in any position protecting a server, ignoring all costs.', 'stripped_title': 'Timely Public Release', 'text': 'When you score this agenda, place 1 agenda counter on it.\nHosted agenda counter: Install 1 piece of ice from HQ or Archives in any position protecting a server, ignoring all costs.', 'title': 'Timely Public Release', 'type_code': 'agenda', 'uniqueness': False}

{'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': 'Élívágar 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}

{'base_link': 1, 'code': '04041', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"Analyzing the board won\'t help. Your mistake was thinking we\'re playing the same game."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Cyborg - G-mod', 'minimum_deck_size': 45, 'pack_code': 'mt', 'position': 41, 'quantity': 3, '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': '04042', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Christina Davis', 'keywords': 'Console', 'pack_code': 'mt', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+3 mu Use the MU on Deep Red only for Caissa programs. Whenever you install a Caissa program, you may trigger its click ability without spending click. Limit 1 console per player.', 'stripped_title': 'Deep Red', 'text': '+3[mu]\nUse the MU on Deep Red only for Caïssa programs.\nWhenever you install a Caïssa program, you may trigger its [click] ability without spending [click].\nLimit 1 console per player.', 'title': 'Deep Red', 'type_code': 'hardware', 'uniqueness': True}
{'code': '04043', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"Maneuver warfare' is a doctrine that advocates keeping an enemy off-balance. It works just as well in cyberspace as in reality.", 'illustrator': 'Christina Davis', 'keywords': 'Icebreaker - AI - Caïssa', 'memory_cost': 1, 'pack_code': 'mt', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'strength': 7, 'stripped_text': "Interface -> 2 credits: Break 1 subroutine on host ice. click: Host this program on a piece of ice that is not hosting a Caissa and is not directly inward or outward from this program's current host ice.", 'stripped_title': 'Knight', 'text': "Interface → 2[credit]: Break 1 subroutine on host ice.\n[click]: Host this program on a piece of ice that is not hosting a Caïssa and is not directly inward or outward from this program's current host ice.", 'title': 'Knight', 'type_code': 'program', 'uniqueness': False}
{'code': '04044', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Double - Run', 'pack_code': 'mt', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Make a run. During this run, the Corp must pay X credits as an additional cost to rez each piece of ice, where X is the rez cost of that ice.', 'stripped_title': 'Running Interference', 'text': 'As an additional cost to play this event, spend [click].\nMake a run. During this run, the Corp must pay X[credit] as an additional cost to rez each piece of ice, where X is the rez cost of that ice.', 'title': 'Running Interference', 'type_code': 'event', 'uniqueness': False}
{'code': '04045', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Knowing is half the battle. The easy half, anyway.', 'illustrator': 'Anna Ignatieva', 'memory_cost': 1, 'pack_code': 'mt', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Run HQ. If successful, instead of breaching HQ, you may reveal all cards in HQ.', 'stripped_title': 'Expert Schedule Analyzer', 'text': '[click]: Run HQ. If successful, instead of breaching HQ, you may reveal all cards in HQ.', 'title': 'Expert Schedule Analyzer', 'type_code': 'program', 'uniqueness': False}
{'code': '04046', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'With modern secretaries, incoming data can be filtered, sorted, tagged, and even sold without the intervention of a human user. In fact, given the zettabytes of data that might flood into a rig on a successful run, a human user could be considered useless ornamentation.', 'illustrator': 'Ed Mattinian', 'keywords': 'Virtual', 'pack_code': 'mt', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn ends, gain 1 credit if you made a successful run this turn; otherwise, trash Grifter.', 'stripped_title': 'Grifter', 'text': 'When your turn ends, gain 1[credit] if you made a successful run this turn; otherwise, trash Grifter.', 'title': 'Grifter', 'type_code': 'resource', 'uniqueness': False}
{'code': '04047', 'cost': 9, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': 'The core of the grid. A blinding sphere of light, teeming with energy, crackling with flame. Beyond were only twinkling bits of data in a field of darkness. No hacker dared approach the core, except one. He came back with a flare of code, a torch that burned with the fire of the core itself. The dark places of cyberspace were dark no more, and the legend of g00ru was born.', 'illustrator': 'Mike Nesbitt', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'mt', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'strength': 4, 'stripped_text': 'Interface -> 1 credit: Break 1

code gate subroutine. 1 credit: +1 strength.', 'stripped_title': 'Torch', 'text': 'Interface →
1[credit]: Break 1 code gate
subroutine.\n1[credit]: +1 strength.', 'title': 'Torch', 'type_code': 'program',
'uniqueness': False}

{'code': '04048', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': 'Looks
can be deceiving.', 'illustrator': 'Bruno Balixa', 'keywords': 'Connection - Virtual', 'pack_code': 'mt',
'position': 48, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, reveal the
top card of R&D. The Corp may draw that card.', 'stripped_title': 'Woman in the Red Dress', 'text':
'When your turn begins, reveal the top card of R&D. The Corp may draw that card.', 'title':
'Woman in the Red Dress', 'type_code': 'resource', 'uniqueness': True}

{'code': '04049', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor':
'"Flint? He\'s a burnout. A useless, alcoholic waste of Department time and money." -Louis Blaine,
NAPD Detective.\n"One of the best detectives on my PI list." -Richard Harrison, NAPD Captain.',
'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'mt', 'position': 49, 'quantity': 3,
'side_code': 'runner', 'stripped_text': 'Whenever the Corp takes bad publicity, breach HQ. You
cannot access cards in the root of HQ during this breach. trash: Expose 1 card.', 'stripped_title':
'Raymond Flint', 'text': 'Whenever the Corp takes bad publicity, breach HQ. You cannot access
cards in the root of HQ during this breach.\n[trash]: Expose 1 card.', 'title':
'Raymond Flint', 'type_code': 'resource', 'uniqueness': True}

{'code': '04050', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor':
'Even with a virtual ball, it is considered rude not to yell "Fore!"', 'illustrator': 'Matt Zeilinger',
'keywords': 'Executive', 'pack_code': 'mt', 'position': 50, 'quantity': 3, 'side_code': 'corp',
'stripped_text': 'click: Add 1 of your installed cards to HQ.', 'stripped_title': 'Isabel McGuire', 'text':
'[click]: Add 1 of your installed cards to HQ.', 'title': 'Isabel McGuire', 'trash_cost': 3, 'type_code':
'asset', 'uniqueness': True}

{'code': '04051', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor':
"I'm not here to play games. The game is over.", 'illustrator': 'Wen Xiaodong', 'keywords': 'Code
Gate - Bioroid', 'pack_code': 'mt', 'position': 51, '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 The Runner cannot access more than 1 card during this run. Subroutine The Runner
cannot access more than 1 card during this run.', 'stripped_title': 'Hudson 1.0', 'text':
'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this
ability.\n[subroutine] The Runner cannot access more than 1 card during this run.\n[subroutine]
The Runner cannot access more than 1 card during this run.', 'title': 'Hudson 1.0', 'type_code':
'ice', 'uniqueness': False}

{'code': '04052', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor':
'"I\'m getting a reading that is…off the charts. No, it crashed the charts. That counts as off, right?"',
'illustrator': 'Gong Studios', 'pack_code': 'mt', 'position': 52, 'quantity': 3, 'side_code': 'corp',
'stripped_text': 'Look at the top 3 cards of R&D. If any of those cards are operations, you may
play them (paying their play cost), ignoring any additional costs. Trash the rest of the unplayed
cards you looked at.', 'stripped_title': 'Accelerated Diagnostics', 'text': 'Look at the top 3 cards of
R&D. If any of those cards are operations, you may play them (paying their play cost), ignoring
any additional costs. Trash the rest of the unplayed cards you looked at.', 'title': 'Accelerated
Diagnostics', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '04053', 'deck_limit': 3, 'faction_code': 'jinteki',
'illustrator': 'Bruno Balixa', 'keywords': 'Security', 'pack_code': 'mt', 'position': 53, 'quantity': 3,
'side_code': 'corp', 'stripped_text': 'When you score Unorthodox Predictions, choose sentry, code
gate or barrier. Subroutines on ice of the chosen type cannot be broken until the beginning of
your next turn.', 'stripped_title': 'Unorthodox Predictions', 'text': 'When you score Unorthodox
Predictions, choose sentry, code gate or
barrier. Subroutines on ice of the chosen type cannot be broken until the
beginning of your next turn.', 'title': 'Unorthodox Predictions', 'type_code': 'agenda', 'uniqueness':
False}

{'code': '04054', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': "As beautiful as it is dangerous. And it's plenty dangerous.", 'illustrator': 'Anna Ignatieva', 'pack_code': 'mt', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time the Runner spends 1 or more click during their turn, gain 2 credits. If those click were spent to take an action, the first time during that action a run on this server begins, pay 2 credits.', 'stripped_title': 'Sundew', 'text': 'The first time the Runner spends 1 or more [click] during their turn, gain 2[credit]. If those [click] were spent to take an action, the first time during that action a run on this server begins, pay 2[credit].', 'title': 'Sundew', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '04055', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': 'Who watches the watcher? Probably another camera.', 'illustrator': 'Gong Studios', 'pack_code': 'mt', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "When the Runner's turn begins, give them 1 tag unless they pay 1 credit.", 'stripped_title': 'City Surveillance', 'text': "When the Runner's turn begins, give them 1 tag unless they pay 1[credit].", 'title': 'City Surveillance', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '04056', 'cost': 6, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Tracer', 'pack_code': 'mt', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': "When the Runner encounters Snoop, reveal all cards in the Runner's grip. Hosted power counter: Reveal all cards in the Runner's grip. Trash 1 of those cards. Subroutine Trace 3 If successful, place 1 power counter on Snoop.", 'stripped_title': 'Snoop', 'text': "When the Runner encounters Snoop, reveal all cards in the Runner's grip.\nHosted power counter: Reveal all cards in the Runner's grip. Trash 1 of those cards.\n[subroutine] <trace>Trace 3</trace> If successful, place 1 power counter on Snoop.", 'title': 'Snoop', 'type_code': 'ice', 'uniqueness': False}

{'code': '04057', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'Say it really fast.', 'illustrator': 'Chris Newman', 'keywords': 'Code Gate', 'pack_code': 'mt', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Ireress gains "Subroutine The Runner loses 1 credit" for each bad publicity you have.', 'stripped_title': 'Ireress', 'text': 'Ireress gains "[subroutine] The Runner loses 1[credit]" for each bad publicity you have.', 'title': 'Ireress', 'type_code': 'ice', 'uniqueness': False}

{'code': '04058', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Gong Studios', 'keywords': 'Gray Ops', 'pack_code': 'mt', 'position': 58, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a run during their last turn. Trash any number of cards from the top of R&D. The Runner trashes an installed program or piece of hardware with an install cost equal to or less than the number of cards you trashed this way.', 'stripped_title': 'Power Shutdown', 'text': 'Play only if the Runner made a run during their last turn.\nTrash any number of cards from the top of R&D. The Runner trashes an installed program or piece of hardware with an install cost equal to or less than the number of cards you trashed this way.', 'title': 'Power Shutdown', 'type_code': 'operation', 'uniqueness': False}

{'code': '04059', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'It folds under pressure.', 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'mt', 'position': 59, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'When the Runner fully breaks this ice, trash it. Subroutine End the run.', 'stripped_title': 'Paper Wall', 'text': 'When the Runner fully breaks this ice, trash it.\n[subroutine] End the run.', 'title': 'Paper Wall', 'type_code': 'ice', 'uniqueness': False}

{'code': '04060', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"They\'re the only labor cheaper than clones."', 'illustrator': 'Akiko F. Minowa', 'keywords': 'Double', 'pack_code': 'mt', 'position': 60, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Install a non-operation card from Archives or HQ, ignoring the install cost.', 'stripped_title': 'Interns', 'text': 'As an additional cost to play this operation, spend [click].\nInstall a non-operation card from Archives or HQ, ignoring the install cost.', 'title': 'Interns', 'type_code': 'operation', 'uniqueness': False}

{'code': '24001', 'deck_limit': 1, 'faction_code': 'neutral-corp', 'illustrator': 'Amelie Hutt, Dmitry Burmak', 'influence_limit': None, 'keywords': 'Police Department', 'minimum_deck_size': 40,

'pack_code': 'napd', 'position': 1, 'quantity': 1, 'side_code': 'corp', 'stripped_text': "You draw a starting hand of 10 cards. Before taking your first turn, install up to 5 cards, ignoring all install costs. Rez any number of them, lowering the total rez cost among all cards by 20. Flip this identity. Detective's Bureau: Upholding the Law The first time the Runner initiates a run each turn, force the Runner to lose 1 credit for each agenda point in his or her score area, then you gain 1 credit for each credit lost. click: Gain 3 credits or draw 3 cards.", 'stripped_title': 'Cyber Bureau: Keeping the Peace', 'text': "You draw a starting hand of 10 cards.\nBefore taking your first turn, install up to 5 cards, ignoring all install costs. Rez any number of them, lowering the total rez cost among all cards by 20. Flip this identity.\nDetective's Bureau: Upholding the Law\nThe first time the Runner initiates a run each turn, force the Runner to lose 1[credit] for each agenda point in his or her score area, then you gain 1[credit] for each credit lost.\n[click]: Gain 3[credit] or draw 3 cards.", 'title': 'Cyber Bureau: Keeping the Peace', 'type_code': 'identity', 'uniqueness': False}

{'code': '07001', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'We Never Sleep.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Corp', 'minimum_deck_size': 45, 'pack_code': 'oac', 'position': 1, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner steals an agenda, they must take 1 tag or suffer 2 meat damage.', 'stripped_title': 'Argus Security: Protection Guaranteed', 'text': 'Whenever the Runner steals an agenda, they must take 1 tag or suffer 2 meat damage.', 'title': 'Argus Security: Protection Guaranteed', 'type_code': 'identity', 'uniqueness': False}

{'code': '07002', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Sic Itur Ad Astra.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Corp', 'minimum_deck_size': 45, 'pack_code': 'oac', 'position': 2, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to access a card in the root of a remote server, the Runner must pay 1 credit.', 'stripped_title': 'Gagarin Deep Space: Expanding the Horizon', 'text': 'As an additional cost to access a card in the root of a remote server, the Runner must pay 1[credit].', 'title': 'Gagarin Deep Space: Expanding the Horizon', 'type_code': 'identity', 'uniqueness': False}

{'code': '07003', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'The Way Forward.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 17, 'keywords': 'Corp', 'minimum_deck_size': 45, 'pack_code': 'oac', 'position': 3, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you score an agenda, you may place 1 agenda counter on it.', 'stripped_title': 'Titan Transnational: Investing In Your Future', 'text': 'Whenever you score an agenda, you may place 1 agenda counter on it.', 'title': 'Titan Transnational: Investing In Your Future', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '07004', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Ed Mattinian', 'keywords': 'Security', 'pack_code': 'oac', 'position': 4, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 3 agenda counters on Firmware Updates when you score it. Hosted agenda counter: Place 1 advancement token on a piece of ice that can be advanced. Use this ability only once per turn.', 'stripped_title': 'Firmware Updates', 'text': 'Place 3 agenda counters on Firmware Updates when you score it.\nHosted agenda counter: Place 1 advancement token on a piece of ice that can be advanced. Use this ability only once per turn.', 'title': 'Firmware Updates', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '07005', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Dawn Carlos', 'keywords': 'Expansion', 'pack_code': 'oac', 'position': 5, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Glenn Station can host a single card. click: Host a card from HQ facedown on Glenn Station. click: Add a card on Glenn Station to HQ.', 'stripped_title': 'Glenn Station', 'text': 'Glenn Station can host a single card.\n[click]: Host a card from HQ facedown on Glenn Station.\n[click]: Add a card on Glenn Station to HQ.', 'title': 'Glenn Station', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 9, 'agenda_points': 6, 'code': '07006', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'It is essential to liberate a populace from tyranny before that tyranny takes root.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Expansion', 'pack_code': 'oac', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Gain 3 credits. Limit 1

Government Takeover per deck.', 'stripped_title': 'Government Takeover', 'text': '[click]: Gain 3[credit].\nLimit 1 Government Takeover per deck.', 'title': 'Government Takeover', 'type_code': 'agenda', 'uniqueness': True}
{'advancement_cost': 5, 'agenda_points': 3, 'code': '07007', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"Trust me. I know what I\'m doing."', 'illustrator': 'Kate Laird', 'keywords': 'Expansion', 'pack_code': 'oac', 'position': 7, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Place 1 agenda counter on High-Risk Investment when you score it. click, hosted agenda counter: Gain 1 credit for each credit in the Runner's credit pool.", 'stripped_title': 'High-Risk Investment', 'text': "Place 1 agenda counter on High-Risk Investment when you score it.\n[click], hosted agenda counter: Gain 1[credit] for each credit in the Runner's credit pool.", 'title': 'High-Risk Investment', 'type_code': 'agenda', 'uniqueness': False}
{'code': '07008', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"With distributed systems, assets can be realigned with no loss of efficiency." -William Knuth, The Tower of Babbage', 'illustrator': 'Adam S. Doyle', 'pack_code': 'oac', 'position': 8, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may move an advancement token from a piece of ice to an installed piece of ice that can be advanced.', 'stripped_title': 'Constellation Protocol', 'text': 'When your turn begins, you may move an advancement token from a piece of ice to an installed piece of ice that can be advanced.', 'title': 'Constellation Protocol', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}
{'code': '07009', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"This is a one-of-a-kind opportunity…"', 'illustrator': 'Ralph Beisner', 'keywords': 'Executive', 'pack_code': 'oac', 'position': 9, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you spend an agenda counter, gain 1 credit. trash or any agenda counter: Gain 2 credits.', 'stripped_title': 'Mark Yale', 'text': 'Whenever you spend an agenda counter, gain 1[credit].\n[trash] or any agenda counter: Gain 2[credit].', 'title': 'Mark Yale', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}
{'code': '07010', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'Future leaders start here.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Ambush', 'pack_code': 'oac', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Space Camp is accessed from R&D, the Runner must reveal it. When the Runner accesses Space Camp, you may place 1 advancement token on a card that can be advanced.', 'stripped_title': 'Space Camp', 'text': 'If Space Camp is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Space Camp, you may place 1 advancement token on a card that can be advanced.', 'title': 'Space Camp', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}
{'code': '07011', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 5, 'flavor': 'No one on the board knows everyone on it.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Executive', 'pack_code': 'oac', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Each agenda in the Runner's score area is worth 1 less agenda point. When this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.", 'stripped_title': 'The Board', 'text': "Each agenda in the Runner's score area is worth 1 less agenda point.\nWhen this asset is trashed from anywhere while being accessed, add it to the Runner's score area as an agenda worth 2 agenda points.", 'title': 'The Board', 'trash_cost': 7, 'type_code': 'asset', 'uniqueness': True}
{'code': '07012', 'cost': 9, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'His belt of stone did shake and shatter.', 'illustrator': 'Seage', 'keywords': 'Barrier', 'pack_code': 'oac', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Asteroid Belt can be advanced and its rez cost is lowered by 3 for each advancement token on it. Subroutine End the run.', 'stripped_title': 'Asteroid Belt', 'text': 'Asteroid Belt can be advanced and its rez cost is lowered by 3 for each advancement token on it.\n[subroutine] End the run.', 'title': 'Asteroid Belt', 'type_code': 'ice', 'uniqueness': False}
{'code': '07013', 'cost': 9, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'As through the door of light he came.', 'illustrator': 'Seage', 'keywords': 'Code Gate', 'pack_code': 'oac', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'strength': 7, 'stripped_text':

'Wormhole can be advanced and its rez cost is lowered by 3 for each advancement token on it. Subroutine Resolve a subroutine on another piece of rezzed ice.', 'stripped_title': 'Wormhole', 'text': 'Wormhole can be advanced and its rez cost is lowered by 3 for each advancement token on it.\n[subroutine] Resolve a subroutine on another piece of rezzed ice.', 'title': 'Wormhole', 'type_code': 'ice', 'uniqueness': False}

{'code': '07014', 'cost': 9, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'He bent his bow of stellar matter.', 'illustrator': 'Seage', 'keywords': 'Sentry - Destroyer', 'pack_code': 'oac', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Nebula can be advanced and its rez cost is lowered by 3 for each advancement token on it. Subroutine Trash 1 program.', 'stripped_title': 'Nebula', 'text': 'Nebula can be advanced and its rez cost is lowered by 3 for each advancement token on it.\n[subroutine] Trash 1 program.', 'title': 'Nebula', 'type_code': 'ice', 'uniqueness': False}

{'code': '07015', 'cost': 15, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'And seeking prey he then took aim.', 'illustrator': 'Seage', 'keywords': 'Sentry - Code Gate - Barrier', 'pack_code': 'oac', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'strength': 8, 'stripped_text': 'Orion can be advanced and its rez cost is lowered by 3 for each advancement token on it. Subroutine Trash 1 program. Subroutine Resolve a subroutine on another piece of rezzed ice. Subroutine End the run.', 'stripped_title': 'Orion', 'text': 'Orion can be advanced and its rez cost is lowered by 3 for each advancement token on it.\n[subroutine] Trash 1 program.\n[subroutine] Resolve a subroutine on another piece of rezzed ice.\n[subroutine] End the run.', 'title': 'Orion', 'type_code': 'ice', 'uniqueness': True}

{'code': '07016', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate', 'pack_code': 'oac', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'click: Move this piece of ice to the outermost position protecting any server. Subroutine Place 1 advancement token on a piece of ice protecting this server that can be advanced. Subroutine Place 1 advancement token on a piece of ice protecting this server that can be advanced.', 'stripped_title': 'Builder', 'text': '[click]: Move this piece of ice to the outermost position protecting any server.\n[subroutine] Place 1 advancement token on a piece of ice protecting this server that can be advanced.\n[subroutine] Place 1 advancement token on a piece of ice protecting this server that can be advanced.', 'title': 'Builder', 'type_code': 'ice', 'uniqueness': False}

{'code': '07017', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"I passed right through one once. It didn\'t seem to do anything at first. It wasn\'t until I jacked out that I realized they were busting down the door of my apartment." -Valencia Estevez', 'illustrator': 'Lili Ibrahim', 'keywords': 'Code Gate - Tracer - Illicit', 'pack_code': 'oac', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'strength': 7, 'stripped_text': 'When you rez Checkpoint, take 1 bad publicity. Subroutine Trace 5 If successful, do 3 meat damage when this run is successful.', 'stripped_title': 'Checkpoint', 'text': 'When you rez Checkpoint, take 1 bad publicity.\n[subroutine] <trace>Trace 5</trace> If successful, do 3 meat damage when this run is successful.', 'title': 'Checkpoint', 'type_code': 'ice', 'uniqueness': False}

{'code': '07018', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"Definitely a literalist." -Liz Campbell, VP Project Security', 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'oac', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Fire Wall can be advanced and gains +1 strength for each advancement token on it. Subroutine End the run.', 'stripped_title': 'Fire Wall', 'text': 'Fire Wall can be advanced and gains +1 strength for each advancement token on it.\n[subroutine] End the run.', 'title': 'Fire Wall', 'type_code': 'ice', 'uniqueness': False}

{'code': '07019', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'illustrator': 'Simon Weaner', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'oac', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Searchlight can be advanced. X is the number of advancement tokens on Searchlight. Subroutine Trace X If successful, give the Runner 1 tag. Subroutine Trace X If successful, give the Runner 1 tag.', 'stripped_title': 'Searchlight', 'text': 'Searchlight can be advanced. X is the number of advancement tokens on

Searchlight.\n[subroutine]<trace>Trace X</trace> If successful, give the Runner 1 tag.\n[subroutine]<trace>Trace X</trace> If successful, give the Runner 1 tag.', 'title': 'Searchlight', 'type_code': 'ice', 'uniqueness': False}

{'code': '07020', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Tey Bartolome', 'keywords': 'Current - Gray Ops', 'pack_code': 'oac', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This operation is not trashed until another current is played or an agenda is stolen. The first time each turn the Runner installs a card, they trash 1 card from the grip.', 'stripped_title': 'Housekeeping', 'text': 'This operation is not trashed until another current is played or an agenda is stolen.\nThe first time each turn the Runner installs a card, they trash 1 card from the grip.', 'title': 'Housekeeping', 'type_code': 'operation', 'uniqueness': False}

{'code': '07021', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Update 1.1:\n-Fixes some stability issues. //maybe', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Condition', 'pack_code': 'oac', 'position': 21, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install Patch on a rezzed piece of ice as a hosted condition counter with the text "Host ice has +2 strength."', 'stripped_title': 'Patch', 'text': 'Install Patch on a rezzed piece of ice as a hosted condition counter with the text "Host ice has +2 strength."', 'title': 'Patch', 'type_code': 'operation', 'uniqueness': False}

{'code': '07022', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"Traffic was murder."', 'illustrator': 'Alex Kim', 'keywords': 'Black Ops', 'pack_code': 'oac', 'position': 22, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner has at least 2 tags. Do 2 meat damage.', 'stripped_title': 'Traffic Accident', 'text': 'Play only if the Runner has at least 2 tags.\nDo 2 meat damage.', 'title': 'Traffic Accident', 'type_code': 'operation', 'uniqueness': False}

{'code': '07023', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Maciej Rebisz', 'keywords': 'Region', 'pack_code': 'oac', 'position': 23, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Each piece of ice protecting this server is considered to have 1 additional advancement token on it. Limit 1 region per server.', 'stripped_title': 'Satellite Grid', 'text': 'Each piece of ice protecting this server is considered to have 1 additional advancement token on it.\nLimit 1 region per server.', 'title': 'Satellite Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '07024', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'Anything worth doing is worth doing twice.', 'illustrator': 'Antonio De Luca', 'keywords': 'Sysop', 'pack_code': 'oac', 'position': 24, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner passes a rezzed piece of ice protecting this server, you may reveal and trash another copy of that ice from HQ to force the Runner to encounter the piece of ice just passed again.', 'stripped_title': 'The Twins', 'text': 'Whenever the Runner passes a rezzed piece of ice protecting this server, you may reveal and trash another copy of that ice from HQ to force the Runner to encounter the piece of ice just passed again.', 'title': 'The Twins', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '07025', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"It\'s fun watching them derez after hitting Enigma." -Grace Lamarr, Freelance Security Expert', 'illustrator': 'Smirtouille', 'keywords': 'Condition', 'pack_code': 'oac', 'position': 25, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install Sub Boost on a rezzed piece of ice as a hosted condition counter with the text "Host ice gains barrier and \'Subroutine End the run.\' after all its other subroutines."', 'stripped_title': 'Sub Boost', 'text': 'Install Sub Boost on a rezzed piece of ice as a hosted condition counter with the text "Host ice gains barrier and \'[subroutine] End the run.\' after all its other subroutines."', 'title': 'Sub Boost', 'type_code': 'operation', 'uniqueness': False}

{'code': '07026', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Have you tried turning it off and on again?', 'illustrator': 'Crystal Ben', 'pack_code': 'oac', 'position': 26, 'quantity': 3, 'side_code': 'corp', 'stripped_text': '2 recurring credits Use these credits to install ice protecting this server.', 'stripped_title': 'Dedicated Technician Team', 'text':

'2[recurring-credit]\nUse these credits to install ice protecting this server.', 'title': 'Dedicated Technician Team', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '07027', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Ed Mattinian', 'keywords': 'Ambush', 'pack_code': 'oac', 'position': 27, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Cyberdex Virus Suite is accessed from R&D, the Runner must reveal it. When the Runner accesses Cyberdex Virus Suite, you may purge virus counters. trash: Purge virus counters.', 'stripped_title': 'Cyberdex Virus Suite', 'text': 'If Cyberdex Virus Suite is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Cyberdex Virus Suite, you may purge virus counters.\n[trash]: Purge virus counters.', 'title': 'Cyberdex Virus Suite', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'base_link': 1, 'code': '07028', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"My only regret is that androids cannot feel my hate."', 'illustrator': 'Adam Schumpert', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'oac', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash the first operation you access each turn at no cost.', 'stripped_title': "Edward Kim: Humanity's Hammer", 'text': 'Trash the first operation you access each turn at no cost.', 'title': "Edward Kim: Humanity's Hammer", 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '07029', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"**** you, mother******!"', 'illustrator': 'Adam Schumpert', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'oac', 'position': 29, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, trash the top 2 cards of your stack. Draw 1 card.', 'stripped_title': 'MaxX: Maximum Punk Rock', 'text': 'When your turn begins, trash the top 2 cards of your stack. Draw 1 card.', 'title': 'MaxX: Maximum Punk Rock', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '07030', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"Everyone deserves a chance. Everyone."', 'illustrator': 'Adam Schumpert', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 50, 'pack_code': 'oac', 'position': 30, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The Corp starts the game with 1 bad publicity.', 'stripped_title': 'Valencia Estevez: The Angel of Cayambe', 'text': 'The Corp starts the game with 1 bad publicity.', 'title': 'Valencia Estevez: The Angel of Cayambe', 'type_code': 'identity', 'uniqueness': False}

{'code': '07031', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"The human brain only uses like a quarter of its capacity anyway, right?" -MaxX', 'illustrator': 'Wylie Beckert', 'pack_code': 'oac', 'position': 31, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain click click click and suffer 1 brain damage (cannot be prevented).', 'stripped_title': 'Amped Up', 'text': 'Gain [click][click][click] and suffer 1 brain damage (cannot be prevented).', 'title': 'Amped Up', 'type_code': 'event', 'uniqueness': False}

{'code': '07032', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'pack_code': 'oac', 'position': 32, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "Draw 3 cards. Whenever I've Had Worse is trashed by taking net or meat damage, draw 3 cards.", 'stripped_title': "I've Had Worse", 'text': "Draw 3 cards.\nWhenever I've Had Worse is trashed by taking net or meat damage, draw 3 cards.", 'title': "I've Had Worse", 'type_code': 'event', 'uniqueness': False}

{'code': '07033', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'No one knows what they want-least of all them.', 'illustrator': 'Adam Schumpert', 'keywords': 'Current', 'pack_code': 'oac', 'position': 33, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This event is not trashed until another current is played or an agenda is scored. The Corp gets -1 maximum hand size for each bad publicity they have.', 'stripped_title': 'Itinerant Protesters', 'text': 'This event is not trashed until another current is played or an agenda is scored.\nThe Corp gets -1 maximum hand size for each bad publicity they have.', 'title': 'Itinerant Protesters', 'type_code': 'event', 'uniqueness': False}

{'code': '07034', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Adam Schumpert', 'keywords': 'Run', 'pack_code': 'oac', 'position': 34, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run R&D. If successful, when you breach R&D, access cards from the

bottom of R&D instead of the top.', 'stripped_title': 'Showing Off', 'text': 'Run R&D. If successful, when you breach R&D, access cards from the bottom of R&D instead of the top.', 'title': 'Showing Off', 'type_code': 'event', 'uniqueness': False}

{'code': '07035', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'illustrator': 'Chris Newman', 'keywords': 'Run - Sabotage', 'pack_code': 'oac', 'position': 35, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, you may spend any number of click to force the Corp to trash that many cards from HQ at random.', 'stripped_title': 'Wanton Destruction', 'text': 'Run HQ. If successful, instead of breaching HQ, you may spend any number of [click] to force the Corp to trash that many cards from HQ at random.', 'title': 'Wanton Destruction', 'type_code': 'event', 'uniqueness': False}

{'code': '07036', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"Hello thank you for vidding MegaBuy I\'m Carol how can I help you."', 'illustrator': 'Matt Zeilinger', 'pack_code': 'oac', 'position': 36, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click click click. Gain 10 credits.', 'stripped_title': 'Day Job', 'text': 'As an additional cost to play this event, spend [click][click][click].\nGain 10[credit].', 'title': 'Day Job', 'type_code': 'event', 'uniqueness': False}

{'code': '07037', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Run - Sabotage', 'pack_code': 'oac', 'position': 37, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. The first time you fully break a sentry during that run, trash that sentry.', 'stripped_title': 'Forked', 'text': 'Run any server. The first time you fully break a sentry during that run, trash that sentry.', 'title': 'Forked', 'type_code': 'event', 'uniqueness': False}

{'code': '07038', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Run - Sabotage', 'pack_code': 'oac', 'position': 38, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. The first time you fully break a barrier during that run, trash that barrier.', 'stripped_title': 'Knifed', 'text': 'Run any server. The first time you fully break a barrier during that run, trash that barrier.', 'title': 'Knifed', 'type_code': 'event', 'uniqueness': False}

{'code': '07039', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Run - Sabotage', 'pack_code': 'oac', 'position': 39, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run any server. The first time you fully break a code gate during that run, trash that code gate.', 'stripped_title': 'Spooned', 'text': 'Run any server. The first time you fully break a code gate during that run, trash that code gate.', 'title': 'Spooned', 'type_code': 'event', 'uniqueness': False}

{'code': '07040', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Nom nom nom.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'oac', 'position': 40, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine. You cannot access cards for the remainder of this run. 1 credit: +1 strength.', 'stripped_title': 'Eater', 'text': 'Interface → 1[credit]: Break 1 subroutine. You cannot access cards for the remainder of this run.\n1[credit]: +1 strength.', 'title': 'Eater', 'type_code': 'program', 'uniqueness': False}

{'code': '07041', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"Once your sniffer finds the protocols the server uses to trash its own data, you can spoof those same protocols. It\'s quite the show." -Ji "Noise" Reilly', 'illustrator': 'Hannah Christenson', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'oac', 'position': 41, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever an installed Corp card is trashed, place 1 virus counter on Gravedigger. click, hosted virus counter: The Corp trashes the top card of R&D.', 'stripped_title': 'Gravedigger', 'text': 'Whenever an installed Corp card is trashed, place 1 virus counter on Gravedigger.\n[click], hosted virus counter: The Corp trashes the top card of R&D.', 'title': 'Gravedigger', 'type_code': 'program', 'uniqueness': False}

{'code': '07042', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 5, 'flavor': '"We built the network. But then the network evolved. Can we be sure that it is not alive?" -g00ru',

'illustrator': 'Donald Crank', 'keywords': 'Virus', 'memory_cost': 2, 'pack_code': 'oac', 'position': 42, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 1 virus counter on Hivemind when it is installed. Virus counters on Hivemind are considered to be hosted on all other virus programs for the purposes of card effects (and can be spent as if on them).', 'stripped_title': 'Hivemind', 'text': 'Place 1 virus counter on Hivemind when it is installed.\nVirus counters on Hivemind are considered to be hosted on all other virus programs for the purposes of card effects (and can be spent as if on them).', 'title': 'Hivemind', 'type_code': 'program', 'uniqueness': True}

{'code': '07043', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Hannah Christenson', 'keywords': 'Daemon', 'memory_cost': 0, 'pack_code': 'oac', 'position': 43, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You can install virus programs onto this program. Limit 1 hosted program. The memory cost of the hosted program does not count against your memory limit. Interrupt -> Whenever virus counters would be purged, prevent 1 virus counter on the hosted program from being removed.', 'stripped_title': 'Progenitor', 'text': 'You can install virus programs onto this program. Limit 1 hosted program.\nThe memory cost of the hosted program does not count against your memory limit.\n[interrupt] → Whenever virus counters would be purged, prevent 1 virus counter on the hosted program from being removed.', 'title': 'Progenitor', 'type_code': 'program', 'uniqueness': False}

{'code': '07044', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'A black box that makes data disappear forever.', 'illustrator': 'Maciej Rebisz', 'pack_code': 'oac', 'position': 44, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Interrupt -> Whenever you would access a card in Archives, you may instead remove it from the game. Use this ability only once each time you breach Archives.', 'stripped_title': 'Archives Interface', 'text': '[interrupt] → Whenever you would access a card in Archives, you may instead remove it from the game. Use this ability only once each time you breach Archives.', 'title': 'Archives Interface', 'type_code': 'hardware', 'uniqueness': False}

{'code': '07045', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'There was a sickly smell coming from his closet. He hoped it was only a mouse this time.', 'illustrator': 'Maciej Rebisz', 'pack_code': 'oac', 'position': 45, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may trash another of your installed cards. If you do, draw 1 card or remove 1 tag.', 'stripped_title': 'Chop Bot 3000', 'text': 'When your turn begins, you may trash another of your installed cards. If you do, draw 1 card or remove 1 tag.', 'title': 'Chop Bot 3000', 'type_code': 'hardware', 'uniqueness': True}

{'code': '07046', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"The trick is remembering which virus you loaded onto which strip. That\'s why I draw emoji on \'em. Then I just have to remember which emoji stands for which virus." -Princess Space Kitten', 'illustrator': 'Maciej Rebisz', 'keywords': 'Chip', 'pack_code': 'oac', 'position': 46, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+3 mu Use the MU on MemStrips only for virus programs.', 'stripped_title': 'MemStrips', 'text': '+3[mu]\nUse the MU on MemStrips only for virus programs.', 'title': 'MemStrips', 'type_code': 'hardware', 'uniqueness': False}

{'code': '07047', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"Show me your faith without deeds, if you can."', 'illustrator': 'Lili Ibrahim', 'keywords': 'Console', 'pack_code': 'oac', 'position': 47, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu When your turn begins, if the Corp has cards in HQ equal to their maximum hand size, draw 1 card. Limit 1 console per player.', 'stripped_title': 'Vigil', 'text': '+1[mu]\nWhen your turn begins, if the Corp has cards in HQ equal to their maximum hand size, draw 1 card.\nLimit 1 console per player.', 'title': 'Vigil', 'type_code': 'hardware', 'uniqueness': True}

{'code': '07048', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"They showed me that I wasn\'t broken. I am still a whole human, no matter how many limbs I lose. The golems are our enemy, as well as anyone who values efficiency and profit more than a human life." -Edward Kim', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'oac', 'position': 48, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever an agenda is scored or

stolen, gain credits equal to the agenda points on that agenda.', 'stripped_title': 'Human First', 'text': 'Whenever an agenda is scored or stolen, gain credits equal to the agenda points on that agenda.', 'title': 'Human First', 'type_code': 'resource', 'uniqueness': True}

{'code': '07049', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'Her heart beat faster as her reader illuminated the records. It was all there. The pod had not been reprogrammed since the 14th, which meant that this was a case of gross negligence.', 'illustrator': 'Lorraine Schleter', 'pack_code': 'oac', 'position': 49, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install only if the Corp has at least 1 bad publicity. click,click,click,click,trash: Give the Corp 1 bad publicity.', 'stripped_title': 'Investigative Journalism', 'text': 'Install only if the Corp has at least 1 bad publicity.\n[click],[click],[click],[click],[trash]: Give the Corp 1 bad publicity.', 'title': 'Investigative Journalism', 'type_code': 'resource', 'uniqueness': False}

{'code': '07050', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': '"Don\'t worry, me. You won\'t have to vertical park." -Ji "Noise" Reilly', 'illustrator': 'Matt Zeilinger', 'pack_code': 'oac', 'position': 50, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Prevent all damage. Trash all installed hardware, all installed non-virtual resources, and all cards in your grip. Lose all credits in your credit pool. Remove all tags.', 'stripped_title': 'Sacrificial Clone', 'text': '[trash]: Prevent all damage. Trash all installed hardware, all installed non-virtual resources, and all cards in your grip. Lose all credits in your credit pool. Remove all tags.', 'title': 'Sacrificial Clone', 'type_code': 'resource', 'uniqueness': False}

{'code': '07051', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Her eyes were the color of dreams and disasters.', 'illustrator': 'Rovina Cai', 'keywords': 'Connection', 'pack_code': 'oac', 'position': 51, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, if there are 2 or more power counters on Stim Dealer, remove all power counters from it and suffer 1 brain damage (cannot be prevented); otherwise, place 1 power counter on Stim Dealer and gain click.', 'stripped_title': 'Stim Dealer', 'text': 'When your turn begins, if there are 2 or more power counters on Stim Dealer, remove all power counters from it and suffer 1 brain damage (cannot be prevented); otherwise, place 1 power counter on Stim Dealer and gain [click].', 'title': 'Stim Dealer', 'type_code': 'resource', 'uniqueness': False}

{'code': '07052', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Scraps of code drifting around the network can congeal into pools of data. Within this primordial soup the code breaks, re-assembles, mutates. Evolves.', 'illustrator': 'Eren Arik', 'keywords': 'Virtual', 'pack_code': 'oac', 'position': 52, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, place 1 virus counter on Virus Breeding Ground. click: Move 1 virus counter on Virus Breeding Ground to another card with at least 1 virus counter on it.', 'stripped_title': 'Virus Breeding Ground', 'text': 'When your turn begins, place 1 virus counter on Virus Breeding Ground.\n[click]: Move 1 virus counter on Virus Breeding Ground to another card with at least 1 virus counter on it.', 'title': 'Virus Breeding Ground', 'type_code': 'resource', 'uniqueness': False}

{'code': '07053', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Runner software is notoriously scratch-built and under-tested, and the shadow net has no tech support. It works, mostly, but sometimes a fresh install is just the ticket.', 'illustrator': 'Andreas Zafiratos', 'pack_code': 'oac', 'position': 53, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Add an installed program or piece of hardware to your grip.', 'stripped_title': 'Uninstall', 'text': 'Add an installed program or piece of hardware to your grip.', 'title': 'Uninstall', 'type_code': 'event', 'uniqueness': False}

{'code': '07054', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Carolina Eade', 'keywords': 'Vehicle', 'pack_code': 'oac', 'position': 54, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may lose click. If you do, prevent the first tag you would take until your next turn begins.', 'stripped_title': 'Qianju PT', 'text': 'When your turn begins, you may lose [click]. If you do, prevent the first tag you would take until your next turn begins.', 'title': 'Qianju PT', 'type_code': 'hardware', 'uniqueness': False}

{'code': '07055', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Sometimes I like to make origami cranes out of old newsrags. It helps me think, putting it back on the subconscious. I figure it\'s the same principle for my rig – keep it busy and it makes me a

few creds for my trouble." -Quetzal', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Virtual', 'pack_code': 'oac', 'position': 55, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain 1 credit if you have 2 or more unused MU.', 'stripped_title': 'Data Folding', 'text': 'When your turn begins, gain 1[credit] if you have 2 or more unused MU.', 'title': 'Data Folding', 'type_code': 'resource', 'uniqueness': False}

{'code': '08081', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"Did you ever notice how everything goes in cycles? The stuff that\'s cool now was cool before. That\'s why I keep copy of everything!" -Princess Space Kitten', 'illustrator': 'Reiko Murakami', 'memory_cost': 1, 'pack_code': 'oh', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, place 1 power counter on Trope. click, remove Trope from the game: Shuffle 1 card from your heap into your stack for each power counter on Trope.', 'stripped_title': 'Trope', 'text': 'When your turn begins, place 1 power counter on Trope.\n[click], remove Trope from the game: Shuffle 1 card from your heap into your stack for each power counter on Trope.', 'title': 'Trope', 'type_code': 'program', 'uniqueness': False}

{'code': '08082', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "Don't you hate it when you know everything before it's even out?", 'illustrator': 'James Ives', 'keywords': 'Virtual', 'pack_code': 'oh', 'position': 82, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp scores an agenda, they trash the top card of R&D.', 'stripped_title': 'Spoilers', 'text': 'Whenever the Corp scores an agenda, they trash the top card of R&D.', 'title': 'Spoilers', 'type_code': 'resource', 'uniqueness': False}

{'code': '08083', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Just a bunch of knockoffs for the touristos. The real designer stuff isn\'t sold on the street."', 'illustrator': 'Antonio De Luca', 'keywords': 'Connection', 'pack_code': 'oh', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "When your turn begins, lose 1 credit. When the Corp's turn begins, draw 1 card.", 'stripped_title': 'Drug Dealer', 'text': "When your turn begins, lose 1[credit].\nWhen the Corp's turn begins, draw 1 card.", 'title': 'Drug Dealer', 'type_code': 'resource', 'uniqueness': False}

{'code': '08084', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"I told you to lose my number!"', 'illustrator': 'Seage', 'keywords': 'Virtual', 'pack_code': 'oh', 'position': 84, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Rolodex, look at the top 5 cards of your stack and arrange them in any order. When Rolodex is trashed, trash the top 3 cards of your stack.', 'stripped_title': 'Rolodex', 'text': 'When you install Rolodex, look at the top 5 cards of your stack and arrange them in any order.\nWhen Rolodex is trashed, trash the top 3 cards of your stack.', 'title': 'Rolodex', 'type_code': 'resource', 'uniqueness': False}

{'code': '08085', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Your life is not your own, once you become famous on the Net.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Virtual', 'pack_code': 'oh', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp scores an agenda, add Fan Site to your score area as an agenda worth 0 agenda points.', 'stripped_title': 'Fan Site', 'text': 'Whenever the Corp scores an agenda, add Fan Site to your score area as an agenda worth 0 agenda points.', 'title': 'Fan Site', 'type_code': 'resource', 'uniqueness': False}

{'code': '08086', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"My gerbil could write a better screenplay."', 'illustrator': 'Georgi Georgiev', 'keywords': 'Connection', 'pack_code': 'oh', 'position': 86, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Film Critic can host a single agenda. Whenever you access an agenda, you may host that agenda on Film Critic (the agenda is no longer being accessed and is uninstalled). click,click: Add an agenda hosted on Film Critic to your score area.', 'stripped_title': 'Film Critic', 'text': 'Film Critic can host a single agenda.\nWhenever you access an agenda, you may host that agenda on Film Critic (the agenda is no longer being accessed and is uninstalled).\n[click],[click]: Add an agenda hosted on Film Critic to your score area.', 'title': 'Film Critic', 'type_code': 'resource', 'uniqueness': False}

{'code': '08087', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Yeah, we know right where she is. Just pull up Sizzler!"', 'illustrator': 'JB Casacop', 'pack_code': 'oh', 'position': 87, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You are tagged. Prevent all

meat damage.', 'stripped_title': 'Paparazzi', 'text': 'You are tagged.\nPrevent all meat damage.', 'title': 'Paparazzi', 'type_code': 'resource', 'uniqueness': False}

{'code': '08088', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"It\'s our most pirated property ever. Great work, everyone."', 'illustrator': 'Smirtouille', 'keywords': 'Bioroid', 'pack_code': 'oh', 'position': 88, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner trashes a Corp card (including this asset), they lose click.', 'stripped_title': 'Ronald Five', 'text': 'Whenever the Runner trashes a Corp card (including this asset), they lose [click].', 'title': 'Ronald Five', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '08089', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Bioroid - Destroyer - AP', 'pack_code': 'oh', 'position': 89, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'As an additional cost to rez this ice, forfeit 1 agenda. Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Trash 1 installed program. Subroutine Do 1 brain damage. Subroutine Trash 1 installed console. Subroutine Trash all installed virtual resources.', 'stripped_title': 'Enforcer 1.0', 'text': 'As an additional cost to rez this ice, forfeit 1 agenda.\nLose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Trash 1 installed program.\n[subroutine] Do 1 brain damage.\n[subroutine] Trash 1 installed console.\n[subroutine] Trash all installed virtual resources.', 'title': 'Enforcer 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '08090', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'I warned you.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Trap', 'pack_code': 'oh', 'position': 90, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Whenever this ice is exposed, do 2 net damage. Subroutine The Runner trashes 1 of their installed cards. Trash this ice.', 'stripped_title': "It's a Trap!", 'text': 'Whenever this ice is exposed, do 2 net damage.\n[subroutine] The Runner trashes 1 of their installed cards. Trash this ice.', 'title': "It's a Trap!", 'type_code': 'ice', 'uniqueness': False}

{'code': '08091', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'A. Jones', 'pack_code': 'oh', 'position': 91, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Choose a central server. The Runner may run that server. They cannot jack out during that run. If no run is made this way, add this operation to your score area as an agenda worth 1 agenda point.', 'stripped_title': "An Offer You Can't Refuse", 'text': 'Choose a central server. The Runner may run that server. They cannot jack out during that run. If no run is made this way, add this operation to your score area as an agenda worth 1 agenda point.', 'title': "An Offer You Can't Refuse", 'type_code': 'operation', 'uniqueness': False}

{'code': '08092', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Home of Your Imagination.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'oh', 'position': 92, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The Runner cannot steal more than one agenda each turn.', 'stripped_title': 'Haarpsichord Studios: Entertainment Unleashed', 'text': 'The Runner cannot steal more than one agenda each turn.', 'title': 'Haarpsichord Studios: Entertainment Unleashed', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '08093', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Clark Huggins', 'keywords': 'Sensie', 'pack_code': 'oh', 'position': 93, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Award Bait is accessed from R&D, the Runner must reveal it. When the Runner accesses Award Bait, you may place up to 2 advancement tokens on a card that can be advanced.', 'stripped_title': 'Award Bait', 'text': 'If Award Bait is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Award Bait, you may place up to 2 advancement tokens on a card that can be advanced.', 'title': 'Award Bait', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '08094', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': "It's like Lethal Action 3, only with more explosions.", 'illustrator': 'Mike Nesbitt', 'keywords': 'Sensie', 'pack_code': 'oh', 'position': 94, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Explode-a-palooza is accessed from R&D, the Runner must reveal it. When the

Runner accesses Explode-a-palooza, you may gain 5 credits.', 'stripped_title': 'Explode-a-palooza', 'text': 'If Explode-a-palooza is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Explode-a-palooza, you may gain 5[credit].', 'title': 'Explode-a-palooza', 'type_code': 'agenda', 'uniqueness': False}
{'code': '08095', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Antonio De Luca', 'pack_code': 'oh', 'position': 95, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may pay 1 credit. If you do, place 1 advancement counter on a card you can advance in the root of a server.', 'stripped_title': 'Early Premiere', 'text': 'When your turn begins, you may pay 1[credit]. If you do, place 1 advancement counter on a card you can advance in the root of a server.', 'title': 'Early Premiere', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}
{'code': '08096', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Smirtouille', 'keywords': 'Condition', 'pack_code': 'oh', 'position': 96, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install 1 agenda from HQ faceup and host this operation on that agenda as a condition counter with "Whenever the Runner accesses host agenda, they take 2 tags."', 'stripped_title': 'Casting Call', 'text': 'Install 1 agenda from HQ faceup and host this operation on that agenda as a condition counter with "Whenever the Runner accesses host agenda, they take 2 tags."', 'title': 'Casting Call', 'type_code': 'operation', 'uniqueness': False}
{'code': '08097', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'David Ogilvie', 'keywords': 'Region', 'pack_code': 'oh', 'position': 97, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Persistent -> The Runner cannot steal agendas from this server. Ignore this ability for any agenda the Runner has a copy of in their score area. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.) Limit 1 region per server.', 'stripped_title': 'Old Hollywood Grid', 'text': 'Persistent → The Runner cannot steal agendas from this server. Ignore this ability for any agenda the Runner has a copy of in their score area. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)\nLimit 1 region per server.', 'title': 'Old Hollywood Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}
{'advancement_cost': 5, 'agenda_points': 3, 'code': '08098', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'David Ogilvie', 'keywords': 'Initiative - Public', 'pack_code': 'oh', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install Hollywood Renovation faceup. Whenever you advance Hollywood Renovation, you may place 1 advancement token on another card that can be advanced (or 2 advancement tokens instead if there are 6 or more advancement tokens on Hollywood Renovation).', 'stripped_title': 'Hollywood Renovation', 'text': 'Install Hollywood Renovation faceup.\nWhenever you advance Hollywood Renovation, you may place 1 advancement token on another card that can be advanced (or 2 advancement tokens instead if there are 6 or more advancement tokens on Hollywood Renovation).', 'title': 'Hollywood Renovation', 'type_code': 'agenda', 'uniqueness': False}
{'code': '08099', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': "Sometimes corps have to bury projects, but that doesn't mean they can't make a profit on them.", 'illustrator': 'Smirtouille', 'keywords': 'Transaction', 'pack_code': 'oh', 'position': 99, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Choose 1 card in the root of a remote server. Gain 3 credits for each advancement counter on that card, then trash it.', 'stripped_title': 'Back Channels', 'text': 'Choose 1 card in the root of a remote server. Gain 3[credit] for each advancement counter on that card, then trash it.', 'title': 'Back Channels', 'type_code': 'operation', 'uniqueness': False}
{'advancement_cost': 6, 'agenda_points': 4, 'code': '08100', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 1, 'flavor': "EXT. KANSAS - DAY\nDOROTHY (Miranda) gazes out at the horizon. A sudden gust of wind catches her hair. Above the windblasted prairie loom ominous STORM CLOUDS.\nDOROTHY: If only I wasn't in Kansas anymore.\nShe begins to hum a haunting melody.", 'illustrator': 'Ashley Witter', 'pack_code': 'oh', 'position': 100, 'quantity': 3, 'side_code': 'corp', 'stripped_title': 'Vanity Project', 'title': 'Vanity Project', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04001', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"Bioroid intrusion isn\'t impossible, despite the bluster of Haas-Bioroid. But it is dangerous." -Noise', 'illustrator': 'Gong Studios', 'keywords': 'Double', 'pack_code': 'om', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Forfeit an agenda. If you do, give the Corp 1 bad publicity.', 'stripped_title': 'Frame Job', 'text': 'As an additional cost to play this event, spend [click].\nForfeit an agenda. If you do, give the Corp 1 bad publicity.', 'title': 'Frame Job', 'type_code': 'event', 'uniqueness': False}

{'code': '04002', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Caïssa', 'memory_cost': 0, 'pack_code': 'om', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Host this program on the outermost piece of ice protecting a central server. Whenever you make a successful run while this program is hosted on a piece of ice, move it to the next inward piece of ice, if able. If you cannot, trash this program and install 1 other Caissa program from your grip or heap, ignoring all costs.', 'stripped_title': 'Pawn', 'text': '[click]: Host this program on the outermost piece of ice protecting a central server.\nWhenever you make a successful run while this program is hosted on a piece of ice, move it to the next inward piece of ice, if able. If you cannot, trash this program and install 1 other Caïssa program from your grip or heap, ignoring all costs.', 'title': 'Pawn', 'type_code': 'program', 'uniqueness': False}

{'code': '04003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Gong Studios', 'keywords': 'Caïssa', 'memory_cost': 1, 'pack_code': 'om', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Host Rook on a piece of ice not hosting a Caissa. If already hosted, Rook can be hosted only on ice protecting this server or on ice in the same position (counting from the innermost spot) protecting another server. The rez cost of each piece of ice protecting this server is increased by 2.', 'stripped_title': 'Rook', 'text': '[click]: Host Rook on a piece of ice not hosting a Caïssa. If already hosted, Rook can be hosted only on ice protecting this server or on ice in the same position (counting from the innermost spot) protecting another server.\nThe rez cost of each piece of ice protecting this server is increased by 2.', 'title': 'Rook', 'type_code': 'program', 'uniqueness': False}

{'code': '04004', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'om', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Search your stack for a connection, reveal it, and add it to your grip. You may install that connection (paying its install cost). Shuffle your stack.', 'stripped_title': 'Hostage', 'text': 'As an additional cost to play this event, spend [click].\nSearch your stack for a connection, reveal it, and add it to your grip. You may install that connection (paying its install cost). Shuffle your stack.', 'title': 'Hostage', 'type_code': 'event', 'uniqueness': False}

{'code': '04005', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'Simple in principle, a drip virus drains fractions of currency from their accounts into yours.', 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'om', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp spends a click to draw 1 card or gain 1 credit (not through a card ability), place 1 virus counter on Gorman Drip v1. click, trash: Gain 1 credit for each virus counter on Gorman Drip v1.', 'stripped_title': 'Gorman Drip v1', 'text': 'Whenever the Corp spends a [click] to draw 1 card or gain 1[credit] (not through a card ability), place 1 virus counter on Gorman Drip v1.\n[click], [trash]: Gain 1[credit] for each virus counter on Gorman Drip v1.', 'title': 'Gorman Drip v1', 'type_code': 'program', 'uniqueness': False}

{'code': '04006', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"I originally designed it for someone else, but it was so useful I decided to keep it for myself." -Kate "Mac" McCaffrey', 'illustrator': 'Gong Studios', 'keywords': 'Chip - Stealth', 'pack_code': 'om', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to pay for using decoders.', 'stripped_title': 'Lockpick', 'text': '1[recurring-credit]\nUse this credit to pay for using decoders.', 'title': 'Lockpick', 'type_code': 'hardware', 'uniqueness': False}

{'code': '04007', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"What if

this ice wants to be free?" -Rielle "Kit" Peddler', 'illustrator': 'Anna Ignatieva', 'memory_cost': 1, 'pack_code': 'om', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you pass a piece of unrezzed ice, you may trash False Echo. If you do, the Corp must rez that ice or add it to HQ.', 'stripped_title': 'False Echo', 'text': 'Whenever you pass a piece of unrezzed ice, you may trash False Echo. If you do, the Corp must rez that ice or add it to HQ.', 'title': 'False Echo', 'type_code': 'program', 'uniqueness': False}

{'code': '04008', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Normal people-sane people-do not embark on a life of cybercrime. Who can say what motivates the deranged mind? An imagined slight, personal failings blamed on external forces, or the ever-popular lust for money? -Michael Muhama, Musings on Cybercrime', 'illustrator': 'JuanManuel Tumburus', 'pack_code': 'om', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may look at the top card of your stack.', 'stripped_title': 'Motivation', 'text': 'When your turn begins, you may look at the top card of your stack.', 'title': 'Motivation', 'type_code': 'resource', 'uniqueness': False}

{'code': '04009', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"I\'ve been logging online with babes all day. Don\'t worry, the connections are clean. I guarantee it."', 'illustrator': 'Zefanya Langkan Maega', 'keywords': 'Connection', 'pack_code': 'om', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run each turn, draw 1 card. The first time you make an unsuccessful run each turn, take 1 tag.', 'stripped_title': 'John Masanori', 'text': 'The first time you make a successful run each turn, draw 1 card.\nThe first time you make an unsuccessful run each turn, take 1 tag.', 'title': 'John Masanori', 'type_code': 'resource', 'uniqueness': True}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '04010', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': 'Who wants to start a war?', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Security', 'pack_code': 'om', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, the Runner trashes 1 of their installed cards for each hosted advancement counter past 4. If the Runner trashes at least 1 card this way, take 1 bad publicity.', 'stripped_title': 'Project Ares', 'text': 'When you score this agenda, the Runner trashes 1 of their installed cards for each hosted advancement counter past 4. If the Runner trashes at least 1 card this way, take 1 bad publicity.', 'title': 'Project Ares', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "NEXT Design's ice provides the discerning business with a suite of ice that creates a daunting security presence for intruders.", 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate - NEXT', 'pack_code': 'om', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'NEXT Bronze has +1 strength for each rezzed piece of NEXT ice. Subroutine End the run.', 'stripped_title': 'NEXT Bronze', 'text': 'NEXT Bronze has +1 strength for each rezzed piece of NEXT ice.\n[subroutine] End the run.', 'title': 'NEXT Bronze', 'type_code': 'ice', 'uniqueness': False}

{'code': '04012', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'When Miranda Rhapsody showed up with a teacup giraffe, suddenly everybody wanted one.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'om', 'position': 12, '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': '04013', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Himitsu-Bako is a simple ice barrier that appears as a digital puzzle box. What makes it special is the ease with which it can be uninstalled and installed in a different server, throwing up barriers in unexpected places and giving any intruder a curious feeling of déjà vu.', 'illustrator': 'Andrew Mar', 'keywords': 'Barrier', 'pack_code': 'om', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': '1 credit: Add Himitsu-Bako to HQ. Subroutine End the run.', 'stripped_title': 'Himitsu-Bako', 'text': '1[credit]: Add Himitsu-Bako to HQ.\n[subroutine] End the

run.', 'title': 'Himitsu-Bako', 'type_code': 'ice', 'uniqueness': False}
{'advancement_cost': 4, 'agenda_points': 2, 'code': '04014', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"The thing about journalism is there\'s always a better story around the corner. Soon, they smelled blood elsewhere, and the world forgot about me. But I didn\'t forget." -The Professor', 'illustrator': 'Mike Nesbitt', 'keywords': 'Security', 'pack_code': 'om', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Character Assassination, trash 1 resource (cannot be prevented).', 'stripped_title': 'Character Assassination', 'text': 'When you score Character Assassination, trash 1 resource (cannot be prevented).', 'title': 'Character Assassination', 'type_code': 'agenda', 'uniqueness': False}
{'code': '04015', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"It is my job to ensure our creations are the perfect companions and edutainment for tomorrow\'s consumers."', 'illustrator': 'JuanManuel Tumburus', 'keywords': 'Executive', 'pack_code': 'om', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Draw 2 cards. Remove Jackson Howard from the game: Shuffle up to 3 cards from Archives into R&D.', 'stripped_title': 'Jackson Howard', 'text': '[click]: Draw 2 cards.\nRemove Jackson Howard from the game: Shuffle up to 3 cards from Archives into R&D.', 'title': 'Jackson Howard', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}
{'code': '04016', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Del Borovic', 'keywords': 'Double - Gray Ops', 'pack_code': 'om', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "As additional cost to play this operation, spend click. Trace 2 If successful, reveal the Runner's grip and trash a number of resources and/or events from it up to the amount by which your trace strength exceeded the Runner's link strength. If unsuccessful, take 1 bad publicity.", 'stripped_title': 'Invasion of Privacy', 'text': "As additional cost to play this operation, spend [click].\n<trace>Trace 2</trace> If successful, reveal the Runner's grip and trash a number of resources and/or events from it up to the amount by which your trace strength exceeded the Runner's link strength. If unsuccessful, take 1 bad publicity.", 'title': 'Invasion of Privacy', 'type_code': 'operation', 'uniqueness': False}
{'advancement_cost': 4, 'agenda_points': 2, 'code': '04017', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'Pumping water into deep sea thermal vents produced huge amounts of energy. A profitable side effect.', 'illustrator': 'Mike Nesbitt', 'keywords': 'Expansion', 'pack_code': 'om', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 2 agenda counters on Geothermal Fracking when you score it. click, hosted agenda counter: Gain 7 credits and take 1 bad publicity.', 'stripped_title': 'Geothermal Fracking', 'text': 'Place 2 agenda counters on Geothermal Fracking when you score it.\n[click], hosted agenda counter: Gain 7[credit] and take 1 bad publicity.', 'title': 'Geothermal Fracking', 'type_code': 'agenda', 'uniqueness': False}
{'code': '04018', 'cost': 8, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - Destroyer - Illicit', 'pack_code': 'om', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When you rez Swarm, take 1 bad publicity. Swarm can be advanced and gains "Subroutine Trash 1 program unless the Runner pays 3 credits." for each advancement token on it.', 'stripped_title': 'Swarm', 'text': 'When you rez Swarm, take 1 bad publicity.\nSwarm can be advanced and gains "[subroutine] Trash 1 program unless the Runner pays 3[credit]." for each advancement token on it.', 'title': 'Swarm', 'type_code': 'ice', 'uniqueness': False}
{'code': '04019', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Your free trial expired. Upgrade to the full version?', 'illustrator': 'J. Zhang', 'pack_code': 'om', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Purge virus counters.', 'stripped_title': 'Cyberdex Trial', 'text': 'Purge virus counters.', 'title': 'Cyberdex Trial', 'type_code': 'operation', 'uniqueness': False}
{'code': '04020', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"The Grim of legend was one of many so-called \'black dog\' myths common to Gaelic and English-speaking communities. What\'s fascinating is that it has propagated to the network, where it lives on as a program that, or so the story goes, hunts for the unwary." -The Professor',

'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Destroyer - Illicit', 'pack_code': 'om', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When you rez Grim, take 1 bad publicity. Subroutine Trash 1 program.', 'stripped_title': 'Grim', 'text': 'When you rez Grim, take 1 bad publicity.\n[subroutine] Trash 1 program.', 'title': 'Grim', 'type_code': 'ice', 'uniqueness': False}
{'code': '23s', 'cycle_code': 'flashpoint', 'date_release': '2016-07-14', 'ffg_id': 36, 'name': '23 Seconds', 'position': 1, 'size': 20}
{'code': 'asis', 'cycle_code': 'genesis', 'date_release': '2013-03-21', 'ffg_id': None, 'name': 'A Study in Static', 'position': 4, 'size': 20}
{'code': 'atr', 'cycle_code': 'lunar', 'date_release': '2014-11-13', 'ffg_id': 20, 'name': 'All That Remains', 'position': 5, 'size': 20}
{'code': 'baw', 'cycle_code': 'red-sand', 'date_release': '2017-06-22', 'ffg_id': 46, 'name': 'Blood and Water', 'position': 4, 'size': 20}
{'code': 'bb', 'cycle_code': 'sansan', 'date_release': '2015-04-24', 'ffg_id': 24, 'name': 'Breaker Bay', 'position': 2, 'size': 20}
{'code': 'bf', 'cycle_code': 'mumbad', 'date_release': '2016-03-11', 'ffg_id': 31, 'name': 'Business First', 'position': 2, 'size': 19}
{'code': 'bm', 'cycle_code': 'flashpoint', 'date_release': '2016-08-11', 'ffg_id': 37, 'name': 'Blood Money', 'position': 2, 'size': 20}
{'code': 'cac', 'cycle_code': 'creation-and-control', 'date_release': '2013-07-29', 'ffg_id': None, 'name': 'Creation and Control', 'position': 1, 'size': 55}
{'code': 'cc', 'cycle_code': 'sansan', 'date_release': '2015-05-29', 'ffg_id': 25, 'name': 'Chrome City', 'position': 3, 'size': 20}
{'code': 'cd', 'cycle_code': 'red-sand', 'date_release': '2017-08-17', 'ffg_id': 48, 'name': 'Crimson Dust', 'position': 6, 'size': 20}
{'code': 'ce', 'cycle_code': 'genesis', 'date_release': '2013-02-14', 'ffg_id': None, 'name': 'Cyber Exodus', 'position': 3, 'size': 20}
{'code': 'core', 'cycle_code': 'core', 'date_release': '2012-09-06', 'ffg_id': None, 'name': 'Core Set', 'position': 1, 'size': 113}
{'code': 'core2', 'cycle_code': 'core2', 'date_release': '2017-12-14', 'ffg_id': 49, 'name': 'Revised Core Set', 'position': 1, 'size': 132}
{'code': 'cotc', 'cycle_code': 'kitara', 'date_release': '2018-03-01', 'ffg_id': 52, 'name': 'Council of the Crest', 'position': 3, 'size': 20}
{'code': 'dad', 'cycle_code': 'data-and-destiny', 'date_release': '2015-10-29', 'ffg_id': 29, 'name': 'Data and Destiny', 'position': 1, 'size': 55}
{'code': 'dag', 'cycle_code': 'mumbad', 'date_release': '2016-04-01', 'ffg_id': 32, 'name': 'Democracy and Dogma', 'position': 3, 'size': 19}
{'code': 'dc', 'cycle_code': 'red-sand', 'date_release': '2017-02-23', 'ffg_id': 43, 'name': 'Daedalus Complex', 'position': 1, 'size': 20}
{'code': 'df', 'cycle_code': 'ashes', 'date_release': '2019-03-18', 'ffg_id': None, 'name': 'Downfall', 'position': 1, 'size': 65}
{'code': 'draft', 'cycle_code': 'draft', 'date_release': None, 'ffg_id': None, 'name': 'Draft', 'position': 1, 'size': None}
{'code': 'dt', 'cycle_code': 'spin', 'date_release': '2014-03-28', 'ffg_id': None, 'name': 'Double Time', 'position': 6, 'size': 20}
{'code': 'dtwn', 'cycle_code': 'kitara', 'date_release': '2018-02-01', 'ffg_id': 51, 'name': 'Down the White Nile', 'position': 2, 'size': 20}
{'code': 'eas', 'cycle_code': 'red-sand', 'date_release': '2017-05-25', 'ffg_id': 45, 'name': "Earth's Scion", 'position': 3, 'size': 20}
{'code': 'es', 'cycle_code': 'flashpoint', 'date_release': '2016-10-06', 'ffg_id': 38, 'name': 'Escalation', 'position': 3, 'size': 20}
{'code': 'fal', 'cycle_code': 'spin', 'date_release': '2014-02-21', 'ffg_id': None, 'name': 'Fear and Loathing', 'position': 5, 'size': 20}

{'code': 'fc', 'cycle_code': 'lunar', 'date_release': '2014-09-15', 'ffg_id': 18, 'name': 'First Contact', 'position': 3, 'size': 20}
{'code': 'fm', 'cycle_code': 'red-sand', 'date_release': '2017-07-20', 'ffg_id': 47, 'name': 'Free Mars', 'position': 5, 'size': 20}
{'code': 'fp', 'cycle_code': 'genesis', 'date_release': '2013-05-30', 'ffg_id': None, 'name': 'Future Proof', 'position': 6, 'size': 20}
{'code': 'ftm', 'cycle_code': 'mumbad', 'date_release': '2016-06-16', 'ffg_id': 35, 'name': 'Fear the Masses', 'position': 6, 'size': 19}
{'code': 'hap', 'cycle_code': 'honor-and-profit', 'date_release': '2014-05-02', 'ffg_id': None, 'name': 'Honor and Profit', 'position': 1, 'size': 55}
{'code': 'hs', 'cycle_code': 'genesis', 'date_release': '2013-05-02', 'ffg_id': None, 'name': "Humanity's Shadow", 'position': 5, 'size': 20}
{'code': 'in', 'cycle_code': 'flashpoint', 'date_release': '2016-11-03', 'ffg_id': 39, 'name': 'Intervention', 'position': 4, 'size': 20}
{'code': 'ka', 'cycle_code': 'kitara', 'date_release': '2018-05-31', 'ffg_id': 55, 'name': 'Kampala Ascendent', 'position': 6, 'size': 20}
{'code': 'kg', 'cycle_code': 'mumbad', 'date_release': '2016-01-29', 'ffg_id': 30, 'name': 'Kala Ghoda', 'position': 1, 'size': 19}
{'code': 'ml', 'cycle_code': 'flashpoint', 'date_release': '2016-12-08', 'ffg_id': 40, 'name': 'Martial Law', 'position': 5, 'size': 20}
{'code': 'mo', 'cycle_code': 'magnum-opus', 'date_release': '2018-09-07', 'ffg_id': None, 'name': 'Magnum Opus', 'position': 1, 'size': 8}
{'code': 'mor', 'cycle_code': 'magnum-opus-reprint', 'date_release': '2019-07-24', 'ffg_id': None, 'name': 'Magnum Opus Reprint', 'position': 1, 'size': 6}
{'code': 'ms', 'cycle_code': 'borealis', 'date_release': '2022-07-22', 'ffg_id': None, 'name': 'Midnight Sun', 'position': 2, 'size': 65}
{'code': 'msbp', 'cycle_code': 'borealis', 'date_release': '2022-03-18', 'ffg_id': None, 'name': 'Midnight Sun Booster Pack', 'position': 1, 'size': 7}
{'code': 'mt', 'cycle_code': 'spin', 'date_release': '2013-12-13', 'ffg_id': None, 'name': 'Mala Tempora', 'position': 3, 'size': 20}
{'code': 'napd', 'cycle_code': 'napd', 'date_release': '2018-09-07', 'ffg_id': None, 'name': 'NAPD Multiplayer', 'position': 1, 'size': 1}
{'code': 'oac', 'cycle_code': 'order-and-chaos', 'date_release': '2015-01-28', 'ffg_id': 22, 'name': 'Order and Chaos', 'position': 1, 'size': 55}
{'code': 'oh', 'cycle_code': 'sansan', 'date_release': '2015-08-06', 'ffg_id': 27, 'name': 'Old Hollywood', 'position': 5, 'size': 20}
{'code': 'om', 'cycle_code': 'spin', 'date_release': '2013-09-27', 'ffg_id': None, 'name': 'Opening Moves', 'position': 1, 'size': 20}
{'code': 'ph', 'cycle_code': 'borealis', 'date_release': '2022-12-09', 'ffg_id': None, 'name': 'Parhelion', 'position': 3, 'size': 63}
{'code': 'qu', 'cycle_code': 'flashpoint', 'date_release': '2017-01-12', 'ffg_id': 41, 'name': 'Quorum', 'position': 6, 'size': 20}
{'code': 'rar', 'cycle_code': 'reign-and-reverie', 'date_release': '2018-06-28', 'ffg_id': 56, 'name': 'Reign and Reverie', 'position': 1, 'size': 58}
{'code': 'sc19', 'cycle_code': 'sc19', 'date_release': '2018-12-21', 'ffg_id': None, 'name': 'System Core 2019', 'position': 1, 'size': 147}
{'code': 'sg', 'cycle_code': 'system-gateway', 'date_release': '2021-03-28', 'ffg_id': None, 'name': 'System Gateway', 'position': 1, 'size': 77}
{'code': 'si', 'cycle_code': 'mumbad', 'date_release': '2016-04-28', 'ffg_id': 33, 'name': 'Salsette Island', 'position': 4, 'size': 19}
{'code': 'sm', 'cycle_code': 'salvaged-memories', 'date_release': '2020-12-18', 'ffg_id': None, 'name': 'Salvaged Memories', 'position': 1, 'size': 18}
{'code': 'so', 'cycle_code': 'red-sand', 'date_release': '2017-03-23', 'ffg_id': 44, 'name': 'Station

One', 'position': 2, 'size': 20}

{'code': 'ss', 'cycle_code': 'kitara', 'date_release': '2017-12-28', 'ffg_id': 50, 'name': 'Sovereign Sight', 'position': 1, 'size': 20}

{'code': 'st', 'cycle_code': 'spin', 'date_release': '2013-11-07', 'ffg_id': None, 'name': 'Second Thoughts', 'position': 2, 'size': 20}

{'code': 'su21', 'cycle_code': 'system-update-2021', 'date_release': '2021-03-28', 'ffg_id': None, 'name': 'System Update 2021', 'position': 1, 'size': 82}

{'code': 'ta', 'cycle_code': 'genesis', 'date_release': '2013-01-09', 'ffg_id': None, 'name': 'Trace Amount', 'position': 2, 'size': 20}

{'code': 'tc', 'cycle_code': 'spin', 'date_release': '2014-01-17', 'ffg_id': None, 'name': 'True Colors', 'position': 4, 'size': 20}

{'code': 'td', 'cycle_code': 'terminal-directive', 'date_release': '2017-04-27', 'ffg_id': 42, 'name': 'Terminal Directive Cards', 'position': 1, 'size': 57}

{'code': 'tdatd', 'cycle_code': 'kitara', 'date_release': '2018-04-05', 'ffg_id': 53, 'name': 'The Devil and the Dragon', 'position': 4, 'size': 20}

{'code': 'tdc', 'cycle_code': 'terminal-directive', 'date_release': '2017-04-27', 'ffg_id': 42, 'name': 'Terminal Directive Campaign', 'position': 2, 'size': 18}

{'code': 'tlm', 'cycle_code': 'mumbad', 'date_release': '2016-05-26', 'ffg_id': 34, 'name': 'The Liberated Mind', 'position': 5, 'size': 19}

{'code': 'ts', 'cycle_code': 'lunar', 'date_release': '2014-12-18', 'ffg_id': 21, 'name': 'The Source', 'position': 6, 'size': 20}

{'code': 'tsb', 'cycle_code': 'lunar', 'date_release': '2014-08-15', 'ffg_id': 17, 'name': 'The Spaces Between', 'position': 2, 'size': 20}

{'code': 'uao', 'cycle_code': 'lunar', 'date_release': '2014-10-16', 'ffg_id': 19, 'name': 'Up and Over', 'position': 4, 'size': 20}

{'code': 'uot', 'cycle_code': 'sansan', 'date_release': '2015-09-03', 'ffg_id': 28, 'name': 'The Universe of Tomorrow', 'position': 6, 'size': 20}

{'code': 'up', 'cycle_code': 'lunar', 'date_release': '2014-07-25', 'ffg_id': None, 'name': 'Upstalk', 'position': 1, 'size': 20}

{'code': 'ur', 'cycle_code': 'ashes', 'date_release': '2019-12-31', 'ffg_id': None, 'name': 'Uprising', 'position': 3, 'size': 65}

{'code': 'urbp', 'cycle_code': 'ashes', 'date_release': '2019-09-09', 'ffg_id': None, 'name': 'Uprising Booster Pack', 'position': 2, 'size': 7}

{'code': 'uw', 'cycle_code': 'sansan', 'date_release': '2015-07-02', 'ffg_id': 26, 'name': 'The Underway', 'position': 4, 'size': 20}

{'code': 'val', 'cycle_code': 'sansan', 'date_release': '2015-04-03', 'ffg_id': 23, 'name': 'The Valley', 'position': 1, 'size': 20}

{'code': 'win', 'cycle_code': 'kitara', 'date_release': '2018-05-03', 'ffg_id': 54, 'name': 'Whispers in Nalubaale', 'position': 5, 'size': 20}

{'code': 'wla', 'cycle_code': 'genesis', 'date_release': '2012-12-14', 'ffg_id': None, 'name': 'What Lies Ahead', 'position': 1, 'size': 20}

{'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. The 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}

{'code': '11101', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Yog Joshi', 'keywords': 'Console', 'pack_code': 'qu', 'position': 101, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu Once per turn, when you encounter a piece of ice, you may reduce your maximum hand size by 1 until the beginning of your next turn. If you do, the strength of that ice is lowered to 0 for the remainder of the encounter. Limit 1 console per player.', 'stripped_title': 'Sifr', 'text': '+2[mu]\nOnce per turn, when you encounter a piece of ice, you may reduce your maximum hand size by 1 until the beginning of your next turn. If you do, the strength of that ice is lowered to 0 for the remainder of the encounter.\nLimit 1 console per player.', 'title': 'Şifr', 'type_code': 'hardware', 'uniqueness': True}

{'code': '11102', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Open yourself to the universe.', 'illustrator': 'Lale Ann', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'qu', 'position': 102, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Whenever this program fully breaks a piece of ice, place 1 power counter on this program. This program gets +1 strength for each power counter on it. Interface -> 2 credits: Break 1 sentry subroutine.', 'stripped_title': 'Sunya', 'text': 'Whenever this program fully breaks a piece of ice, place 1 power counter on this program.\nThis program gets +1 strength for each power counter on it.\nInterface → 2[credit]: Break 1 sentry subroutine.', 'title': 'Sūnya', 'type_code': 'program', 'uniqueness': False}

{'code': '11103', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"A little birdie told me..." -Khan', 'illustrator': 'Matt Zeilinger', 'pack_code': 'qu', 'position': 103, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'X credits,trash: Prevent X damage from a card currently being accessed.', 'stripped_title': 'Recon Drone', 'text': 'X[credit],[trash]: Prevent X damage from a card currently being accessed.', 'title': 'Recon Drone', 'type_code': 'hardware', 'uniqueness': False}

{'code': '11104', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Donald Crank', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'qu', 'position': 104, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "Install only if you made a successful run on a central server this turn. When your turn begins, gain 1 credit for every 5 credits in the Corp's credit pool. Trash Tapwrm if the Corp purges virus counters.", 'stripped_title': 'Tapwrm', 'text': "Install only if you made a successful run on a central server this turn.\nWhen your turn begins, gain 1[credit] for every 5[credit] in the Corp's credit pool.\nTrash Tapwrm if the Corp purges virus counters.", 'title': 'Tapwrm', 'type_code': 'program', 'uniqueness': False}

{'code': '11105', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Everything leaves a ripple in cyberspace. If you can find the ripples, nothing can hide." -Khan', 'illustrator': 'Alexandr Elichev', 'memory_cost': 2, 'pack_code': 'qu', 'position': 105, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, choose a server. click, 2 credits: Run the server you chose this turn. The first time a subroutine would resolve during this run, prevent it from resolving.', 'stripped_title': 'Tracker', 'text': 'When your turn begins, choose a server.\n[click], 2[credit]: Run the server you chose this turn. The first time a subroutine would resolve during this run, prevent it from resolving.', 'title': 'Tracker', 'type_code': 'program', 'uniqueness': False}

{'code': '11106', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"You want to do business in Los Pistoleros turf, then you gotta deal with me."', 'illustrator': 'Aurore Folny', 'keywords': 'Connection', 'pack_code': 'qu', 'position': 106, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever an agenda is scored or stolen, place 2 power counters on Aaron Marron. Hosted power counter: Remove 1 tag and draw 1 card.', 'stripped_title': 'Aaron Marron', 'text': 'Whenever an agenda is scored or stolen, place 2 power counters on Aaron Marrón.\nHosted power counter: Remove 1 tag and draw 1 card.', 'title': 'Aaron Marrón', 'type_code': 'resource', 'uniqueness': True}

{'code': '11107', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'illustrator': 'Aurore Folny', 'pack_code': 'qu', 'position': 107, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn. Take an additional turn after this one. Remove Encore from the game instead of trashing it.', 'stripped_title': 'Encore', 'text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn.\nTake an additional turn after this one. Remove Encore from the game instead of trashing it.', 'title': 'Encore', 'type_code': 'event', 'uniqueness': False}

{'code': '11108', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Faster than the eye can follow.', 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'qu', 'position': 108, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. X credits: +X strength for the remainder of this run. Use this ability only by spending at least 1 credit from a stealth card.', 'stripped_title': 'Fawkes', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\nX[credit]: +X strength for the remainder of this run. Use this ability only by spending at least 1 credit from a stealth card.', 'title': 'Fawkes', 'type_code': 'program', 'uniqueness': False}

{'code': '11109', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'illustrator': 'Alexandr Elichev', 'keywords': 'Priority', 'pack_code': 'qu', 'position': 109, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click and only if the Corp scored no agendas during their last turn. Gain 10 credits. The Corp gains 5 credits. You cannot make any runs this turn.', 'stripped_title': 'Peace in Our Time', 'text': 'Play only as your first [click] and only if the Corp scored no agendas during their last turn.\nGain 10[credit]. The Corp gains 5[credit]. You cannot make any runs this turn.', 'title': 'Peace in Our Time', 'type_code': 'event', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '11110', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Samuel Leung', 'keywords': 'Security', 'pack_code': 'qu', 'position': 110, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 1 agenda counter on Sensor Net Activation when you score it. Hosted agenda counter: Rez a bioroid, ignoring all costs. When the turn ends, derez that bioroid.', 'stripped_title': 'Sensor Net Activation', 'text': 'Place 1 agenda counter on Sensor Net Activation when you score it.\nHosted agenda counter: Rez a bioroid, ignoring all costs. When the turn ends, derez that bioroid.', 'title': 'Sensor Net Activation', 'type_code': 'agenda', 'uniqueness': False}

{'code': '11111', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'It required a hexadecimal code along with biometrics, delivered by way of BMI.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Terminal - Transaction', 'pack_code': 'qu', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, end your action phase. Gain 8 credits and draw 4 cards.', 'stripped_title': 'Violet Level Clearance', 'text': 'After you resolve this operation, end your action phase.\nGain 8[credit] and draw 4 cards.', 'title': 'Violet Level Clearance', 'trash_cost': 1, 'type_code': 'operation', 'uniqueness': False}

{'code': '11112', 'cost': 12, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Ice is not meant to kill; just slow or cripple the Runner. Killing is my job." - Tori Hanzō', 'illustrator': 'Yog Joshi', 'keywords': 'Barrier - AP', 'pack_code': 'qu', 'position': 112, 'quantity': 3, 'side_code': 'corp', 'strength': 8, 'stripped_text': "Whenever the Runner breaks a subroutine on Chiyashi while there is an AI installed, trash the top 2 cards of the Runner's stack. Subroutine Do 2 net damage. Subroutine Do 2 net damage. Subroutine End the run.", 'stripped_title': 'Chiyashi', 'text': "Whenever the Runner breaks a subroutine on Chiyashi while there is an AI installed, trash the top 2 cards of the Runner's stack.\n[subroutine] Do 2 net damage.\n[subroutine] Do 2 net damage.\n[subroutine] End the run.", 'title': 'Chiyashi', 'type_code': 'ice', 'uniqueness': False}

{'code': '11113', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Dmitry Burmak', 'keywords': 'Terminal', 'pack_code': 'qu', 'position': 113, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, end your action phase. Look

at the top 5 cards of R&D. If any of those cards are agendas, assets, or upgrades, you may install 1 of those cards in a remote server.', 'stripped_title': 'Psychokinesis', 'text': 'After you resolve this operation, end your action phase.\nLook at the top 5 cards of R&D. If any of those cards are agendas, assets, or upgrades, you may install 1 of those cards in a remote server.', 'title': 'Psychokinesis', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '11114', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Yog Joshi', 'keywords': 'Security', 'pack_code': 'qu', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "For the first trace each turn, the Runner's link is treated as 0. (They can still increase their link strength by spending credits.) Whenever the Runner spends credits to increase their link strength, gain 1 credit for every 2 credits they spent.", 'stripped_title': 'Net Quarantine', 'text': "For the first trace each turn, the Runner's [link] is treated as 0. (They can still increase their link strength by spending credits.)\nWhenever the Runner spends credits to increase their link strength, gain 1[credit] for every 2[credit] they spent.", 'title': 'Net Quarantine', 'type_code': 'agenda', 'uniqueness': False}

{'code': '11115', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'qu', 'position': 115, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'While the Runner is accessing this ice in R&D, they must reveal it. When the Runner accesses this ice anywhere except in Archives, they encounter it. Subroutine Gain 2 credits. Subroutine You may pay up to 2 credits to place that many advancement counters on 1 installed card you can advance.', 'stripped_title': 'Herald', 'text': 'While the Runner is accessing this ice in R&D, they must reveal it.\nWhen the Runner accesses this ice anywhere except in Archives, they encounter it.\n[subroutine] Gain 2[credit].\n[subroutine] You may pay up to 2[credit] to place that many advancement counters on 1 installed card you can advance.', 'title': 'Herald', 'trash_cost': 1, 'type_code': 'ice', 'uniqueness': False}

{'code': '11116', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'The truth hurts.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Tracer', 'pack_code': 'qu', 'position': 116, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine The Corp gains 2 credits. Subroutine The Runner loses 2 credits. Subroutine Trace 2 If successful, give the Runner 1 tag.', 'stripped_title': 'Veritas', 'text': '[subroutine] The Corp gains 2[credit].\n[subroutine] The Runner loses 2[credit].\n[subroutine] <trace>Trace 2</trace> If successful, give the Runner 1 tag.', 'title': 'Veritas', 'type_code': 'ice', 'uniqueness': False}

{'code': '11117', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '"My job? I provide legal exculpation and sign everything. It pays very well."', 'illustrator': 'Priscilla Kim', 'keywords': 'Character', 'pack_code': 'qu', 'position': 117, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'While the Runner has fewer than 6 credits, Bryan Stinson gains "click: Play a transaction operation from Archives, ignoring all costs. Remove that transaction from the game instead of trashing it."', 'stripped_title': 'Bryan Stinson', 'text': 'While the Runner has fewer than 6[credit], Bryan Stinson gains "[click]: Play a transaction operation from Archives, ignoring all costs. Remove that transaction from the game instead of trashing it."', 'title': 'Bryan Stinson', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '11118', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Emilio Rodriguez', 'pack_code': 'qu', 'position': 118, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 1 credit when your turn begins. Whenever you gain credits through a card ability other than from NASX, you may spend up to 2 credits to place that many power counters on NASX. click,trash: Gain 2 credits for each power counter on NASX.', 'stripped_title': 'NASX', 'text': 'Gain 1[credit] when your turn begins.\nWhenever you gain credits through a card ability other than from NASX, you may spend up to 2[credit] to place that many power counters on NASX.\n[click],[trash]: Gain 2[credit] for each power counter on NASX.', 'title': 'NASX', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '11119', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'One way to get rid of a virus is to get a nastier virus.', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Code Gate - Tracer', 'pack_code': 'qu', 'position': 119, 'quantity': 3, 'side_code': 'corp', 'strength': 7, 'stripped_text': 'Subroutine Trace 4 If successful, purge virus counters.

Subroutine Trace 3 If successful, trash 1 virus. Subroutine Trace 2 If successful, remove a virus in the heap from the game. Subroutine Trace 1 If successful, end the run.', 'stripped_title': 'Macrophage', 'text': '[subroutine] <trace>Trace 4</trace> If successful, purge virus counters.\n[subroutine] <trace>Trace 3</trace> If successful, trash 1 virus.\n[subroutine] <trace>Trace 2</trace> If successful, remove a virus in the heap from the game.\n[subroutine] <trace>Trace 1</trace> If successful, end the run.', 'title': 'Macrophage', 'type_code': 'ice', 'uniqueness': False}

{'code': '11120', 'cost': 7, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Guilty."\n"Guilty."\n"Guilty."', 'illustrator': 'Odera Igbokwe', 'keywords': 'Sentry', 'pack_code': 'qu', 'position': 120, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine The Runner trashes 1 of their installed cards. Subroutine The Runner trashes 1 of their installed cards. Subroutine The Runner trashes 1 of their installed cards.', 'stripped_title': 'Tribunal', 'text': '[subroutine] The Runner trashes 1 of their installed cards.\n[subroutine] The Runner trashes 1 of their installed cards.\n[subroutine] The Runner trashes 1 of their installed cards.', 'title': 'Tribunal', 'type_code': 'ice', 'uniqueness': False}

{'base_link': 0, 'code': '22001', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"Damn, I\'m good."', 'illustrator': 'Matt Zeilinger, A. Christensen', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 40, 'pack_code': 'rar', 'position': 1, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain 1 credit if you have 2 or fewer cards in your grip.', 'stripped_title': 'Nathaniel "Gnat" Hall: One-of-a-Kind', 'text': 'When your turn begins, gain 1[credit] if you have 2 or fewer cards in your grip.', 'title': 'Nathaniel "Gnat" Hall: One-of-a-Kind', 'type_code': 'identity', 'uniqueness': False}

{'code': '22002', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': 'All roads lead to Rome.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Run', 'pack_code': 'rar', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run Archives. If successful, after breaching Archives, breach HQ, then breach R&D. You cannot access cards in the root of HQ or R&D during these breaches.', 'stripped_title': 'Divide and Conquer', 'text': 'Run Archives. If successful, after breaching Archives, breach HQ, then breach R&D. You cannot access cards in the root of HQ or R&D during these breaches.', 'title': 'Divide and Conquer', 'type_code': 'event', 'uniqueness': False}

{'code': '22003', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"Worth it."', 'illustrator': 'Reiko Murakami', 'pack_code': 'rar', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash your grip. Gain 10 credits.', 'stripped_title': 'Guinea Pig', 'text': 'Trash your grip.\nGain 10[credit].', 'title': 'Guinea Pig', 'type_code': 'event', 'uniqueness': False}

{'code': '22004', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Simon Boxer', 'keywords': 'Console', 'pack_code': 'rar', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Interrupt -> Whenever you would play or install a card, you may trash 1 card from your grip. If you do, instead play or install that card paying 2 credits less. Use this ability only once per turn. Limit 1 console per player.', 'stripped_title': 'Patchwork', 'text': '+1[mu]\n[interrupt] → Whenever you would play or install a card, you may trash 1 card from your grip. If you do, instead play or install that card paying 2[credit] less. Use this ability only once per turn.\nLimit 1 console per player.', 'title': 'Patchwork', 'type_code': 'hardware', 'uniqueness': True}

{'code': '22005', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Angga Satriohadi', 'pack_code': 'rar', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp creates a server, they lose 1 credit. Whenever you make a successful run on Archives, you may trash this hardware. If you do, the Corp loses 3 credits.', 'stripped_title': 'Hijacked Router', 'text': 'Whenever the Corp creates a server, they lose 1[credit].\nWhenever you make a successful run on Archives, you may trash this hardware. If you do, the Corp loses 3[credit].', 'title': 'Hijacked Router', 'type_code': 'hardware', 'uniqueness': True}

{'code': '22006', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '... clack... clack... clack...', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'rar', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'strength': 5,

'stripped_text': 'This program gets -1 strength for each card in your grip. Interface -> 2 credits: Break any number of code gate subroutines.', 'stripped_title': 'Cradle', 'text': 'This program gets -1 strength for each card in your grip.\nInterface → 2[credit]: Break any number of code gate subroutines.', 'title': 'Cradle', 'type_code': 'program', 'uniqueness': False}

{'code': '22007', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "Another man's treasure.", 'illustrator': 'Emilio Rodriguez', 'keywords': 'Location - Seedy', 'pack_code': 'rar', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn a program or a piece of hardware is trashed (from any location), you may place 1 power counter on District 99. click, 3 hosted power counters: Add a card that matches the faction of your identity from your heap to your grip.', 'stripped_title': 'District 99', 'text': 'The first time each turn a program or a piece of hardware is trashed (from any location), you may place 1 power counter on District 99.\n[click], 3 hosted power counters: Add a card that matches the faction of your identity from your heap to your grip.', 'title': 'District 99', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 0, 'code': '22008', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"You think you\'re the first to come after me?"', 'illustrator': 'Matt Zeilinger, A. Christensen', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 50, 'pack_code': 'rar', 'position': 8, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on a central server each turn, draw 2 cards and take 1 tag.', 'stripped_title': 'Liza Talking Thunder: Prominent Legislator', 'text': 'The first time you make a successful run on a central server each turn, draw 2 cards and take 1 tag.', 'title': 'Liza Talking Thunder: Prominent Legislator', 'type_code': 'identity', 'uniqueness': False}

{'code': '22009', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"We have you surrounded! For real, this time."', 'illustrator': 'Adam Schumpert', 'keywords': 'Run', 'pack_code': 'rar', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run on HQ. If successful, gain 9 credits and take 1 tag.', 'stripped_title': 'Hot Pursuit', 'text': 'Make a run on HQ. If successful, gain 9[credit] and take 1 tag.', 'title': 'Hot Pursuit', 'type_code': 'event', 'uniqueness': False}

{'code': '22010', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console', 'pack_code': 'rar', 'position': 10, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu The first time you make a successful run each turn, you may gain 1 credit and look at the top card of your stack. If you do, you may add that card to the bottom of your stack. Limit 1 console per player.', 'stripped_title': 'Paragon', 'text': '+1[mu]\nThe first time you make a successful run each turn, you may gain 1[credit] and look at the top card of your stack. If you do, you may add that card to the bottom of your stack.\nLimit 1 console per player.', 'title': 'Paragon', 'type_code': 'hardware', 'uniqueness': True}

{'code': '22011', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"With the rise of crypto, banking has become much more complicated. Financial crime has not only kept pace, but exploded exponentially."\n-After the Flash: A History of the War-That-Wasn\'t', 'illustrator': 'Andreas Zafiratos', 'memory_cost': 1, 'pack_code': 'rar', 'position': 11, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run, you may place 1 credit from the bank on Bankroll. trash: Take all credits from Bankroll.', 'stripped_title': 'Bankroll', 'text': 'Whenever you make a successful run, you may place 1[credit] from the bank on Bankroll.\n[trash]: Take all credits from Bankroll.', 'title': 'Bankroll', 'type_code': 'program', 'uniqueness': False}

{'code': '22012', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Any piece of ice is really just a paywall."\n-Liza Talking Thunder', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'rar', 'position': 12, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break up to 2 barrier subroutines. 2 credits: +3 strength. Whenever an encounter ends, if you used this program to break a subroutine during that encounter, the Corp gains 2 credits.', 'stripped_title': 'Tycoon',

'text': 'Interface → 1[credit]: Break up to 2 barrier subroutines.\n2[credit]: +3 strength.\nWhenever an encounter ends, if you used this program to break a subroutine during that encounter, the Corp gains 2[credit].', 'title': 'Tycoon', 'type_code': 'program', 'uniqueness': False}

{'code': '22013', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'A classy alibi.', 'illustrator': 'Marko Fiedler', 'keywords': 'Location - Ritzy', 'pack_code': 'rar', 'position': 13, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you avoid or remove a tag each turn, you may install a card from your grip, lowering its install cost by 1.', 'stripped_title': 'Thunder Art Gallery', 'text': 'The first time you avoid or remove a tag each turn, you may install a card from your grip, lowering its install cost by 1.', 'title': 'Thunder Art Gallery', 'type_code': 'resource', 'uniqueness': True}

{'code': '22014', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"If I can\'t kill it, I know who can."', 'illustrator': 'Marko Fiedler', 'keywords': 'Connection', 'pack_code': 'rar', 'position': 14, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 12 credits from the bank on Miss Bones when she is installed. When there are no credits left on Miss Bones, trash her. Use these credits to trash installed cards.', 'stripped_title': 'Miss Bones', 'text': 'Place 12[credit] from the bank on Miss Bones when she is installed. When there are no credits left on Miss Bones, trash her.\nUse these credits to trash installed cards.', 'title': 'Miss Bones', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 1, 'code': '22015', 'deck_limit': 1, 'faction_code': 'shaper', 'illustrator': 'Matt Zeilinger, A. Christensen', 'influence_limit': 12, 'keywords': 'Clone', 'minimum_deck_size': 45, 'pack_code': 'rar', 'position': 15, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever you breach R&D, you and the Corp secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Corp spent the same number of credits, access 1 additional card.', 'stripped_title': 'Akiko Nisei: Head Case', 'text': 'Whenever you breach R&D, you and the Corp secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Corp spent the same number of credits, access 1 additional card.', 'title': 'Akiko Nisei: Head Case', 'type_code': 'identity', 'uniqueness': False}

{'code': '22016', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Adam Schumpert', 'keywords': 'Double', 'pack_code': 'rar', 'position': 16, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. The Corp may look at the top 4 cards of R&D and arrange them in any order. Reveal the top 4 cards of R&D.', 'stripped_title': 'Insight', 'text': 'As an additional cost to play this event, spend [click].\nThe Corp may look at the top 4 cards of R&D and arrange them in any order.\nReveal the top 4 cards of R&D.', 'title': 'Insight', 'type_code': 'event', 'uniqueness': False}

{'code': '22017', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'JB Casacop', 'keywords': 'Console', 'pack_code': 'rar', 'position': 17, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Whenever you make a successful run on R&D, you may place 1 power counter on this hardware. click, 3 hosted power counters: Breach R&D. You cannot access cards in the root of R&D during this breach. Limit 1 console per player.', 'stripped_title': "Mind's Eye", 'text': '+1[mu]\nWhenever you make a successful run on R&D, you may place 1 power counter on this hardware.\n[click], 3 hosted power counters: Breach R&D. You cannot access cards in the root of R&D during this breach.\nLimit 1 console per player.', 'title': "Mind's Eye", 'type_code': 'hardware', 'uniqueness': True}

{'code': '22018', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"What are you making?"\n"What aren\'t I making?"', 'illustrator': 'Martin de Diego Sádaba', 'pack_code': 'rar', 'position': 18, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "The first time you trash an accessed card each turn, you may place power counters on Mache equal to that card's trash cost. 3 hosted power counters: Draw 1 card.", 'stripped_title': 'Mache', 'text': "The first time you trash an accessed card each turn, you may place power counters on Mâché equal to that card's trash cost.\n3 hosted power counters: Draw 1 card.", 'title': 'Mâché', 'type_code': 'hardware', 'uniqueness': True}

{'code': '22019', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Running is all metaphor, all symbols and plumbing into the depths of the psyche. Sometimes that means tentacles." -Akiko Nisei', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'rar', 'position': 19, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': '2 credits: Host this program on a piece of ice. Interface -> 1 credit: Break up to 2 subroutines on host sentry. 2 credits: +3 strength.', 'stripped_title': 'Ika', 'text': '2[credit]: Host this program on a piece of ice.\nInterface → 1[credit]: Break up to 2 subroutines on host sentry.\n2[credit]: +3 strength.', 'title': 'Ika', 'type_code': 'program', 'uniqueness': False}

{'code': '22020', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'The journey is its own reward.', 'illustrator': 'Marius Siergiejew', 'memory_cost': 1, 'pack_code': 'rar', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install Kyuban only on a piece of ice. Gain 2 credits whenever you pass host ice.', 'stripped_title': 'Kyuban', 'text': 'Install Kyuban only on a piece of ice.\nGain 2[credit] whenever you pass host ice.', 'title': 'Kyuban', 'type_code': 'program', 'uniqueness': False}

{'code': '22021', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': '"Breathe, girl. Breathe." Mike flickered into focus as she brushed Akiko\'s tears away. "What did you see?"\n"I..." Akiko hesitated. "Everything."', 'illustrator': 'Zefanya Langkan Maega', 'keywords': 'Connection', 'pack_code': 'rar', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn a successful run on R&D ends, you may gain 1 credit for each time you accessed a card in R&D during that run.', 'stripped_title': 'Psych Mike', 'text': 'The first time each turn a successful run on R&D ends, you may gain 1[credit] for each time you accessed a card in R&D during that run.', 'title': 'Psych Mike', 'type_code': 'resource', 'uniqueness': True}

{'code': '22022', 'cost': 0, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 5, 'flavor': '"When we\'re together, I feel like I can do anything!"', 'illustrator': 'Lili Ibrahim', 'memory_cost': 1, 'pack_code': 'rar', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may pay 2 credits to gain click. If you do, trash Algernon when your turn ends if you did not make a successful run this turn.', 'stripped_title': 'Algernon', 'text': 'When your turn begins, you may pay 2[credit] to gain [click]. If you do, trash Algernon when your turn ends if you did not make a successful run this turn.', 'title': 'Algernon', 'type_code': 'program', 'uniqueness': True}

{'code': '22023', 'cost': 1, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 5, 'flavor': 'I LIVE AGAIN', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Run', 'pack_code': 'rar', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run Archives. If successful, instead of breaching Archives, install up to 5 cards from your heap facedown. Remove this event from the game.', 'stripped_title': 'Reboot', 'text': 'Run Archives. If successful, instead of breaching Archives, install up to 5 cards from your heap facedown. \nRemove this event from the game.', 'title': 'Reboot', 'type_code': 'event', 'uniqueness': False}

{'code': '22024', 'cost': 4, 'deck_limit': 3, 'faction_code': 'sunny-lebeau', 'faction_cost': 3, 'flavor': '"So, Miriam, hear anything good lately?"', 'illustrator': 'James Cory Webster', 'pack_code': 'rar', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Reduce the play cost of Office Supplies by 1 for each link you have. Gain 4 credits or draw 4 cards.', 'stripped_title': 'Office Supplies', 'text': 'Reduce the play cost of Office Supplies by 1 for each [link] you have.\nGain 4[credit] or draw 4 cards.', 'title': 'Office Supplies', 'type_code': 'event', 'uniqueness': False}

{'code': '22025', 'cost': 3, 'deck_limit': 1, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'rar', 'position': 25, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Host a g-mod identity that does not match the faction of your identity on DJ Fenris when he is installed. Remove hosted identity from the game if DJ Fenris is uninstalled. DJ Fenris gains the text of hosted identity. Limit 1 per deck.', 'stripped_title': 'DJ Fenris', 'text': 'Host a g-mod identity that does not match the faction of your identity on DJ Fenris when he is installed. Remove hosted identity from the game if DJ Fenris is uninstalled.\nDJ Fenris gains the text of hosted identity.\nLimit 1 per deck.', 'title': 'DJ Fenris', 'type_code': 'resource', 'uniqueness': True}

{'code': '22026', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'Want It More.', 'illustrator': 'Viniciusde S Menezes', 'influence_limit': 15, 'keywords': 'Subsidiary', 'minimum_deck_size': 45, 'pack_code': 'rar', 'position': 26, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever an agenda is scored or stolen, gain 2 credits or draw 2 cards.', 'stripped_title': 'Sportsmetal: Go Big or Go Home', 'text': 'Whenever an agenda is scored or stolen, gain 2[credit] or draw 2 cards.', 'title': 'Sportsmetal: Go Big or Go Home', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '22027', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"Our analysis shows significant support from both the public and private sectors."', 'illustrator': 'Angga Satriohadi', 'keywords': 'Expansion', 'pack_code': 'rar', 'position': 27, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When Hyperloop Extension is scored or stolen, the Corp gains 3 credits.', 'stripped_title': 'Hyperloop Extension', 'text': 'When Hyperloop Extension is scored or stolen, the Corp gains 3[credit].', 'title': 'Hyperloop Extension', 'type_code': 'agenda', 'uniqueness': False}

{'code': '22028', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': "You don't cross it—it crosses you.", 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier', 'pack_code': 'rar', 'position': 28, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Gain 4 credits and end the run unless the Runner adds this ice to their score area as an agenda worth -1 agenda point.', 'stripped_title': 'Meridian', 'text': '[subroutine] Gain 4[credit] and end the run unless the Runner adds this ice to their score area as an agenda worth -1 agenda point.', 'title': 'Meridian', 'type_code': 'ice', 'uniqueness': False}

{'code': '22029', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'Banana who?', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate', 'pack_code': 'rar', 'position': 29, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Gatekeeper has +6 strength if you rezzed it this turn. Subroutine Draw up to 3 cards. Reveal up to 3 agendas in HQ and/or Archives, then shuffle those agendas into R&D. Subroutine End the run.', 'stripped_title': 'Gatekeeper', 'text': 'Gatekeeper has +6 strength if you rezzed it this turn.\n[subroutine] Draw up to 3 cards. Reveal up to 3 agendas in HQ and/or Archives, then shuffle those agendas into R&D.\n[subroutine] End the run.', 'title': 'Gatekeeper', 'type_code': 'ice', 'uniqueness': False}

{'code': '22030', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': "If that doesn't work, try reversing the polarity.", 'illustrator': 'Marius Siergiejew', 'pack_code': 'rar', 'position': 30, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Derez any number of cards. You may rez a card, lowering its rez cost by 3 for each card that you derezzed this way.', 'stripped_title': 'Divert Power', 'text': 'Derez any number of cards. You may rez a card, lowering its rez cost by 3 for each card that you derezzed this way.', 'title': 'Divert Power', 'type_code': 'operation', 'uniqueness': False}

{'code': '22031', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"Oh, my! He\'s on fire!"', 'illustrator': 'James Cory Webster', 'pack_code': 'rar', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Gain X credits. Draw up to X cards. Install up to X cards in the root of and/or protecting a single remote server. X is equal to the number of agendas in the Runner's score area.", 'stripped_title': 'Fast Break', 'text': "Gain X[credit]. Draw up to X cards. Install up to X cards in the root of and/or protecting a single remote server. X is equal to the number of agendas in the Runner's score area.", 'title': 'Fast Break', 'type_code': 'operation', 'uniqueness': False}

{'code': '22032', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'flavor': "Coach Walden's pep talks were renowned for improving in direct proportion to the amount by which his team was losing.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'rar', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Gain click for each agenda in the Runner's score area. Remove Game Changer from the game instead of trashing it.", 'stripped_title': 'Game Changer', 'text': "Gain [click] for each agenda in the Runner's score area. Remove Game Changer from the game instead of trashing it.", 'title': 'Game Changer', 'trash_cost': 2, 'type_code': 'operation', 'uniqueness': False}

{'code': '22033', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'The world changed. Concession prices did not.', 'illustrator': 'Emilio Rodriguez', 'keywords':

'Facility', 'pack_code': 'rar', 'position': 33, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner makes a successful run on this server, end the run unless they pay 2 credits for each agenda in their score area.', 'stripped_title': 'Giordano Memorial Field', 'text': 'Whenever the Runner makes a successful run on this server, end the run unless they pay 2[credit] for each agenda in their score area.', 'title': 'Giordano Memorial Field', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '22034', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Ben Zweifel', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'rar', 'position': 34, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'click, 1 credit: Install 1 card from HQ in the root of a remote server, then place 1 advancement counter on it. You cannot score or rez that card until your next turn begins.', 'stripped_title': 'Saraswati Mnemonics: Endless Exploration', 'text': '[click], 1[credit]: Install 1 card from HQ in the root of a remote server, then place 1 advancement counter on it. You cannot score or rez that card until your next turn begins.', 'title': 'Saraswati Mnemonics: Endless Exploration', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 6, 'agenda_points': 2, 'code': '22035', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"Jumon, all too Jumon..."', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Research', 'pack_code': 'rar', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn ends, place 2 advancement counters on 1 card in the root of a remote server.', 'stripped_title': 'Jumon', 'text': 'When your turn ends, place 2 advancement counters on 1 card in the root of a remote server.', 'title': 'Jumon', 'type_code': 'agenda', 'uniqueness': False}

{'code': '22036', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Supersedure is all part of our scheduled maintenance."', 'illustrator': 'Aurore Folny', 'keywords': 'Character', 'pack_code': 'rar', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may remove an advancement token from an installed card to gain 3 credits.', 'stripped_title': 'API-S Keeper Isobel', 'text': 'When your turn begins, you may remove an advancement token from an installed card to gain 3[credit].', 'title': 'API-S Keeper Isobel', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '22037', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Galen Dara', 'keywords': 'Ambush', 'pack_code': 'rar', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Neurostasis can be advanced. If you pay 3 credits when the Runner accesses Neurostasis, choose 1 installed Runner card for each advancement token on Neurostasis. The Runner must shuffle the chosen cards into the stack.', 'stripped_title': 'Neurostasis', 'text': 'Neurostasis can be advanced.\nIf you pay 3[credit] when the Runner accesses Neurostasis, choose 1 installed Runner card for each advancement token on Neurostasis. The Runner must shuffle the chosen cards into the stack.', 'title': 'Neurostasis', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '22038', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"If the sysop offers you a link, it\'s because they want you to go there. But if you wanted to go where the sysop suggested, you wouldn\'t be trying to break in at all." -How Not to Get Fragged', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry', 'pack_code': 'rar', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine You may place up to 3 advancement counters on 1 card installed in the root of a remote server. If you do, the Runner accesses that card unless they pay 3 credits.', 'stripped_title': 'Otoroshi', 'text': '[subroutine] You may place up to 3 advancement counters on 1 card installed in the root of a remote server. If you do, the Runner accesses that card unless they pay 3[credit].', 'title': 'Otoroshi', 'type_code': 'ice', 'uniqueness': False}

{'code': '22039', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Step right up!', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'rar', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'When your turn begins and whenever the Runner passes this ice, you may swap this ice with another installed piece of ice. Subroutine End the run.', 'stripped_title': 'Thimblerig', 'text': 'When your turn begins and whenever the Runner passes this ice, you may swap this ice with another installed piece of

ice.\n[subroutine] End the run.', 'title': 'Thimblerig', 'type_code': 'ice', 'uniqueness': False}

{'code': '22040', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Reprisal - Gray Ops', 'pack_code': 'rar', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Play only if the Runner trashed a Corp card during their last turn. Choose 1 of your installed cards. The Runner may access that card. If they do, remove this operation from the game; otherwise, add this operation to the Runner's score area as an agenda worth -1 agenda point.", 'stripped_title': 'Hangeki', 'text': "Play only if the Runner trashed a Corp card during their last turn.\nChoose 1 of your installed cards. The Runner may access that card. If they do, remove this operation from the game; otherwise, add this operation to the Runner's score area as an agenda worth -1 agenda point.", 'title': 'Hangeki', 'type_code': 'operation', 'uniqueness': False}

{'code': '22041', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'JB Casacop', 'pack_code': 'rar', 'position': 41, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When the Runner approaches this server, you may trash this upgrade. If you do, choose 1 card in the root of another server or 1 agenda, asset, or upgrade in HQ. Swap that card with 1 card in the root of this server. If you swap cards this way, the Runner may jack out.', 'stripped_title': 'Daruma', 'text': 'When the Runner approaches this server, you may trash this upgrade. If you do, choose 1 card in the root of another server or 1 agenda, asset, or upgrade in HQ. Swap that card with 1 card in the root of this server. If you swap cards this way, the Runner may jack out.', 'title': 'Daruma', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '22042', 'deck_limit': 1, 'faction_code': 'nbn', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Subsidiary', 'minimum_deck_size': 45, 'pack_code': 'rar', 'position': 42, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The Runner is considered to have 1 additional tag (even if they have 0) during encounters with the outermost piece of ice protecting any server.', 'stripped_title': 'Acme Consulting: The Truth You Need', 'text': 'The Runner is considered to have 1 additional tag (even if they have 0) during encounters with the outermost piece of ice protecting any server.', 'title': 'Acme Consulting: The Truth You Need', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '22043', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': 'Only half as annoying as the real thing.', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Initiative', 'pack_code': 'rar', 'position': 43, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Fly on the Wall, give the Runner 1 tag.', 'stripped_title': 'Fly on the Wall', 'text': 'When you score Fly on the Wall, give the Runner 1 tag.', 'title': 'Fly on the Wall', 'type_code': 'agenda', 'uniqueness': False}

{'code': '22044', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"What\'s so special about the Special Investigations Unit?"\n"Their budget, for starters."', 'illustrator': 'Clark Huggins', 'pack_code': 'rar', 'position': 44, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may trash SIU to trace 3 If successful, give the Runner 1 tag.', 'stripped_title': 'SIU', 'text': 'When your turn begins, you may trash SIU to <trace>trace 3</trace> If successful, give the Runner 1 tag.', 'title': 'SIU', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': True}

{'code': '22045', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"I lost the staring contest. And all seven rematches." -Kabonesa Wu', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate', 'pack_code': 'rar', 'position': 45, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, choose a card type, then reveal all cards in the grip. For the remainder of this run, this ice gains "Subroutine End the run unless the Runner takes 1 tag." for each revealed card of the chosen type.', 'stripped_title': 'Peeping Tom', 'text': 'When the Runner encounters this ice, choose a card type, then reveal all cards in the grip. For the remainder of this run, this ice gains "[subroutine] End the run unless the Runner takes 1 tag." for each revealed card of the chosen type.', 'title': 'Peeping Tom', 'type_code': 'ice', 'uniqueness': False}

{'code': '22046', 'cost': 10, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - AP', 'pack_code': 'rar', 'position': 46, 'quantity': 3, 'side_code':

'corp', 'strength': 6, 'stripped_text': 'Subroutine Do 3 net damage if the Runner is tagged; otherwise, give the Runner 1 tag. Subroutine Gain 5 credits if the Runner is tagged; otherwise, give the Runner 1 tag. Subroutine End the run if the Runner is tagged; otherwise, give the Runner 1 tag.', 'stripped_title': 'Hydra', 'text': '[subroutine] Do 3 net damage if the Runner is tagged; otherwise, give the Runner 1 tag.\n[subroutine] Gain 5[credit] if the Runner is tagged; otherwise, give the Runner 1 tag.\n[subroutine] End the run if the Runner is tagged; otherwise, give the Runner 1 tag.\n', 'title': 'Hydra', 'type_code': 'ice', 'uniqueness': False}

{'code': '22047', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"No, the audio is fine. It just never seems to turn off."', 'illustrator': 'Steve Hamilton', 'keywords': 'Gray Ops - Condition', 'pack_code': 'rar', 'position': 47, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install Eavesdrop on a piece of ice as a hosted condition counter with the text "Whenever the Runner encounters host ice, trace 3 If successful, give the Runner 1 tag."', 'stripped_title': 'Eavesdrop', 'text': 'Install Eavesdrop on a piece of ice as a hosted condition counter with the text "Whenever the Runner encounters host ice, <trace>trace 3</trace> If successful, give the Runner 1 tag."', 'title': 'Eavesdrop', 'type_code': 'operation', 'uniqueness': False}

{'code': '22048', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Good news, ma\'am. The compliance training was completed with little resistance."', 'illustrator': 'Priscilla Kim', 'pack_code': 'rar', 'position': 48, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Draw 2 cards. Reveal up to 2 agendas in HQ and/or Archives. Gain 2 credits for each agenda revealed, then shuffle those agendas into R&D.', 'stripped_title': 'Attitude Adjustment', 'text': 'Draw 2 cards. Reveal up to 2 agendas in HQ and/or Archives. Gain 2[credit] for each agenda revealed, then shuffle those agendas into R&D.', 'title': 'Attitude Adjustment', 'type_code': 'operation', 'uniqueness': False}

{'code': '22049', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"Cheers, Philbert."', 'illustrator': 'Matt Zeilinger', 'keywords': 'Sysop', 'pack_code': 'rar', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever an agenda is scored from this server, you may install a card from HQ, ignoring all costs, and place 1 advancement token on it.', 'stripped_title': 'Arella Salvatore', 'text': 'Whenever an agenda is scored from this server, you may install a card from HQ, ignoring all costs, and place 1 advancement token on it.', 'title': 'Arella Salvatore', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '22050', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'We do things our way.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Subsidiary', 'minimum_deck_size': 45, 'pack_code': 'rar', 'position': 50, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Gain 3 credits whenever you take at least 1 bad publicity.', 'stripped_title': 'The Outfit: Family Owned and Operated', 'text': 'Gain 3[credit] whenever you take at least 1 bad publicity.', 'title': 'The Outfit: Family Owned and Operated', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '22051', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Steve Hamilton', 'keywords': 'Security', 'pack_code': 'rar', 'position': 51, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Broad Daylight, you may take 1 bad publicity. Place 1 agenda counter on Broad Daylight for each bad publicity you have. click, hosted agenda counter: Do 2 meat damage. Use this ability only once per turn.', 'stripped_title': 'Broad Daylight', 'text': 'When you score Broad Daylight, you may take 1 bad publicity. Place 1 agenda counter on Broad Daylight for each bad publicity you have.\n[click], hosted agenda counter: Do 2 meat damage. Use this ability only once per turn.', 'title': 'Broad Daylight', 'type_code': 'agenda', 'uniqueness': False}

{'code': '22052', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Emilio Rodriguez', 'pack_code': 'rar', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 3 power counters on Drudge Work when it is rezzed. When there are no power counters left on Drudge Work, trash it. click, hosted power counter: Reveal an agenda in HQ or Archives. Gain credits equal to its agenda points, then shuffle it into R&D.', 'stripped_title': 'Drudge Work', 'text': 'Place 3 power counters on Drudge Work when it is rezzed. When there are no power counters left on Drudge Work, trash it.\n[click], hosted power

counter: Reveal an agenda in HQ or Archives. Gain credits equal to its agenda points, then shuffle it into R&D.', 'title': 'Drudge Work', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}
{'code': '22053', 'cost': 7, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Marius Siergiejew', 'keywords': 'Barrier', 'pack_code': 'rar', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Blockchain gains "Subroutine The Corp gains 1 credit and the Runner loses 1 credit." before all its other subroutines for every 2 faceup transaction operations in Archives. Subroutine The Corp gains 1 credit and the Runner loses 1 credit. Subroutine End the run.', 'stripped_title': 'Blockchain', 'text': 'Blockchain gains "[subroutine] The Corp gains 1[credit] and the Runner loses 1[credit]." before all its other subroutines for every 2 faceup transaction operations in Archives.\n[subroutine] The Corp gains 1[credit] and the Runner loses 1[credit].\n[subroutine] End the run.', 'title': 'Blockchain', 'type_code': 'ice', 'uniqueness': False}
{'code': '22054', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'A place of decay and death, a plane out of phase, a place of monsters.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - AP', 'pack_code': 'rar', 'position': 54, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Whenever the Runner approaches a server, you may rez this ice. If you do, move this ice to the innermost position protecting the approached server. The Runner moves to this ice and encounters it. Subroutine End the run unless the Runner suffers 2 net damage.', 'stripped_title': 'Formicary', 'text': 'Whenever the Runner approaches a server, you may rez this ice. If you do, move this ice to the innermost position protecting the approached server. The Runner moves to this ice and encounters it.\n[subroutine] End the run unless the Runner suffers 2 net damage.', 'title': 'Formicary', 'type_code': 'ice', 'uniqueness': False}
{'code': '22055', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"It looks like a mistake but I\'m pretty sure they leave the gaps on purpose." -Gnat', 'illustrator': 'Ed Mattinian', 'pack_code': 'rar', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Reveal a barrier from HQ. Install and rez it, ignoring all costs.', 'stripped_title': 'Building Blocks', 'text': 'Reveal a barrier from HQ. Install and rez it, ignoring all costs.', 'title': 'Building Blocks', 'type_code': 'operation', 'uniqueness': False}
{'code': '22056', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"This is blackmail!"\n"No, this is extortion."', 'illustrator': 'Timur Shevtsov', 'keywords': 'Transaction - Illicit', 'pack_code': 'rar', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if you have fewer than 10 credits. Gain 7 credits and take 1 bad publicity.', 'stripped_title': 'Too Big to Fail', 'text': 'Play only if you have fewer than 10[credit].\nGain 7[credit] and take 1 bad publicity.', 'title': 'Too Big to Fail', 'trash_cost': 5, 'type_code': 'operation', 'uniqueness': False}
{'code': '22057', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Timur Shevtsov', 'keywords': 'Gray Ops - Illicit', 'pack_code': 'rar', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner accessed a card during their last turn. Trash 1 connection resource and take 1 bad publicity.', 'stripped_title': 'Under the Bus', 'text': 'Play only if the Runner accessed a card during their last turn.\nTrash 1 connection resource and take 1 bad publicity.', 'title': 'Under the Bus', 'type_code': 'operation', 'uniqueness': False}
{'code': '22058', 'cost': 5, 'deck_limit': 1, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Emilio Rodriguez', 'keywords': 'Region - Ritzy', 'pack_code': 'rar', 'position': 58, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'When your turn begins, place 1 power counter on Lady Liberty. click, click, click: Add an agenda from HQ to your score area worth agenda points equal to the exact number of hosted power counters. Limit 1 region per server. Limit 1 per deck.', 'stripped_title': 'Lady Liberty', 'text': 'When your turn begins, place 1 power counter on Lady Liberty.\n[click], [click], [click]: Add an agenda from HQ to your score area worth agenda points equal to the exact number of hosted power counters.\nLimit 1 region per server.\nLimit 1 per deck.', 'title': 'Lady Liberty', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'base_link': 1, 'code': '25001', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"Analyzing the board won\'t help. Your mistake was thinking we\'re playing the same game."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Cyborg - G-mod', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 1, '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}

{'base_link': 0, 'code': '25002', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': '"Why should we be slaves to our genetic heritage?"', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 2, '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}

{'code': '25003', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'sc19', 'position': 3, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Place up to 3 advancement counters on 1 unrezzed card in the root of a remote server. Gain 2 credits for each counter placed this way. You cannot access that card for the remainder of the turn.', 'stripped_title': "Queen's Gambit", 'text': 'As an additional cost to play this event, spend [click].\nPlace up to 3 advancement counters on 1 unrezzed card in the root of a remote server. Gain 2[credit] for each counter placed this way. You cannot access that card for the remainder of the turn.', 'title': "Queen's Gambit", 'type_code': 'event', 'uniqueness': False}

{'code': '25004', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': "That moment of bliss. That feeling of accomplishment. That certainty of purpose.\nWhat's next?", 'illustrator': 'Gong Studios', 'pack_code': 'sc19', 'position': 4, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn. Access 1 installed card (non-ice).', 'stripped_title': 'Quest Completed', 'text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn.\nAccess 1 installed card (non-ice).', 'title': 'Quest Completed', 'type_code': 'event', 'uniqueness': False}

{'code': '25005', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Run', 'pack_code': 'sc19', 'position': 5, 'quantity': 2, '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': '25006', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"While there have been other anti-corporation movements before, like the Maroon Wave, this new one is different. It\'s organized." -Ramesh Gupta, One World Economy', 'illustrator': 'RC Torres', 'keywords': 'Run - Sabotage', 'pack_code': 'sc19', 'position': 6, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Make a run. When the run ends, trash 1 piece of ice that was rezzed during this run.', 'stripped_title': 'Run Amok', 'text': 'Make a run. When the run ends, trash 1 piece of ice that was rezzed during this run.', 'title': 'Run Amok', 'type_code': 'event', 'uniqueness': False}

{'code': '25007', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Run', 'pack_code': 'sc19', 'position': 7, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Place 9 credits on this event, then run any server. During that run, hosted credits are considered to be in your credit pool. When the run ends, suffer 1 brain damage, which cannot be prevented.', 'stripped_title': 'Stimhack', 'text': 'Place 9[credit] on this event, then run any server. During that run, hosted credits are considered to be in your credit pool. When the run ends, suffer 1 brain damage, which cannot be prevented.', 'title': 'Stimhack', 'type_code': 'event', 'uniqueness': False}

{'code': '25008', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'I feel almost naked without it.', 'illustrator': 'Gong Studios', 'keywords': 'Chip', 'pack_code': 'sc19',

'position': 8, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit to pay for using icebreakers or for installing virus programs.', 'stripped_title': 'Cyberfeeder', 'text': '1[recurring-credit]\nUse this credit to pay for using icebreakers or for installing virus programs.', 'title': 'Cyberfeeder', 'type_code': 'hardware', 'uniqueness': False}

{'code': '25009', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Simon Boxer', 'keywords': 'Console', 'pack_code': 'sc19', 'position': 9, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '+1 mu Interrupt -> Whenever you would play or install a card, you may trash 1 card from your grip. If you do, instead play or install that card paying 2 credits less. Use this ability only once per turn. Limit 1 console per player.', 'stripped_title': 'Patchwork', 'text': '+1[mu]\n[interrupt] → Whenever you would play or install a card, you may trash 1 card from your grip. If you do, instead play or install that card paying 2[credit] less. Use this ability only once per turn.\nLimit 1 console per player.', 'title': 'Patchwork', 'type_code': 'hardware', 'uniqueness': True}

{'code': '25010', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"If at first you don\'t succeed, boost its strength and try again." -g00ru', 'illustrator': 'Mike Nesbitt', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 10, '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': '25011', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 11, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on a central server, place 1 virus counter on Datasucker. Hosted virus counter: Rezzed piece of ice currently being encountered has -1 strength until the end of the encounter.', 'stripped_title': 'Datasucker', 'text': 'Whenever you make a successful run on a central server, place 1 virus counter on Datasucker.\nHosted virus counter: Rezzed piece of ice currently being encountered has -1 strength until the end of the encounter.', 'title': 'Datasucker', 'type_code': 'program', 'uniqueness': False}

{'code': '25012', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'It always strikes twice.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 12, 'quantity': 2, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break up to 2 code gate subroutines. 1 credit: +1 strength.', 'stripped_title': 'Force of Nature', 'text': 'Interface → 2[credit]: Break up to 2 code gate subroutines.\n1[credit]: +1 strength.', 'title': 'Force of Nature', 'type_code': 'program', 'uniqueness': False}

{'code': '25013', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Something wicked this way comes.', 'illustrator': 'Wen Xiaodong', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 13, 'quantity': 2, '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': '25014', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Smirtouille', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 14, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on HQ, the Corp loses 1 credit. Trash Lamprey if the Corp purges virus counters.', 'stripped_title': 'Lamprey', 'text': 'Whenever you make a successful run on HQ, the Corp loses 1[credit].\nTrash Lamprey if the Corp purges virus counters.', 'title': 'Lamprey', 'type_code': 'program', 'uniqueness': False}

{'code': '25015', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'November 5th: the day when all would see the corrupt machinations of the corporate oligarchy.',

'illustrator': 'Matt Zeilinger', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 15, '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': '25016', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "In the public consciousness, there's a hard line between corp and runner. In the real world, things are a little more porous. The corps need the best hackers to run their networks, and some of the best hackers are ex-runners who like the idea of a regular paycheck. But sometimes things run the other way, and someone on the inside makes something like this.", 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'sc19', 'position': 16, 'quantity': 1, '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': '25017', 'cost': 6, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': "It's easier to spend when it's not your money.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'sc19', 'position': 17, 'quantity': 2, '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': '25018', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"They\'re mindless tools of destruction, good for little else. Nice guys, though. Some of my best friends are scrubbers." -Ji "Noise" Reilly', 'illustrator': 'Kate Laird', 'keywords': 'Connection - Seedy', 'pack_code': 'sc19', 'position': 18, 'quantity': 2, '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': '25019', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'And all should cry, Beware! Beware!\nHis flashing eyes, his floating hair!\nWeave a circle round him thrice,\nAnd close your eyes with holy dread,\nFor he on honey-dew hath fed,\nAnd drunk the milk of Paradise.\n-Samuel Taylor Coleridge', 'illustrator': 'Andrew Mar', 'keywords': 'Virtual', 'pack_code': 'sc19', 'position': 19, 'quantity': 1, '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': '25020', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Of course I steal from the rich. They\'re the ones with all the money."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 20, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on HQ each turn, gain 2 credits.', 'stripped_title': 'Gabriel Santiago: Consummate Professional', 'text': 'The first time you make a successful run on HQ each turn, gain 2[credit].', 'title': 'Gabriel Santiago: Consummate Professional', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '25021', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"I\'d say I do it for the challenge, but the truth is it\'s not that hard."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 21, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever an agenda is scored or stolen, add 1 unrezzed card to HQ.', 'stripped_title': 'Leela Patel: Trained Pragmatist', 'text': 'Whenever an agenda is scored or stolen, add 1 unrezzed card to HQ.', 'title': 'Leela Patel: Trained Pragmatist', 'type_code': 'identity', 'uniqueness': False}

{'code': '25022', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"You can help Jinteki shape the future. Your future."', 'illustrator': 'Dmitry Prosvirnin', 'pack_code': 'sc19', 'position': 22, 'quantity': 1, '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': '25023', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Hey kid, you fire that up now, bound to be vamped real bad. Some real pathetic individuals around here. But thankfully I got just the ticket…"', 'illustrator': 'Matt Zeilinger', 'keywords': 'Job', 'pack_code': 'sc19', 'position': 23, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Gain 3 credits.', 'stripped_title': 'Easy Mark', 'text': 'Gain 3[credit].', 'title': 'Easy Mark', 'type_code': 'event', 'uniqueness': False}

{'code': '25024', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Think of it as a virtual shock collar for punishing corporate pets." -Andromeda', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sabotage', 'pack_code': 'sc19', 'position': 24, 'quantity': 1, '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': '25025', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'sc19', 'position': 25, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Search your stack for a connection, reveal it, and add it to your grip. You may install that connection (paying its install cost). Shuffle your stack.', 'stripped_title': 'Hostage', 'text': 'As an additional cost to play this event, spend [click].\nSearch your stack for a connection, reveal it, and add it to your grip. You may install that connection (paying its install cost). Shuffle your stack.', 'title': 'Hostage', 'type_code': 'event', 'uniqueness': False}

{'code': '25026', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Hey, listen, I\'m not asking you to do anything dangerous. Just let me into the building. And tell me which room has the weakest security. And please don\'t say \'the bathroom\' again."', 'illustrator': 'Clark Huggins', 'keywords': 'Run', 'pack_code': 'sc19', 'position': 26, 'quantity': 2, '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': '25027', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"I work by referral only, with an up-front fee. The fee is reasonable if you value results." -Silhouette', 'illustrator': 'Gong Studios', 'keywords': 'Run', 'pack_code': 'sc19', 'position': 27, 'quantity': 2, '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': '25028', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'She preferred to do business in a club. Something about the lights and dancers clouded the judgment of the corporate simpletons she met there.', 'illustrator': 'Gong Studios', 'pack_code': 'sc19', 'position': 28, 'quantity': 1, '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': '25029', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Targeted attacks make system breaches so much easier, especially if you can spoof an authorized user.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Run', 'pack_code': 'sc19', 'position': 29, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Make a run. When you encounter the innermost piece of ice protecting that server, bypass it.', 'stripped_title': 'Spear Phishing', 'text': 'Make a run. When you encounter the innermost piece of ice protecting that server, bypass it.', 'title': 'Spear Phishing', 'type_code': 'event', 'uniqueness': False}

{'code': '25030', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Feverishly tracking its frustratingly slow progress across the Pacific, the package finally shows up hours later…', 'illustrator': 'Steve Hamilton', 'pack_code': 'sc19', 'position': 30, 'quantity': 2,

'side_code': 'runner', 'stripped_text': 'Search your stack for an icebreaker, reveal it, and add it to your grip. Shuffle your stack.', 'stripped_title': 'Special Order', 'text': 'Search your stack for an icebreaker, reveal it, and add it to your grip. Shuffle your stack.', 'title': 'Special Order', 'type_code': 'event', 'uniqueness': False}

{'code': '25031', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "If you don't have someone on the inside, find someone on the inside who's fond of desk ornaments.", 'illustrator': 'Robert Chew', 'pack_code': 'sc19', 'position': 31, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever you breach HQ, access 1 additional card.', 'stripped_title': 'HQ Interface', 'text': 'Whenever you breach HQ, access 1 additional card.', 'title': 'HQ Interface', 'type_code': 'hardware', 'uniqueness': False}

{'code': '25032', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console', 'pack_code': 'sc19', 'position': 32, 'quantity': 2, 'side_code': 'runner', 'stripped_text': '+1 mu The first time you make a successful run each turn, you may gain 1 credit and look at the top card of your stack. If you do, you may add that card to the bottom of your stack. Limit 1 console per player.', 'stripped_title': 'Paragon', 'text': '+1[mu]\nThe first time you make a successful run each turn, you may gain 1[credit] and look at the top card of your stack. If you do, you may add that card to the bottom of your stack.\nLimit 1 console per player.', 'title': 'Paragon', 'type_code': 'hardware', 'uniqueness': True}

{'code': '25033', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "'Technology breeds crime.'", 'illustrator': 'BalanceSheet', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 33, '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': '25034', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "'It\'s a matter of \'acquiring\' the right credentials.'", 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 34, 'quantity': 2, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break up to 2 barrier subroutines. 2 credits: +3 strength. trash: Bypass the barrier you are encountering.', 'stripped_title': 'Demara', 'text': 'Interface → 2[credit]: Break up to 2 barrier subroutines.\n2[credit]: +3 strength.\n[trash]: Bypass the barrier you are encountering.', 'title': 'Demara', 'type_code': 'program', 'uniqueness': False}

{'code': '25035', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Do you believe in faeries?', 'illustrator': 'Sara K. Diesel', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 35, 'quantity': 2, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 0 credits: Break 1 sentry subroutine. 1 credit: +1 strength. Whenever an encounter ends, if you used this program to break a subroutine during that encounter, trash this program.', 'stripped_title': 'Faerie', 'text': 'Interface → 0[credit]: Break 1 sentry subroutine.\n1[credit]: +1 strength.\nWhenever an encounter ends, if you used this program to break a subroutine during that encounter, trash this program.', 'title': 'Faerie', 'type_code': 'program', 'uniqueness': False}

{'code': '25036', 'cost': 9, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Anna Christenson', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 36, 'quantity': 2, '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': '25037', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"The code isn\'t important. It\'s where the code takes you that is important." -g00ru', 'illustrator': 'Andrew Mar', 'memory_cost': 2, 'pack_code': 'sc19', 'position': 37, 'quantity': 2, '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': '25038', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Kate Laird', 'keywords': 'Job', 'pack_code': 'sc19', 'position': 38, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 8 credits on it. When it is empty, trash it. Whenever you make a successful run on a remote server, instead of breaching that server, you may take any number of credits from this resource.', 'stripped_title': 'Bank Job', 'text': 'When you install this resource, load 8[credit] on it. When it is empty, trash it.\nWhenever you make a successful run on a remote server, instead of breaching that server, you may take any number of credits from this resource.', 'title': 'Bank Job', 'type_code': 'resource', 'uniqueness': False}

{'code': '25039', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "Shadier the dealer, better the price. Unless the dealer's too shady. Then there might be a hidden fee after they take your scrip.", 'illustrator': 'Mauricio Herrera', 'keywords': 'Connection - Seedy', 'pack_code': 'sc19', 'position': 39, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'click, forfeit 1 agenda: Gain 9 credits.', 'stripped_title': 'Data Dealer', 'text': '[click], forfeit 1 agenda: Gain 9[credit].', 'title': 'Data Dealer', 'type_code': 'resource', 'uniqueness': False}

{'base_link': 0, 'code': '25040', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"Have you met Dinosaurus?"', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 40, 'pack_code': 'sc19', 'position': 40, 'quantity': 1, 'side_code': 'runner', 'stripped_text': '+1 mu', 'stripped_title': 'Chaos Theory: Wunderkind', 'text': '+1[mu]', 'title': 'Chaos Theory: Wünderkind', 'type_code': 'identity', 'uniqueness': False}

{'base_link': 0, 'code': '25041', 'deck_limit': 1, 'faction_code': 'shaper', 'flavor': '"I was not; I was; I am not; I am all."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 10, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 41, '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': '25042', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Diesel gives you flames.', 'illustrator': 'Tim Durning', 'pack_code': 'sc19', 'position': 42, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Draw 3 cards.', 'stripped_title': 'Diesel', 'text': 'Draw 3 cards.', 'title': 'Diesel', 'type_code': 'event', 'uniqueness': False}

{'code': '25043', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "There's no replacement for a home-grown program. Fed on late nights, oaty bars, and single-minded determination. Cheaper, too.", 'illustrator': 'Kate Laird', 'keywords': 'Mod', 'pack_code': 'sc19', 'position': 43, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Install a program or piece of hardware, lowering the install cost by 3.', 'stripped_title': 'Modded', 'text': 'Install a program or piece of hardware, lowering the install cost by 3.', 'title': 'Modded', 'type_code': 'event', 'uniqueness': False}

{'code': '25044', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': "When you're this good, it's hard not to grow a fan base.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'sc19', 'position': 44, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn. Add Notoriety to your score area as an

agenda worth 1 agenda point.', 'stripped_title': 'Notoriety', 'text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn.\nAdd Notoriety to your score area as an agenda worth 1 agenda point.', 'title': 'Notoriety', 'type_code': 'event', 'uniqueness': False}

{'code': '25045', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Kate Laird', 'pack_code': 'sc19', 'position': 45, 'quantity': 1, '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': '25046', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Some of the professionals have good instincts, but they can\'t see beyond the data. They can\'t see the matrix." -Ele "Smoke" Scovak', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Run', 'pack_code': 'sc19', 'position': 46, 'quantity': 2, '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': '25047', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': '"There\'s that moment, you know, when the whole world seems to fall away and it is only you and your mod, and the mod is the world."', 'illustrator': 'Christina Davis', 'keywords': 'Mod', 'pack_code': 'sc19', 'position': 47, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Choose a piece of ice. That ice gains sentry, code gate, and barrier until the end of the turn.', 'stripped_title': 'Tinkering', 'text': 'Choose a piece of ice. That ice gains sentry, code gate, and barrier until the end of the turn.', 'title': 'Tinkering', 'type_code': 'event', 'uniqueness': False}

{'code': '25048', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'The Akamatsu company was founded on three principles: first, to make the fastest mem chips on the market, second, to turn a profit, and third, to serve as a front for the manufacture of illegal neural-stimulants. It is the last principle that perhaps explains their rabid brand loyalty.', 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Chip', 'pack_code': 'sc19', 'position': 48, 'quantity': 1, 'side_code': 'runner', 'stripped_text': '+1 mu', 'stripped_title': 'Akamatsu Mem Chip', 'text': '+1[mu]', 'title': 'Akamatsu Mem Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '25049', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'keywords': 'Console', 'pack_code': 'sc19', 'position': 49, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Dinosaurus can host a single non-AI icebreaker. The memory cost of the hosted icebreaker does not count against your memory limit. Hosted icebreaker has +2 strength. Limit 1 console per player.', 'stripped_title': 'Dinosaurus', 'text': 'Dinosaurus can host a single non-AI icebreaker. The memory cost of the hosted icebreaker does not count against your memory limit.\nHosted icebreaker has +2 strength.\nLimit 1 console per player.', 'title': 'Dinosaurus', 'type_code': 'hardware', 'uniqueness': True}

{'code': '25050', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Works best at your own desk.', 'illustrator': 'Reza Ilyasa', 'pack_code': 'sc19', 'position': 50, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'Whenever you breach R&D, access 1 additional card.', 'stripped_title': 'R&D Interface', 'text': 'Whenever you breach R&D, access 1 additional card.', 'title': 'R&D Interface', 'type_code': 'hardware', 'uniqueness': False}

{'code': '25051', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'We are shaped by our thoughts; we become what we think.', 'illustrator': 'Diana Martinez', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 51, 'quantity': 1, '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': '25052', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"It\'s called \'brute-forcing\' and it\'s just as effective today as it was a hundred years ago." -Kate "Mac" McCaffrey', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 2, 'pack_code': 'sc19', 'position': 52, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 2 credits: Break up to 2 barrier subroutines. 1 credit: +1 strength for the remainder of this run.', 'stripped_title': 'Battering Ram', 'text': 'Interface → 2[credit]: Break up to 2 barrier subroutines.\n1[credit]: +1 strength for the remainder of this run.', 'title': 'Battering Ram', 'type_code': 'program', 'uniqueness': False}

{'code': '25053', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': "Didn't see that coming.", 'illustrator': 'Andrew Mar', 'keywords': 'Icebreaker', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 53, 'quantity': 1, 'side_code': 'runner', 'strength': 10, 'stripped_text': 'Interface -> trash: Break any number of AP subroutines. Interrupt -> trash: Prevent any amount of net damage.', 'stripped_title': 'Deus X', 'text': 'Interface → [trash]: Break any number of AP subroutines.\n[interrupt] → [trash]: Prevent any amount of net damage.', 'title': 'Deus X', 'type_code': 'program', 'uniqueness': False}

{'code': '25054', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'It can slice through the thickest knots of data.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 54, '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': '25055', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 55, 'quantity': 2, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 2 credits: +1 strength for the remainder of this run.', 'stripped_title': 'Pipeline', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n2[credit]: +1 strength for the remainder of this run.', 'title': 'Pipeline', 'type_code': 'program', 'uniqueness': False}

{'code': '25056', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "You didn't mention Aesop's arm unless you wanted an earful. Sometimes he talked about it in such a way that you wondered why he didn't laser his other arm off as well.", 'illustrator': 'Adam Schumpert', 'keywords': 'Connection - Location', 'pack_code': 'sc19', 'position': 56, 'quantity': 2, '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': '25057', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"If you know the source code you can write to beat it, or just rejigger it a little and make it yours. That works, too." -Exile', 'illustrator': 'Ed Mattinian', 'keywords': 'Virtual', 'pack_code': 'sc19', 'position': 57, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp rezzes a piece of ice, place 1 credit on Ice Analyzer. You may use credits on Ice Analyzer to install programs.', 'stripped_title': 'Ice Analyzer', 'text': 'Whenever the Corp rezzes a piece of ice, place 1[credit] on Ice Analyzer.\nYou may use credits on Ice Analyzer to install programs.', 'title': 'Ice Analyzer', 'type_code': 'resource', 'uniqueness': False}

{'code': '25058', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "Sometimes it doesn't matter how expensive your rig is, or how many credits are in your account, or even your skill as a runner. Most of the time, a simple handshake and a name are all you need.", 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'sc19', 'position': 58,

'quantity': 2, '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': '25059', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Lady Luck took the form of a hifi quantum manipulation ring that she wore on her middle finger.', 'illustrator': 'Kate Niemczyk', 'pack_code': 'sc19', 'position': 59, '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': '25060', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'The data was better than she could have ever imagined. This Santiago fellow really knew what he was doing. She began to imagine the havoc she could wreak at the upcoming charity dinner…', 'illustrator': 'Christina Davis', 'keywords': 'Run', 'pack_code': 'sc19', 'position': 60, 'quantity': 2, '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': '25061', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - AI - Virus', 'memory_cost': 1, 'pack_code': 'sc19', 'position': 61, 'quantity': 2, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine. 1 credit: +1 strength. click: Place 1 virus counter on this program. Whenever an encounter ends, if you used this program to break a subroutine during that encounter, remove 1 hosted virus counter or trash this program.', 'stripped_title': 'Crypsis', 'text': 'Interface → 1[credit]: Break 1 subroutine.\n1[credit]: +1 strength.\n[click]: Place 1 virus counter on this program.\nWhenever an encounter ends, if you used this program to break a subroutine during that encounter, remove 1 hosted virus counter or trash this program.', 'title': 'Crypsis', 'type_code': 'program', 'uniqueness': False}

{'code': '25062', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Drudge work, but it pays the bills.', 'illustrator': 'Dmitry Prosvirnin, Atha Kanaani', 'keywords': 'Job', 'pack_code': 'sc19', 'position': 62, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Place 12 credits from the bank on Armitage Codebusting when it is installed. When there are no credits left on Armitage Codebusting, trash it. click: Take 2 credits from Armitage Codebusting.', 'stripped_title': 'Armitage Codebusting', 'text': 'Place 12[credit] from the bank on Armitage Codebusting when it is installed. When there are no credits left on Armitage Codebusting, trash it.\n[click]: Take 2[credit] from Armitage Codebusting.', 'title': 'Armitage Codebusting', 'type_code': 'resource', 'uniqueness': False}

{'code': '25063', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Simon Boxer', 'keywords': 'Location - Ritzy', 'pack_code': 'sc19', 'position': 63, 'quantity': 2, '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': '25064', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"I\'ve been logging online with babes all day. Don\'t worry, the connections are clean. I guarantee it."', 'illustrator': 'Zefanya Langkan Maega', 'keywords': 'Connection', 'pack_code': 'sc19', 'position': 64, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run each turn, draw 1 card. The first time you make an unsuccessful run each turn, take 1 tag.', 'stripped_title': 'John Masanori', 'text': 'The first time you make a successful run each turn, draw 1 card.\nThe first time you make an unsuccessful run each turn, take 1 tag.', 'title': 'John Masanori', 'type_code': 'resource', 'uniqueness': True}

{'code': '25065', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"You aren\'t the only type of runner in New Angeles."', 'illustrator': 'Matt Zeilinger', 'keywords':

'Connection', 'pack_code': 'sc19', 'position': 65, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'You cannot use Kati Jones more than once per turn. click: Place 3 credits from the bank on Kati Jones. click: Take all credits from Kati Jones.', 'stripped_title': 'Kati Jones', 'text': 'You cannot use Kati Jones more than once per turn.\n[click]: Place 3[credit] from the bank on Kati Jones.\n[click]: Take all credits from Kati Jones.', 'title': 'Kati Jones', 'type_code': 'resource', 'uniqueness': True}

{'code': '25066', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'A Different Breed of Machine.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 66, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'All bioroid ice has +1 strength.', 'stripped_title': 'Haas-Bioroid: Stronger Together', 'text': 'All bioroid ice has +1 strength.', 'title': 'Haas-Bioroid: Stronger Together', 'type_code': 'identity', 'uniqueness': False}

{'code': '25067', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'Interweaving the Past and the Future.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 67, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time each turn the Runner loses or spends click during a run, you may add 1 card from Archives to the top of R&D.', 'stripped_title': 'Seidr Laboratories: Destiny Defined', 'text': 'The first time each turn the Runner loses or spends [click] during a run, you may add 1 card from Archives to the top of R&D.', 'title': 'Seidr Laboratories: Destiny Defined', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '25068', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Research', 'pack_code': 'sc19', 'position': 68, '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}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '25069', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Clark Huggins', 'keywords': 'Research', 'pack_code': 'sc19', 'position': 69, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When you score Successful Field Test, install any number of cards from HQ, ignoring all costs.', 'stripped_title': 'Successful Field Test', 'text': 'When you score Successful Field Test, install any number of cards from HQ, ignoring all costs.', 'title': 'Successful Field Test', 'type_code': 'agenda', 'uniqueness': False}

{'code': '25070', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Advertisement', 'pack_code': 'sc19', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Put 12 credits from the bank on Adonis Campaign when rezzed. When there are no credits left on Adonis Campaign, trash it. Take 3 credits from Adonis Campaign when your turn begins.', 'stripped_title': 'Adonis Campaign', 'text': 'Put 12[credit] from the bank on Adonis Campaign when rezzed. When there are no credits left on Adonis Campaign, trash it.\nTake 3[credit] from Adonis Campaign when your turn begins.', 'title': 'Adonis Campaign', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '25071', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Julian Totino Tedesco', 'keywords': 'Ambush', 'pack_code': 'sc19', 'position': 71, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Aggressive Secretary can be advanced. If you pay 2 credits when the Runner accesses Aggressive Secretary, trash 1 program for each advancement token on Aggressive Secretary.', 'stripped_title': 'Aggressive Secretary', 'text': 'Aggressive Secretary can be advanced.\nIf you pay 2[credit] when the Runner accesses Aggressive Secretary, trash 1 program for each advancement token on Aggressive Secretary.', 'title': 'Aggressive Secretary', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '25072', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'Tim Durning', 'keywords': 'Advertisement', 'pack_code': 'sc19', 'position': 72, 'quantity': 2, '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': '25073', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': '"That\'s against the rules. The Creators will be angry."', 'illustrator': 'Sandara Tang', 'keywords': 'Barrier - Bioroid', 'pack_code': 'sc19', 'position': 73, 'quantity': 2, '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': '25074', 'cost': 8, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'I hear the shift of every bit amid the flow of the datastream. I hear the whispers of my mothers, and their commands are law. The realm beyond is forbidden.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Barrier - Bioroid - AP', 'pack_code': 'sc19', 'position': 74, 'quantity': 1, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Heimdall 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Heimdall 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '25075', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'My reputation would precede me, if any could speak of it.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Bioroid - Tracer - Destroyer', 'pack_code': 'sc19', 'position': 75, 'quantity': 2, '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 program. Subroutine Trash 1 installed program. Subroutine Trace[1]. If successful, give the Runner 1 tag and do 1 brain damage.', 'stripped_title': 'Ichi 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Trash 1 installed program.\n[subroutine] Trash 1 installed program.\n[subroutine] Trace[1]. If successful, give the Runner 1 tag and do 1 brain damage.', 'title': 'Ichi 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '25076', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'Whrrrrr!', 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - Destroyer', 'pack_code': 'sc19', 'position': 76, 'quantity': 2, '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': '25077', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Alan Turing laid the foundation for artificial intelligence by suggesting that you could teach a computer to be human.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'sc19', 'position': 77, 'quantity': 1, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Turing has +3 strength while protecting a remote server. The Runner cannot use AI programs to break subroutines on Turing. Subroutine End the run unless the Runner spends click click click.', 'stripped_title': 'Turing', 'text': 'Turing has +3 strength while protecting a remote server.\nThe Runner cannot use AI programs to break subroutines on Turing.\n[subroutine] End the run unless the Runner spends [click][click][click].', 'title': 'Turing', 'type_code': 'ice', 'uniqueness': False}

{'code': '25078', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'My name is Viktor. Nice to meet you. Would you like to play a game?', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Code Gate - Bioroid - AP', 'pack_code': 'sc19', 'position': 78, 'quantity': 2, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. Subroutine End the run.',

'stripped_title': 'Viktor 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage.\n[subroutine] End the run.', 'title': 'Viktor 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '25079', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Do you think they…feel it?"', 'illustrator': 'Gong Studios', 'pack_code': 'sc19', 'position': 79, 'quantity': 1, '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': '25080', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': '"Why of course, we have six different Haas-Bioroid models serving in a variety of positions at this branch office alone. We here at Haas-Bioroid aren\'t going to shy away from practicing what we preach, and we pass the savings from increased efficiency on to our valued customers."', 'illustrator': 'Mark Anthony Taduran', 'pack_code': 'sc19', 'position': 80, 'quantity': 2, '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': '25081', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "Blue-one level clearance doesn't exist. And if it did exist, you wouldn't be cleared to know about it.", 'illustrator': 'Tim Durning', 'keywords': 'Double - Transaction', 'pack_code': 'sc19', 'position': 81, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Gain 5 credits and draw 2 cards.', 'stripped_title': 'Blue Level Clearance', 'text': 'As an additional cost to play this operation, spend [click].\nGain 5[credit] and draw 2 cards.', 'title': 'Blue Level Clearance', 'type_code': 'operation', 'uniqueness': False}

{'code': '25082', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Eyes forward, please."', 'illustrator': 'Antonio De Luca', 'keywords': 'Bioroid', 'pack_code': 'sc19', 'position': 82, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful run on this server, trace 4 if successful, the Runner cannot access any cards other than Ash 2X3ZB9CY for the remainder of this run.', 'stripped_title': 'Ash 2X3ZB9CY', 'text': 'Whenever there is a successful run on this server, <trace>trace 4</trace> if successful, the Runner cannot access any cards other than Ash 2X3ZB9CY for the remainder of this run.', 'title': 'Ash 2X3ZB9CY', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '25083', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"They say he is an ex-runner. I don\'t know if it is true, but he is chromed to the gills and seems to know all the runners\' tricks."', 'illustrator': 'Matt Zeilinger', 'keywords': 'Sysop', 'pack_code': 'sc19', 'position': 83, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever an encounter with a piece of ice protecting this server ends, if the Runner broke at least 1 subroutine during that encounter, they lose click.', 'stripped_title': 'Mason Bellamy', 'text': 'Whenever an encounter with a piece of ice protecting this server ends, if the Runner broke at least 1 subroutine during that encounter, they lose [click].', 'title': 'Mason Bellamy', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '25084', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'When You Need the Human Touch.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 84, '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}

{'code': '25085', 'deck_limit': 1, 'faction_code': 'jinteki', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 85, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The Runner cannot run on remote servers. Ignore this ability until the end of the turn whenever the Runner runs on a central server.', 'stripped_title': 'Jinteki: Replicating Perfection', 'text': 'The Runner cannot run on remote servers. Ignore this ability until the end of the turn whenever the Runner runs on a central server.', 'title': 'Jinteki: Replicating Perfection', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 2, 'code': '25086', 'deck_limit': 3, 'faction_code': 'jinteki',

'illustrator': 'Eko Puteh', 'keywords': 'Ambush', 'pack_code': 'sc19', 'position': 86, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'If Fetal AI is accessed from R&D, the Runner must reveal it. When the Runner accesses Fetal AI, do 2 net damage. Ignore this ability if the Runner accesses Fetal AI from Archives. As an additional cost to steal Fetal AI, the Runner must pay 2 credits.', 'stripped_title': 'Fetal AI', 'text': 'If Fetal AI is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Fetal AI, do 2 net damage. Ignore this ability if the Runner accesses Fetal AI from Archives.\nAs an additional cost to steal Fetal AI, the Runner must pay 2[credit].', 'title': 'Fetal AI', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '25087', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Alexandra Douglass', 'keywords': 'Initiative', 'pack_code': 'sc19', 'position': 87, 'quantity': 2, '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}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '25088', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Ed Mattinian', 'keywords': 'Security', 'pack_code': 'sc19', 'position': 88, 'quantity': 1, 'side_code': 'corp', 'stripped_text': "When you score Philotic Entanglement, do 1 net damage for each agenda in the Runner's score area. Limit 1 Philotic Entanglement per deck.", 'stripped_title': 'Philotic Entanglement', 'text': "When you score Philotic Entanglement, do 1 net damage for each agenda in the Runner's score area.\nLimit 1 Philotic Entanglement per deck.", 'title': 'Philotic Entanglement', 'type_code': 'agenda', 'uniqueness': True}

{'code': '25089', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'illustrator': 'Drew Whitmore', 'keywords': 'Ambush - Research', 'pack_code': 'sc19', 'position': 89, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Project Junebug can be advanced. If you pay 1 credit when the Runner accesses Project Junebug, do 2 net damage for each advancement token on Project Junebug.', 'stripped_title': 'Project Junebug', 'text': 'Project Junebug can be advanced.\nIf you pay 1[credit] when the Runner accesses Project Junebug, do 2 net damage for each advancement token on Project Junebug.', 'title': 'Project Junebug', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '25090', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 4, 'flavor': '"I will serve you…for a time."', 'illustrator': 'Adam S. Doyle', 'keywords': 'Hostile', 'pack_code': 'sc19', 'position': 90, 'quantity': 2, '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': '25091', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Alice Duke', 'keywords': 'Ambush', 'pack_code': 'sc19', 'position': 91, 'quantity': 2, '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': '25092', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': "As beautiful as it is dangerous. And it's plenty dangerous.", 'illustrator': 'Anna Ignatieva', 'pack_code': 'sc19', 'position': 92, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time the Runner spends 1 or more click during their turn, gain 2 credits. If those click were spent to take an action, the first time during that action a run on this server begins, pay 2 credits.', 'stripped_title': 'Sundew', 'text': 'The first time the Runner spends 1 or more [click] during their turn, gain 2[credit]. If those [click] were spent to take an action, the first time during that action a run on this server begins, pay 2[credit].', 'title': 'Sundew', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '25093', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor':

'Himitsu-Bako is a simple ice barrier that appears as a digital puzzle box. What makes it special is the ease with which it can be uninstalled and installed in a different server, throwing up barriers in unexpected places and giving any intruder a curious feeling of déjà vu.', 'illustrator': 'Andrew Mar', 'keywords': 'Barrier', 'pack_code': 'sc19', 'position': 93, 'quantity': 1, 'side_code': 'corp', 'strength': 2, 'stripped_text': '1 credit: Add Himitsu-Bako to HQ. Subroutine End the run.', 'stripped_title': 'Himitsu-Bako', 'text': '1[credit]: Add Himitsu-Bako to HQ.\n[subroutine] End the run.', 'title': 'Himitsu-Bako', 'type_code': 'ice', 'uniqueness': False}

{'code': '25094', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"Chi resonance mapping has created a whole new field of network security. It is unassailable perfection." -Akitaro Watanabe', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'sc19', 'position': 94, 'quantity': 1, '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': '25095', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Forged by Ak.wa on 23.11.79-23. Filed 23.11.79-23.2 with #34k-lw3-21HH-4i.\n//Samurai included.', 'illustrator': 'Isuardi Therianto', 'keywords': 'Sentry - AP', 'pack_code': 'sc19', 'position': 95, 'quantity': 2, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Do 3 net damage.', 'stripped_title': 'Neural Katana', 'text': '[subroutine] Do 3 net damage.', 'title': 'Neural Katana', 'type_code': 'ice', 'uniqueness': False}

{'code': '25096', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Writing a program that can pass the Turing test is easy. The Gibson-Akamatsu test is a higher bar, and the only AIs to clear it thus far have been the androids. Even some humans have been known to fail.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - AP - Destroyer', 'pack_code': 'sc19', 'position': 96, 'quantity': 1, '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': '25097', 'cost': 6, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"It\'s ice so dangerous it has safety protocols. Think about that." -g00ru', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - AP', 'pack_code': 'sc19', 'position': 97, 'quantity': 2, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine End the run unless the Corp pays 1 credit. Subroutine Do 1 net damage. Subroutine Do 1 net damage. Subroutine Do 1 net damage.', 'stripped_title': 'Tsurugi', 'text': '[subroutine] End the run unless the Corp pays 1[credit].\n[subroutine] Do 1 net damage.\n[subroutine] Do 1 net damage.\n[subroutine] Do 1 net damage.', 'title': 'Tsurugi', 'type_code': 'ice', 'uniqueness': False}

{'code': '25098', 'cost': 8, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Most runners do their business in full-sim, with their rigs wired directly into their brains. The setup has a large number of advantages, with the runner able to process data and input commands far faster than a traditional meat-bound system. But it also means greater risk.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier - AP', 'pack_code': 'sc19', 'position': 98, 'quantity': 1, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Do 2 net damage. Subroutine End the run.', 'stripped_title': 'Wall of Thorns', 'text': '[subroutine] Do 2 net damage.\n[subroutine] End the run.', 'title': 'Wall of Thorns', 'type_code': 'ice', 'uniqueness': False}

{'code': '25099', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': "The 'cyber-war' is a war of information, and in a war of information, advance warning can be as good as a killing blow. -Michael Muhama, Musings on Cybercrime", 'illustrator': 'Andrew Mar', 'keywords': 'Code Gate - AP', 'pack_code': 'sc19', 'position': 99, 'quantity': 2, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine Look at the top card of R&D. You may add that card to the bottom of R&D. Subroutine Do 1 net damage.', 'stripped_title': 'Yagura', 'text': '[subroutine] Look at the top card of R&D. You may add that card to the bottom of R&D.\n[subroutine] Do 1 net

damage.', 'title': 'Yagura', 'type_code': 'ice', 'uniqueness': False}

{'code': '25100', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'When Miranda Rhapsody showed up with a teacup giraffe, suddenly everybody wanted one.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'sc19', 'position': 100, 'quantity': 2, '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': '25101', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': "The trick isn't hitting the person you were aiming at. It's hitting only the person you were aiming at.", 'illustrator': 'Matt Zeilinger', 'keywords': 'Gray Ops', 'pack_code': 'sc19', 'position': 101, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a run during their last turn. Do 1 net damage.', 'stripped_title': 'Neural EMP', 'text': 'Play only if the Runner made a run during their last turn.\nDo 1 net damage.', 'title': 'Neural EMP', 'type_code': 'operation', 'uniqueness': False}

{'code': '25102', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Smoke and mirrors optional.', 'illustrator': 'Anna Ignatieva', 'pack_code': 'sc19', 'position': 102, 'quantity': 1, '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': '25103', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Despite its appearance, the Hokusai Grid is the most notorious research facility at Jinteki.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Region', 'pack_code': 'sc19', 'position': 103, 'quantity': 2, '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': '25104', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Someone is Always Watching.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 104, 'quantity': 1, 'side_code': 'corp', 'stripped_text': '2 recurring credits Use these credits during trace attempts.', 'stripped_title': 'NBN: Making News', 'text': '2[recurring-credit]\nUse these credits during trace attempts.', 'title': 'NBN: Making News', 'type_code': 'identity', 'uniqueness': False}

{'code': '25105', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': "We're ready to start the fire.", 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 105, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time each turn you rez an advertisement, the Runner loses 1 credit.', 'stripped_title': 'Spark Agency: Worldswide Reach', 'text': 'The first time each turn you rez an advertisement, the Runner loses 1[credit].', 'title': 'Spark Agency: Worldswide Reach', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '25106', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': "It's like Lethal Action 3, only with more explosions.", 'illustrator': 'Mike Nesbitt', 'keywords': 'Sensie', 'pack_code': 'sc19', 'position': 106, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'If Explode-a-palooza is accessed from R&D, the Runner must reveal it. When the Runner accesses Explode-a-palooza, you may gain 5 credits.', 'stripped_title': 'Explode-a-palooza', 'text': 'If Explode-a-palooza is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Explode-a-palooza, you may gain 5[credit].', 'title': 'Explode-a-palooza', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '25107', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Matt Zeilinger', 'keywords': 'Research', 'pack_code': 'sc19', 'position': 107, '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': '25108', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"A new investment deal every morning! Grab the bull by the horns and take control of your future!"', 'illustrator': 'Gong Studios', 'keywords': 'Cast', 'pack_code': 'sc19', 'position': 108, 'quantity': 2, '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': '25109', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Emilio Rodriguez', 'keywords': 'Ambush - Facility', 'pack_code': 'sc19', 'position': 109, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Ghost Branch can be advanced. When the Runner accesses Ghost Branch, you may give the Runner 1 tag for each advancement token on Ghost Branch.', 'stripped_title': 'Ghost Branch', 'text': 'Ghost Branch can be advanced.\nWhen the Runner accesses Ghost Branch, you may give the Runner 1 tag for each advancement token on Ghost Branch.', 'title': 'Ghost Branch', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '25110', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Mauricio Herrera', 'keywords': 'Transaction', 'pack_code': 'sc19', 'position': 110, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When your turn begins, take 1 credit from Marked Accounts, if able. click: Place 3 credits from the bank on Marked Accounts.', 'stripped_title': 'Marked Accounts', 'text': 'When your turn begins, take 1[credit] from Marked Accounts, if able.\n[click]: Place 3[credit] from the bank on Marked Accounts.', 'title': 'Marked Accounts', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': False}

{'code': '25111', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Making a name for yourself has its perks. But it also makes you a target.', 'illustrator': 'Antonio De Luca', 'keywords': 'Hostile', 'pack_code': 'sc19', 'position': 111, 'quantity': 1, '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': '25112', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'sc19', 'position': 112, 'quantity': 2, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, they must take 1 tag or end the run. Hosted power counter: Give the Runner 1 tag. Subroutine Trace 3. If successful, place 1 power counter on this ice.', 'stripped_title': 'Data Raven', 'text': 'When the Runner encounters this ice, they must take 1 tag or end the run.\nHosted power counter: Give the Runner 1 tag.\n[subroutine] <trace>Trace 3</trace>. If successful, place 1 power counter on this ice.', 'title': 'Data Raven', 'type_code': 'ice', 'uniqueness': False}

{'code': '25113', 'cost': 9, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': "A bright light blossomed, and then the console went dark. That's when she smelled smoke.", 'illustrator': 'Mike Nesbitt', 'keywords': 'Sentry - Tracer - AP', 'pack_code': 'sc19', 'position': 113, 'quantity': 1, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Subroutine Trace 6 If successful, trash 1 piece of hardware, do 2 meat damage (cannot be prevented), and end the run.', 'stripped_title': 'Flare', 'text': '[subroutine]<trace>Trace 6</trace> If successful, trash 1 piece of hardware, do 2 meat damage (cannot be prevented), and end the run.', 'title': 'Flare', 'type_code': 'ice', 'uniqueness': False}

{'code': '25114', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"Try to close it. Go on. See what it does." -Chaos Theory', 'illustrator': 'Christina Davis', 'keywords': 'Code Gate - Advertisement', 'pack_code': 'sc19', 'position': 114, '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': '25115', 'cost': 8, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Ever heard of a catch-22?"\n"Remind me to forget it."', 'illustrator': 'Outland Entertainment LLC', 'keywords': 'Code Gate', 'pack_code': 'sc19', 'position': 115, 'quantity': 2, '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': '25116', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"It can make a real fine roller coaster, provided you\'re properly stimmed up." -Noise', 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'sc19', 'position': 116, 'quantity': 1, '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': '25117', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Mauricio Herrera', 'keywords': 'Gray Ops', 'pack_code': 'sc19', 'position': 117, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. The Runner loses all credits in their credit pool.', 'stripped_title': 'Closed Accounts', 'text': 'Play only if the Runner is tagged.\nThe Runner loses all credits in their credit pool.', 'title': 'Closed Accounts', 'type_code': 'operation', 'uniqueness': False}

{'code': '25118', 'cost': None, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'Access to the largest consumer database in the galaxy has its advantages.', 'illustrator': 'Kate Laird', 'pack_code': 'sc19', 'position': 118, 'quantity': 1, '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': '25119', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"The SEA tipped us off to some suspicious data spikes up by the Castle." -Jerome Lock, on-duty tech', 'illustrator': 'Dmitry Prosvirnin, Atha Kanaani', 'pack_code': 'sc19', 'position': 119, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. Trace 3. If successful, give the Runner 1 tag.', 'stripped_title': 'SEA Source', 'text': 'Play only if the Runner made a successful run during their last turn.\n<trace>Trace 3</trace>. If successful, give the Runner 1 tag.', 'title': 'SEA Source', 'type_code': 'operation', 'uniqueness': False}

{'code': '25120', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Matt Zeilinger', 'keywords': 'Advertisement', 'pack_code': 'sc19', 'position': 120, 'quantity': 2, '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 anywhere except in Archives, gain 2 credits.', 'stripped_title': 'Product Placement', 'text': 'While the Runner is accessing this upgrade in R&D, they must reveal it.\nWhen the Runner accesses this upgrade anywhere except in Archives, gain 2[credit].', 'title': 'Product Placement', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '25121', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Liiga Smilshkalne', 'pack_code': 'sc19', 'position': 121, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Persistent -> As an additional cost to steal an agenda from this server, the Runner must pay 5 credits. (If the Runner trashes this card while accessing it, this ability still applies for the

remainder of this run.)', 'stripped_title': 'Red Herrings', 'text': 'Persistent → As an additional cost to steal an agenda from this server, the Runner must pay 5[credit]. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'title': 'Red Herrings', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '25122', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Moving Upwards.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 122, '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}

{'code': '25123', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Unlimited Energy. Reasonable Prices.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Corp', 'minimum_deck_size': 45, 'pack_code': 'sc19', 'position': 123, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may add 1 rezzed card to HQ and gain credits equal to its rez cost.', 'stripped_title': 'Blue Sun: Powering the Future', 'text': 'When your turn begins, you may add 1 rezzed card to HQ and gain credits equal to its rez cost.', 'title': 'Blue Sun: Powering the Future', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 1, 'code': '25124', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'There are going to be some changes around here.', 'illustrator': 'Antonio De Luca', 'keywords': 'Expansion', 'pack_code': 'sc19', 'position': 124, 'quantity': 2, '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': '25125', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Maciej Rebisz', 'keywords': 'Public - Initiative', 'pack_code': 'sc19', 'position': 125, 'quantity': 1, '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': '25126', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Research', 'pack_code': 'sc19', 'position': 126, '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': '25127', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"You want no questions asked, hire someone else. I have two: who and how much?"', 'illustrator': 'Clark Huggins', 'keywords': 'Hostile', 'pack_code': 'sc19', 'position': 127, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Contract Killer can be advanced. If there are at least 2 advancement tokens on Contract Killer, it gains: "click, trash: Trash a connection or do 2 meat damage."', 'stripped_title': 'Contract Killer', 'text': 'Contract Killer can be advanced.\nIf there are at least 2 advancement tokens on Contract Killer, it gains: "[click], [trash]: Trash a connection or do 2 meat damage."', 'title': 'Contract Killer', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '25128', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"It\'s not personal. Urban renewal is a necessity of the modern world. It\'s always someone\'s home, yours is no different."', 'illustrator': 'Del Borovic', 'keywords': 'Executive',

'pack_code': 'sc19', 'position': 128, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'When you rez Elizabeth Mills, remove 1 bad publicity. click, trash: Trash 1 location. Take 1 bad publicity.', 'stripped_title': 'Elizabeth Mills', 'text': 'When you rez Elizabeth Mills, remove 1 bad publicity.\n[click], [trash]: Trash 1 location. Take 1 bad publicity.', 'title': 'Elizabeth Mills', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': True}

{'code': '25129', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Wenjuinn Png', 'pack_code': 'sc19', 'position': 129, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Place 3 power counters on Public Support when it is rezzed. When there are no power counters left on Public Support, add it to your score area as an agenda worth 1 agenda point. When your turn begins, remove 1 power counter from Public Support.', 'stripped_title': 'Public Support', 'text': 'Place 3 power counters on Public Support when it is rezzed. When there are no power counters left on Public Support, add it to your score area as an agenda worth 1 agenda point.\nWhen your turn begins, remove 1 power counter from Public Support.', 'title': 'Public Support', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '25130', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Next time, read the Terms of Service more carefully. Or you might find yourself in the danger zone.', 'illustrator': 'Mike Nesbitt', 'keywords': 'Sentry - Destroyer', 'pack_code': 'sc19', 'position': 130, 'quantity': 2, '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': '25131', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'A symbol of commerce, but beware its bite.', 'illustrator': 'Christina Davis', 'keywords': 'Sentry - Tracer', 'pack_code': 'sc19', 'position': 131, 'quantity': 2, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Trace 3 If successful, the Corp gains 3 credits. Subroutine Trace 2 If successful, end the run.', 'stripped_title': 'Caduceus', 'text': '[subroutine] <trace>Trace 3</trace> If successful, the Corp gains 3[credit].\n[subroutine] <trace>Trace 2</trace> If successful, end the run.', 'title': 'Caduceus', 'type_code': 'ice', 'uniqueness': False}

{'code': '25132', 'cost': 10, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '"He had a bit of an ego, ol\' Hadrian. His constructs live up to it though." -g00ru', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Barrier', 'pack_code': 'sc19', 'position': 132, 'quantity': 1, 'side_code': 'corp', 'strength': 7, 'stripped_text': "Hadrian's Wall can be advanced and has +1 strength for each advancement token on it. Subroutine End the run. Subroutine End the run.", 'stripped_title': "Hadrian's Wall", 'text': "Hadrian's Wall can be advanced and has +1 strength for each advancement token on it.\n[subroutine] End the run.\n[subroutine] End the run.", 'title': "Hadrian's Wall", 'type_code': 'ice', 'uniqueness': False}

{'code': '25133', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'sc19', 'position': 133, 'quantity': 1, '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': '25134', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"I asked for ice as impenetrable as a wall. I can\'t decide if someone down in R&D has a

warped sense of humor or just a very literal mind." -Liz Campbell, VP Project Security',
'illustrator': 'Matt Zeilinger', 'keywords': 'Barrier', 'pack_code': 'sc19', 'position': 134, 'quantity': 2,
'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': '25135', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2,
'flavor': '"Let me tell you a secret. There\'s no such thing as impenetrable ice. It has to allow
access, or else why is the server on the Network in the first place? But that doesn\'t mean they
have to make it easy." -g00ru', 'illustrator': 'Laura Wilson', 'keywords': 'Barrier', 'pack_code':
'sc19', 'position': 135, 'quantity': 2, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine
End the run. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Spiderweb', 'text':
'[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.', 'title':
'Spiderweb', 'type_code': 'ice', 'uniqueness': False}

{'code': '25136', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1,
'flavor': 'The New Angeles Space Elevator, better known as the Beanstalk, is the single greatest
triumph of human engineering and ingenuity in history. The Beanstalk makes Earth orbit
accessible to everyone…for a small fee.', 'illustrator': 'Jonathan Lee', 'keywords': 'Transaction',
'pack_code': 'sc19', 'position': 136, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 3
credits.', 'stripped_title': 'Beanstalk Royalties', 'text': 'Gain 3[credit].', 'title': 'Beanstalk Royalties',
'type_code': 'operation', 'uniqueness': False}

{'code': '25137', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2,
'illustrator': 'Mark Anthony Taduran', 'keywords': 'Condition', 'pack_code': 'sc19', 'position': 137,
'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Rez a piece of ice, ignoring all costs, and install
Oversight AI on that ice as a hosted condition counter with the text "Trash host ice if all its
subroutines are broken during a single encounter."', 'stripped_title': 'Oversight AI', 'text': 'Rez a
piece of ice, ignoring all costs, and install Oversight AI on that ice as a hosted condition counter
with the text "Trash host ice if all its subroutines are broken during a single encounter."', 'title':
'Oversight AI', 'type_code': 'operation', 'uniqueness': False}

{'code': '25138', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2,
'flavor': '"I\'d say it\'s nothing personal, but corporations are people, too."', 'illustrator': 'Lorraine
Schleter', 'keywords': 'Black Ops', 'pack_code': 'sc19', 'position': 138, 'quantity': 2, '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': '25139', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1,
'flavor': 'Mars would never have been colonized if not for the Gagarin facilities at Promontorium
Agarum.', 'illustrator': 'Camille Kuo', 'keywords': 'Region', 'pack_code': 'sc19', 'position': 139,
'quantity': 1, '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}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '25140', 'deck_limit': 3, 'faction_code':
'neutral-corp', 'faction_cost': 0, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Security', 'pack_code':
'sc19', 'position': 140, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When you score Paper
Trail, trace 6 If successful, trash all connection and job resources.', 'stripped_title': 'Paper Trail',
'text': 'When you score Paper Trail, <trace>trace 6</trace> If successful, trash all
connection and job resources.', 'title': 'Paper Trail',
'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '25141', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"If it isn\'t in my terminal by six p.m., heads are going to roll!"', 'illustrator': 'Dmitry Prosvirnin, Atha Kanaani', 'keywords': 'Security', 'pack_code': 'sc19', 'position': 141, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'When you score Priority Requisition, you may rez a piece of ice ignoring all costs.', 'stripped_title': 'Priority Requisition', 'text': 'When you score Priority Requisition, you may rez a piece of ice ignoring all costs.', 'title': 'Priority Requisition', 'type_code': 'agenda', 'uniqueness': False}

{'code': '25142', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'It is just like the one you just bought, only better.', 'illustrator': 'Kate Laird', 'keywords': 'Advertisement', 'pack_code': 'sc19', 'position': 142, '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': '25143', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Hey, hey! Wake up, man. You were under a long time. What\'d you see?"\n"I...don\'t remember."', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate', 'pack_code': 'sc19', 'position': 143, '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': '25144', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': './/run/hunter-tr/return=true\nclient/sec256IPv7->confirm?/y\n3926:0HB7:1001:2NB1:1601:7784:ERROR', 'illustrator': 'Christina Davis', 'keywords': 'Sentry - Tracer - Observer', 'pack_code': 'sc19', 'position': 144, 'quantity': 2, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trace 3 If successful, give the Runner 1 tag.', 'stripped_title': 'Hunter', 'text': '[subroutine] <trace>Trace 3</trace> If successful, give the Runner 1 tag.', 'title': 'Hunter', 'type_code': 'ice', 'uniqueness': False}

{'code': '25145', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"There\'s nothing worse than seeing that beautiful blue ball of data just out of reach as your connection derezzes. I think they do it just to taunt us." -Ele "Smoke" Scovak', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier', 'pack_code': 'sc19', 'position': 145, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine End the run.', 'stripped_title': 'Wall of Static', 'text': '[subroutine] End the run.', 'title': 'Wall of Static', 'type_code': 'ice', 'uniqueness': False}

{'code': '25146', 'cost': 5, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "Hedge Fund. Noun. An ingenious device by which the rich get richer even while every other poor SOB is losing his shirt. -The Anarch's Dictionary, Volume Who's Counting?", 'illustrator': 'Mark Molnar', 'keywords': 'Transaction', 'pack_code': 'sc19', 'position': 146, '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}

{'code': '25147', 'cost': 8, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Mark Molnar', 'keywords': 'Terminal - Transaction', 'pack_code': 'sc19', 'position': 147, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, end your action phase. Gain 13 credits.', 'stripped_title': 'IPO', 'text': 'After you resolve this operation, end your action phase.\nGain 13[credit].', 'title': 'IPO', 'type_code': 'operation', '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}

{'code': '10058', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Sometimes in an instant you realize who your friends really are.', 'illustrator': 'Kate Laird', 'keywords': 'Priority', 'pack_code': 'si', 'position': 58, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Look at the top 6 cards of your stack. You may trash any of those cards and arrange the rest in any order.', 'stripped_title': 'Making an Entrance', 'text': 'Play only as your first [click].\nLook at the top 6 cards of your stack. You may trash any of those cards and arrange the rest in any order.', 'title': 'Making an Entrance', 'type_code': 'event', 'uniqueness': False}

{'code': '10059', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"Underestimate those people at your own peril." -Akshara Sareen', 'illustrator': 'Amit Dutta', 'keywords': 'Location - Seedy', 'pack_code': 'si', 'position': 59, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Access -> Pay the trash cost of the card you are accessing: Remove it from the game. Use this ability only once per turn.', 'stripped_title': 'Salsette Slums', 'text': 'Access → Pay the trash cost of the card you are accessing: Remove it from the game. Use this ability only once per turn.', 'title': 'Salsette Slums', 'type_code': 'resource', 'uniqueness': False}

{'code': '10060', 'cost': 0, 'deck_limit': 6, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'The more parties she attended, the more they trusted her. The more they trusted her, the more entertaining her scams became.', 'illustrator': 'Caroline Gariba', 'pack_code': 'si', 'position': 60, 'quantity': 6, 'side_code': 'runner', 'stripped_text': 'Draw 1 card. Gain 1 credit for each copy of Exclusive Party in your heap. Limit 6 per deck.', 'stripped_title': 'Exclusive Party', 'text': 'Draw 1 card. Gain 1[credit] for each copy of Exclusive Party in your heap.\nLimit 6 per deck.', 'title': 'Exclusive Party', 'type_code': 'event', 'uniqueness': False}

{'code': '10061', 'cost': 6, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'The Preserver.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - AI - Deva', 'memory_cost': 1, 'pack_code': 'si', 'position': 61, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 subroutine on a piece of ice with exactly 1 subroutine. 1 credit: +1 strength. 2 credits: Swap this program with a deva program from your grip.', 'stripped_title': 'Vamadeva', 'text': 'Interface → 1[credit]: Break 1 subroutine on a piece of ice with exactly 1 subroutine.\n1[credit]: +1 strength.\n2[credit]: Swap this program with a deva program from your grip.', 'title': 'Vamadeva', 'type_code': 'program', 'uniqueness': True}

{'code': '10062', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - AI', 'memory_cost': 2, 'pack_code': 'si', 'position': 62, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 1 credit: Break up to 2 subroutines. 2 credits: +1 strength. Whenever an encounter ends, if you used this program to break a subroutine during that encounter, add 1 installed non-virus program to the top of your stack.', 'stripped_title': 'Brahman', 'text': 'Interface → 1[credit]: Break up to 2 subroutines.\n2[credit]: +1 strength.\nWhenever an encounter ends, if you used this program to break a subroutine during that encounter, add 1 installed non-virus program to the top of your stack.', 'title': 'Brahman', 'type_code': 'program', 'uniqueness': False}

{'code': '10063', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"Anyone who can afford dwarf elephants can afford to be my friend." -Fake-ir', 'illustrator': 'Antonio De Luca', 'keywords': 'Connection', 'pack_code': 'si', 'position': 63, '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 the chosen server, instead of breaching it, draw 2 cards.', 'stripped_title': 'Patron', 'text': 'When your turn begins, you may choose a server. The first time this turn you make a successful run on the chosen server, instead of breaching it, draw 2 cards.', 'title': 'Patron', 'type_code': 'resource', 'uniqueness': False}

{'code': '10064', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Check out my new ride." -2xTiger', 'illustrator': 'BalanceSheet', 'keywords': 'Vehicle', 'pack_code': 'si', 'position': 64, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link trash: Draw 3 cards.', 'stripped_title': 'Sports Hopper', 'text': ' +1[link]\n[trash]: Draw 3 cards.', 'title': 'Sports Hopper', 'type_code': 'hardware', 'uniqueness': False}

{'code': '10065', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'In these days of digital full-sim browsing and widely available nano-assembly, it takes a special kind of crazy person to go shopping in meatspace. There are millions of them.', 'illustrator': 'James Ives', 'keywords': 'Location - Ritzy', 'pack_code': 'si', 'position': 65, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you install a piece of hardware from your grip, you may install another copy of that hardware from your grip (paying all costs).', 'stripped_title': 'Bazaar', 'text': 'Whenever you install a piece of hardware from your grip, you may install another copy of that hardware from your grip (paying all costs).', 'title': 'Bazaar', 'type_code': 'resource', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '10066', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Sander Mosk', 'keywords': 'Security', 'pack_code': 'si', 'position': 66, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner searches the stack or installs a card from the heap, they trash 1 card from the grip at random.', 'stripped_title': 'Personality Profiles', 'text': 'Whenever the Runner searches the stack or installs a card from the heap, they trash 1 card from the grip at random.', 'title': 'Personality Profiles', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10067', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"Very good, sir."', 'illustrator': 'Stéphane Gantiez', 'keywords': 'Alliance', 'pack_code': 'si', 'position': 67, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card costs 0 influence if you have 6 or more non-alliance haas-bioroid cards in your deck. The first time you spend 3click on the same action each turn, gain click.', 'stripped_title': 'Jeeves Model Bioroids', 'text': 'This card

costs 0 influence if you have 6 or more non-alliance [haas-bioroid] cards in your deck.\nThe first time you spend 3[click] on the same action each turn, gain [click].', 'title': 'Jeeves Model Bioroids', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '10068', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Kate Laird', 'keywords': 'Alliance - Executive', 'pack_code': 'si', 'position': 68, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This asset costs 0 influence if you have 6 or more non-alliance jinteki cards in your deck. Whenever you draw a card, you may lose click. If you do, reveal that card and 1 card in Archives of the same type. Swap those cards. Use this ability only once per turn.', 'stripped_title': 'Raman Rai', 'text': 'This asset costs 0 influence if you have 6 or more non-alliance [jinteki] cards in your deck.\nWhenever you draw a card, you may lose [click]. If you do, reveal that card and 1 card in Archives of the same type. Swap those cards. Use this ability only once per turn.', 'title': 'Raman Rai', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '10069', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"Connect two truths. Connect two programs. All is one."', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate - Psi', 'pack_code': 'si', 'position': 69, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, the Runner loses 2 credits. Subroutine Resolve a subroutine on a piece of rezzed psi ice.', 'stripped_title': 'Upayoga', 'text': '[subroutine] You and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, the Runner loses 2[credit].\n[subroutine] Resolve a subroutine on a piece of rezzed psi ice.', 'title': 'Upayoga', 'type_code': 'ice', 'uniqueness': False}

{'code': '10070', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"As the world shrinks, communications becomes the most essential technology." -Ramesh Gupta, One World Economy', 'illustrator': 'Yog Joshi', 'keywords': 'Ritzy', 'pack_code': 'si', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful trace, gain 1 credit and the Runner loses 1 credit.', 'stripped_title': 'Aryabhata Tech', 'text': 'Whenever there is a successful trace, gain 1[credit] and the Runner loses 1[credit].', 'title': 'Aryabhata Tech', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '10071', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'illustrator': 'Samuel Leung', 'keywords': 'Alliance - Gray Ops', 'pack_code': 'si', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This operation costs 0 influence if you have 6 or more non-alliance nbn cards in your deck. Choose a card name. The Runner reveals the grip and trashes all cards with the chosen name revealed this way.', 'stripped_title': "Salem's Hospitality", 'text': 'This operation costs 0 influence if you have 6 or more non-alliance [nbn] cards in your deck.\nChoose a card name. The Runner reveals the grip and trashes all cards with the chosen name revealed this way.', 'title': "Salem's Hospitality", 'type_code': 'operation', 'uniqueness': False}

{'code': '10072', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Diana Martinez', 'keywords': 'Alliance - Ritzy', 'pack_code': 'si', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card costs 0 influence if you have 6 or more non-alliance weyland-consortium cards in your deck. click: Search R&D for an executive, sysop, or character, reveal it, and add it to HQ. Shuffle R&D.', 'stripped_title': 'Executive Search Firm', 'text': 'This card costs 0 influence if you have 6 or more non-alliance [weyland-consortium] cards in your deck.\n[click]: Search R&D for an executive, sysop, or character, reveal it, and add it to HQ. Shuffle R&D.', 'title': 'Executive Search Firm', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '10073', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"Wealth wisely invested is wealth earned." -The New Gospel of Wealth', 'illustrator': 'Yog Joshi', 'pack_code': 'si', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you rez or play an out-of-faction card (including Indian Union Stock Exchange), gain 1 credit.',

'stripped_title': 'Indian Union Stock Exchange', 'text': 'Whenever you rez or play an out-of-faction card (including Indian Union Stock Exchange), gain 1[credit].', 'title': 'Indian Union Stock Exchange', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '10074', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'The naja naja is the king of all serpents.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Destroyer - AP', 'pack_code': 'si', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Subroutine Trash 1 program. Subroutine Do 2 net damage.', 'stripped_title': 'Cobra', 'text': '[subroutine] Trash 1 program.\n[subroutine] Do 2 net damage.', 'title': 'Cobra', 'type_code': 'ice', 'uniqueness': False}

{'code': '10075', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 3, 'flavor': "It's the exact same coffee, but the price sure is different.", 'illustrator': 'Tim Durning', 'pack_code': 'si', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Search R&D for any number of copies of a card, reveal them, and add them to HQ. Shuffle R&D.', 'stripped_title': 'Localized Product Line', 'text': 'Search R&D for any number of copies of a card, reveal them, and add them to HQ. Shuffle R&D.', 'title': 'Localized Product Line', 'type_code': 'operation', 'uniqueness': False}

{'code': '10076', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Alliance', 'pack_code': 'si', 'position': 76, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This upgrade costs 0 influence if you have 7 or more assets in your deck. When the Runner accesses this upgrade while it is installed, they must trash it, if able.', 'stripped_title': 'Mumbad Virtual Tour', 'text': 'This upgrade costs 0 influence if you have 7 or more assets in your deck.\nWhen the Runner accesses this upgrade while it is installed, they must trash it, if able.', 'title': 'Mumbad Virtual Tour', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '29001', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "It looked like random packet loss. It wasn't.", 'illustrator': 'Adam S. Doyle', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sm', 'position': 1, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on R&D, place 1 virus counter on this program. Whenever you breach R&D, choose a number less than the number of hosted virus counters. Access that many additional cards.', 'stripped_title': 'Medium', 'text': 'Whenever you make a successful run on R&D, place 1 virus counter on this program.\nWhenever you breach R&D, choose a number less than the number of hosted virus counters. Access that many additional cards.', 'title': 'Medium', 'type_code': 'program', 'uniqueness': False}

{'code': '29002', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Bruno Balixa', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sm', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install Parasite only on a rezzed piece of ice. Host ice has -1 strength for each virus counter on Parasite and is trashed if its strength is 0 or less. When your turn begins, place 1 virus counter on Parasite.', 'stripped_title': 'Parasite', 'text': 'Install Parasite only on a rezzed piece of ice.\nHost ice has -1 strength for each virus counter on Parasite and is trashed if its strength is 0 or less.\nWhen your turn begins, place 1 virus counter on Parasite.', 'title': 'Parasite', 'type_code': 'program', 'uniqueness': False}

{'code': '29003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "CyberSolutions' e3 line of implants trade strictly in muscle memory and autonomic responses, freeing the brain to focus entirely on cerebral tasks.", 'illustrator': 'Mauricio Herrera', 'keywords': 'Mod', 'pack_code': 'sm', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you break a subroutine on a piece of ice, you may pay 1 credit to break 1 subroutine on that ice.', 'stripped_title': 'e3 Feedback Implants', 'text': 'Whenever you break a subroutine on a piece of ice, you may pay 1[credit] to break 1 subroutine on that ice.', 'title': 'e3 Feedback Implants', 'type_code': 'hardware', 'uniqueness': False}

{'code': '29004', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"People keep saying that \'Cash is king\' in the business, like it\'s untraceable in the days of DNA sniffers and microtracers. Digital credits can be just as anonymous, and they\'re just as easy to counterfeit." -Silhouette', 'illustrator': 'Ed Mattinian', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'sm', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 3 virus

counters on Cache when it is installed. Hosted virus counter: Gain 1 credit.', 'stripped_title': 'Cache', 'text': 'Place 3 virus counters on Cache when it is installed.\nHosted virus counter: Gain 1[credit].', 'title': 'Cache', 'type_code': 'program', 'uniqueness': False}

{'code': '29005', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'A little corporate restructuring is necessary once in a while.', 'illustrator': 'Mauricio Herrera', 'keywords': 'Run', 'pack_code': 'sm', 'position': 5, 'quantity': 2, 'side_code': 'runner', 'stripped_text': 'Run R&D. If successful, instead of breaching R&D, you may look at the top 5 cards of R&D and arrange them in any order.', 'stripped_title': 'Indexing', 'text': 'Run R&D. If successful, instead of breaching R&D, you may look at the top 5 cards of R&D and arrange them in any order.', 'title': 'Indexing', 'type_code': 'event', 'uniqueness': False}

{'code': '29006', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"Its bytes are definitely worse than its bark." -Chaos Theory', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'sm', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'When you install this program, place 4 power counters on it. Interface -> Hosted power counter: Break up to 2 barrier subroutines. 1 credit: +1 strength.', 'stripped_title': 'Cerberus "Lady" H1', 'text': 'When you install this program, place 4 power counters on it.\nInterface → Hosted power counter: Break up to 2 barrier subroutines.\n1[credit]: +1 strength.', 'title': 'Cerberus "Lady" H1', 'type_code': 'program', 'uniqueness': False}

{'code': '29007', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 2, 'flavor': 'Data hunters always pay top dollar for old drives. The more useless the data, the higher the payout.', 'illustrator': 'Gong Studios', 'keywords': 'Double', 'pack_code': 'sm', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Gain 9 credits.', 'stripped_title': 'Lucky Find', 'text': 'As an additional cost to play this event, spend [click].\nGain 9[credit].', 'title': 'Lucky Find', 'type_code': 'event', 'uniqueness': False}

{'code': '29008', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': "A VoicePAD is a personal access device with most of its functions ripped out. Just about all it's good for is making voice-calls and managing your contacts. The only reason to even have one is for its anonymity, which for a certain kind of person is all the reason one needs.", 'illustrator': 'Mike Nesbitt', 'keywords': 'Gear', 'pack_code': 'sm', 'position': 8, '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': '29009', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "NEXT Design's ice provides the discerning business with a suite of ice that creates a daunting security presence for intruders.", 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate - NEXT', 'pack_code': 'sm', 'position': 9, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'NEXT Bronze has +1 strength for each rezzed piece of NEXT ice. Subroutine End the run.', 'stripped_title': 'NEXT Bronze', 'text': 'NEXT Bronze has +1 strength for each rezzed piece of NEXT ice.\n[subroutine] End the run.', 'title': 'NEXT Bronze', 'type_code': 'ice', 'uniqueness': False}

{'code': '29010', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'The networking capabilities of the NEXT suite of ice are unparalleled.', 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier - NEXT', 'pack_code': 'sm', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'NEXT Silver gains "Subroutine End the run." for each rezzed piece of NEXT ice.', 'stripped_title': 'NEXT Silver', 'text': 'NEXT Silver gains "[subroutine] End the run." for each rezzed piece of NEXT ice.', 'title': 'NEXT Silver', 'type_code': 'ice', 'uniqueness': False}

{'code': '29011', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"If thou only knowest what it is to conquer, and knowest not what it is to be defeated; woe unto thee…" -Tokugawa Ieyasu', 'illustrator': 'Adam S. Doyle', 'pack_code': 'sm', 'position': 11, 'quantity': 3,

'side_code': 'corp', 'stripped_text': 'Whenever the Runner trashes a Corp card (including Hostile Infrastructure), do 1 net damage.', 'stripped_title': 'Hostile Infrastructure', 'text': 'Whenever the Runner trashes a Corp card (including Hostile Infrastructure), do 1 net damage.', 'title': 'Hostile Infrastructure', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': False}

{'code': '29012', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'A masterpiece of cloning and hardware technology, Jinteki created homo vacuo operae, commonly called "turtlebacks", to operate for long periods of time within a vacuum.', 'illustrator': 'Yip Lee', 'keywords': 'Clone', 'pack_code': 'sm', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 1 credit whenever you create a server.', 'stripped_title': 'Turtlebacks', 'text': 'Gain 1[credit] whenever you create a server.', 'title': 'Turtlebacks', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '29013', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Let me get this straight. Your target market is 15-19 year old g-modded immigrants with one parent, a discretionary income over 2k a month, B+ or higher grades, an outgoing personality, and have a friend who owns a g-monkey?"\n"Yes. Is that a problem?"\n"No, not at all. I just don\'t get why your list is so short."', 'illustrator': 'Mike Nesbitt', 'pack_code': 'sm', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Gain 1 credit for each card in the Runner's grip.", 'stripped_title': 'Sweeps Week', 'text': "Gain 1[credit] for each card in the Runner's grip.", 'title': 'Sweeps Week', 'type_code': 'operation', 'uniqueness': False}

{'code': '29014', 'cost': 6, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"I hear the coast is nice this time of year."\n"If you\'re in the right business, it\'s nice all the year."', 'illustrator': 'Ed Mattinian', 'keywords': 'Region', 'pack_code': 'sm', 'position': 14, 'quantity': 1, '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': '29015', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': '"Do it again, but this time I want to see you to enunciate less. Maybe let some spittle fly."', 'illustrator': 'Gong Studios', 'pack_code': 'sm', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may rez a card, lowering the rez cost by 1 credit. 1 credit,trash: Search R&D for an asset, reveal it, and add it to HQ. Shuffle R&D.', 'stripped_title': 'Executive Boot Camp', 'text': 'When your turn begins, you may rez a card, lowering the rez cost by 1[credit].\n1[credit],[trash]: Search R&D for an asset, reveal it, and add it to HQ. Shuffle R&D.', 'title': 'Executive Boot Camp', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '29016', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"I\'d like to remind the ladies and gentlemen of the press that several of the buildings damaged in the blast were owned by Weyland Consortium subsidiaries…"', 'illustrator': 'Mark Anthony Taduran', 'keywords': 'Black Ops', 'pack_code': 'sm', 'position': 16, 'quantity': 2, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Do 4 meat damage.', 'stripped_title': 'Scorched Earth', 'text': 'Play only if the Runner is tagged.\nDo 4 meat damage.', 'title': 'Scorched Earth', 'type_code': 'operation', 'uniqueness': False}

{'code': '29017', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "There drew he forth the brand Excalibur,\nAnd o'er him, drawing it, the winter moon,\nBrightening the skirts of a long cloud, ran forth\nAnd sparkled keen with frost against the hilt:\nFor all the haft twinkled with diamond sparks,\nMyriads of topaz-lights, and jacinth work\nOf subtlest jewellery. -Lord Tennyson", 'illustrator': 'Andreas Zafiratos', 'keywords': 'Mythic - Grail', 'pack_code': 'sm', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine The Runner cannot make another run this turn.', 'stripped_title': 'Excalibur', 'text': '[subroutine] The Runner cannot make another run this turn.', 'title': 'Excalibur', 'type_code': 'ice', 'uniqueness': True}

{'code': '29018', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Mike Nesbitt', 'keywords': 'Gray Ops', 'pack_code': 'sm', 'position': 18, '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}

{'code': '12021', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': '"Sure, the implantation was fine, but it pumps Burn. Did you think it wouldn\'t hurt?"', 'illustrator': 'Marius Bota', 'keywords': 'Cybernetic', 'pack_code': 'so', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Trash 2 or more cards from your grip. Run HQ or R&D. Whenever you breach that server during this run, access 1 additional card for every 2 cards you trashed.', 'stripped_title': 'Severnius Stim Implant', 'text': '[click]: Trash 2 or more cards from your grip. Run HQ or R&D. Whenever you breach that server during this run, access 1 additional card for every 2 cards you trashed.', 'title': 'Severnius Stim Implant', 'type_code': 'hardware', 'uniqueness': False}

{'code': '12022', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': '"An eye for an eye? If you\'re lucky, that\'s all you\'ll lose."', 'illustrator': 'Kate Laird', 'keywords': 'Clan', 'pack_code': 'so', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you suffer any amount of damage, place 1 power counter on Clan Vengeance. trash: Trash 1 card from HQ at random for each power counter on Clan Vengeance.', 'stripped_title': 'Clan Vengeance', 'text': 'Whenever you suffer any amount of damage, place 1 power counter on Clan Vengeance.\n[trash]: Trash 1 card from HQ at random for each power counter on Clan Vengeance.', 'title': 'Clan Vengeance', 'type_code': 'resource', 'uniqueness': False}

{'code': '12023', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"Who watches the watchers? We do."', 'illustrator': 'Nasrul Hakim', 'keywords': 'Clan', 'pack_code': 'so', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, trash: Run any server. If successful, instead of breaching the attacked server, pay X credits if able, where X is equal to the number of tags you have. If you do, choose a number less than or equal to X. Access that many cards in and/or in the root of the attacked server. (If you cannot pay, you will not access anything.)', 'stripped_title': 'Counter Surveillance', 'text': '[click], [trash]: Run any server. If successful, instead of breaching the attacked server, pay X[credit] if able, where X is equal to the number of tags you have. If you do, choose a number less than or equal to X. Access that many cards in and/or in the root of the attacked server. (If you cannot pay, you will not access anything.)', 'title': 'Counter Surveillance', 'type_code': 'resource', 'uniqueness': False}

{'code': '12024', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Run', 'pack_code': 'so', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run on R&D. If successful, you may make another run on R&D when this run ends. If the second run is successful, gain 4 credits.', 'stripped_title': 'Mobius', 'text': 'Make a run on R&D. If successful, you may make another run on R&D when this run ends. If the second run is successful, gain 4[credit].', 'title': 'Möbius', 'type_code': 'event', 'uniqueness': False}

{'base_link': 0, 'code': '12025', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"From code to profit in three easy steps."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'so', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time the Corp rezzes a piece of ice each turn, gain 2 credits.', 'stripped_title': 'Los: Data Hijacker', 'text': 'The first time the Corp rezzes a piece of ice each turn, gain 2[credit].', 'title': 'Los: Data Hijacker', 'type_code': 'identity', 'uniqueness': False}

{'code': '12026', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Current', 'pack_code': 'so', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This event is not trashed until another current is played or an agenda is scored. Interrupt -> The first time each turn you would increase the strength of an icebreaker, for the remainder of the run that icebreaker gains "Abilities that increase this program\'s strength last for the remainder of the run (instead of any shorter duration)."',

'stripped_title': 'System Seizure', 'text': 'This event is not trashed until another current is played or an agenda is scored.\n[interrupt] → The first time each turn you would increase the strength of an icebreaker, for the remainder of the run that icebreaker gains "Abilities that increase this program\'s strength last for the remainder of the run (instead of any shorter duration)."', 'title': 'System Seizure', 'type_code': 'event', 'uniqueness': False}

{'code': '12027', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Liiga Smilshkalne', 'memory_cost': 1, 'pack_code': 'so', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Customized Secretary reveal the top 5 cards of the stack. You may host any number of revealed programs from your stack on it. Shuffle your stack. click: Install a hosted program, paying all install costs.', 'stripped_title': 'Customized Secretary', 'text': 'When you install Customized Secretary reveal the top 5 cards of the stack. You may host any number of revealed programs from your stack on it. Shuffle your stack.\n[click]: Install a hosted program, paying all install costs.', 'title': 'Customized Secretary', 'type_code': 'program', 'uniqueness': False}

{'code': '12028', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': 'Sometimes efficiency is as easy as offloading routine work to a dedicated handler.', 'illustrator': 'Ed Mattinian', 'pack_code': 'so', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 1 credit and draw 2 cards.', 'stripped_title': 'Build Script', 'text': 'Gain 1[credit] and draw 2 cards.', 'title': 'Build Script', 'type_code': 'event', 'uniqueness': False}

{'code': '12029', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'Michał Miłkowski', 'keywords': 'Barrier', 'pack_code': 'so', 'position': 29, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Seidr Adaptive Barrier has +1 strength for each piece of ice protecting this server. Subroutine End the run.', 'stripped_title': 'Seidr Adaptive Barrier', 'text': 'Seidr Adaptive Barrier has +1 strength for each piece of ice protecting this server.\n[subroutine] End the run.', 'title': 'Seidr Adaptive Barrier', 'type_code': 'ice', 'uniqueness': False}

{'code': '12030', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"Submit."', 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Code Gate - Bioroid - AP', 'pack_code': 'so', 'position': 30, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Lose click click: Break up to 2 subroutines on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. You may draw 1 card. Subroutine Do 1 brain damage. You may draw 1 card.', 'stripped_title': 'Nerine 2.0', 'text': 'Lose [click][click]: Break up to 2 subroutines on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage. You may draw 1 card.\n[subroutine] Do 1 brain damage. You may draw 1 card.', 'title': 'Nerine 2.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '12031', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'flavor': '"Trust me, most corps cannot match the performance of our brainmap enhanced system; a home-brewed rig doesn\'t stand a chance." - Rachel Giacomin', 'illustrator': 'Ed Mattinian', 'pack_code': 'so', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "When the Runner's next turn begins, they lose click.", 'stripped_title': 'Load Testing', 'text': "When the Runner's next turn begins, they lose [click].", 'title': 'Load Testing', 'type_code': 'operation', 'uniqueness': False}

{'code': '12032', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Code Gate - Observer', 'pack_code': 'so', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine You may install a piece of ice from HQ protecting another server, ignoring all costs. Subroutine You may install a piece of ice from HQ in the next innermost position, protecting this server, ignoring all costs.', 'stripped_title': 'Bloom', 'text': '[subroutine] You may install a piece of ice from HQ protecting another server, ignoring all costs.\n[subroutine] You may install a piece of ice from HQ in the next innermost position, protecting this server, ignoring all costs.', 'title': 'Bloom', 'type_code': 'ice', 'uniqueness': False}

{'code': '12033', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Mark

Molnar', 'keywords': 'Double', 'pack_code': 'so', 'position': 33, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Add one of your installed cards to HQ. Install 2 cards from HQ, ignoring all costs.', 'stripped_title': 'Replanting', 'text': 'As an additional cost to play this operation, spend [click].\nAdd one of your installed cards to HQ. Install 2 cards from HQ, ignoring all costs.', 'title': 'Replanting', 'type_code': 'operation', 'uniqueness': False}

{'code': '12034', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"The customer pays to use our service, and then the advertisers pay us to put ads on their screens, and then the customers pay us a premium to remove the ads. Welcome to the dream."', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Advertisement', 'pack_code': 'so', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time the Runner spends click to gain 1 credit each turn (not through a card effect), gain 1 credit.', 'stripped_title': 'CPC Generator', 'text': 'The first time the Runner spends [click] to gain 1[credit] each turn (not through a card effect), gain 1[credit].', 'title': 'CPC Generator', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '12035', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'so', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Hosted power counter: The Runner loses 1 credit. Subroutine Place 1 power counter on Free Lunch. Subroutine Place 1 power counter on Free Lunch.', 'stripped_title': 'Free Lunch', 'text': 'Hosted power counter: The Runner loses 1[credit].\n[subroutine] Place 1 power counter on Free Lunch.\n[subroutine] Place 1 power counter on Free Lunch.', 'title': 'Free Lunch', 'type_code': 'ice', 'uniqueness': False}

{'code': '12036', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Limetown Studios', 'keywords': 'Terminal', 'pack_code': 'so', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, your action phase ends. Host this operation on an installed connection resource as a condition counter with "The Runner is considered to have 1 additional tag. Host resource gains \' click, 2 credits: Trash this resource.\"", 'stripped_title': 'MCA Informant', 'text': 'After you resolve this operation, your action phase ends.\nHost this operation on an installed connection resource as a condition counter with "The Runner is considered to have 1 additional tag. Host resource gains \'[click], 2[credit]: Trash this resource.\"", 'title': 'MCA Informant', 'type_code': 'operation', 'uniqueness': False}

{'code': '12037', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"You have two choices: do what I asked, or make me ask again. It\'s your choice, but if I have to ask again, it will go badly for you."', 'illustrator': 'Anna Edwards', 'keywords': 'Executive', 'pack_code': 'so', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, the Runner must pay 1 credit or trash the top card of the stack.', 'stripped_title': 'Clyde Van Rite', 'text': 'When your turn begins, the Runner must pay 1[credit] or trash the top card of the stack.', 'title': 'Clyde Van Rite', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '12038', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '416d20472046204720416d', 'illustrator': 'BalanceSheet', 'keywords': 'Code Gate', 'pack_code': 'so', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Search R&D for a card and add it to HQ. Shuffle R&D.', 'stripped_title': 'Watchtower', 'text': '[subroutine] Search R&D for a card and add it to HQ. Shuffle R&D.', 'title': 'Watchtower', 'type_code': 'ice', 'uniqueness': False}

{'code': '12039', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'illustrator': 'Martin de Diego Sádaba', 'pack_code': 'so', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, forfeit an agenda. Remove 1 bad publicity per agenda point that the forfeited agenda was worth. Gain 1 credit for each bad publicity removed.', 'stripped_title': 'Sacrifice', 'text': 'As an additional cost to play this operation, forfeit an agenda.\nRemove 1 bad publicity per agenda point that the forfeited agenda was worth. Gain 1[credit] for each bad publicity removed.', 'title': 'Sacrifice', 'type_code': 'operation', 'uniqueness': False}

{'code': '12040', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor':

'"All my best tricks were shrugged right off. I ended up having to send a self-destruct code to the whole server." - Wyvern', 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Barrier', 'pack_code': 'so', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'The strength of Self-Adapting Code Wall cannot be lowered. Subroutine End the run.', 'stripped_title': 'Self-Adapting Code Wall', 'text': 'The strength of Self-Adapting Code Wall cannot be lowered.\n[subroutine] End the run.', 'title': 'Self-Adapting Code Wall', 'type_code': 'ice', 'uniqueness': False}

{'code': '21001', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 5, 'illustrator': 'Le Vuong', 'keywords': 'Priority - Sabotage', 'pack_code': 'ss', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. For the remainder of the turn, whenever you access a card not in Archives, trash it and suffer 1 meat damage.', 'stripped_title': 'By Any Means', 'text': 'Play only as your first [click].\nFor the remainder of the turn, whenever you access a card not in Archives, trash it and suffer 1 meat damage.', 'title': 'By Any Means', 'type_code': 'event', 'uniqueness': False}

{'code': '21002', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Alexandr Elichev', 'keywords': 'Icebreaker - Fracter - Virus', 'memory_cost': 2, 'pack_code': 'ss', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Whenever you make a successful run, you may place 1 virus counter on this program. Interface -> Any virus counter: Break 1 barrier subroutine. Any virus counter: +1 strength.', 'stripped_title': 'Yusuf', 'text': 'Whenever you make a successful run, you may place 1 virus counter on this program.\nInterface → Any virus counter: Break 1 barrier subroutine.\nAny virus counter: +1 strength.', 'title': 'Yusuf', 'type_code': 'program', 'uniqueness': False}

{'code': '21003', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Mounted holistic lenses download, recompile, and broadcast data faster than a corporate cover-up.', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console', 'pack_code': 'ss', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu Whenever a Corp card is exposed, you may gain 1 credit. Limit 1 console per player.', 'stripped_title': 'Zamba', 'text': '+2[mu]\nWhenever a Corp card is exposed, you may gain 1[credit].\nLimit 1 console per player.', 'title': 'Zamba', 'type_code': 'hardware', 'uniqueness': True}

{'code': '21004', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'ss', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 2 credits: +1 strength. click: Place 1 power counter on this program or remove 1 hosted power counter. This program gets +1 strength and costs +1 mu for each hosted power counter.', 'stripped_title': 'Puffer', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n2[credit]: +1 strength.\n[click]: Place 1 power counter on this program or remove 1 hosted power counter.\nThis program gets +1 strength and costs +1[mu] for each hosted power counter.', 'title': 'Puffer', 'type_code': 'program', 'uniqueness': False}

{'code': '21005', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': 'Brought up in the slums of Jinja, Lewi made his fortune through back alley deals, well-placed bets, and savvy showmanship.', 'illustrator': 'PxelSlayer', 'keywords': 'Connection', 'pack_code': 'ss', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "When your turn begins, either lose 1 credit or trash Lewi Guilherme. The Corp's maximum hand size is reduced by 1.", 'stripped_title': 'Lewi Guilherme', 'text': "When your turn begins, either lose 1[credit] or trash Lewi Guilherme.\nThe Corp's maximum hand size is reduced by 1.", 'title': 'Lewi Guilherme', 'type_code': 'resource', 'uniqueness': True}

{'code': '21006', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': "Optical computing still has its uses. But it's hard to explain them to people whose eyes glaze over when you bring up the double-slit experiment.", 'illustrator': 'Nasrul Hakim', 'keywords': 'Chip', 'pack_code': 'ss', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu The first

time each turn you fully break a piece of ice, gain 1 credit.', 'stripped_title': 'Cyberdelia', 'text': '+1[mu]\nThe first time each turn you fully break a piece of ice, gain 1[credit].', 'title': 'Cyberdelia', 'type_code': 'hardware', 'uniqueness': False}

{'code': '21007', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'New life through new understanding.', 'illustrator': 'Galen Dara', 'memory_cost': 1, 'pack_code': 'ss', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on R&D, you may place 1 power counter on Upya. click, 3 hosted power counters: Gain click click. Use this ability only once per turn.', 'stripped_title': 'Upya', 'text': 'Whenever you make a successful run on R&D, you may place 1 power counter on Upya.\n[click], 3 hosted power counters: Gain [click][click]. Use this ability only once per turn.', 'title': 'Upya', 'type_code': 'program', 'uniqueness': False}

{'code': '21008', 'cost': 5, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 5, 'flavor': '"Its only function seems to be repurposing code."\n"Can you kill it?" she asked.\n"I can try," he said. Guiding his program dead center of the mass, he plunged, piercing the shell before an eruption sent his screen into static. He jacked out, his eyes wide. "I... I think it absorbed my breaker. And everything else."', 'illustrator': 'Alexandr Elichev', 'keywords': 'Virtual', 'pack_code': 'ss', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click,click: Turn one of your facedown installed cards faceup. If that card is an event, trash it.', 'stripped_title': 'Assimilator', 'text': '[click],[click]: Turn one of your facedown installed cards faceup. If that card is an event, trash it.', 'title': 'Assimilator', 'type_code': 'resource', 'uniqueness': False}

{'code': '21009', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'illustrator': 'Johan Törnlund', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ss', 'position': 9, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn you install a card, you may install 1 non-agenda card from HQ in the root of or protecting the same server.', 'stripped_title': 'Asa Group: Security Through Vigilance', 'text': 'The first time each turn you install a card, you may install 1 non-agenda card from HQ in the root of or protecting the same server.', 'title': 'Asa Group: Security Through Vigilance', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '21010', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"The average citizen of Nairobi speaks six languages. Every culture, language, ethnicity of the east of Africa collides here, collapses together. What happens slowly by nature can happen quickly in our lab. We will bring peace." - Dr. Muchina, Project Lead', 'illustrator': 'Michał Miłkowski', 'keywords': 'Security', 'pack_code': 'ss', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to steal Ikawah Project, the Runner must spend click and 2 credits.', 'stripped_title': 'Ikawah Project', 'text': 'As an additional cost to steal Ikawah Project, the Runner must spend [click] and 2[credit].', 'title': 'Ikawah Project', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'Earth and Sun, together as one.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Barrier - Bioroid', 'pack_code': 'ss', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'strength': 2, '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': 'Najja 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': 'Najja 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '21012', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Ambush', 'pack_code': 'ss', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gene Splicer can be advanced. When the Runner accesses Gene Splicer, do 1 net damage for each advancement token on Gene Splicer. click, 3 hosted advancement tokens: Add Gene Splicer to your score area as an agenda worth 1 agenda point.', 'stripped_title': 'Gene Splicer', 'text': 'Gene Splicer can be advanced.\nWhen the Runner accesses Gene Splicer, do 1 net damage for each advancement token on Gene Splicer.\n[click], 3 hosted advancement tokens: Add Gene Splicer to your score area as an agenda worth 1 agenda point.', 'title': 'Gene Splicer', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '21013', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Thin

enough to pierce netspace. Deadly enough to pierce your mind.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Trap - Psi - AP', 'pack_code': 'ss', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine You and the Runner secretly spend 0 credits, 1 credit or 2 credits. Reveal spent credits. If you and the Runner spend a different number of credits, do 2 net damage; otherwise do 1 net damage. Trash Mganga.', 'stripped_title': 'Mganga', 'text': '[subroutine] You and the Runner secretly spend 0[credit], 1[credit] or 2[credit]. Reveal spent credits. If you and the Runner spend a different number of credits, do 2 net damage; otherwise do 1 net damage. Trash Mganga.', 'title': 'Mganga', 'type_code': 'ice', 'uniqueness': False}

{'code': '21014', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Sometimes you have to break a few eggs to sequence a genome.', 'illustrator': 'Pavel Kolomeyets', 'pack_code': 'ss', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Trash the top 2 cards of R&D, then shuffle up to 4 cards from Archives into R&D. Remove Genotyping from the game instead of trashing it.', 'stripped_title': 'Genotyping', 'text': 'Trash the top 2 cards of R&D, then shuffle up to 4 cards from Archives into R&D. Remove Genotyping from the game instead of trashing it.', 'title': 'Genotyping', 'type_code': 'operation', 'uniqueness': False}

{'code': '21015', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': '"Capitalism runs on two things: amplified arrogance and censored dissent. With those, a corp can create any environment it wants." - Freedom Khumalo', 'illustrator': 'Donald Crank', 'pack_code': 'ss', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click, click, click: Add Echo Chamber to your score area as an agenda worth 1 agenda point.', 'stripped_title': 'Echo Chamber', 'text': '[click], [click], [click]: Add Echo Chamber to your score area as an agenda worth 1 agenda point.', 'title': 'Echo Chamber', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'code': '21016', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': 'Our patented ClearMind™ technology pacifies the trials and tribulations of everyday life.', 'illustrator': 'Limetown Studios', 'keywords': 'Gray Ops', 'pack_code': 'ss', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Add 2 installed Runner cards to the grip.', 'stripped_title': 'Self-Growth Program', 'text': 'Play only if the Runner is tagged.\nAdd 2 installed Runner cards to the grip.', 'title': 'Self-Growth Program', 'type_code': 'operation', 'uniqueness': False}

{'code': '21017', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"Once every week, we perform a drill. Except, I\'m the only one who knows it\'s a drill."', 'illustrator': 'James Cory Webster', 'keywords': 'Off-site', 'pack_code': 'ss', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Remote server only. trash: Place 1 advancement counter on a card installed in the root of this server.', 'stripped_title': 'Calibration Testing', 'text': 'Remote server only.\n[trash]: Place 1 advancement counter on a card installed in the root of this server.', 'title': 'Calibration Testing', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '21018', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Johan Törnlund', 'keywords': 'Hostile', 'pack_code': 'ss', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 3 power counters on Urban Renewal when it is rezzed. When there are no power counters left on Urban Renewal, trash it and do 4 meat damage. When your turn begins, remove 1 power counter from Urban Renewal.', 'stripped_title': 'Urban Renewal', 'text': 'Place 3 power counters on Urban Renewal when it is rezzed. When there are no power counters left on Urban Renewal, trash it and do 4 meat damage.\nWhen your turn begins, remove 1 power counter from Urban Renewal.', 'title': 'Urban Renewal', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '21019', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'James Cory Webster', 'keywords': 'Reprisal - Gray Ops', 'pack_code': 'ss', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner trashed a Corp card during their last turn. Choose 1 installed piece of hardware or non-virtual resource. The Runner must either trash that card or suffer 4 meat damage. Remove this operation from the game.', 'stripped_title': 'Wake Up Call', 'text': 'Play only if the Runner trashed a Corp card during their last

turn.\nChoose 1 installed piece of hardware or non-virtual resource. The Runner must either trash that card or suffer 4 meat damage. \nRemove this operation from the game.', 'title': 'Wake Up Call', 'type_code': 'operation', 'uniqueness': False}

{'code': '21020', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'BalanceSheet', 'pack_code': 'ss', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner suffers any amount of meat damage, you may place 1 advancement token on Reconstruction Contract. trash: Move any number of advancement tokens from Reconstruction Contract to a card that can be advanced.', 'stripped_title': 'Reconstruction Contract', 'text': 'Whenever the Runner suffers any amount of meat damage, you may place 1 advancement token on Reconstruction Contract.\n[trash]: Move any number of advancement tokens from Reconstruction Contract to a card that can be advanced.', 'title': 'Reconstruction Contract', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '04021', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Caïssa', 'memory_cost': 1, 'pack_code': 'st', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Host Bishop on a piece of ice not hosting a Caissa. If already hosted, Bishop can be hosted only on ice protecting a central server if Bishop is on ice protecting a remote server, or on ice protecting a remote server if Bishop is on ice protecting a central server. Host ice has -2 strength.', 'stripped_title': 'Bishop', 'text': '[click]: Host Bishop on a piece of ice not hosting a Caïssa. If already hosted, Bishop can be hosted only on ice protecting a central server if Bishop is on ice protecting a remote server, or on ice protecting a remote server if Bishop is on ice protecting a central server.\nHost ice has -2 strength.', 'title': 'Bishop', 'type_code': 'program', 'uniqueness': False}

{'code': '04022', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': 'Installing 1001 programs puts you in the hacker hall of fame, or would if such an institution actually existed.', 'illustrator': 'Tim Durning', 'keywords': 'Daemon', 'memory_cost': 0, 'pack_code': 'st', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Scheherazade can host any number of programs. Whenever you install a program on Scheherazade, gain 1 credit.', 'stripped_title': 'Scheherazade', 'text': 'Scheherazade can host any number of programs.\nWhenever you install a program on Scheherazade, gain 1[credit].', 'title': 'Scheherazade', 'type_code': 'program', 'uniqueness': True}

{'code': '04023', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Noise decided to go back to school. He applied for research grants at fifteen of the most prestigious universities. Then he hacked in and approved his applications. Breakfast time.', 'illustrator': 'Matt Zeilinger', 'pack_code': 'st', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain 2 credits and lose click.', 'stripped_title': 'Hard at Work', 'text': 'When your turn begins, gain 2[credit] and lose [click].', 'title': 'Hard at Work', 'type_code': 'resource', 'uniqueness': False}

{'code': '04024', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Just like in the real world, sometimes it is best to send in the clone to do the dirty work.', 'illustrator': 'Irys Ching', 'keywords': 'Run', 'pack_code': 'st', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. You may jack out when you encounter the first piece of ice.', 'stripped_title': 'Recon', 'text': 'Make a run. You may jack out when you encounter the first piece of ice.', 'title': 'Recon', 'type_code': 'event', 'uniqueness': False}

{'code': '04025', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'The copycat function should be used with extreme caution, or you might end up on the wrong side of cyberspace.', 'illustrator': 'Gong Studios', 'memory_cost': 1, 'pack_code': 'st', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you pass a piece of ice, you may trash Copycat. If you do, choose another rezzed copy of that piece of ice protecting any server. The run continues as if you had just passed the chosen piece of ice (you are now running from the new position).', 'stripped_title': 'Copycat', 'text': 'Whenever you pass a piece of ice, you may trash Copycat. If you do, choose another rezzed copy of that piece of ice protecting any server. The run continues as if you had just passed the chosen piece of ice (you are now running from the new position).', 'title': 'Copycat', 'type_code': 'program', 'uniqueness': False}

{'code': '04026', 'cost': 6, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'It\'s efficient as all hell, for certain very large values of "efficient". The whale avatar is either a nice touch or a tragic misapplication of programmer man-hour, depending on who you ask. -BT\'s Guide to Icebreaking', 'illustrator': 'Teuku Muharra', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'st', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> 3 credits: Break up to 3 code gate subroutines. 3 credits: +5 strength.', 'stripped_title': 'Leviathan', 'text': 'Interface → 3[credit]: Break up to 3 code gate subroutines.\n3[credit]: +5 strength.', 'title': 'Leviathan', 'type_code': 'program', 'uniqueness': False}

{'code': '04027', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"I\'ve got a surprise for you."', 'illustrator': 'Del Borovic', 'keywords': 'Double', 'pack_code': 'st', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Reveal the top card of your stack. You may install that card, lowering the install cost by 10 credits, if able; otherwise, trash it.', 'stripped_title': 'Eureka!', 'text': 'As an additional cost to play this event, spend [click].\nReveal the top card of your stack. You may install that card, lowering the install cost by 10[credit], if able; otherwise, trash it.', 'title': 'Eureka!', 'type_code': 'event', 'uniqueness': False}

{'code': '04028', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"Why is data deleted? Maybe they don\'t want it to be found. Or maybe it\'s just useless. The useless data is the kind you want." -The Professor', 'illustrator': 'Lucas Durham', 'pack_code': 'st', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on Archives, instead of breaching Archives, you may add 1 faceup card from Archives to the top of R&D.', 'stripped_title': 'Record Reconstructor', 'text': 'Whenever you make a successful run on Archives, instead of breaching Archives, you may add 1 faceup card from Archives to the top of R&D.', 'title': 'Record Reconstructor', 'type_code': 'hardware', 'uniqueness': False}

{'code': '04029', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': "A VoicePAD is a personal access device with most of its functions ripped out. Just about all it's good for is making voice-calls and managing your contacts. The only reason to even have one is for its anonymity, which for a certain kind of person is all the reason one needs.", 'illustrator': 'Mike Nesbitt', 'keywords': 'Gear', 'pack_code': 'st', 'position': 29, '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': '04030', 'cost': 14, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'illustrator': 'Christina Davis', 'keywords': 'Barrier - Bioroid', 'pack_code': 'st', 'position': 30, 'quantity': 3, 'side_code': 'corp', 'strength': 10, 'stripped_text': 'Subroutine End the run unless the Runner spends click click. Subroutine End the run unless the Runner pays 3 credits. Subroutine End the run unless the Runner trashes 1 installed program. Subroutine End the run unless the Runner takes 1 brain damage.', 'stripped_title': 'Wotan', 'text': '[subroutine] End the run unless the Runner spends [click][click].\n[subroutine] End the run unless the Runner pays 3[credit].\n[subroutine] End the run unless the Runner trashes 1 installed program.\n[subroutine] End the run unless the Runner takes 1 brain damage.', 'title': 'Wotan', 'type_code': 'ice', 'uniqueness': True}

{'code': '04031', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Isuardi Therianto', 'keywords': 'Black Ops', 'pack_code': 'st', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner installed a resource during their last turn. Trace 2. If successful, add 1 installed resource to the top of the stack. If unsuccessful, take 1 bad publicity.', 'stripped_title': 'Hellion Alpha Test', 'text': 'Play only if the Runner installed a resource during their last turn.\n<trace>Trace 2</trace>. If successful, add 1 installed resource to the top of the stack. If unsuccessful, take 1 bad publicity.', 'title': 'Hellion Alpha Test', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 1, 'code': '04032', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"They call it \'retirement\'. I call it \'euthanasia\'." -Ken "Express" Tenma', 'illustrator': 'Gong Studios', 'keywords': 'Initiative', 'pack_code': 'st', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Clone Retirement, you may remove 1 bad publicity. When the Runner steals Clone Retirement, the Corp takes 1 bad publicity.', 'stripped_title': 'Clone Retirement', 'text': 'When you score Clone Retirement, you may remove 1 bad publicity.\nWhen the Runner steals Clone Retirement, the Corp takes 1 bad publicity.', 'title': 'Clone Retirement', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04033', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Writing a program that can pass the Turing test is easy. The Gibson-Akamatsu test is a higher bar, and the only AIs to clear it thus far have been the androids. Even some humans have been known to fail.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - AP - Destroyer', 'pack_code': 'st', 'position': 33, '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': '04034', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'He signed for it, hand shaking in anticipation.', 'illustrator': 'Agri Karuniawan', 'keywords': 'Double', 'pack_code': 'st', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Place up to 2 advancement tokens on a card that can be advanced.', 'stripped_title': 'Shipment from SanSan', 'text': 'As an additional cost to play this operation, spend [click].\nPlace up to 2 advancement tokens on a card that can be advanced.', 'title': 'Shipment from SanSan', 'type_code': 'operation', 'uniqueness': False}

{'code': '04035', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - Tracer - Illicit', 'pack_code': 'st', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When you rez Muckraker, take 1 bad publicity. Subroutine Trace 1 If successful, give the Runner 1 tag. Subroutine Trace 2 If successful, give the Runner 1 tag. Subroutine Trace 3 If successful, give the Runner 1 tag. Subroutine End the run if the Runner is tagged.', 'stripped_title': 'Muckraker', 'text': 'When you rez Muckraker, take 1 bad publicity.\n[subroutine] <trace>Trace 1</trace> If successful, give the Runner 1 tag.\n[subroutine] <trace>Trace 2</trace> If successful, give the Runner 1 tag.\n[subroutine] <trace>Trace 3</trace> If successful, give the Runner 1 tag.\n[subroutine] End the run if the Runner is tagged.', 'title': 'Muckraker', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '04036', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"I use bioroids because I can wipe their memories or just blow their brains out when the job is done. No witnesses means no witnesses."', 'illustrator': 'Gong Studios', 'keywords': 'Security', 'pack_code': 'st', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Interrupt -> Whenever you would do meat damage, increase that damage by 1.', 'stripped_title': 'The Cleaners', 'text': '[interrupt] → Whenever you would do meat damage, increase that damage by 1.', 'title': 'The Cleaners', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04037', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"It\'s not personal. Urban renewal is a necessity of the modern world. It\'s always someone\'s home, yours is no different."', 'illustrator': 'Del Borovic', 'keywords': 'Executive', 'pack_code': 'st', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez Elizabeth Mills, remove 1 bad publicity. click, trash: Trash 1 location. Take 1 bad publicity.', 'stripped_title': 'Elizabeth Mills', 'text': 'When you rez Elizabeth Mills, remove 1 bad publicity.\n[click], [trash]: Trash 1 location. Take 1 bad publicity.', 'title': 'Elizabeth Mills', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': True}

{'code': '04038', 'cost': 6, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Zefanya Langkan Maega', 'pack_code': 'st', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install only in a remote server. The Runner cannot initiate a run on this

server. Whenever the Runner makes a successful run on HQ, trash Off the Grid.', 'stripped_title': 'Off the Grid', 'text': 'Install only in a remote server.\nThe Runner cannot initiate a run on this server.\nWhenever the Runner makes a successful run on HQ, trash Off the Grid.', 'title': 'Off the Grid', 'trash_cost': 0, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '04039', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "It was surprisingly easy to make creds…if you didn't care about how you made them.", 'illustrator': 'JuanManuel Tumburus', 'pack_code': 'st', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Profiteering, take up to 3 bad publicity. Gain 5 credits for each bad publicity taken.', 'stripped_title': 'Profiteering', 'text': 'When you score Profiteering, take up to 3 bad publicity. Gain 5[credit] for each bad publicity taken.', 'title': 'Profiteering', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04040', 'cost': 10, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'There are many names for those in the Administration Department. But if you like your job, you just refer to them as "sir" and "ma\'am".', 'illustrator': 'Isuardi Therianto', 'keywords': 'Transaction', 'pack_code': 'st', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 15 credits.', 'stripped_title': 'Restructure', 'text': 'Gain 15[credit].', 'title': 'Restructure', 'type_code': 'operation', '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}

{'code': '02021', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'There was a certain schadenfreude about throwing away your credits.', 'illustrator': 'Ed Mattinian',

'keywords': 'Run - Sabotage', 'pack_code': 'ta', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, you may spend X credits. If you do, the Corp loses X credits. If you spent credits, take 1 tag.', 'stripped_title': 'Vamp', 'text': 'Run HQ. If successful, instead of breaching HQ, you may spend X[credit]. If you do, the Corp loses X[credit]. If you spent credits, take 1 tag.', 'title': 'Vamp', 'type_code': 'event', 'uniqueness': False}

{'code': '02022', 'cost': 6, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': "It's easier to spend when it's not your money.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'ta', 'position': 22, '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': '02023', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'T-minus 13 seconds. Leela had to work fast. She jacked in the mesa wire and activated the screen. 7 seconds. The internal SLD was still booting. 4 seconds. The interface flickered to life with an orange glow. 2 seconds. With a tap of a finger she was in.', 'illustrator': 'Matt Zeilinger', 'pack_code': 'ta', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Expose up to 2 cards.', 'stripped_title': 'Satellite Uplink', 'text': 'Expose up to 2 cards.', 'title': 'Satellite Uplink', 'type_code': 'event', 'uniqueness': False}

{'code': '02024', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "CyberSolutions' e3 line of implants trade strictly in muscle memory and autonomic responses, freeing the brain to focus entirely on cerebral tasks.", 'illustrator': 'Mauricio Herrera', 'keywords': 'Mod', 'pack_code': 'ta', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you break a subroutine on a piece of ice, you may pay 1 credit to break 1 subroutine on that ice.', 'stripped_title': 'e3 Feedback Implants', 'text': 'Whenever you break a subroutine on a piece of ice, you may pay 1[credit] to break 1 subroutine on that ice.', 'title': 'e3 Feedback Implants', 'type_code': 'hardware', 'uniqueness': False}

{'code': '02025', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'illustrator': 'Mitchell Malloy', 'keywords': 'Connection - Link', 'pack_code': 'ta', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Use this credit during traces. Gain 1 credit whenever the Corp rezzes a piece of ice.', 'stripped_title': 'Compromised Employee', 'text': '1[recurring-credit]\nUse this credit during traces.\nGain 1[credit] whenever the Corp rezzes a piece of ice.', 'title': 'Compromised Employee', 'type_code': 'resource', 'uniqueness': False}

{'code': '02026', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': "When you're this good, it's hard not to grow a fan base.", 'illustrator': 'Matt Zeilinger', 'pack_code': 'ta', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn. Add Notoriety to your score area as an agenda worth 1 agenda point.', 'stripped_title': 'Notoriety', 'text': 'Play only if you made a successful run on R&D, HQ, and Archives this turn.\nAdd Notoriety to your score area as an agenda worth 1 agenda point.', 'title': 'Notoriety', 'type_code': 'event', 'uniqueness': False}

{'code': '02027', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"If your snowball gets big enough, you can make it into a snowman!" -Chaos Theory', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'ta', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 barrier subroutine. 1 credit: +1 strength. Whenever you use this program to break a subroutine, this program gets +1 strength for the remainder of this run.', 'stripped_title': 'Snowball', 'text': 'Interface → 1[credit]: Break 1 barrier subroutine.\n1[credit]: +1 strength.\nWhenever you use this program to break a subroutine, this program gets +1 strength for the remainder of this run.', 'title': 'Snowball', 'type_code': 'program', 'uniqueness': False}

{'code': '02028', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Archaic but reliable.', 'illustrator': 'JB Casacop', 'keywords': 'Chip - Link', 'pack_code': 'ta', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu, +1 link', 'stripped_title':

'Dyson Mem Chip', 'text': '+1[mu], +1[link]', 'title': 'Dyson Mem Chip', 'type_code': 'hardware', 'uniqueness': False}
{'code': '02029', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'The key to the future lies in the past.', 'illustrator': 'Adam S. Doyle', 'pack_code': 'ta', 'position': 29, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The trash cost of all installed cards is increased by 1.', 'stripped_title': 'Encryption Protocol', 'text': 'The trash cost of all installed cards is increased by 1.', 'title': 'Encryption Protocol', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}
{'code': '02030', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Matt Zeilinger', 'keywords': 'Sentry - Bioroid - Tracer', 'pack_code': 'ta', 'position': 30, '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 Trace[4]. If successful, add 1 installed program to the top of the Runner's stack. Subroutine Trace[4]. If successful, add 1 installed program to the top of the Runner's stack.", 'stripped_title': 'Sherlock 1.0', 'text': "Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Trace[4]. If successful, add 1 installed program to the top of the Runner's stack.\n[subroutine] Trace[4]. If successful, add 1 installed program to the top of the Runner's stack.", 'title': 'Sherlock 1.0', 'type_code': 'ice', 'uniqueness': False}
{'code': '02031', 'deck_limit': 1, 'faction_code': 'jinteki', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'ta', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The Runner cannot run on remote servers. Ignore this ability until the end of the turn whenever the Runner runs on a central server.', 'stripped_title': 'Jinteki: Replicating Perfection', 'text': 'The Runner cannot run on remote servers. Ignore this ability until the end of the turn whenever the Runner runs on a central server.', 'title': 'Jinteki: Replicating Perfection', 'type_code': 'identity', 'uniqueness': False}
{'advancement_cost': 5, 'agenda_points': 2, 'code': '02032', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Eko Puteh', 'keywords': 'Ambush', 'pack_code': 'ta', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Fetal AI is accessed from R&D, the Runner must reveal it. When the Runner accesses Fetal AI, do 2 net damage. Ignore this ability if the Runner accesses Fetal AI from Archives. As an additional cost to steal Fetal AI, the Runner must pay 2 credits.', 'stripped_title': 'Fetal AI', 'text': 'If Fetal AI is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Fetal AI, do 2 net damage. Ignore this ability if the Runner accesses Fetal AI from Archives.\nAs an additional cost to steal Fetal AI, the Runner must pay 2[credit].', 'title': 'Fetal AI', 'type_code': 'agenda', 'uniqueness': False}
{'code': '02033', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Smoke and mirrors optional.', 'illustrator': 'Anna Ignatieva', 'pack_code': 'ta', 'position': 33, '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': '02034', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'Peace and violence. Both must lead to the same place.', 'illustrator': 'Sandara Tang', 'keywords': 'Code Gate', 'pack_code': 'ta', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine For the remainder of this run, each piece of ice encountered except Sensei gains "Subroutine End the run" after all its other subroutines.', 'stripped_title': 'Sensei', 'text': '[subroutine] For the remainder of this run, each piece of ice encountered except Sensei gains "[subroutine] End the run" after all its other subroutines.', 'title': 'Sensei', 'type_code': 'ice', 'uniqueness': False}
{'code': '02035', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Looking out for your interests since 1984.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Gray Ops', 'pack_code': 'ta', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Give the Runner 2 tags.', 'stripped_title': 'Big Brother', 'text': 'Play only if the Runner is tagged.\nGive the Runner 2 tags.', 'title': 'Big Brother', 'type_code': 'operation', 'uniqueness': False}

{'code': '02036', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Clones whisper of ChiLo as a promised land of freedom.', 'illustrator': 'Jonathan Lee', 'keywords': 'Region', 'pack_code': 'ta', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful trace during a run on this server, give the Runner 1 tag. Limit 1 region per server.', 'stripped_title': 'ChiLo City Grid', 'text': 'Whenever there is a successful trace during a run on this server, give the Runner 1 tag.\nLimit 1 region per server.', 'title': 'ChiLo City Grid', 'trash_cost': 6, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '02037', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'illustrator': 'Howard Schechlman', 'pack_code': 'ta', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Play only if the Runner made a successful run during their last turn. Trace 2. If successful, trash 1 piece of hardware with an install cost of X or less, where X is equal to the amount by which your trace strength exceeded the Runner's link strength.", 'stripped_title': 'Power Grid Overload', 'text': "Play only if the Runner made a successful run during their last turn.\n<trace>Trace 2</trace>. If successful, trash 1 piece of hardware with an install cost of X or less, where X is equal to the amount by which your trace strength exceeded the Runner's link strength.", 'title': 'Power Grid Overload', 'type_code': 'operation', 'uniqueness': False}

{'code': '02038', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'illustrator': 'Jon Hrubesch', 'keywords': 'Region', 'pack_code': 'ta', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you install a piece of ice protecting this server, you may immediately rez it, lowering its rez cost by 3. Limit 1 region per server.', 'stripped_title': 'Amazon Industrial Zone', 'text': 'Whenever you install a piece of ice protecting this server, you may immediately rez it, lowering its rez cost by 3.\nLimit 1 region per server.', 'title': 'Amazon Industrial Zone', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '02039', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'JB Casacop', 'pack_code': 'ta', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Executive Retreat, place 1 agenda counter on it and shuffle HQ into R&D. click, hosted agenda counter: Draw 5 cards.', 'stripped_title': 'Executive Retreat', 'text': 'When you score Executive Retreat, place 1 agenda counter on it and shuffle HQ into R&D.\n[click], hosted agenda counter: Draw 5 cards.', 'title': 'Executive Retreat', 'type_code': 'agenda', 'uniqueness': False}

{'code': '02040', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'No contract. Just a handshake and a fistful of C-6 high explosives.', 'illustrator': 'RJ Palmer', 'keywords': 'Gray Ops', 'pack_code': 'ta', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner is tagged. Trash up to 2 resources.', 'stripped_title': 'Freelancer', 'text': 'Play only if the Runner is tagged.\nTrash up to 2 resources.', 'title': 'Freelancer', 'type_code': 'operation', 'uniqueness': False}

{'code': '04061', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "The instructions claim that it sifts the most important data. 'Important', it has been found, is a highly relative term.", 'illustrator': 'Agri Karuniawan', 'memory_cost': 2, 'pack_code': 'tc', 'position': 61, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Run R&D. If successful, instead of breaching R&D, look at the top 3 cards of R&D. Trash 1 of those cards, then the Corp shuffles R&D.', 'stripped_title': 'Keyhole', 'text': '[click]: Run R&D. If successful, instead of breaching R&D, look at the top 3 cards of R&D. Trash 1 of those cards, then the Corp shuffles R&D.\n', 'title': 'Keyhole', 'type_code': 'program', 'uniqueness': False}

{'code': '04062', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"They call me a terrorist to scare people. If they want to find terrorists, maybe they should start by looking in the mirror." -Reina Roja', 'illustrator': 'Adam Schumpert', 'pack_code': 'tc', 'position': 62, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "When the Corp's turn begins, take 1 tag if you have no tags. When your turn begins, give the Corp 1 bad publicity if they have no bad publicity.", 'stripped_title': 'Activist Support', 'text': "When the Corp's turn begins, take 1 tag if you have no tags.\nWhen your turn begins, give the Corp 1 bad publicity if they have no bad publicity.", 'title': 'Activist Support', 'type_code': 'resource', 'uniqueness': False}

{'code': '04063', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': "Pros

don't need to call their lawyer. Pros have their secretary rigged to do it for them if they ever go off-grid.", 'illustrator': 'Matt Zeilinger', 'keywords': 'Double', 'pack_code': 'tc', 'position': 63, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Remove up to 2 tags and draw 3 cards.', 'stripped_title': 'Lawyer Up', 'text': 'As an additional cost to play this event, spend [click].\nRemove up to 2 tags and draw 3 cards.', 'title': 'Lawyer Up', 'type_code': 'event', 'uniqueness': False}

{'code': '04064', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Care to have a look?"', 'illustrator': 'Gong Studios', 'pack_code': 'tc', 'position': 64, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only if you made a successful run on HQ this turn. Prevent all damage until the beginning of your next turn unless the Corp takes 2 bad publicity.', 'stripped_title': 'Leverage', 'text': 'Play only if you made a successful run on HQ this turn.\nPrevent all damage until the beginning of your next turn unless the Corp takes 2 bad publicity.', 'title': 'Leverage', 'type_code': 'event', 'uniqueness': False}

{'code': '04065', 'cost': 7, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'The first credited icebreaker was nothing more than a unique script to bypass the security calls on a Gibson 3 Data Sentry. Garrote has over 20,000 times the data as that first breaker, but the idea remains the same: cut off the power source from the network, and then smash on through.', 'illustrator': 'Zefanya Langkan Maega', 'keywords': 'Icebreaker - Killer', 'memory_cost': 2, 'pack_code': 'tc', 'position': 65, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 1 credit: +1 strength.', 'stripped_title': 'Garrote', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n1[credit]: +1 strength.', 'title': 'Garrote', 'type_code': 'program', 'uniqueness': False}

{'code': '04066', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'LLDS Unlimited was born the day two designers answered the question "Why doesn\'t anyone make Diesel for computers?"', 'illustrator': 'Gong Studios', 'keywords': 'Chip', 'pack_code': 'tc', 'position': 66, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you install an icebreaker, that icebreaker has +1 strength until the end of the turn.', 'stripped_title': 'LLDS Processor', 'text': 'Whenever you install an icebreaker, that icebreaker has +1 strength until the end of the turn.', 'title': 'LLDS Processor', 'type_code': 'hardware', 'uniqueness': False}

{'code': '04067', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"One-shot icebreakers are popular among many of my protégés. They don\'t have the patience for the hunt." -The Professor', 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker', 'memory_cost': 1, 'pack_code': 'tc', 'position': 67, 'quantity': 3, 'side_code': 'runner', 'strength': 3, 'stripped_text': 'Interface -> trash: Break any number of destroyer subroutines. 1 credit: +2 strength.', 'stripped_title': 'Sharpshooter', 'text': 'Interface → [trash]: Break any number of destroyer subroutines.\n1[credit]: +2 strength.', 'title': 'Sharpshooter', 'type_code': 'program', 'uniqueness': False}

{'code': '04068', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"Once you have achieved perfection, what\'s next?" -The Professor', 'illustrator': 'Jason Rumpff', 'pack_code': 'tc', 'position': 68, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Trash any number of cards from your grip. For each trashed card of which you have another copy installed, draw 1 card.', 'stripped_title': 'Capstone', 'text': '[click]: Trash any number of cards from your grip. For each trashed card of which you have another copy installed, draw 1 card.', 'title': 'Capstone', 'type_code': 'hardware', 'uniqueness': True}

{'code': '04069', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"I like to say \'Traditional values for a modern time.\' War in space and life made by human hands, machines smart enough to ask if they have souls…Religion is as important and relevent now as at any time in human history. We must rise to meet the new challenges. And we must have faith."', 'illustrator': 'Nate Stefan', 'pack_code': 'tc', 'position': 69, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, lose click. Ignore any additional costs on each double event you play.', 'stripped_title': 'Starlight Crusade Funding', 'text': 'When your turn begins,

lose [click].\nIgnore any additional costs on each double event you play.', 'title': 'Starlight Crusade Funding', 'type_code': 'resource', 'uniqueness': False}

{'code': '04070', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Advertisement', 'pack_code': 'tc', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 3 power counters on Rex Campaign when it is rezzed. When there are no power counters left on Rex Campaign, trash it and either remove 1 bad publicity or gain 5 credits. When your turn begins, remove 1 power counter from Rex Campaign.', 'stripped_title': 'Rex Campaign', 'text': 'Place 3 power counters on Rex Campaign when it is rezzed. When there are no power counters left on Rex Campaign, trash it and either remove 1 bad publicity or gain 5[credit].\nWhen your turn begins, remove 1 power counter from Rex Campaign.', 'title': 'Rex Campaign', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '04071', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'As reported cases of brain damage in veterans rise, mind/machine interface devices are subject to increased public scrutiny. That certain programs can cause irreparable harm to users has gone from fringe theory to accepted truth.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - AP - Illicit', 'pack_code': 'tc', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'When you rez Fenris, take 1 bad publicity. Subroutine Do 1 brain damage. Subroutine End the run.', 'stripped_title': 'Fenris', 'text': 'When you rez Fenris, take 1 bad publicity.\n[subroutine] Do 1 brain damage.\n[subroutine] End the run.', 'title': 'Fenris', 'type_code': 'ice', 'uniqueness': False}

{'code': '04072', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': "The button didn't seem to do anything. So he pushed it again. And again. And again.", 'illustrator': 'Gong Studios', 'pack_code': 'tc', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install only in the root of HQ. 1 credit: Draw 1 card. Use this ability only during a run on HQ.', 'stripped_title': 'Panic Button', 'text': 'Install only in the root of HQ.\n1[credit]: Draw 1 card. Use this ability only during a run on HQ.', 'title': 'Panic Button', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '04073', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Anna Ignatieva', 'keywords': 'Ambush', 'pack_code': 'tc', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Shock! is accessed from R&D, the Runner must reveal it. When the Runner accesses Shock!, do 1 net damage, even if it is not installed.', 'stripped_title': 'Shock!', 'text': 'If Shock! is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Shock!, do 1 net damage, even if it is not installed.', 'title': 'Shock!', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '04074', 'cost': 6, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"It\'s ice so dangerous it has safety protocols. Think about that." -g00ru', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - AP', 'pack_code': 'tc', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine End the run unless the Corp pays 1 credit. Subroutine Do 1 net damage. Subroutine Do 1 net damage. Subroutine Do 1 net damage.', 'stripped_title': 'Tsurugi', 'text': '[subroutine] End the run unless the Corp pays 1[credit].\n[subroutine] Do 1 net damage.\n[subroutine] Do 1 net damage.\n[subroutine] Do 1 net damage.', 'title': 'Tsurugi', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '04075', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"The damn raven just kind of cawed at me as I went past. I should have known it was too good to be true."', 'illustrator': 'Adam S. Doyle', 'keywords': 'Ambush', 'pack_code': 'tc', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If TGTBT is accessed from R&D, the Runner must reveal it. When the Runner accesses TGTBT, give the Runner 1 tag.', 'stripped_title': 'TGTBT', 'text': 'If TGTBT is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses TGTBT, give the Runner 1 tag.', 'title': 'TGTBT', 'type_code': 'agenda', 'uniqueness': False}

{'code': '04076', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Let me get this straight. Your target market is 15-19 year old g-modded immigrants with one parent, a discretionary income over 2k a month, B+ or higher grades, an outgoing personality, and have a

friend who owns a g-monkey?"\n"Yes. Is that a problem?"\n"No, not at all. I just don\'t get why your list is so short."', 'illustrator': 'Mike Nesbitt', 'pack_code': 'tc', 'position': 76, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Gain 1 credit for each card in the Runner's grip.", 'stripped_title': 'Sweeps Week', 'text': "Gain 1[credit] for each card in the Runner's grip.", 'title': 'Sweeps Week', 'type_code': 'operation', 'uniqueness': False}

{'code': '04077', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': "This ice disguises itself as a series of electronic transactions, tying up the runner's funds in a thousand or so non-existent purchases and refunds. The banks' system of holds and checks means that while not a single credit ever leaves their servers the runner has no available funds. RSVP also has the unfortunate side effect of being entirely legal…strictly speaking.", 'illustrator': 'Christina Davis', 'keywords': 'Code Gate', 'pack_code': 'tc', 'position': 77, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine The Runner cannot spend any credits for the remainder of this run.', 'stripped_title': 'RSVP', 'text': '[subroutine] The Runner cannot spend any credits for the remainder of this run.', 'title': 'RSVP', 'type_code': 'ice', 'uniqueness': False}

{'code': '04078', 'cost': 14, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '[subroutine] End the game.\nJust kidding.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Barrier', 'pack_code': 'tc', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'If Curtain Wall is the outermost piece of ice protecting a server, it has +4 strength. Subroutine End the run. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Curtain Wall', 'text': 'If Curtain Wall is the outermost piece of ice protecting a server, it has +4 strength.\n[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Curtain Wall', 'type_code': 'ice', 'uniqueness': False}

{'code': '04079', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"I\'d say it\'s nothing personal, but corporations are people, too."', 'illustrator': 'Lorraine Schleter', 'keywords': 'Black Ops', 'pack_code': 'tc', 'position': 79, '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}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '04080', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "It's easy to replace limbs. It's more difficult to replace memories.", 'illustrator': 'Gong Studios', 'keywords': 'Initiative', 'pack_code': 'tc', 'position': 80, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Veterans Program, you may remove up to 2 bad publicity.', 'stripped_title': 'Veterans Program', 'text': 'When you score Veterans Program, you may remove up to 2 bad publicity.', 'title': 'Veterans Program', 'type_code': 'agenda', 'uniqueness': False}

{'base_link': 0, 'code': '13001', 'deck_limit': 1, 'faction_code': 'criminal', 'illustrator': 'Adam Schumpert', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'td', 'position': 1, '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': '13002', 'cost': None, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Bypassing a system\'s defenses by cutting physical wires is what I like to call old school." - Steve Cambridge', 'illustrator': 'Jason Juta', 'keywords': 'Double', 'pack_code': 'td', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Derez a piece of ice that has a rez cost of X or lower.', 'stripped_title': 'Brute-Force-Hack', 'text': 'As an additional cost to play this event, spend [click].\nDerez a piece of ice that has a rez cost of X or lower.', 'title': 'Brute-Force-Hack', 'type_code': 'event', 'uniqueness': False}

{'code': '13003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Targeted attacks make system breaches so much easier, especially if you can spoof an authorized user.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Run', 'pack_code': 'td', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. When you encounter the innermost piece of ice protecting that server, bypass it.', 'stripped_title': 'Spear Phishing', 'text': 'Make a run. When you encounter the innermost piece of ice protecting that server, bypass it.', 'title': 'Spear Phishing', 'type_code': 'event', 'uniqueness': False}

{'code': '13004', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Flooding the system with synchronized request messages makes it unresponsive to legitimate requests.', 'illustrator': 'Alexandr Elichev', 'keywords': 'Double', 'pack_code': 'td', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. The Corp must either discard 2 cards or draw 4 cards.', 'stripped_title': 'SYN Attack', 'text': 'As an additional cost to play this event, spend [click].\nThe Corp must either discard 2 cards or draw 4 cards.', 'title': 'SYN Attack', 'type_code': 'event', 'uniqueness': False}

{'code': '13005', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'illustrator': 'BalanceSheet', 'keywords': 'Console', 'pack_code': 'td', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu, +1 link The first time each turn you pass all of the ice protecting HQ, you may draw 1 card to force the Corp to draw 1 card. Limit 1 console per player.', 'stripped_title': 'Polyhistor', 'text': '+1[mu], +1[link]\nThe first time each turn you pass all of the ice protecting HQ, you may draw 1 card to force the Corp to draw 1 card.\nLimit 1 console per player.', 'title': 'Polyhistor', 'type_code': 'hardware', 'uniqueness': True}

{'code': '13006', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Technology breeds crime."', 'illustrator': 'BalanceSheet', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'td', 'position': 6, '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': '13007', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Never boast. Just let your importance be quietly obvious."', 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'td', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 1 credit: Break 1 sentry subroutine. 3 credits: +5 strength. trash: Bypass the sentry you are encountering.', 'stripped_title': 'Lustig', 'text': 'Interface → 1[credit]: Break 1 sentry subroutine.\n3[credit]: +5 strength.\n[trash]: Bypass the sentry you are encountering.', 'title': 'Lustig', 'type_code': 'program', 'uniqueness': False}

{'code': '13008', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"It\'s a matter of \'acquiring\' the right credentials."', 'illustrator': 'Mariusz Siergiejew', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'td', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'Interface -> 2 credits: Break up to 2 barrier subroutines. 2 credits: +3 strength. trash: Bypass the barrier you are encountering.', 'stripped_title': 'Demara', 'text': 'Interface → 2[credit]: Break up to 2 barrier subroutines.\n2[credit]: +3 strength.\n[trash]: Bypass the barrier you are encountering.', 'title': 'Demara', 'type_code': 'program', 'uniqueness': False}

{'code': '13009', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'td', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> Hosted power counter: Break 1 subroutine. 2 credits: +2 strength. When your turn begins, you may pay X credits to place X power counters on this program. When your turn ends, remove all hosted power counters.',

'stripped_title': 'Mammon', 'text': 'Interface → Hosted power counter: Break 1 subroutine.\n2[credit]: +2 strength.\nWhen your turn begins, you may pay X[credit] to place X power counters on this program.\nWhen your turn ends, remove all hosted power counters.', 'title': 'Mammon', 'type_code': 'program', 'uniqueness': False}

{'code': '13010', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': 'Know your mark, their weaknesses and strengths—both will show how to best bypass their defenses.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Virtual', 'pack_code': 'td', 'position': 10, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click click: Run any server. The first time you approach a rezzed piece of ice during this run, you may pay credits equal to the strength of that ice. If you do, when you encounter that ice after this approach, bypass it.', 'stripped_title': 'Charlatan', 'text': '[click][click]: Run any server. The first time you approach a rezzed piece of ice during this run, you may pay credits equal to the strength of that ice. If you do, when you encounter that ice after this approach, bypass it.', 'title': 'Charlatan', 'type_code': 'resource', 'uniqueness': False}

{'code': '13011', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': "You remember when Maxi was making book for Chacon. He's moved up in the world and gained the veneer of respectability. But as an executive the people he works for now, are far more vicious, bloodthirsty, and crooked.", 'illustrator': 'Marius Bota', 'keywords': 'Connection', 'pack_code': 'td', 'position': 11, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link trash: Derez a piece of ice protecting a remote server. Use this ability only during the next paid ability window after a successful run on HQ ends.', 'stripped_title': 'Maxwell James', 'text': '+1[link]\n[trash]: Derez a piece of ice protecting a remote server. Use this ability only during the next paid ability window after a successful run on HQ ends.', 'title': 'Maxwell James', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 0, 'code': '13012', 'deck_limit': 1, 'faction_code': 'shaper', 'illustrator': 'Adam Schumpert', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'td', 'position': 12, '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}

{'code': '13013', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': 'Each AI had been tasked with finding a solution to the same problem but with different variables.', 'illustrator': 'Mark Molnar', 'keywords': 'Priority', 'pack_code': 'td', 'position': 13, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Choose 1 card installed in the root of or protecting a remote server. That card cannot be rezzed this turn.', 'stripped_title': 'Careful Planning', 'text': 'Play only as your first [click].\nChoose 1 card installed in the root of or protecting a remote server. That card cannot be rezzed this turn.', 'title': 'Careful Planning', 'type_code': 'event', 'uniqueness': False}

{'code': '13014', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': 'Extracting data from complex systems is what running is all about.', 'illustrator': 'Alexandr Elichev', 'keywords': 'Run', 'pack_code': 'td', 'position': 14, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run R&D. If successful, access X additional cards when you breach R&D. X is equal to your unused MU or 4, whichever is less.', 'stripped_title': 'Deep Data Mining', 'text': 'Run R&D. If successful, access X additional cards when you breach R&D. X is equal to your unused MU or 4, whichever is less.', 'title': 'Deep Data Mining', 'type_code': 'event', 'uniqueness': False}

{'code': '13015', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'It is not literally made of diamonds, but it is worth several times its weight in them.', 'illustrator': 'Wenjuinn Png', 'keywords': 'Mod', 'pack_code': 'td', 'position': 15, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu, +1 link Your maximum hand size is increased by 1.', 'stripped_title': 'LLDS

Memory Diamond', 'text': '+1[mu], +1[link]\nYour maximum hand size is increased by 1.', 'title': 'LLDS Memory Diamond', 'type_code': 'hardware', 'uniqueness': False}
{'code': '13016', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"It is more than just a \'pretty nanite plant\'. It\'s a complex synthetic intelligent distributed network, and a VERY pretty nanite plant." - Bios', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Console', 'pack_code': 'td', 'position': 16, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu When your turn begins, draw 1 card. Limit 1 console per player.', 'stripped_title': 'Ubax', 'text': '+1[mu]\nWhen your turn begins, draw 1 card.\nLimit 1 console per player.', 'title': 'Ubax', 'type_code': 'hardware', 'uniqueness': True}
{'code': '13017', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'Μεγάλο μέρος της μάθησης δεν διδάσκει την κατανόηση', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Fracter - Killer', 'memory_cost': 2, 'pack_code': 'td', 'position': 17, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'This program gets +1 strength for each unused MU. Interface -> 2 credits: Break 1 sentry or barrier subroutine.', 'stripped_title': 'Adept', 'text': 'This program gets +1 strength for each unused MU.\nInterface → 2[credit]: Break 1 sentry or barrier subroutine.', 'title': 'Adept', 'type_code': 'program', 'uniqueness': False}
{'code': '13018', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'Δεν υπάρχει τίποτα μόνιμο, εκτός από την αλλαγή.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Killer - Decoder', 'memory_cost': 2, 'pack_code': 'td', 'position': 18, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'This program gets +1 strength for each unused MU. Interface -> 2 credits: Break 1 sentry or 2 code gate subroutines.', 'stripped_title': 'Savant', 'text': 'This program gets +1 strength for each unused MU.\nInterface → 2[credit]: Break 1 sentry or 2 code gate subroutines.', 'title': 'Savant', 'type_code': 'program', 'uniqueness': False}
{'code': '13019', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'memory_cost': 1, 'pack_code': 'td', 'position': 19, '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': '13020', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Daemon', 'memory_cost': 0, 'pack_code': 'td', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'You can install other programs onto this program. Each program installed this way costs 1 credit less to install. Limit 1 hosted program. The memory cost of the hosted program does not count against your memory limit.', 'stripped_title': 'Dhegdheer', 'text': 'You can install other programs onto this program. Each program installed this way costs 1[credit] less to install. Limit 1 hosted program.\nThe memory cost of the hosted program does not count against your memory limit.', 'title': 'Dhegdheer', 'type_code': 'program', 'uniqueness': False}
{'code': '13021', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Innovation. Iteration. Education.', 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Location - Ritzy', 'pack_code': 'td', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Reveal the top 4 cards of your stack. If any of those cards are programs, you may add 1 to your grip. Add the rest of the cards to the bottom of your stack in any order.', 'stripped_title': 'Levy Advanced Research Lab', 'text': '[click]: Reveal the top 4 cards of your stack. If any of those cards are programs, you may add 1 to your grip. Add the rest of the cards to the bottom of your stack in any order.', 'title': 'Levy Advanced Research Lab', 'type_code': 'resource', 'uniqueness': False}
{'code': '13022', 'cost': 5, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'One of the wealthiest and most powerful areas of New Angeles, Laguna Velasco is also known as the Government District.', 'illustrator': 'Mark Molnar', 'keywords': 'Location - Ritzy', 'pack_code': 'td', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you take the basic action to draw cards, increase the number of cards you draw by 1.', 'stripped_title': 'Laguna

Velasco District', 'text': 'Whenever you take the basic action to draw cards, increase the number of cards you draw by 1.', 'title': 'Laguna Velasco District', 'type_code': 'resource', 'uniqueness': True}
{'code': '13023', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': 'Restructuring labor resources.', 'illustrator': 'Ed Mattinian', 'pack_code': 'td', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 2 credits and draw 1 card.', 'stripped_title': 'Process Automation', 'text': 'Gain 2[credit] and draw 1 card.', 'title': 'Process Automation', 'type_code': 'event', 'uniqueness': False}
{'code': '13024', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Monztre', 'keywords': 'Connection', 'pack_code': 'td', 'position': 24, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash, 1 credit: The Corp trashes 2 cards from HQ at random. Use this ability only if you suffered meat damage this turn.', 'stripped_title': 'Officer Frank', 'text': '[trash], 1[credit]: The Corp trashes 2 cards from HQ at random. Use this ability only if you suffered meat damage this turn.', 'title': 'Officer Frank', 'type_code': 'resource', 'uniqueness': True}
{'code': '13025', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Although he rarely teaches classes these days, his lectures are always well attended.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'td', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Choose an icebreaker. Until the end of the run, that icebreaker has +1 strength for each card in your grip.', 'stripped_title': 'Dean Lister', 'text': '[trash]: Choose an icebreaker. Until the end of the run, that icebreaker has +1 strength for each card in your grip.', 'title': 'Dean Lister', 'type_code': 'resource', 'uniqueness': True}
{'code': '13026', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': "She left behind an encrypted trail leading to some random employee for a rival corp. She knew lazy sysops would work just hard enough to figure it out and wouldn't bother looking any deeper.", 'illustrator': 'Jarreau Wimberly', 'pack_code': 'td', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Prevent 2 damage.', 'stripped_title': 'Biometric Spoofing', 'text': '[trash]: Prevent 2 damage.', 'title': 'Biometric Spoofing', 'type_code': 'resource', 'uniqueness': False}
{'code': '13027', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'A despicable web of outcasts and infamy, no government or corporation could effectively shut it down. If only because so many of their sysops, executives, and covert agents made use of it.', 'illustrator': 'Donald Crank', 'keywords': 'Virtual', 'pack_code': 'td', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click, forfeit an agenda: Play an event from your heap, ignoring all costs.', 'stripped_title': 'The Shadow Net', 'text': '[click], forfeit an agenda: Play an event from your heap, ignoring all costs.', 'title': 'The Shadow Net', 'type_code': 'resource', 'uniqueness': True}
{'code': '13028', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'Interweaving the Past and the Future.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'td', 'position': 28, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'The first time each turn the Runner loses or spends click during a run, you may add 1 card from Archives to the top of R&D.', 'stripped_title': 'Seidr Laboratories: Destiny Defined', 'text': 'The first time each turn the Runner loses or spends [click] during a run, you may add 1 card from Archives to the top of R&D.', 'title': 'Seidr Laboratories: Destiny Defined', 'type_code': 'identity', 'uniqueness': False}
{'advancement_cost': 3, 'agenda_points': 1, 'code': '13029', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': 'The black level clearance sub-sub-basement of Haas-Bioroid is a magical place.', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Security', 'pack_code': 'td', 'position': 29, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, you may pay X credits. If you do, the Runner adds X cards from the grip at random to the bottom of the stack, then draws 1 card.', 'stripped_title': 'Brain Rewiring', 'text': 'When you score this agenda, you may pay X[credit]. If you do, the Runner adds X cards from the grip at random to the bottom of the stack, then draws 1 card.', 'title': 'Brain Rewiring', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '13030', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Matt Zeilinger', 'keywords': 'Initiative', 'pack_code': 'td', 'position': 30, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 2 agenda counters on Elective Upgrade when you score it. click, hosted agenda counter: Gain click click. Use this ability only once per turn.', 'stripped_title': 'Elective Upgrade', 'text': 'Place 2 agenda counters on Elective Upgrade when you score it.\n[click], hosted agenda counter: Gain [click][click]. Use this ability only once per turn.', 'title': 'Elective Upgrade', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '13031', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Clark Huggins', 'keywords': 'Research', 'pack_code': 'td', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Successful Field Test, install any number of cards from HQ, ignoring all costs.', 'stripped_title': 'Successful Field Test', 'text': 'When you score Successful Field Test, install any number of cards from HQ, ignoring all costs.', 'title': 'Successful Field Test', 'type_code': 'agenda', 'uniqueness': False}

{'code': '13032', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Dmitry Prosvirnin', 'keywords': 'Executive', 'pack_code': 'td', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you install a card in the root of a remote server, place 1 power counter on this asset. trash: For each power counter on this asset, gain 2 credits and draw 1 card.', 'stripped_title': 'Estelle Moon', 'text': 'Whenever you install a card in the root of a remote server, place 1 power counter on this asset.\n[trash]: For each power counter on this asset, gain 2[credit] and draw 1 card.', 'title': 'Estelle Moon', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '13033', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'Tim Durning', 'keywords': 'Advertisement', 'pack_code': 'td', 'position': 33, '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': '13034', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"A new game means new rules..."', 'illustrator': 'Anastasia Ovchinnikova', 'keywords': 'Barrier - Bioroid', 'pack_code': 'td', 'position': 34, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Lose click click: Break up to 2 subroutines on this ice. Only the Runner can use this ability. Subroutine You may draw 1 card. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Eli 2.0', 'text': 'Lose [click][click]: Break up to 2 subroutines on this ice. Only the Runner can use this ability.\n[subroutine] You may draw 1 card.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Eli 2.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '13035', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"Strictly speaking, it isn\'t illegal to use an interrogation simulator as the blueprint for ICE." - Mason Bellamy', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Code Gate - AP - Tracer', 'pack_code': 'td', 'position': 35, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Subroutine Trace[4]. If successful, do 1 brain damage.', 'stripped_title': 'Executive Functioning', 'text': '[subroutine] Trace[4]. If successful, do 1 brain damage.', 'title': 'Executive Functioning', 'type_code': 'ice', 'uniqueness': False}

{'code': '13036', 'cost': 7, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Tracer - Destroyer', 'pack_code': 'td', 'position': 36, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Trace[4]. If successful, the Runner cannot access cards or breach the attacked server for the remainder of this run. Subroutine Trash 1 installed icebreaker.', 'stripped_title': 'Holmegaard', 'text': '[subroutine] Trace[4]. If successful, the Runner cannot access cards or breach the attacked server for the remainder of this run.\n[subroutine] Trash 1 installed

icebreaker.', 'title': 'Holmegaard', 'type_code': 'ice', 'uniqueness': False}

{'code': '13037', 'cost': 5, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': '"The Warp and Weft were hypnotic...but they didn\'t really seem to do anything to keep me out. But then I never seemed to find anything interesting either." - Reaver', 'illustrator': 'Hannah Christenson', 'keywords': 'Code Gate', 'pack_code': 'td', 'position': 37, 'quantity': 3, 'side_code': 'corp', 'strength': 6, 'stripped_text': 'Subroutine The Runner loses click, if able. Subroutine The Corp may draw 1 card. Subroutine The Corp may add 1 card from HQ to the top of R&D.', 'stripped_title': 'Tapestry', 'text': '[subroutine] The Runner loses [click], if able.\n[subroutine] The Corp may draw 1 card.\n[subroutine] The Corp may add 1 card from HQ to the top of R&D.', 'title': 'Tapestry', 'type_code': 'ice', 'uniqueness': False}

{'code': '13038', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': '"If there were hidden partitions on the server, I\'d know; I\'m the head of this department!"', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Transaction - Triple', 'pack_code': 'td', 'position': 38, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click click. Gain 10 credits and draw 4 cards. You may install 1 card from HQ.', 'stripped_title': 'Ultraviolet Clearance', 'text': 'As an additional cost to play this operation, spend [click][click].\nGain 10[credit] and draw 4 cards. You may install 1 card from HQ.', 'title': 'Ultraviolet Clearance', 'type_code': 'operation', 'uniqueness': False}

{'code': '13039', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'flavor': 'Even knowing this floor existed was cause for termination...', 'illustrator': 'Antonio De Luca', 'keywords': 'Security Protocol', 'pack_code': 'td', 'position': 39, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful run on this server, the Runner must either take 1 brain damage or jack out. If the Runner jacks out, gain 5 credits, draw 1 card, and trash Black Level Clearance.', 'stripped_title': 'Black Level Clearance', 'text': 'Whenever there is a successful run on this server, the Runner must either take 1 brain damage or jack out. If the Runner jacks out, gain 5[credit], draw 1 card, and trash Black Level Clearance.', 'title': 'Black Level Clearance', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '13040', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"They say he is an ex-runner. I don\'t know if it is true, but he is chromed to the gills and seems to know all the runners\' tricks."', 'illustrator': 'Matt Zeilinger', 'keywords': 'Sysop', 'pack_code': 'td', 'position': 40, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever an encounter with a piece of ice protecting this server ends, if the Runner broke at least 1 subroutine during that encounter, they lose click.', 'stripped_title': 'Mason Bellamy', 'text': 'Whenever an encounter with a piece of ice protecting this server ends, if the Runner broke at least 1 subroutine during that encounter, they lose [click].', 'title': 'Mason Bellamy', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '13041', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Might makes right.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Subsidiary', 'minimum_deck_size': 40, 'pack_code': 'td', 'position': 41, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Interrupt -> Whenever 1 or more Runner cards would be trashed (from any location), set those cards aside instead of adding them to the heap. You can look at those cards. You may remove 1 of them from the game. Then, add all of those cards that are still set aside to the heap. Ignore this ability if you have already removed a card from the game with it this turn.', 'stripped_title': 'Skorpios Defense Systems: Persuasive Power', 'text': '[interrupt] → Whenever 1 or more Runner cards would be trashed (from any location), set those cards aside instead of adding them to the heap. You can look at those cards. You may remove 1 of them from the game. Then, add all of those cards that are still set aside to the heap. Ignore this ability if you have already removed a card from the game with it this turn.', 'title': 'Skorpios Defense Systems: Persuasive Power', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '13042', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Ed Mattinian', 'keywords': 'Security', 'pack_code': 'td', 'position': 42, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 1 agenda counter on it. Hosted agenda counter: For the remainder of this run, the Runner must trash 1 card

from the grip as an additional cost to jack out or break a subroutine. Use this ability only during a run.', 'stripped_title': 'Armored Servers', 'text': 'When you score this agenda, place 1 agenda counter on it.\nHosted agenda counter: For the remainder of this run, the Runner must trash 1 card from the grip as an additional cost to jack out or break a subroutine. Use this ability only during a run.', 'title': 'Armored Servers', 'type_code': 'agenda', 'uniqueness': False}
{'advancement_cost': 3, 'agenda_points': 1, 'code': '13043', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': '"Anything, to anyone...for the right price."', 'illustrator': 'Ed Mattinian', 'keywords': 'Expansion', 'pack_code': 'td', 'position': 43, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Illicit Sales, you may take 1 bad publicity. Gain 3 credits for each bad publicity that you have.', 'stripped_title': 'Illicit Sales', 'text': 'When you score Illicit Sales, you may take 1 bad publicity. Gain 3[credit] for each bad publicity that you have.', 'title': 'Illicit Sales', 'type_code': 'agenda', 'uniqueness': False}
{'advancement_cost': 5, 'agenda_points': 3, 'code': '13044', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Del Borovic', 'pack_code': 'td', 'position': 44, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Graft, you may search your deck for up to 3 cards, reveal them, and add them to HQ. Shuffle R&D.', 'stripped_title': 'Graft', 'text': 'When you score Graft, you may search your deck for up to 3 cards, reveal them, and add them to HQ. Shuffle R&D.', 'title': 'Graft', 'type_code': 'agenda', 'uniqueness': False}
{'code': '13045', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Jason Juta', 'keywords': 'Facility - Illicit', 'pack_code': 'td', 'position': 45, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If the Runner trashes Illegal Arms Factory while it is installed, take 1 bad publicity. When your turn begins, gain 1 credit and draw 1 card.', 'stripped_title': 'Illegal Arms Factory', 'text': 'If the Runner trashes Illegal Arms Factory while it is installed, take 1 bad publicity.\nWhen your turn begins, gain 1[credit] and draw 1 card.', 'title': 'Illegal Arms Factory', 'trash_cost': 6, 'type_code': 'asset', 'uniqueness': False}
{'code': '13046', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"VP of Retirements and Pensions? So is that HR or Accounting?"\n"Both."', 'illustrator': 'Matt Zeilinger', 'keywords': 'Executive', 'pack_code': 'td', 'position': 46, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner takes 1 or more tags, do 1 meat damage.', 'stripped_title': 'Mr. Stone', 'text': 'Whenever the Runner takes 1 or more tags, do 1 meat damage.', 'title': 'Mr. Stone', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': True}
{'code': '13047', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Alexandr Elichev', 'keywords': 'Sentry - Destroyer', 'pack_code': 'td', 'position': 47, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine The Runner must trash either 1 installed program or the top 2 cards of the stack.', 'stripped_title': 'Bloodletter', 'text': '[subroutine] The Runner must trash either 1 installed program or the top 2 cards of the stack.', 'title': 'Bloodletter', 'type_code': 'ice', 'uniqueness': False}
{'code': '13048', 'cost': 6, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Destroyer', 'pack_code': 'td', 'position': 48, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'You can advance this ice. It has +1 strength for each hosted advancement token. Subroutine Give the Runner 1 tag. If there are 3 or more hosted advancement tokens, instead give the Runner 2 tags. Subroutine Trash 1 installed program. If there are 3 or more hosted advancement tokens, instead trash 1 installed program and 1 installed resource.', 'stripped_title': 'Colossus', 'text': 'You can advance this ice. It has +1 strength for each hosted advancement token.\n[subroutine] Give the Runner 1 tag. If there are 3 or more hosted advancement tokens, instead give the Runner 2 tags.\n[subroutine] Trash 1 installed program. If there are 3 or more hosted advancement tokens, instead trash 1 installed program and 1 installed resource.', 'title': 'Colossus', 'type_code': 'ice', 'uniqueness': False}
{'code': '13049', 'cost': 6, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Barrier', 'pack_code': 'td', 'position': 49, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Remove a card in the heap from the game. Subroutine End the run.', 'stripped_title': 'Hailstorm', 'text': '[subroutine] Remove a card

in the heap from the game.\n[subroutine] End the run.', 'title': 'Hailstorm', 'type_code': 'ice', 'uniqueness': False}

{'code': '13050', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'td', 'position': 50, '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': '13051', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Michał Miłkowski', 'keywords': 'Double - Gray Ops', 'pack_code': 'td', 'position': 51, '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. Trash 1 installed card.', 'stripped_title': 'Hunter Seeker', 'text': 'As an additional cost to play this operation, spend [click].\nPlay only if the Runner stole an agenda during their last turn.\nTrash 1 installed card.', 'title': 'Hunter Seeker', 'type_code': 'operation', 'uniqueness': False}

{'code': '13052', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Anastasia Ovchinnikova', 'keywords': 'Executive', 'pack_code': 'td', 'position': 52, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner passes all of the ice protecting this server, they must take 1 tag or end the run.', 'stripped_title': 'K. P. Lynn', 'text': 'Whenever the Runner passes all of the ice protecting this server, they must take 1 tag or end the run.', 'title': 'K. P. Lynn', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '13053', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Security', 'pack_code': 'td', 'position': 53, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Paper Trail, trace 6 If successful, trash all connection and job resources.', 'stripped_title': 'Paper Trail', 'text': 'When you score Paper Trail, <trace>trace 6</trace> If successful, trash all connection and job resources.', 'title': 'Paper Trail', 'type_code': 'agenda', 'uniqueness': False}

{'code': '13054', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Ambush', 'pack_code': 'td', 'position': 54, '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 lose 1 credit.', 'stripped_title': 'Honeyfarm', 'text': 'While the Runner is accessing this asset in R&D, they must reveal it.\nWhen the Runner accesses this asset, they lose 1[credit].', 'title': 'Honeyfarm', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '13055', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Mark Molnar', 'pack_code': 'td', 'position': 55, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, place 2 credits on Long-Term Investment. If there are at least 8 credits on Long-Term Investment, it gains "click: Take any number of credits from Long-Term Investment."', 'stripped_title': 'Long-Term Investment', 'text': 'When your turn begins, place 2[credit] on Long-Term Investment. If there are at least 8[credit] on Long-Term Investment, it gains "[click]: Take any number of credits from Long-Term Investment."', 'title': 'Long-Term Investment', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '13056', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Code Gate', 'pack_code': 'td', 'position': 56, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine The Runner loses click. Subroutine

The Runner trashes 1 card from their grip.', 'stripped_title': 'Weir', 'text': '[subroutine] The Runner loses [click].\n[subroutine] The Runner trashes 1 card from their grip.', 'title': 'Weir', 'type_code': 'ice', 'uniqueness': False}

{'code': '13057', 'cost': 8, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Mark Molnar', 'keywords': 'Terminal - Transaction', 'pack_code': 'td', 'position': 57, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'After you resolve this operation, end your action phase. Gain 13 credits.', 'stripped_title': 'IPO', 'text': 'After you resolve this operation, end your action phase.\nGain 13[credit].', 'title': 'IPO', 'type_code': 'operation', 'uniqueness': False}

{'code': '21061', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': '"Ever watch a server vomit?"', 'illustrator': 'Donald Crank', 'keywords': 'Run - Sabotage', 'pack_code': 'tdatd', 'position': 61, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run Archives. If successful, instead of breaching Archives, the Corp adds exactly 5 cards from Archives to HQ, if able. If they do, they trash 5 cards from HQ at random.', 'stripped_title': 'Glut Cipher', 'text': 'Run Archives. If successful, instead of breaching Archives, the Corp adds exactly 5 cards from Archives to HQ, if able. If they do, they trash 5 cards from HQ at random.', 'title': 'Glut Cipher', 'type_code': 'event', 'uniqueness': False}

{'code': '21062', 'cost': 5, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Console', 'pack_code': 'tdatd', 'position': 62, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+3 mu Use the MU on Knobkierie only for virus programs. The first time you make a successful run each turn, you may place 1 virus counter on an installed virus program. Limit 1 console per player.', 'stripped_title': 'Knobkierie', 'text': '+3[mu]\nUse the MU on Knobkierie only for virus programs.\nThe first time you make a successful run each turn, you may place 1 virus counter on an installed virus program.\nLimit 1 console per player.', 'title': 'Knobkierie', 'type_code': 'hardware', 'uniqueness': True}

{'base_link': 1, 'code': '21063', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Is there anything better than free money?"', 'illustrator': 'Antonio De Luca', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'tdatd', 'position': 63, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time the Corp installs a card each turn, you may expose that card unless the Corp pays 1 credit.', 'stripped_title': '419: Amoral Scammer', 'text': 'The first time the Corp installs a card each turn, you may expose that card unless the Corp pays 1[credit].', 'title': '419: Amoral Scammer', 'type_code': 'identity', 'uniqueness': False}

{'code': '21064', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"I\'m sorry, sir, we weren\'t expecting you! You look different than I remember..."\n"Haircut."', 'illustrator': 'Nasrul Hakim', 'pack_code': 'tdatd', 'position': 64, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Name a card type. Expose a card in a remote server, then gain 5 credits if the exposed card has the named card type.', 'stripped_title': 'Falsified Credentials', 'text': 'Name a card type. Expose a card in a remote server, then gain 5[credit] if the exposed card has the named card type.', 'title': 'Falsified Credentials', 'type_code': 'event', 'uniqueness': False}

{'code': '21065', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Adam Schumpert', 'keywords': 'Job', 'pack_code': 'tdatd', 'position': 65, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 18 credits from the bank on Rogue Trading when it is installed. When there are no credits left on Rogue Trading, trash it. click, click: Take 6 credits from Rogue Trading and take 1 tag.', 'stripped_title': 'Rogue Trading', 'text': 'Place 18[credit] from the bank on Rogue Trading when it is installed. When there are no credits left on Rogue Trading, trash it.\n[click], [click]: Take 6[credit] from Rogue Trading and take 1 tag.', 'title': 'Rogue Trading', 'type_code': 'resource', 'uniqueness': False}

{'code': '21066', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'At least this time around, the graphic was family-friendly.', 'illustrator': 'Caravan Studio', 'keywords': 'Run', 'pack_code': 'tdatd', 'position': 66, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run a remote server. If successful, instead of breaching that server, you may force the Corp to shuffle all cards in the root of that server into R&D.', 'stripped_title': 'Because I Can', 'text': 'Run a remote server. If successful, instead of breaching that server, you may force the Corp to shuffle all cards in the

root of that server into R&D.', 'title': 'Because I Can', 'type_code': 'event', 'uniqueness': False}

{'code': '21067', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'Speed gets you in, intuition gets you out.', 'illustrator': 'Liiga Smilshkalne', 'memory_cost': 1, 'pack_code': 'tdatd', 'position': 67, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this program, place 3 power counters on it. Whenever you breach R&D, you may remove 1 hosted power counter to access 1 additional card.', 'stripped_title': 'Nyashia', 'text': 'When you install this program, place 3 power counters on it.\nWhenever you breach R&D, you may remove 1 hosted power counter to access 1 additional card.', 'title': 'Nyashia', 'type_code': 'program', 'uniqueness': False}

{'code': '21068', 'cost': 2, 'deck_limit': 3, 'faction_code': 'apex', 'faction_cost': 5, 'flavor': '"It \'ate\' the vertex grid?! What does that even mean?"\n- Nkiru Qiū, Asa Group sysop', 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Virus', 'memory_cost': 0, 'pack_code': 'tdatd', 'position': 68, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you trash a Corp card, you may place 1 virus counter on Consume. click: Gain 2 credits for each hosted virus counter, then remove all virus counters from Consume.', 'stripped_title': 'Consume', 'text': 'Whenever you trash a Corp card, you may place 1 virus counter on Consume.\n[click]: Gain 2[credit] for each hosted virus counter, then remove all virus counters from Consume.', 'title': 'Consume', 'type_code': 'program', 'uniqueness': False}

{'code': '21069', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'A Model G21V Tracker, Malia Z0L0K4 excels at locating assignments and subduing them.', 'illustrator': 'Nasrul Hakim', 'keywords': 'Bioroid', 'pack_code': 'tdatd', 'position': 69, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you rez this asset, choose an installed non-virtual resource. The chosen resource loses all printed abilities.', 'stripped_title': 'Malia Z0L0K4', 'text': 'When you rez this asset, choose an installed non-virtual resource.\nThe chosen resource loses all printed abilities.', 'title': 'Malia Z0L0K4', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '21070', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'flavor': '"Don\'t worry, he won\'t feel a thing! Probably."', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Current', 'pack_code': 'tdatd', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This operation is not trashed until another current is played or an agenda is stolen. While the Runner is accessing an agenda in R&D, they must reveal it. Whenever an agenda is accessed or scored, trace 3. If successful, do 1 brain damage.', 'stripped_title': 'Kill Switch', 'text': 'This operation is not trashed until another current is played or an agenda is stolen.\nWhile the Runner is accessing an agenda in R&D, they must reveal it.\nWhenever an agenda is accessed or scored, <trace>trace 3</trace>. If successful, do 1 brain damage.', 'title': 'Kill Switch', 'type_code': 'operation', 'uniqueness': False}

{'code': '21071', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Ambush', 'pack_code': 'tdatd', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Tempus is accessed from R&D, the Runner must reveal it. When the Runner accesses Tempus, trace 3 If successful, the Runner must lose click click or suffer 1 brain damage. Ignore this ability if the Runner accesses Tempus from Archives.', 'stripped_title': 'Tempus', 'text': 'If Tempus is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Tempus, <trace>trace 3</trace> If successful, the Runner must lose [click][click] or suffer 1 brain damage. Ignore this ability if the Runner accesses Tempus from Archives.', 'title': 'Tempus', 'trash_cost': 0, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '21072', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Many things go in. Nothing comes out.', 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Off-site', 'pack_code': 'tdatd', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install only in a remote server. Bio Vault can be advanced. trash, 2 hosted advancement tokens: End the run.', 'stripped_title': 'Bio Vault', 'text': 'Install only in a remote server.\nBio Vault can be advanced.\n[trash], 2 hosted advancement tokens: End the run.', 'title': 'Bio Vault', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '21073', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator':

'Mariusz Siergiejew', 'keywords': 'Trap', 'pack_code': 'tdatd', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Look at the top 3 cards of R&D and either arrange them in any order or shuffle R&D. You may draw 1 card. Subroutine You may trash 1 card in HQ. If you do, trash 1 resource. Trash Sadaka.', 'stripped_title': 'Sadaka', 'text': '[subroutine] Look at the top 3 cards of R&D and either arrange them in any order or shuffle R&D. You may draw 1 card.\n[subroutine] You may trash 1 card in HQ. If you do, trash 1 resource. Trash Sadaka.', 'title': 'Sadaka', 'type_code': 'ice', 'uniqueness': False}

{'code': '21074', 'cost': 6, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Has anyone ever actually read one of these things?" - 419', 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'tdatd', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine End the run unless the Runner pays 1 credit. Subroutine End the run unless the Runner pays 1 credit. Subroutine End the run unless the Runner pays 1 credit. Subroutine End the run unless the Runner pays 1 credit. Subroutine End the run unless the Runner pays 1 credit. Subroutine End the run unless the Runner pays 1 credit.', 'stripped_title': 'Endless EULA', 'text': '[subroutine]End the run unless the Runner pays 1[credit].\n[subroutine]End the run unless the Runner pays 1[credit].\n[subroutine]End the run unless the Runner pays 1[credit].\n[subroutine]End the run unless the Runner pays 1[credit].\n[subroutine]End the run unless the Runner pays 1[credit].\n[subroutine]End the run unless the Runner pays 1[credit].', 'title': 'Endless EULA', 'type_code': 'ice', 'uniqueness': False}

{'code': '21075', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': "Your first dog, your favorite food, your own mother's name. Your love, your hate, your fear. Hopes and dreams, pain and sorrow. All of it, everything, slips away.", 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Code Gate', 'pack_code': 'tdatd', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Add an installed Runner card to the grip. Subroutine Add an installed Runner card to the grip.', 'stripped_title': 'Sandman', 'text': '[subroutine]Add an installed Runner card to the grip.\n[subroutine]Add an installed Runner card to the grip.', 'title': 'Sandman', 'type_code': 'ice', 'uniqueness': False}

{'code': '21076', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': "Azmari EdTech's most popular instructor, Amani Senai regularly broadcasts to millions of students.", 'illustrator': 'Caravan Studio', 'keywords': 'Character', 'pack_code': 'tdatd', 'position': 76, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever an agenda is scored or stolen, you may trace X If successful, add an installed Runner card to the grip. X is the advancement requirement of the scored or stolen agenda.', 'stripped_title': 'Amani Senai', 'text': 'Whenever an agenda is scored or stolen, you may <trace>trace X</trace> If successful, add an installed Runner card to the grip. X is the advancement requirement of the scored or stolen agenda.', 'title': 'Amani Senai', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '21077', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'illustrator': 'Johan Törnlund', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'tdatd', 'position': 77, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn ends, you may choose a piece of ice with no advancement tokens on it. If you do, place 1 advancement token on that piece of ice for each agenda point on all installed faceup agendas.', 'stripped_title': 'SSO Industries: Fueling Innovation', 'text': 'When your turn ends, you may choose a piece of ice with no advancement tokens on it. If you do, place 1 advancement token on that piece of ice for each agenda point on all installed faceup agendas.', 'title': 'SSO Industries: Fueling Innovation', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '21078', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Nasrul Hakim', 'keywords': 'Public', 'pack_code': 'tdatd', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install City Works Project faceup. When the Runner accesses City Works Project while it is installed, do 2 meat damage and 1 additional meat damage for each advancement token on it.', 'stripped_title': 'City Works Project', 'text': 'Install City Works Project faceup.\nWhen the Runner accesses City Works Project while it is installed, do 2 meat damage and 1 additional meat damage for each advancement token on it.', 'title': 'City Works Project', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21079', 'cost': 7, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 5, 'flavor': 'Might given form.', 'illustrator': 'Le Vuong', 'keywords': 'Code Gate', 'pack_code': 'tdatd', 'position': 79, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When the Runner encounters Oduduwa, place 1 advancement token on it. You may place X advancement tokens on another piece of ice. X is the number of advancement tokens on Oduduwa. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Oduduwa', 'text': 'When the Runner encounters Oduduwa, place 1 advancement token on it. You may place X advancement tokens on another piece of ice. X is the number of advancement tokens on Oduduwa.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Oduduwa', 'type_code': 'ice', 'uniqueness': True}

{'code': '21080', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'She gets the job done. And then some.', 'illustrator': 'Aurore Folny', 'keywords': 'Character', 'pack_code': 'tdatd', 'position': 80, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may trash Rashida Jaheem to gain 3 credits and draw 3 cards.', 'stripped_title': 'Rashida Jaheem', 'text': 'When your turn begins, you may trash Rashida Jaheem to gain 3[credit] and draw 3 cards.', 'title': 'Rashida Jaheem', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': True}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '14000', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Dmitry Burmak', 'keywords': 'Research', 'pack_code': 'tdc', 'position': 1, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you win a game with Evidence Collection in your score area, reveal set 2.', 'stripped_title': 'Evidence Collection', 'text': 'When you win a game with Evidence Collection in your score area, reveal set 2.', 'title': 'Evidence Collection', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '14001', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Dmitry Burmak', 'keywords': 'Research', 'pack_code': 'tdc', 'position': 2, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you win a game with Evidence Collection in your score area, reveal set 5.', 'stripped_title': 'Evidence Collection 2', 'text': 'When you win a game with Evidence Collection in your score area, reveal set 5.', 'title': 'Evidence Collection 2', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '14002', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Dmitry Burmak', 'keywords': 'Research', 'pack_code': 'tdc', 'position': 3, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you win a game with Evidence Collection in your score area, reveal set 8.', 'stripped_title': 'Evidence Collection 3', 'text': 'When you win a game with Evidence Collection in your score area, reveal set 8.', 'title': 'Evidence Collection 3', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '14003', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Dmitry Burmak', 'keywords': 'Research', 'pack_code': 'tdc', 'position': 4, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Evidence Collection is worth 1 fewer agenda point while in the Runner's score area.", 'stripped_title': 'Evidence Collection 4', 'text': "Evidence Collection is worth 1 fewer agenda point while in the Runner's score area.", 'title': 'Evidence Collection 4', 'type_code': 'agenda', 'uniqueness': False}

{'code': '14004', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'PxelSlayer', 'keywords': 'Character', 'pack_code': 'tdc', 'position': 5, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you score an agenda, you may swap it with an agenda in the Runner\'s score area worth at least 1 point, then resolve the "when scored" ability on that agenda.', 'stripped_title': 'Investigator Inez Delgado A', 'text': 'Whenever you score an agenda, you may swap it with an agenda in the Runner\'s score area worth at least 1 point, then resolve the "when scored" ability on that agenda.', 'title': 'Investigator Inez Delgado A', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '14005', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'PxelSlayer', 'keywords': 'Character', 'pack_code': 'tdc', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner steals an agenda, you may resolve the "when scored" ability on that agenda, then swap it with an agenda in your scored area.', 'stripped_title': 'Investigator Inez Delgado A 2', 'text': 'Whenever the Runner steals an agenda, you may resolve

the "when scored" ability on that agenda, then swap it with an agenda in your scored area.', 'title': 'Investigator Inez Delgado A 2', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '14006', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Antonio José Manzanedo', 'keywords': 'Character', 'pack_code': 'tdc', 'position': 7, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you rez a piece of ice, give the Runner 1 tag.', 'stripped_title': 'Lt. Todachine', 'text': 'Whenever you rez a piece of ice, give the Runner 1 tag.', 'title': 'Lt. Todachine', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '14007', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Antonio José Manzanedo', 'keywords': 'Character', 'pack_code': 'tdc', 'position': 8, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you rez a piece of ice, give the Runner 1 tag. Whenever the Runner accesses cards, he or she accesses 1 fewer card if he or she is tagged (to a minimum of 1 card).', 'stripped_title': 'Lt. Todachine 2', 'text': 'Whenever you rez a piece of ice, give the Runner 1 tag.\nWhenever the Runner accesses cards, he or she accesses 1 fewer card if he or she is tagged (to a minimum of 1 card).', 'title': 'Lt. Todachine 2', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '14008', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Ethan Patrick Harris', 'pack_code': 'tdc', 'position': 9, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Trojan is accessed from R&D, then Runner must reveal it. When the Runner accesses Trojan, lose 2 credits, trash 1 card from HQ at random, and destroy Trojan. Ignore this ability if the Runner accesses Trojan from Archives.', 'stripped_title': 'Trojan', 'text': 'If Trojan is accessed from R&D, then Runner must reveal it.\nWhen the Runner accesses Trojan, lose 2[credit], trash 1 card from HQ at random, and destroy Trojan. Ignore this ability if the Runner accesses Trojan from Archives.', 'title': 'Trojan', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '14023', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Adam S. Doyle', 'keywords': 'Current', 'pack_code': 'tdc', 'position': 10, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. The Runner must pay 2 credits as an additional cost to use an icebreaker.', 'stripped_title': 'Net Watchlist', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nThe Runner must pay 2[credit] as an additional cost to use an icebreaker.', 'title': 'Net Watchlist', 'type_code': 'operation', 'uniqueness': False}

{'code': '14010', 'cost': 6, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate - Destroyer', 'pack_code': 'tdc', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trash 1 program. Subroutine Trash 1 program. Subroutine Trash 1 piece of hardware. Subroutine The Runner loses 3 credits, if able. End the run.', 'stripped_title': 'Machicolation A', 'text': '[subroutine] Trash 1 program.\n[subroutine] Trash 1 program.\n[subroutine] Trash 1 piece of hardware.\n[subroutine] The Runner loses 3[credit], if able. End the run.', 'title': 'Machicolation A', 'type_code': 'ice', 'uniqueness': False}

{'code': '14011', 'cost': 6, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Ed Mattinian', 'keywords': 'Code Gate - Destroyer - AP', 'pack_code': 'tdc', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Trash 1 resource. Subroutine Trash 1 resource. Subroutine Do 1 net damage. Subroutine The Runner loses click, if able. End the run.', 'stripped_title': 'Machicolation B', 'text': '[subroutine] Trash 1 resource.\n[subroutine] Trash 1 resource.\n[subroutine] Do 1 net damage.\n[subroutine] The Runner loses [click], if able. End the run.', 'title': 'Machicolation B', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 0, 'code': '14012', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Matt Zeilinger', 'keywords': 'Initiative', 'pack_code': 'tdc', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Corporate Oversight, you may search R&D for a piece of ice. Install and rez it protecting a remote server, ignoring all costs. Shuffle R&D. If you win a game with Corporate Oversight in your score area, destroy it.', 'stripped_title': 'Corporate Oversight A', 'text': 'When you score Corporate Oversight, you may search R&D for a piece of ice. Install and rez it protecting a remote server, ignoring all

costs. Shuffle R&D.\nIf you win a game with Corporate Oversight in your score area, destroy it.',
'title': 'Corporate Oversight A', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 0, 'code': '14013', 'deck_limit': 3, 'faction_code':
'neutral-corp', 'faction_cost': 0, 'illustrator': 'Matt Zeilinger', 'keywords': 'Initiative', 'pack_code':
'tdc', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Corporate
Oversight, you may search R&D for a piece of ice. Install and rez it protecting a central server,
ignoring all costs. Shuffle R&D. If you win a game with Corporate Oversight in your score area,
destroy it.', 'stripped_title': 'Corporate Oversight B', 'text': 'When you score Corporate Oversight,
you may search R&D for a piece of ice. Install and rez it protecting a central server, ignoring all
costs. Shuffle R&D.\nIf you win a game with Corporate Oversight in your score area, destroy it.',
'title': 'Corporate Oversight B', 'type_code': 'agenda', 'uniqueness': False}

{'code': '14014', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0,
'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'tdc', 'position': 15, 'quantity': 3,
'side_code': 'runner', 'stripped_text': 'When you win a game with Investigator Inez Delgado in your
score area, reveal set 2. Add Investigator Inez Delgado to your score area as an agenda worth 0
agenda points: Expose all cards in a remote server. Use this only if you have stolean an agenda
this turn.', 'stripped_title': 'Investigator Inez Delgado', 'text': 'When you win a game with
Investigator Inez Delgado in your score area, reveal set 2.\nAdd Investigator Inez
Delgado to your score area as an agenda worth 0 agenda points: Expose all cards in a
remote server. Use this only if you have stolean an agenda this turn.', 'title': 'Investigator Inez
Delgado', 'type_code': 'resource', 'uniqueness': True}

{'code': '14015', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0,
'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'tdc', 'position': 16, 'quantity': 3,
'side_code': 'runner', 'stripped_text': 'When you win a game with Investigator Inez Delgado in your
score area, reveal set 5. Add Investigator Inez Delgado to your score area as an agenda worth 0
agenda points: Reveal the top 3 cards in R&D. Use this only if you have stolean an agenda this
turn.', 'stripped_title': 'Investigator Inez Delgado 2', 'text': 'When you win a game with Investigator
Inez Delgado in your score area, reveal set 5.\nAdd Investigator Inez Delgado to your
score area as an agenda worth 0 agenda points: Reveal the top 3 cards in R&D. Use
this only if you have stolean an agenda this turn.', 'title': 'Investigator Inez Delgado 2', 'type_code':
'resource', 'uniqueness': True}

{'code': '14016', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0,
'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'tdc', 'position': 17, 'quantity': 3,
'side_code': 'runner', 'stripped_text': 'When you win a game with Investigator Inez Delgado in your
score area, reveal set 8. Add Investigator Inez Delgado to your score area as an agenda worth 0
agenda points: Reveal each card in HQ. Use this only if you have stolean an agenda this turn.',
'stripped_title': 'Investigator Inez Delgado 3', 'text': 'When you win a game with Investigator Inez
Delgado in your score area, reveal set 8.\nAdd Investigator Inez Delgado to your score
area as an agenda worth 0 agenda points: Reveal each card in HQ. Use this only if you
have stolean an agenda this turn.', 'title': 'Investigator Inez Delgado 3', 'type_code': 'resource',
'uniqueness': True}

{'code': '14017', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0,
'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'tdc', 'position': 18, 'quantity': 3,
'side_code': 'runner', 'stripped_text': 'Add Investigator Inez Delgado to your score area as an
agenda worth 0 agenda points: Reveal each card in HQ and the top card of R&D. Use this only if
you have stolean an agenda this turn.', 'stripped_title': 'Investigator Inez Delgado 4', 'text':
'Add Investigator Inez Delgado to your score area as an agenda worth 0 agenda
points: Reveal each card in HQ and the top card of R&D. Use this only if you have
stolean an agenda this turn.', 'title': 'Investigator Inez Delgado 4', 'type_code': 'resource',
'uniqueness': True}

{'code': '14018', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0,
'illustrator': 'Michał Miłkowski', 'memory_cost': 1, 'pack_code': 'tdc', 'position': 19, 'quantity': 3,
'side_code': 'runner', 'stripped_text': 'Whenever the Corp spends click to draw 1 or more cards

(including through a card ability), reveal the first card drawn.', 'stripped_title': 'Surveillance Network Key', 'text': 'Whenever the Corp spends [click] to draw 1 or more cards (including through a card ability), reveal the first card drawn.', 'title': 'Surveillance Network Key', 'type_code': 'program', 'uniqueness': False}

{'code': '14019', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Michał Miłkowski', 'memory_cost': 1, 'pack_code': 'tdc', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp spends click to draw 1 or more cards (including through a card ability), reveal the first card drawn. 2 credits: For the remainder of this run, access 1 additional card whenever you access cards from HQ or R&D. Use this ability only once per turn.', 'stripped_title': 'Surveillance Network Key 2', 'text': 'Whenever the Corp spends [click] to draw 1 or more cards (including through a card ability), reveal the first card drawn.\n2[credit]: For the remainder of this run, access 1 additional card whenever you access cards from HQ or R&D. Use this ability only once per turn.', 'title': 'Surveillance Network Key 2', 'type_code': 'program', 'uniqueness': False}

{'code': '14020', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Timur Shevtsov', 'pack_code': 'tdc', 'position': 21, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever a program is trashed from your grip, host it on BMI Buffer instead of adding it to your heap. click click: Install 1 hosted program (paying all costs).', 'stripped_title': 'BMI Buffer', 'text': 'Whenever a program is trashed from your grip, host it on BMI Buffer instead of adding it to your heap.\n[click][click]: Install 1 hosted program (paying all costs).', 'title': 'BMI Buffer', 'type_code': 'hardware', 'uniqueness': False}

{'code': '14021', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Timur Shevtsov', 'pack_code': 'tdc', 'position': 22, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever a program is trashed from your grip, host it on BMI Buffer instead of adding it to your heap. click click: Install 1 hosted program, ignoring all costs.', 'stripped_title': 'BMI Buffer 2', 'text': 'Whenever a program is trashed from your grip, host it on BMI Buffer instead of adding it to your heap.\n[click][click]: Install 1 hosted program, ignoring all costs.', 'title': 'BMI Buffer 2', 'type_code': 'hardware', 'uniqueness': False}

{'code': '14022', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Adam Schumpert', 'keywords': 'Connection', 'pack_code': 'tdc', 'position': 23, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you draw a Shadow Team, immediately install it. Whenever you initiate a run, trash a card from your grip, if able. When you make a successful run on a central server, destroy Shadow Team.', 'stripped_title': 'Shadow Team', 'text': 'Whenever you draw a Shadow Team, immediately install it.\nWhenever you initiate a run, trash a card from your grip, if able. When you make a successful run on a central server, destroy Shadow Team.', 'title': 'Shadow Team', 'type_code': 'resource', 'uniqueness': False}

{'code': '14009', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Jason Juta', 'keywords': 'Current', 'pack_code': 'tdc', 'position': 24, 'quantity': 1, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. As an additional cost to advance a card, the Corp must pay 1 credit.', 'stripped_title': 'Security Leak', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nAs an additional cost to advance a card, the Corp must pay 1[credit].', 'title': 'Security Leak', 'type_code': 'event', 'uniqueness': False}

{'code': '14024', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'PxelSlayer', 'keywords': 'Connection', 'pack_code': 'tdc', 'position': 25, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click,trash: Make a run and gain click. If successful, draw 1 card.', 'stripped_title': 'The Masque A', 'text': '[click],[trash]: Make a run and gain [click]. If successful, draw 1 card.', 'title': 'The Masque A', 'type_code': 'resource', 'uniqueness': True}

{'code': '14025', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'PxelSlayer', 'keywords': 'Connection', 'pack_code': 'tdc', 'position': 26, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click,trash: Make a run and gain click. If that run is successful when it ends, you may immediately make another run on another server.', 'stripped_title': 'The Masque B', 'text': '[click],[trash]: Make a run and gain [click]. If that run is

successful when it ends, you may immediately make another run on another server.', 'title': 'The Masque B', 'type_code': 'resource', 'uniqueness': True}

{'code': '14026', 'cost': 6, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Dmitry Prosvirnin', 'memory_cost': 2, 'pack_code': 'tdc', 'position': 27, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click,click: Make a run on a remote server. If successful, instead treat it as a successful run on a central server.', 'stripped_title': 'Sneakdoor Prime A', 'text': '[click],[click]: Make a run on a remote server. If successful, instead treat it as a successful run on a central server.', 'title': 'Sneakdoor Prime A', 'type_code': 'program', 'uniqueness': False}

{'code': '14027', 'cost': 6, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Dmitry Prosvirnin', 'memory_cost': 2, 'pack_code': 'tdc', 'position': 28, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click,click: Make a run on a central server. If successful, instead treat it as a successful run on a remote server.', 'stripped_title': 'Sneakdoor Prime B', 'text': '[click],[click]: Make a run on a central server. If successful, instead treat it as a successful run on a remote server.', 'title': 'Sneakdoor Prime B', 'type_code': 'program', 'uniqueness': False}

{'code': '10077', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"He with nothing to lose has strength beyond imagining."\n-The Saffron Sutra', 'illustrator': 'Chris Knight', 'keywords': 'Run', 'pack_code': 'tlm', 'position': 77, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Trash your grip. Make a run. Prevent all damage during this run.', 'stripped_title': 'The Noble Path', 'text': 'Trash your grip. Make a run. Prevent all damage during this run.', 'title': 'The Noble Path', 'type_code': 'event', 'uniqueness': False}

{'code': '10078', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"They cloak themselves in our shared heritage, in the wisdom of our religions, but make no mistake: they are terrorists and criminals."\n-Inspector Lakhani, Cybercrimes Division', 'illustrator': 'Natalie Bernard', 'pack_code': 'tlm', 'position': 78, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, gain click if you have no cards in your grip.', 'stripped_title': 'Emptied Mind', 'text': 'When your turn begins, gain [click] if you have no cards in your grip.', 'title': 'Emptied Mind', 'type_code': 'resource', 'uniqueness': True}

{'code': '10079', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'A. Jones', 'keywords': 'Run', 'pack_code': 'tlm', 'position': 79, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, the Corp separates all cards in HQ into 2 facedown piles. Choose 1 of the piles. Access each card in the chosen pile.', 'stripped_title': 'Information Sifting', 'text': 'Run HQ. If successful, instead of breaching HQ, the Corp separates all cards in HQ into 2 facedown piles. Choose 1 of the piles. Access each card in the chosen pile.', 'title': 'Information Sifting', 'type_code': 'event', 'uniqueness': False}

{'code': '10080', 'cost': 1, 'deck_limit': 6, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Kari Guenther', 'keywords': 'Run', 'pack_code': 'tlm', 'position': 80, 'quantity': 6, 'side_code': 'runner', 'stripped_text': 'Make a run. When your turn begins, if Out of the Ashes is in your heap, you may remove it from the game to make a run. Limit 6 per deck.', 'stripped_title': 'Out of the Ashes', 'text': 'Make a run.\nWhen your turn begins, if Out of the Ashes is in your heap, you may remove it from the game to make a run.\nLimit 6 per deck.', 'title': 'Out of the Ashes', 'type_code': 'event', 'uniqueness': False}

{'code': '10081', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Let go your material attachments and realize that we are all immaterial."', 'illustrator': 'Elisabeth Alba', 'keywords': 'Connection', 'pack_code': 'tlm', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'stripped_text': ' click click click click click, forfeit an agenda: The Corp may forfeit an agenda to remove this resource from the game. If they do not, add this resource to your score area as an agenda worth 2 agenda points.', 'stripped_title': 'Liberated Chela', 'text': '[click][click][click][click][click], forfeit an agenda: The Corp may forfeit an agenda to remove this resource from the game. If they do not, add this resource to your score area as an agenda worth 2 agenda points.', 'title': 'Liberated Chela', 'type_code': 'resource', 'uniqueness': False}

{'code': '10082', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'It is rumored that g00ru himself studied at the temple, applying its teachings to cyberspace. Many

runners have followed in his path, but none have reached its end.', 'illustrator': 'Amit Dutta', 'keywords': 'Location - Ritzy', 'pack_code': 'tlm', 'position': 82, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Place 1 power counter on Temple of the Liberated Mind. Hosted power counter: Gain click. Use this ability only on your turn and only once per turn.', 'stripped_title': 'Temple of the Liberated Mind', 'text': '[click]: Place 1 power counter on Temple of the Liberated Mind.\nHosted power counter: Gain [click]. Use this ability only on your turn and only once per turn.', 'title': 'Temple of the Liberated Mind', 'type_code': 'resource', 'uniqueness': True}

{'code': '10083', 'cost': 0, 'deck_limit': 1, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': '"Who were you when you realized everything you knew was a lie?"', 'illustrator': 'Hannah Christenson', 'pack_code': 'tlm', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Switch your identity with another identity from the same faction. Remove Rebirth from the game instead of trashing it. Limit 1 per deck.', 'stripped_title': 'Rebirth', 'text': 'Switch your identity with another identity from the same faction. Remove Rebirth from the game instead of trashing it.\nLimit 1 per deck.', 'title': 'Rebirth', 'type_code': 'event', 'uniqueness': False}

{'code': '10084', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': '"This body that we inhabit is fleeting. We, all of us, can live forever."', 'illustrator': 'Alexandr Elichev', 'keywords': 'Connection', 'pack_code': 'tlm', 'position': 84, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Prevent all net and meat damage. Whenever Guru Davinder prevents at least 1 net or meat damage, trash him unless you pay 4 credits.', 'stripped_title': 'Guru Davinder', 'text': 'Prevent all net and meat damage.\nWhenever Guru Davinder prevents at least 1 net or meat damage, trash him unless you pay 4[credit].', 'title': 'Guru Davinder', 'type_code': 'resource', 'uniqueness': True}

{'code': '10085', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'illustrator': 'Alexandr Elichev', 'keywords': 'Virtual', 'pack_code': 'tlm', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever a run on HQ or R&D ends, place 1 power counter on this resource if you stole no agendas during that run. 2 hosted power counters: Choose HQ or R&D. For the remainder of this run, access 1 additional card whenever you breach that server.', 'stripped_title': 'The Turning Wheel', 'text': 'Whenever a run on HQ or R&D ends, place 1 power counter on this resource if you stole no agendas during that run.\n2 hosted power counters: Choose HQ or R&D. For the remainder of this run, access 1 additional card whenever you breach that server.', 'title': 'The Turning Wheel', 'type_code': 'resource', 'uniqueness': True}

{'code': '10086', 'cost': 9, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'flavor': 'has anyone heard from StatiX lately?\n-post on Members Only newsgroup', 'illustrator': 'Caleb Souza', 'keywords': 'Sentry - AP', 'pack_code': 'tlm', 'position': 86, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'When the Runner encounters Brainstorm, it gains "Subroutine Do 1 brain damage." for each card in the Runner\'s grip for the remainder of this run.', 'stripped_title': 'Brainstorm', 'text': 'When the Runner encounters Brainstorm, it gains "[subroutine] Do 1 brain damage." for each card in the Runner\'s grip for the remainder of this run.', 'title': 'Brainstorm', 'type_code': 'ice', 'uniqueness': False}

{'code': '10087', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Code Gate - Bioroid', 'pack_code': 'tlm', 'position': 87, '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}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '10088', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Initiative - Psi', 'pack_code': 'tlm', 'position': 88, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time there is a successful run on HQ

each turn, you and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, you choose which cards the Runner accesses from HQ for the remainder of this run.', 'stripped_title': 'Dedicated Neural Net', 'text': 'The first time there is a successful run on HQ each turn, you and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, you choose which cards the Runner accesses from HQ for the remainder of this run.', 'title': 'Dedicated Neural Net', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10089', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"Feel your consciousness expand and touch his. Now destroy it."', 'illustrator': 'Adam S. Doyle', 'keywords': 'Sentry - AP - Psi', 'pack_code': 'tlm', 'position': 89, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': "Subroutine Each player gains 2 credits. Subroutine You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, do 1 net damage for each card in the Runner's grip.", 'stripped_title': 'Chetana', 'text': "[subroutine] Each player gains 2[credit].\n[subroutine] You and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, do 1 net damage for each card in the Runner's grip.", 'title': 'Chetana', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '10090', 'deck_limit': 3, 'faction_code': 'nbn', 'illustrator': 'Miguel Coronado III', 'keywords': 'Initiative', 'pack_code': 'tlm', 'position': 90, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner makes a successful run, you may place 1 advancement token on a card that can be advanced.', 'stripped_title': 'Puppet Master', 'text': 'Whenever the Runner makes a successful run, you may place 1 advancement token on a card that can be advanced.', 'title': 'Puppet Master', 'type_code': 'agenda', 'uniqueness': False}

{'code': '10091', 'cost': 5, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"It\'s amazing how small we can write the fine print these days."', 'illustrator': 'Lili Ibrahim', 'keywords': 'Code Gate - Tracer', 'pack_code': 'tlm', 'position': 91, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': "Subroutine Trace 5. If successful, the Runner reveals the grip. Trash each card revealed this way with a play or install cost of X or less. X is equal to the amount by which your trace strength exceeded the Runner's link strength.", 'stripped_title': 'Waiver', 'text': "[subroutine] <trace>Trace 5</trace>. If successful, the Runner reveals the grip. Trash each card revealed this way with a play or install cost of X or less. X is equal to the amount by which your trace strength exceeded the Runner's link strength.", 'title': 'Waiver', 'type_code': 'ice', 'uniqueness': False}

{'code': '10092', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Del Borovic', 'keywords': 'Gray Ops', 'pack_code': 'tlm', 'position': 92, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Play only if the Runner is tagged. Swap an agenda in your score area with an agenda in the Runner's score area.", 'stripped_title': 'Exchange of Information', 'text': "Play only if the Runner is tagged.\nSwap an agenda in your score area with an agenda in the Runner's score area.", 'title': 'Exchange of Information', 'type_code': 'operation', 'uniqueness': False}

{'code': '10093', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': "Bureaucracy. Noun. A shell-game played by the rich with prosperity as the ball. The trick is that there is no ball.\n-The Anarch's Dictionary, Volume Who's Counting?", 'illustrator': 'Tim Durning', 'keywords': 'Code Gate', 'pack_code': 'tlm', 'position': 93, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine All ice has +3 strength for the remainder of this run.', 'stripped_title': 'Red Tape', 'text': '[subroutine] All ice has +3 strength for the remainder of this run.', 'title': 'Red Tape', 'type_code': 'ice', 'uniqueness': False}

{'code': '10094', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Marya Yartseva', 'keywords': 'Alliance - Double', 'pack_code': 'tlm', 'position': 94, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card costs 0 influence if you have 6 or more non-alliance weyland-consortium cards in your deck. As an additional cost to play this operation, spend click. Search R&D for an operation and play it (paying all costs). Shuffle R&D.', 'stripped_title': 'Consulting Visit', 'text': 'This card costs 0 influence if you have 6 or more non-alliance [weyland-consortium] cards in your deck.\nAs an additional cost

to play this operation, spend [click].\nSearch R&D for an operation and play it (paying all costs). Shuffle R&D.', 'title': 'Consulting Visit', 'type_code': 'operation', 'uniqueness': False}
{'code': '10095', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'A brand new invention.', 'illustrator': 'Seage', 'keywords': 'Barrier', 'pack_code': 'tlm', 'position': 95, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Subroutine End the run.', 'stripped_title': 'Vanilla', 'text': '[subroutine] End the run.', 'title': 'Vanilla', 'type_code': 'ice', 'uniqueness': False}
{'advancement_cost': 4, 'agenda_points': 2, 'code': '06101', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': 'It takes power to create power.', 'illustrator': 'Emilio Rodriguez', 'pack_code': 'ts', 'position': 101, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Helium-3 Deposit, place up to 2 power counters on a card with at least 1 power counter on it.', 'stripped_title': 'Helium-3 Deposit', 'text': 'When you score Helium-3 Deposit, place up to 2 power counters on a card with at least 1 power counter on it.', 'title': 'Helium-3 Deposit', 'type_code': 'agenda', 'uniqueness': False}
{'code': '06102', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'Recycling the energy entering the system via a run is both responsible and economical.', 'illustrator': 'Alexandra Douglass', 'keywords': 'Sentry', 'pack_code': 'ts', 'position': 102, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'Subroutine The Corp gains 1 credit or draws 1 card. Subroutine The Corp gains 1 credit or draws 1 card. Subroutine The Corp gains 1 credit or draws 1 card.', 'stripped_title': 'Errand Boy', 'text': '[subroutine] The Corp gains 1[credit] or draws 1 card.\n[subroutine] The Corp gains 1[credit] or draws 1 card.\n[subroutine] The Corp gains 1[credit] or draws 1 card.', 'title': 'Errand Boy', 'type_code': 'ice', 'uniqueness': False}
{'code': '06103', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'Adam Schumpert', 'pack_code': 'ts', 'position': 103, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Place 1 power counter on IT Department. Hosted power counter: Choose a rezzed piece of ice. That ice has +1 strength until the end of the turn for each power counter (including the one spent) on IT Department.', 'stripped_title': 'IT Department', 'text': '[click]: Place 1 power counter on IT Department.\nHosted power counter: Choose a rezzed piece of ice. That ice has +1 strength until the end of the turn for each power counter (including the one spent) on IT Department.', 'title': 'IT Department', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}
{'code': '06104', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'The forge must never run cold.', 'illustrator': 'Dan Maynard', 'keywords': 'Barrier - Bioroid', 'pack_code': 'ts', 'position': 104, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine The Runner trashes 1 of their installed cards. Subroutine End the run.', 'stripped_title': 'Markus 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] The Runner trashes 1 of their installed cards.\n[subroutine] End the run.', 'title': 'Markus 1.0', 'type_code': 'ice', 'uniqueness': False}
{'code': '06105', 'deck_limit': 1, 'faction_code': 'jinteki', 'flavor': 'Achieve the Impossible.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ts', 'position': 105, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The trash cost of each card is increased by 1 for each facedown card in Archives.', 'stripped_title': 'Industrial Genomics: Growing Solutions', 'text': 'The trash cost of each card is increased by 1 for each facedown card in Archives.', 'title': 'Industrial Genomics: Growing Solutions', 'type_code': 'identity', 'uniqueness': False}
{'code': '06106', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': 'A masterpiece of cloning and hardware technology, Jinteki created homo vacuo operae, commonly called "turtlebacks", to operate for long periods of time within a vacuum.', 'illustrator': 'Yip Lee', 'keywords': 'Clone', 'pack_code': 'ts', 'position': 106, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 1 credit whenever you create a server.', 'stripped_title': 'Turtlebacks', 'text': 'Gain 1[credit] whenever you create a server.', 'title': 'Turtlebacks', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '06107', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Beny Maulana', 'keywords': 'Double', 'pack_code': 'ts', 'position': 107, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Rez 1 piece of ice for each tag the Runner has, ignoring all costs.', 'stripped_title': 'Shoot the Moon', 'text': 'As an additional cost to play this operation, spend [click].\nRez 1 piece of ice for each tag the Runner has, ignoring all costs.', 'title': 'Shoot the Moon', 'type_code': 'operation', 'uniqueness': False}

{'code': '06108', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'You gotta pay the troll toll to get in.', 'illustrator': 'Alexandr Elichev', 'keywords': 'Sentry', 'pack_code': 'ts', 'position': 108, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When the Runner encounters Troll, trace 2 if successful, the Runner must lose click or end the run.', 'stripped_title': 'Troll', 'text': 'When the Runner encounters Troll, <trace>trace 2</trace> if successful, the Runner must lose [click] or end the run.', 'title': 'Troll', 'type_code': 'ice', 'uniqueness': False}

{'code': '06109', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Virgo promised love, but offered only jealousy.', 'illustrator': 'Madeline Boni', 'keywords': 'Sentry - Tracer', 'pack_code': 'ts', 'position': 109, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Trace 2 If successful, give the Runner 1 tag. If your trace strength is 5 or greater, give the Runner 1 tag.', 'stripped_title': 'Virgo', 'text': '[subroutine] <trace>Trace 2</trace> If successful, give the Runner 1 tag. If your trace strength is 5 or greater, give the Runner 1 tag.', 'title': 'Virgo', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '06110', 'deck_limit': 1, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Seage', 'keywords': 'Source', 'pack_code': 'ts', 'position': 110, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to steal an agenda, the Runner must pay 2 credits for each advancement token on that agenda. Limit 1 per deck.', 'stripped_title': 'Utopia Fragment', 'text': 'As an additional cost to steal an agenda, the Runner must pay 2[credit] for each advancement token on that agenda.\nLimit 1 per deck.', 'title': 'Utopia Fragment', 'type_code': 'agenda', 'uniqueness': True}

{'code': '06111', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': "There drew he forth the brand Excalibur,\nAnd o'er him, drawing it, the winter moon,\nBrightening the skirts of a long cloud, ran forth\nAnd sparkled keen with frost against the hilt:\nFor all the haft twinkled with diamond sparks,\nMyriads of topaz-lights, and jacinth work\nOf subtlest jewellery. -Lord Tennyson", 'illustrator': 'Andreas Zafiratos', 'keywords': 'Mythic - Grail', 'pack_code': 'ts', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine The Runner cannot make another run this turn.', 'stripped_title': 'Excalibur', 'text': '[subroutine] The Runner cannot make another run this turn.', 'title': 'Excalibur', 'type_code': 'ice', 'uniqueness': True}

{'code': '06112', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Alexandr Elichev', 'pack_code': 'ts', 'position': 112, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Remote server only. trash: Trash all cards installed in the root of or protecting this server. Trace[X], where X is equal to the number of cards trashed. If successful, do 3 net damage. Use this ability only during a run on this server.', 'stripped_title': 'Self-destruct', 'text': 'Remote server only.\n[trash]: Trash all cards installed in the root of or protecting this server. Trace[X], where X is equal to the number of cards trashed. If successful, do 3 net damage. Use this ability only during a run on this server.', 'title': 'Self-destruct', 'trash_cost': 0, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '06113', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"What terrors hatch in her dispossessed mind, waiting for their moment to be born? My money\'s on a double-helix rainbow with the head of a panda." -fakespeare', 'illustrator': 'Smirtouille', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'ts', 'position': 113, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, place 1 virus counter on Incubator. click, trash: Move all virus counters from Incubator to another installed virus program.', 'stripped_title': 'Incubator', 'text': 'When your turn begins, place 1 virus counter on Incubator.\n[click], [trash]: Move all virus counters from Incubator to another installed virus program.', 'title': 'Incubator', 'type_code': 'program', 'uniqueness': False}

{'code': '06114', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Digs in deeper than its Alabama counterpart.', 'illustrator': 'Bruno Balixa', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'ts', 'position': 114, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp loses at least 1 credit, gain 1 credit. Trash Ixodidae if the Corp purges virus counters.', 'stripped_title': 'Ixodidae', 'text': 'Whenever the Corp loses at least 1[credit], gain 1[credit].\nTrash Ixodidae if the Corp purges virus counters.', 'title': 'Ixodidae', 'type_code': 'program', 'uniqueness': False}

{'code': '06115', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Run', 'pack_code': 'ts', 'position': 115, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run R&D. If successful, instead of breaching R&D, you may search your stack for 1 program. Install it, paying 3 credits less for each piece of ice protecting R&D, and then take 1 tag.', 'stripped_title': 'Code Siphon', 'text': 'Run R&D. If successful, instead of breaching R&D, you may search your stack for 1 program. Install it, paying 3[credit] less for each piece of ice protecting R&D, and then take 1 tag.', 'title': 'Code Siphon', 'type_code': 'event', 'uniqueness': False}

{'code': '06116', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"All programs are connected. The data that runs through one runs through all." -Rielle "Kit" Peddler', 'illustrator': 'Samuel R. Shimota', 'memory_cost': 2, 'pack_code': 'ts', 'position': 116, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Draw 1 card whenever the Corp rezzes a piece of ice.', 'stripped_title': 'Collective Consciousness', 'text': 'Draw 1 card whenever the Corp rezzes a piece of ice.', 'title': 'Collective Consciousness', 'type_code': 'program', 'uniqueness': False}

{'code': '06117', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'δὶς ἐς τὸν αὐτὸν ποταμὸν οὐκ ἂν ἐμβαίης', 'illustrator': 'Alexandra Douglass', 'keywords': 'Icebreaker - Decoder - Fracter', 'memory_cost': 2, 'pack_code': 'ts', 'position': 117, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'This program gets +1 strength for each unused MU. Interface -> 2 credits: Break 1 code gate or 1 barrier subroutine.', 'stripped_title': 'Sage', 'text': 'This program gets +1 strength for each unused MU.\nInterface → 2[credit]: Break 1 code gate or 1 barrier subroutine.', 'title': 'Sage', 'type_code': 'program', 'uniqueness': False}

{'code': '06118', 'cost': None, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Sometimes it\'s helpful to remember that you\'re not the only one who loves money." -Gabriel Santiago', 'illustrator': 'Bruno Balixa', 'keywords': 'Run', 'pack_code': 'ts', 'position': 118, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. During this run, the Corp must pay X credits as an additional cost to rez the first unrezzed piece of ice approached.', 'stripped_title': 'Bribery', 'text': 'Make a run. During this run, the Corp must pay X[credit] as an additional cost to rez the first unrezzed piece of ice approached.', 'title': 'Bribery', 'type_code': 'event', 'uniqueness': False}

{'code': '06119', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'The datastream slipped away, and it felt like being born for a second time, if only you could remember the first. A rush of air fills the lungs to bursting, and you gasp it out, coughing and choking as the dim lights of the room shine with the brilliance of a thousand suns.', 'illustrator': 'Crystal Ben', 'memory_cost': 1, 'pack_code': 'ts', 'position': 119, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 1 credit whenever you jack out.', 'stripped_title': 'Au Revoir', 'text': 'Gain 1[credit] whenever you jack out.', 'title': 'Au Revoir', 'type_code': 'program', 'uniqueness': False}

{'code': '06120', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Simon Boxer', 'keywords': 'Location - Ritzy', 'pack_code': 'ts', 'position': 120, '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': '06021', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'tsb', 'position':

21, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time you rez a piece of ice each turn, you may search R&D for another copy of that ice, reveal it, and add it to HQ. Shuffle R&D.', 'stripped_title': 'The Foundry: Refining the Process', 'text': 'The first time you rez a piece of ice each turn, you may search R&D for another copy of that ice, reveal it, and add it to HQ. Shuffle R&D.', 'title': 'The Foundry: Refining the Process', 'type_code': 'identity', 'uniqueness': False}

{'code': '06022', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'illustrator': 'Lili Ibrahim', 'keywords': 'Current', 'pack_code': 'tsb', 'position': 22, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This operation is not trashed until another current is played or an agenda is stolen. As an additional cost to take the basic action to run a server for the first time each turn, the Runner must spend click.', 'stripped_title': 'Enhanced Login Protocol', 'text': 'This operation is not trashed until another current is played or an agenda is stolen.\nAs an additional cost to take the basic action to run a server for the first time each turn, the Runner must spend [click].', 'title': 'Enhanced Login Protocol', 'type_code': 'operation', 'uniqueness': False}

{'code': '06023', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"There are many advantages to having facilities on the moon. Less traffic, for example." -Director Hass', 'illustrator': 'Henning Ludvigsen', 'keywords': 'Region', 'pack_code': 'tsb', 'position': 23, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner loses or spends click during a run on this server, they lose all credits in their credit pool. Limit 1 region per server.', 'stripped_title': 'Heinlein Grid', 'text': 'Whenever the Runner loses or spends [click] during a run on this server, they lose all credits in their credit pool.\nLimit 1 region per server.', 'title': 'Heinlein Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '06024', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"Binary computing is obsolete. I use a base-4 structure for this system; it\'s modeled on our DNA. Well, my DNA, anyway." -Doctor Endo, Jinteki researcher', 'illustrator': 'Adam S. Doyle', 'keywords': 'Security', 'pack_code': 'tsb', 'position': 24, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'All code gate ice have +1 strength. When you score Encrypted Portals, gain 1 credit for each rezzed code gate.', 'stripped_title': 'Encrypted Portals', 'text': 'All code gate ice have +1 strength.\nWhen you score Encrypted Portals, gain 1[credit] for each rezzed code gate.', 'title': 'Encrypted Portals', 'type_code': 'agenda', 'uniqueness': False}

{'code': '06025', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Her eyes were the color of a vidscreen, tuned to a dead channel.', 'illustrator': 'Lili Ibrahim', 'keywords': 'Current', 'pack_code': 'tsb', 'position': 25, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "This card is not trashed until another current is played or an agenda is stolen. The Runner's identity text box is blank.", 'stripped_title': 'Cerebral Static', 'text': "This card is not trashed until another current is played or an agenda is stolen.\nThe Runner's identity text box is blank.", 'title': 'Cerebral Static', 'type_code': 'operation', 'uniqueness': False}

{'code': '06026', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Gong Studios', 'keywords': 'Current', 'pack_code': 'tsb', 'position': 26, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. Name a card. Gain 10 credits whenever the Runner plays or installs a copy of that card.', 'stripped_title': 'Targeted Marketing', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nName a card. Gain 10[credit] whenever the Runner plays or installs a copy of that card.', 'title': 'Targeted Marketing', 'type_code': 'operation', 'uniqueness': False}

{'code': '06027', 'cost': 6, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Throw enough data at a runner and it ceases to have any meaning at all.', 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - Tracer', 'pack_code': 'tsb', 'position': 27, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'When the Runner encounters this ice, trace 1. If successful, give them 1 tag. This ice gains "Subroutine The Runner trashes 1 of their installed cards." for each tag the Runner has.', 'stripped_title': 'Information Overload', 'text': 'When the Runner encounters this ice, <trace>trace 1</trace>. If successful, give them 1 tag.\nThis ice gains "[subroutine] The

Runner trashes 1 of their installed cards." for each tag the Runner has.', 'title': 'Information Overload', 'type_code': 'ice', 'uniqueness': False}

{'code': '06028', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Gong Studios', 'keywords': 'Current - Transaction', 'pack_code': 'tsb', 'position': 28, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. Gain 1 credit whenever the Runner makes a successful run.', 'stripped_title': 'Paywall Implementation', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nGain 1[credit] whenever the Runner makes a successful run.', 'title': 'Paywall Implementation', 'type_code': 'operation', 'uniqueness': False}

{'code': '06029', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': "Nothing is impenetrable. The key is to make breaking into it more costly than what it's worth.", 'illustrator': 'Bruno Balixa', 'keywords': 'Facility', 'pack_code': 'tsb', 'position': 29, 'quantity': 3, 'side_code': 'corp', 'stripped_text': '1 credit: Move any number of credits from your credit pool to this asset. click: Take any number of credits from this asset. trash: Take any number of credits from this asset.', 'stripped_title': 'Sealed Vault', 'text': '1[credit]: Move any number of credits from your credit pool to this asset.\n[click]: Take any number of credits from this asset.\n[trash]: Take any number of credits from this asset.', 'title': 'Sealed Vault', 'trash_cost': 8, 'type_code': 'asset', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '06030', 'deck_limit': 1, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Seage', 'keywords': 'Source', 'pack_code': 'tsb', 'position': 30, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Ignore the install cost of the first piece of ice you install each turn. Limit 1 per deck.', 'stripped_title': 'Eden Fragment', 'text': 'Ignore the install cost of the first piece of ice you install each turn.\nLimit 1 per deck.', 'title': 'Eden Fragment', 'type_code': 'agenda', 'uniqueness': True}

{'code': '06031', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"I don\'t care how good your console is, or how tricked out your rig is. The lag time on a run on the moon from earthside can be a killer." -Leela Patel', 'illustrator': 'Ed Mattinian', 'keywords': 'Current', 'pack_code': 'tsb', 'position': 31, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This operation is not trashed until another current is played or an agenda is stolen. All ice have +1 strength.', 'stripped_title': 'Lag Time', 'text': 'This operation is not trashed until another current is played or an agenda is stolen.\nAll ice have +1 strength.', 'title': 'Lag Time', 'type_code': 'operation', 'uniqueness': False}

{'code': '06032', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Adam S. Doyle', 'pack_code': 'tsb', 'position': 32, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful run on this server, you may trash this upgrade. If you do, choose 1 installed icebreaker that was used to break at least 1 subroutine during this run. The Runner adds that icebreaker to the bottom of the stack.', 'stripped_title': "Will-o'-the-Wisp", 'text': 'Whenever there is a successful run on this server, you may trash this upgrade. If you do, choose 1 installed icebreaker that was used to break at least 1 subroutine during this run. The Runner adds that icebreaker to the bottom of the stack.', 'title': "Will-o'-the-Wisp", 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '06033', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': 'Sometimes a single stone is enough.', 'illustrator': 'Andreas Zafiratos', 'memory_cost': 1, 'pack_code': 'tsb', 'position': 33, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 3 power counters on D4v1d when it is installed. Hosted power counter: Break ice subroutine on a piece of ice that has a strength of 5 or greater.', 'stripped_title': 'D4v1d', 'text': 'Place 3 power counters on D4v1d when it is installed.\nHosted power counter: Break ice subroutine on a piece of ice that has a strength of 5 or greater.', 'title': 'D4v1d', 'type_code': 'program', 'uniqueness': False}

{'code': '06034', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Chris Newman', 'keywords': 'Current', 'pack_code': 'tsb', 'position': 34, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is

scored. The first piece of ice encountered each turn has -2 strength for the remainder of the run.', 'stripped_title': 'Scrubbed', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nThe first piece of ice encountered each turn has -2 strength for the remainder of the run.', 'title': 'Scrubbed', 'type_code': 'event', 'uniqueness': False}

{'code': '06035', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "In this business, you had to anticipate. If you weren't three steps ahead, you were three steps behind.", 'illustrator': 'Beny Maulana', 'keywords': 'Priority', 'pack_code': 'tsb', 'position': 35, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. When this turn ends, gain 2 credits for each successful run you made during it.', 'stripped_title': 'Three Steps Ahead', 'text': 'Play only as your first [click].\nWhen this turn ends, gain 2[credit] for each successful run you made during it.', 'title': 'Three Steps Ahead', 'type_code': 'event', 'uniqueness': False}

{'code': '06036', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'What goes up must always go down.', 'illustrator': 'Aaron Agregado', 'keywords': 'Current', 'pack_code': 'tsb', 'position': 36, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. The Corp cannot install more than 1 piece of ice each turn.', 'stripped_title': 'Unscheduled Maintenance', 'text': 'This card is not trashed until another current is played or an agenda is scored.\nThe Corp cannot install more than 1 piece of ice each turn.', 'title': 'Unscheduled Maintenance', 'type_code': 'event', 'uniqueness': False}

{'code': '06037', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"People keep saying that \'Cash is king\' in the business, like it\'s untraceable in the days of DNA sniffers and microtracers. Digital credits can be just as anonymous, and they\'re just as easy to counterfeit." -Silhouette', 'illustrator': 'Ed Mattinian', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'tsb', 'position': 37, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 3 virus counters on Cache when it is installed. Hosted virus counter: Gain 1 credit.', 'stripped_title': 'Cache', 'text': 'Place 3 virus counters on Cache when it is installed.\nHosted virus counter: Gain 1[credit].', 'title': 'Cache', 'type_code': 'program', 'uniqueness': False}

{'code': '06038', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Fifteen seconds of fame.', 'illustrator': 'Isuardi Therianto', 'keywords': 'Current', 'pack_code': 'tsb', 'position': 38, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card is not trashed until another current is played or an agenda is scored. 1 recurring credit Use this credit during a run.', 'stripped_title': 'Net Celebrity', 'text': 'This card is not trashed until another current is played or an agenda is scored.\n1[recurring-credit]\nUse this credit during a run.', 'title': 'Net Celebrity', 'type_code': 'event', 'uniqueness': False}

{'code': '06039', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': 'Originally not very popular, the regulator was overlooked by those who used energy sinks to protect their rig. But it quickly found an audience once Smoke casted a run on a Blue Sun server, using it to keep her rig online while repeatedly diverting energy spikes in excess of 50,000 volts.', 'illustrator': 'Ed Mattinian', 'memory_cost': 1, 'pack_code': 'tsb', 'position': 39, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '3 credits or trash: Prevent an installed piece of hardware from being trashed.', 'stripped_title': 'LLDS Energy Regulator', 'text': '3[credit] or [trash]: Prevent an installed piece of hardware from being trashed.', 'title': 'LLDS Energy Regulator', 'type_code': 'program', 'uniqueness': False}

{'code': '06040', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'In the spaces between the data, do trapped souls from the past persist?', 'illustrator': 'Madeline Boni', 'keywords': 'Stealth - Virtual', 'pack_code': 'tsb', 'position': 40, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 3 credits on Ghost Runner when it is installed. When there are no credits left on Ghost Runner, trash it. You can use the credits on Ghost Runner during a run.', 'stripped_title': 'Ghost Runner', 'text': 'Place 3[credit] on Ghost Runner when it is installed. When there are no credits left on Ghost Runner, trash it.\nYou can use the credits on Ghost Runner during a run.', 'title': 'Ghost Runner', 'type_code': 'resource', 'uniqueness': False}

{'code': '06061', 'cost': 4, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'Designed by 2012 World Champion Jeremy Zwirn', 'illustrator': 'Samuel R.

Shimota', 'keywords': 'Sentry', 'pack_code': 'uao', 'position': 61, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Players cannot trash this ice. Subroutine Look at the top 5 cards of R&D. You may install 1 of those cards, ignoring the install cost. Subroutine You may install 1 card from Archives or HQ.', 'stripped_title': 'Architect', 'text': 'Players cannot trash this ice.\n[subroutine] Look at the top 5 cards of R&D. You may install 1 of those cards, ignoring the install cost.\n[subroutine] You may install 1 card from Archives or HQ.', 'title': 'Architect', 'type_code': 'ice', 'uniqueness': False}
{'code': '06062', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': '"Servers fully-armed and operational."', 'illustrator': 'Adam S. Doyle', 'pack_code': 'uao', 'position': 62, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Gain 1 credit for each rezzed piece of ice.', 'stripped_title': 'Peak Efficiency', 'text': 'Gain 1[credit] for each rezzed piece of ice.', 'title': 'Peak Efficiency', 'type_code': 'operation', 'uniqueness': False}
{'advancement_cost': 5, 'agenda_points': 3, 'code': '06063', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Lili Ibrahim', 'keywords': 'Security', 'pack_code': 'uao', 'position': 63, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 2 power counters on Labyrinthine Servers when you score it. Hosted power counter: Prevent the Runner from jacking out. The Runner cannot jack out for the remainder of this run.', 'stripped_title': 'Labyrinthine Servers', 'text': 'Place 2 power counters on Labyrinthine Servers when you score it.\nHosted power counter: Prevent the Runner from jacking out. The Runner cannot jack out for the remainder of this run.', 'title': 'Labyrinthine Servers', 'type_code': 'agenda', 'uniqueness': False}
{'code': '06064', 'cost': 9, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'The way past is to go a different way.', 'illustrator': 'Chris Newman', 'keywords': 'Barrier', 'pack_code': 'uao', 'position': 64, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Ashigaru gains "Subroutine End the run." for each card in HQ.', 'stripped_title': 'Ashigaru', 'text': 'Ashigaru gains "[subroutine] End the run." for each card in HQ.', 'title': 'Ashigaru', 'type_code': 'ice', 'uniqueness': False}
{'code': '06065', 'cost': 6, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Eko Puteh', 'keywords': 'Sentry - Psi - AP', 'pack_code': 'uao', 'position': 65, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Hosted power counter: Do 1 net damage. Use this ability only during a run. Subroutine Do 1 net damage. Subroutine You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, place 1 power counter on Mamba.', 'stripped_title': 'Mamba', 'text': 'Hosted power counter: Do 1 net damage. Use this ability only during a run.\n[subroutine] Do 1 net damage.\n[subroutine] You and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, place 1 power counter on Mamba.', 'title': 'Mamba', 'type_code': 'ice', 'uniqueness': False}
{'code': '06066', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Making a name for yourself has its perks. But it also makes you a target.', 'illustrator': 'Antonio De Luca', 'keywords': 'Hostile', 'pack_code': 'uao', 'position': 66, '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': '06067', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"It\'s a small one-time fee, apparently. Only I\'ve paid it seventeen times."', 'illustrator': 'Ed Mattinian', 'keywords': 'Trap', 'pack_code': 'uao', 'position': 67, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine If the Runner is not tagged, they lose 1 credit. If the Runner is tagged, they lose all credits in their credit pool and you trash this ice.', 'stripped_title': 'Universal Connectivity Fee', 'text': '[subroutine] If the Runner is not tagged, they lose 1[credit]. If the Runner is tagged, they lose all credits in their credit pool and you trash this ice.', 'title': 'Universal Connectivity Fee', 'type_code': 'ice', 'uniqueness': False}
{'code': '06068', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'Unlimited Energy. Reasonable Prices.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Corp',

'minimum_deck_size': 45, 'pack_code': 'uao', 'position': 68, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may add 1 rezzed card to HQ and gain credits equal to its rez cost.', 'stripped_title': 'Blue Sun: Powering the Future', 'text': 'When your turn begins, you may add 1 rezzed card to HQ and gain credits equal to its rez cost.', 'title': 'Blue Sun: Powering the Future', 'type_code': 'identity', 'uniqueness': False}

{'code': '06069', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Wylie Beckert', 'keywords': 'Barrier - Morph', 'pack_code': 'uao', 'position': 69, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Changeling can be advanced. While Changeling has an odd number of advancement tokens on it, it gains sentry and loses barrier. Subroutine End the run.', 'stripped_title': 'Changeling', 'text': 'Changeling can be advanced.\nWhile Changeling has an odd number of advancement tokens on it, it gains sentry and loses barrier.\n[subroutine] End the run.', 'title': 'Changeling', 'type_code': 'ice', 'uniqueness': False}

{'code': '06070', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 1, 'flavor': 'If the clones were nervous about living in a repurposed fuel tank, they never mentioned it.', 'illustrator': 'Yip Lee', 'keywords': 'Double', 'pack_code': 'uao', 'position': 70, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click. Trash any number of cards from HQ. Gain 2 credits for each card trashed.', 'stripped_title': 'Reuse', 'text': 'As an additional cost to play this operation, spend [click].\nTrash any number of cards from HQ. Gain 2[credit] for each card trashed.', 'title': 'Reuse', 'type_code': 'operation', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '06071', 'deck_limit': 1, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Seage', 'keywords': 'Source', 'pack_code': 'uao', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may add 1 card from Archives to the bottom of R&D. Limit 1 per deck.', 'stripped_title': 'Hades Fragment', 'text': 'When your turn begins, you may add 1 card from Archives to the bottom of R&D.\nLimit 1 per deck.', 'title': 'Hades Fragment', 'type_code': 'agenda', 'uniqueness': True}

{'code': '06072', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Alex Kim', 'pack_code': 'uao', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click, click: Place 1 power counter on Docklands Crackdown. The install cost of the first card the Runner installs each turn is increased by 1 for each power counter on Docklands Crackdown.', 'stripped_title': 'Docklands Crackdown', 'text': '[click], [click]: Place 1 power counter on Docklands Crackdown.\nThe install cost of the first card the Runner installs each turn is increased by 1 for each power counter on Docklands Crackdown.', 'title': 'Docklands Crackdown', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '06073', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"Knowledge comes in many different shapes and sizes." -Quetzal', 'illustrator': 'Ralph Beisner', 'pack_code': 'uao', 'position': 73, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Reveal the top 4 cards of your stack and trash all programs revealed. Gain 1 credit for each program trashed, and add the rest of the revealed cards to your grip.', 'stripped_title': 'Inject', 'text': 'Reveal the top 4 cards of your stack and trash all programs revealed. Gain 1[credit] for each program trashed, and add the rest of the revealed cards to your grip.', 'title': 'Inject', 'type_code': 'event', 'uniqueness': False}

{'code': '06074', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'The earliest instances of data folding were inspired by the traditional art of origami. Just as a crease pattern is the blueprint of a paper crane, there is a sequence to data that must be considered in order to achieve the greatest result.', 'illustrator': 'Adam S. Doyle', 'memory_cost': 1, 'pack_code': 'uao', 'position': 74, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Your maximum hand size is increased by 1 for each copy of Origami installed.', 'stripped_title': 'Origami', 'text': 'Your maximum hand size is increased by 1 for each copy of Origami installed.', 'title': 'Origami', 'type_code': 'program', 'uniqueness': False}

{'code': '06075', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"You should have known better than to scratch it…" -Quetzal', 'illustrator': 'Adam S. Doyle', 'keywords':

'Virtual', 'pack_code': 'uao', 'position': 75, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp purges virus counters, if the Corp has at least 2 credits, they lose 2 credits.', 'stripped_title': 'Fester', 'text': 'Whenever the Corp purges virus counters, if the Corp has at least 2[credit], they lose 2[credit].', 'title': 'Fester', 'type_code': 'resource', 'uniqueness': False}

{'code': '06076', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': "It practically runs itself, unless you're in a pinch.", 'illustrator': 'Lucas Durham', 'pack_code': 'uao', 'position': 76, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you install a program from your grip during your turn, gain click. Trash Autoscripter if you make an unsuccessful run.', 'stripped_title': 'Autoscripter', 'text': 'The first time you install a program from your grip during your turn, gain [click].\nTrash Autoscripter if you make an unsuccessful run.', 'title': 'Autoscripter', 'type_code': 'hardware', 'uniqueness': True}

{'code': '06077', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Small. Compact. Easy to slip by monitoring programs and it can do some damage.', 'illustrator': 'Chris Newman', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'uao', 'position': 77, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 1 credit: Break any number of sentry subroutines. Use this ability only by spending a credit from a stealth card. 1 credit: +7 strength. Use this ability only by spending a credit from a stealth card.', 'stripped_title': 'Switchblade', 'text': 'Interface → 1[credit]: Break any number of sentry subroutines. Use this ability only by spending a credit from a stealth card.\n1[credit]: +7 strength. Use this ability only by spending a credit from a stealth card.', 'title': 'Switchblade', 'type_code': 'program', 'uniqueness': False}

{'code': '06078', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Ralph Beisner', 'pack_code': 'uao', 'position': 78, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, trash an installed piece of hardware. Gain credits equal to half the install cost of the trashed hardware (rounded down) and search your stack for a piece of hardware, reveal it, and add it to your grip. Shuffle your stack.', 'stripped_title': 'Trade-In', 'text': 'As an additional cost to play this event, trash an installed piece of hardware.\nGain credits equal to half the install cost of the trashed hardware (rounded down) and search your stack for a piece of hardware, reveal it, and add it to your grip. Shuffle your stack.', 'title': 'Trade-In', 'type_code': 'event', 'uniqueness': False}

{'code': '06079', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"There is no better tool for charting the empty spaces of the net." -Nasir Meidan', 'illustrator': 'Gong Studios', 'keywords': 'Console', 'pack_code': 'uao', 'position': 79, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu Draw 1 card whenever the Corp creates a server. Limit 1 console per player.', 'stripped_title': 'Astrolabe', 'text': '+1[mu]\nDraw 1 card whenever the Corp creates a server.\nLimit 1 console per player.', 'title': 'Astrolabe', 'type_code': 'hardware', 'uniqueness': True}

{'code': '06080', 'cost': None, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Low gravity sports are wildly popular, so match-fixing has proven wildly profitable." -Leela Patel', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Location', 'pack_code': 'uao', 'position': 80, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place X power counters on Angel Arena when it is installed. When there are no power counters left on Angel Arena, trash it. Hosted power counter: Reveal the top card of your stack. You may add that card to the bottom of your stack.', 'stripped_title': 'Angel Arena', 'text': 'Place X power counters on Angel Arena when it is installed. When there are no power counters left on Angel Arena, trash it.\nHosted power counter: Reveal the top card of your stack. You may add that card to the bottom of your stack.', 'title': 'Angel Arena', 'type_code': 'resource', 'uniqueness': True}

{'code': '08101', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'As the sun sank towards the horizon, the glittering lights of the expo remained dark. But the shanty city bloomed to life.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Priority', 'pack_code': 'uot', 'position': 101, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. The first time you access an agenda this turn, gain 7 credits.', 'stripped_title': 'Power to the People', 'text': 'Play

only as your first [click].\nThe first time you access an agenda this turn, gain 7[credit].', 'title': 'Power to the People', 'type_code': 'event', 'uniqueness': False}

{'code': '08102', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Cowabunga, dude!', 'illustrator': 'Victor Garcia', 'memory_cost': 1, 'pack_code': 'uot', 'position': 102, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 credits: Swap a piece of barrier ice currently being encountered with a piece of ice directly before or after it. The run continues from this new position. You are still encountering that ice.', 'stripped_title': 'Surfer', 'text': '2[credit]: Swap a piece of barrier ice currently being encountered with a piece of ice directly before or after it. The run continues from this new position. You are still encountering that ice.', 'title': 'Surfer', 'type_code': 'program', 'uniqueness': False}

{'code': '08103', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"First, you get a horde of zombies. Then you do whatever you want, \'cuz you have a horde of zombies." -Ji "Noise" Reilly', 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'uot', 'position': 103, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: The Corp cannot rez the outermost piece of ice during a run on any server this turn.', 'stripped_title': 'DDoS', 'text': '[trash]: The Corp cannot rez the outermost piece of ice during a run on any server this turn.', 'title': 'DDoS', 'type_code': 'resource', 'uniqueness': False}

{'base_link': 0, 'code': '08104', 'deck_limit': 1, 'faction_code': 'criminal', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'uot', 'position': 104, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run on a central server each turn, you may force the Corp to draw 1 card.', 'stripped_title': 'Laramy Fisk: Savvy Investor', 'text': 'The first time you make a successful run on a central server each turn, you may force the Corp to draw 1 card.', 'title': 'Laramy Fisk: Savvy Investor', 'type_code': 'identity', 'uniqueness': False}

{'code': '08105', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"The secret to investing is networking." -Laramy Fisk', 'illustrator': 'Bruno Balixa', 'keywords': 'Priority', 'pack_code': 'uot', 'position': 105, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Each player draws 3 cards.', 'stripped_title': 'Fisk Investment Seminar', 'text': 'Play only as your first [click].\nEach player draws 3 cards.', 'title': 'Fisk Investment Seminar', 'type_code': 'event', 'uniqueness': False}

{'code': '08106', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Bruno Balixa', 'pack_code': 'uot', 'position': 106, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Host up to 3 cards from your grip facedown on this hardware (you may look at these cards at any time). click: Add all hosted cards to your grip. trash: Add all hosted cards to your grip.', 'stripped_title': 'Bookmark', 'text': '[click]: Host up to 3 cards from your grip facedown on this hardware (you may look at these cards at any time).\n[click]: Add all hosted cards to your grip.\n[trash]: Add all hosted cards to your grip.', 'title': 'Bookmark', 'type_code': 'hardware', 'uniqueness': False}

{'code': '08107', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Our life is made by the death of others." -Leonardo Da Vinci', 'illustrator': 'Alexandr Elichev', 'memory_cost': 1, 'pack_code': 'uot', 'position': 107, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run, place 1 power counter on DaVinci. trash: Install a card from your grip with an install cost equal to or less than the number of power counters on DaVinci, ignoring the install cost.', 'stripped_title': 'DaVinci', 'text': 'Whenever you make a successful run, place 1 power counter on DaVinci.\n[trash]: Install a card from your grip with an install cost equal to or less than the number of power counters on DaVinci, ignoring the install cost.', 'title': 'DaVinci', 'type_code': 'program', 'uniqueness': False}

{'code': '08108', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Almost a zettabyte of data flows each minute through one of the many net pavilions scattered around the expo.', 'illustrator': 'BalanceSheet', 'keywords': 'Location', 'pack_code': 'uot', 'position': 108, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to take the basic action to trash 1 resource, the Corp must pay 2 credits.', 'stripped_title': 'Wireless Net Pavilion',

'text': 'As an additional cost to take the basic action to trash 1 resource, the Corp must pay 2[credit].', 'title': 'Wireless Net Pavilion', 'type_code': 'resource', 'uniqueness': True}

{'code': '08109', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'flavor': 'The Cybernetics Court has seven floors of attractions. The plasteel used to construct it was even more expensive than the thousands of cybernetic implants displayed inside.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Facility - Ritzy', 'pack_code': 'uot', 'position': 109, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Your maximum hand size is increased by 4.', 'stripped_title': 'Cybernetics Court', 'text': 'Your maximum hand size is increased by 4.', 'title': 'Cybernetics Court', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '08110', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': "The SanSan Outlaws have a close relationship with Haas-Bioroid's sports engineering division, SHIFT.", 'illustrator': 'Mike Nesbitt', 'pack_code': 'uot', 'position': 110, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever you score an agenda, you may install a card from Archives or HQ, ignoring the install cost.', 'stripped_title': 'Team Sponsorship', 'text': 'Whenever you score an agenda, you may install a card from Archives or HQ, ignoring the install cost.', 'title': 'Team Sponsorship', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '08111', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'uot', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "For the first net damage the Runner suffers each turn, you may look at the Runner's grip and select the card that is trashed.", 'stripped_title': 'Chronos Protocol: Selective Mind-mapping', 'text': "For the first net damage the Runner suffers each turn, you may look at the Runner's grip and select the card that is trashed.", 'title': 'Chronos Protocol: Selective Mind-mapping', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '08112', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': 'The more people submit their DNA and family history to the program, the more accurate it becomes.', 'illustrator': 'Alexandr Elichev', 'keywords': 'Security', 'pack_code': 'uot', 'position': 112, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner jacks out, do 1 net damage.', 'stripped_title': 'Ancestral Imager', 'text': 'Whenever the Runner jacks out, do 1 net damage.', 'title': 'Ancestral Imager', 'type_code': 'agenda', 'uniqueness': False}

{'code': '08113', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 5, 'flavor': 'The Genetics Pavilion was designed by renowned architect Meru Mati II. It was built without the aid of bioroids, instead relying on human and clone labor.', 'illustrator': 'Greg Semkow', 'keywords': 'Facility - Ritzy', 'pack_code': 'uot', 'position': 113, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The Runner cannot draw more than 2 cards during each of their turns.', 'stripped_title': 'Genetics Pavilion', 'text': 'The Runner cannot draw more than 2 cards during each of their turns.', 'title': 'Genetics Pavilion', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '08114', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 5, 'flavor': 'There are over 20,000 brands represented in Franchise City, all of them owned by fewer than 100 corps.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Facility', 'pack_code': 'uot', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'While the Runner is accessing an agenda in R&D, they must reveal it. When the Runner accesses an agenda, add this asset to your score area as an agenda worth 1 agenda point.', 'stripped_title': 'Franchise City', 'text': 'While the Runner is accessing an agenda in R&D, they must reveal it.\nWhen the Runner accesses an agenda, add this asset to your score area as an agenda worth 1 agenda point.', 'title': 'Franchise City', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '08115', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Matt Zeilinger', 'keywords': 'Advertisement', 'pack_code': 'uot', 'position': 115, '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 anywhere except in Archives, gain 2 credits.', 'stripped_title': 'Product Placement', 'text': 'While the Runner is accessing this upgrade in R&D, they must reveal it.\nWhen the Runner accesses this upgrade anywhere except in Archives, gain 2[credit].', 'title': 'Product Placement', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '08116', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 5,

'flavor': 'The holosculpture depicts the three inhabited worlds. The square can hold almost 1% of their total population.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Facility', 'pack_code': 'uot', 'position': 116, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Worlds Plaza can host up to 3 assets. click: Install an asset from HQ on Worlds Plaza and rez it, lowering its rez cost by 2, if able.', 'stripped_title': 'Worlds Plaza', 'text': 'Worlds Plaza can host up to 3 assets.\n[click]: Install an asset from HQ on Worlds Plaza and rez it, lowering its rez cost by 2, if able.', 'title': 'Worlds Plaza', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'code': '08117', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Wenjuinn Png', 'pack_code': 'uot', 'position': 117, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Place 3 power counters on Public Support when it is rezzed. When there are no power counters left on Public Support, add it to your score area as an agenda worth 1 agenda point. When your turn begins, remove 1 power counter from Public Support.', 'stripped_title': 'Public Support', 'text': 'Place 3 power counters on Public Support when it is rezzed. When there are no power counters left on Public Support, add it to your score area as an agenda worth 1 agenda point.\nWhen your turn begins, remove 1 power counter from Public Support.', 'title': 'Public Support', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '08118', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"Hello, and welcome to the Universe of Tomorrow! You could live for five-hundred years and not see all of the attractions I can tell you about."', 'illustrator': 'Ismael Bergara', 'keywords': 'Sentry', 'pack_code': 'uot', 'position': 118, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'Tour Guide gains "Subroutine End the run." for each rezzed asset you have.', 'stripped_title': 'Tour Guide', 'text': 'Tour Guide gains "[subroutine] End the run." for each rezzed asset you have.', 'title': 'Tour Guide', 'type_code': 'ice', 'uniqueness': False}

{'code': '08119', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'The expo was built in the East California desert: a temporary city constructed for the advancement of humanity.', 'illustrator': 'Maciej Rebisz', 'keywords': 'Region', 'pack_code': 'uot', 'position': 119, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, gain 1 credit if there is a rezzed asset installed in the root of this server. Limit 1 region per server.', 'stripped_title': 'Expo Grid', 'text': 'When your turn begins, gain 1[credit] if there is a rezzed asset installed in the root of this server.\nLimit 1 region per server.', 'title': 'Expo Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '08120', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Tim Durning', 'keywords': 'Initiative', 'pack_code': 'uot', 'position': 120, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score The Future is Now, search R&D for a card and add it to HQ. Shuffle R&D.', 'stripped_title': 'The Future is Now', 'text': 'When you score The Future is Now, search R&D for a card and add it to HQ. Shuffle R&D.', 'title': 'The Future is Now', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 2, 'agenda_points': 0, 'code': '06001', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Adrian Dadich', 'pack_code': 'up', 'position': 1, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click,click,click: Place 1 agenda counter on Domestic Sleepers. Domestic Sleepers is worth 1 agenda point while it has at least 1 agenda counter on it.', 'stripped_title': 'Domestic Sleepers', 'text': '[click],[click],[click]: Place 1 agenda counter on Domestic Sleepers.\nDomestic Sleepers is worth 1 agenda point while it has at least 1 agenda counter on it.', 'title': 'Domestic Sleepers', 'type_code': 'agenda', 'uniqueness': False}

{'code': '06002', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'The networking capabilities of the NEXT suite of ice are unparalleled.', 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier - NEXT', 'pack_code': 'up', 'position': 2, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'NEXT Silver gains "Subroutine End the run." for each rezzed piece of NEXT ice.', 'stripped_title': 'NEXT Silver', 'text': 'NEXT Silver gains "[subroutine] End the run." for each rezzed piece of NEXT ice.', 'title': 'NEXT Silver', 'type_code': 'ice', 'uniqueness': False}

{'code': '06003', 'cost': 5, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '"Chi resonance mapping has created a whole new field of network security. It is unassailable

perfection." -Akitaro Watanabe', 'illustrator': 'Adam S. Doyle', 'keywords': 'Code Gate', 'pack_code': 'up', 'position': 3, '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': '06004', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Hannah Christenson', 'pack_code': 'up', 'position': 4, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, trash a rezzed piece of ice. Reveal cards from the top of R&D until you reveal a piece of ice. Install and rez that ice in the same position as the ice that was trashed, ignoring all costs. Shuffle R&D.', 'stripped_title': 'Mutate', 'text': 'As an additional cost to play this operation, trash a rezzed piece of ice.\nReveal cards from the top of R&D until you reveal a piece of ice. Install and rez that ice in the same position as the ice that was trashed, ignoring all costs. Shuffle R&D.', 'title': 'Mutate', 'type_code': 'operation', 'uniqueness': False}

{'code': '06005', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Only the News You Need.', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 17, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'up', 'position': 5, 'quantity': 3, '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}

{'code': '06006', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Works better than a PAD hooked up to a tinfoil umbrella and coffee can.', 'illustrator': 'Lucas Durham', 'keywords': 'Beanstalk', 'pack_code': 'up', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': '3 recurring credits Use these credits during traces.', 'stripped_title': 'Primary Transmission Dish', 'text': '3[recurring-credit]\nUse these credits during traces.', 'title': 'Primary Transmission Dish', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '06007', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 4, 'flavor': 'Halfway upstalk, Midway is a destination unto itself with its microgravity hotels and fine dining options.', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Beanstalk - Region', 'pack_code': 'up', 'position': 7, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'During runs on this server, the Runner must pay 1 credit as an additional cost to use an icebreaker ability to break subroutines. Limit 1 region per server.', 'stripped_title': 'Midway Station Grid', 'text': 'During runs on this server, the Runner must pay 1[credit] as an additional cost to use an icebreaker ability to break subroutines.\nLimit 1 region per server.', 'title': 'Midway Station Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '06008', 'cost': 6, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': "They said it couldn't be built. That it was a fantasy. That Jack Weyland was a fool, and he had bought the fools in Washington too. But year after year the buckyweave grew, and 'they' stopped talking.", 'illustrator': 'Alex Kim', 'keywords': 'Beanstalk', 'pack_code': 'up', 'position': 8, 'quantity': 3, 'side_code': 'corp', 'stripped_text': '3 recurring credits Use these credits to advance, install, and rez cards.', 'stripped_title': 'The Root', 'text': '3[recurring-credit]\nUse these credits to advance, install, and rez cards.', 'title': 'The Root', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '06009', 'cost': 5, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Taurus promised strength, but gave only rage.', 'illustrator': 'Shawn Ye Zhongyi', 'keywords': 'Sentry - Tracer', 'pack_code': 'up', 'position': 9, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Trace 2 If successful, trash 1 piece of hardware. If your trace strength is 5 or greater, trash 1 piece of hardware.', 'stripped_title': 'Taurus', 'text': '[subroutine] <trace>Trace 2</trace> If successful, trash 1 piece of hardware. If your trace strength is 5 or greater, trash 1 piece of hardware.', 'title': 'Taurus', 'type_code': 'ice', 'uniqueness': False}

{'code': '06010', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'On the first day She breathed data into the void, and it hung suspended like jewelled stars. On

the second day She spoke order into the data, and it flowed from rivulets into streams and from streams into mighty rivers. On the third day She gave independence to the order, and it ebbed and flowed according to its own accord. -The Cant of Helios', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Mythic', 'pack_code': 'up', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Mother Goddess gains the subtypes of all other rezzed ice. Subroutine End the run.', 'stripped_title': 'Mother Goddess', 'text': 'Mother Goddess gains the subtypes of all other rezzed ice.\n[subroutine] End the run.', 'title': 'Mother Goddess', 'type_code': 'ice', 'uniqueness': True}

{'code': '06011', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 1, 'flavor': 'He who bears the shield of honor.', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Barrier - Grail', 'pack_code': 'up', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'When the Runner encounters Galahad, you may reveal up to 2 grail ice from HQ. For the remainder of this run, Galahad gains the subroutines of the revealed ice in the order of your choice. Subroutine End the run.', 'stripped_title': 'Galahad', 'text': 'When the Runner encounters Galahad, you may reveal up to 2 grail ice from HQ. For the remainder of this run, Galahad gains the subroutines of the revealed ice in the order of your choice.\n[subroutine] End the run.', 'title': 'Galahad', 'type_code': 'ice', 'uniqueness': False}

{'code': '06012', 'cost': 4, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Known as malware 0-394-41525-6 to sysops, runners just refer to it as "bad times."', 'illustrator': 'Adam S. Doyle', 'keywords': 'Gray Ops', 'pack_code': 'up', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "Play only if the Runner is tagged. The Runner's memory limit is reduced by 2 until the end of the turn.", 'stripped_title': 'Bad Times', 'text': "Play only if the Runner is tagged.\nThe Runner's memory limit is reduced by 2 until the end of the turn.", 'title': 'Bad Times', 'type_code': 'operation', 'uniqueness': False}

{'code': '06013', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'illustrator': 'Matt Zeilinger', 'keywords': 'Priority', 'pack_code': 'up', 'position': 13, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Choose a server. The Corp may rez 1 piece of ice protecting that server. If they do not, run that server. The Corp cannot rez ice during that run.', 'stripped_title': 'Cyber Threat', 'text': 'Play only as your first [click].\nChoose a server. The Corp may rez 1 piece of ice protecting that server. If they do not, run that server. The Corp cannot rez ice during that run.', 'title': 'Cyber Threat', 'type_code': 'event', 'uniqueness': False}

{'code': '06014', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Smirtouille', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'up', 'position': 14, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on HQ, the Corp loses 1 credit. Trash Lamprey if the Corp purges virus counters.', 'stripped_title': 'Lamprey', 'text': 'Whenever you make a successful run on HQ, the Corp loses 1[credit].\nTrash Lamprey if the Corp purges virus counters.', 'title': 'Lamprey', 'type_code': 'program', 'uniqueness': False}

{'code': '06015', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'His eyes were beginning to blur, as he duplicated the credentials for what seemed like the fiftieth time. Perhaps a genetic refit would have been easier.', 'illustrator': 'Gong Studios', 'keywords': 'Priority', 'pack_code': 'up', 'position': 15, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Remove all tags.', 'stripped_title': 'Paper Tripping', 'text': 'Play only as your first [click].\nRemove all tags.', 'title': 'Paper Tripping', 'type_code': 'event', 'uniqueness': False}

{'code': '06016', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': '"Public network kiosks, vending machines-there\'s all sorts of poorly-secured power sources in the city. Tap in to one of these and you\'ve got plenty of juice when you need it. A little advance warning when the power grid starts misbehaving, too." -Gabriel Santiago', 'illustrator': 'Ralph Beisner', 'pack_code': 'up', 'position': 16, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Gain 1 credit whenever a trace is initiated.', 'stripped_title': 'Power Tap', 'text': 'Gain 1[credit] whenever a trace is initiated.', 'title': 'Power Tap', 'type_code': 'resource', 'uniqueness': False}

{'base_link': 1, 'code': '06017', 'deck_limit': 1, 'faction_code': 'shaper', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'up', 'position': 17, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you encounter a piece of ice

after an approach during which that ice was rezzed, lose all credits in your credit pool. Gain credits equal to the rez cost of that ice.', 'stripped_title': 'Nasir Meidan: Cyber Explorer', 'text': 'Whenever you encounter a piece of ice after an approach during which that ice was rezzed, lose all credits in your credit pool. Gain credits equal to the rez cost of that ice.', 'title': 'Nasir Meidan: Cyber Explorer', 'type_code': 'identity', 'uniqueness': False}

{'code': '06018', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Ralph Beisner', 'keywords': 'Priority', 'pack_code': 'up', 'position': 18, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Play only as your first click. Choose an unrezzed piece of ice. If the Corp rezzes that piece of ice this turn, gain credits equal to its rez cost.', 'stripped_title': 'Social Engineering', 'text': 'Play only as your first [click].\nChoose an unrezzed piece of ice. If the Corp rezzes that piece of ice this turn, gain credits equal to its rez cost.', 'title': 'Social Engineering', 'type_code': 'event', 'uniqueness': False}

{'code': '06019', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"I once saw someone running a seven-tier nested daemon tree. Not for any good reason, just to see if he could. Well, of course the root daemon crashed and he lost everything. I wonder what he\'s up to now?" -Kate "Mac" McCaffrey', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Daemon', 'memory_cost': 1, 'pack_code': 'up', 'position': 19, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Leprechaun can host up to 2 programs. The memory costs of hosted programs do not count against your memory limit.', 'stripped_title': 'Leprechaun', 'text': 'Leprechaun can host up to 2 programs. The memory costs of hosted programs do not count against your memory limit.', 'title': 'Leprechaun', 'type_code': 'program', 'uniqueness': False}

{'code': '06020', 'cost': 7, 'deck_limit': 1, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'illustrator': 'Seage', 'keywords': 'Virtual - Source', 'pack_code': 'up', 'position': 20, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you make a successful run on R&D, instead of breaching R&D, you may install this resource from your grip, ignoring all costs. trash: The Corp draws 2 cards. Limit 1 per deck.', 'stripped_title': 'Eden Shard', 'text': 'Whenever you make a successful run on R&D, instead of breaching R&D, you may install this resource from your grip, ignoring all costs.\n[trash]: The Corp draws 2 cards.\nLimit 1 per deck.', 'title': 'Eden Shard', 'type_code': 'resource', 'uniqueness': True}

{'base_link': 0, 'code': '26066', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': "Please, let me have this dream.\nFlip side:\nI'm going to be my own kind of hero.", 'illustrator': 'Luminita Pham', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'ur', 'position': 66, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn ends, if you accessed at least 1 card this turn, gain 2 credits and flip this identity. Flip side: When your turn begins, draw 1 card and lose 1 credit. When your turn ends, if you did not access at least 1 card this turn, flip this identity.', 'stripped_title': 'Hoshiko Shiro: Untold Protagonist', 'text': 'When your turn ends, if you accessed at least 1 card this turn, gain 2[credit] and flip this identity.\nFlip side:\nWhen your turn begins, draw 1 card and lose 1[credit].\nWhen your turn ends, if you did not access at least 1 card this turn, flip this identity.', 'title': 'Hoshiko Shiro: Untold Protagonist', 'type_code': 'identity', 'uniqueness': False}

{'code': '26067', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': "Let's start a RIOT.", 'illustrator': 'Patrick Burk', 'pack_code': 'ur', 'position': 67, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, trash 3 cards from your grip. Draw 3 cards and gain 3 credits.', 'stripped_title': 'Moshing', 'text': 'As an additional cost to play this event, trash 3 cards from your grip.\nDraw 3 cards and gain 3[credit].', 'title': 'Moshing', 'type_code': 'event', 'uniqueness': False}

{'code': '26068', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'A simple little box, brimming with temptation.', 'illustrator': 'Elizaveta Sokolova', 'keywords': 'Chip', 'pack_code': 'ur', 'position': 68, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you encounter a piece of ice, you may remove this hardware from the game. If you do, that ice gets -6 strength for the remainder of the run.', 'stripped_title': 'Devil Charm', 'text': 'Whenever you encounter a piece of ice, you may remove this hardware from the game. If you do, that ice gets -6 strength for the remainder of the run.', 'title': 'Devil Charm', 'type_code': 'hardware', 'uniqueness':

True}

{'code': '26069', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Win a new friend today!', 'illustrator': 'Elizaveta Sokolova', 'keywords': 'Chip', 'pack_code': 'ur', 'position': 69, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Set aside the top 6 cards of your stack. You may install 1 program or virtual resource from among the set aside cards, paying 2 credits less. Shuffle 3 of the remaining cards into your stack, then remove the rest from the game.', 'stripped_title': 'Gachapon', 'text': '[trash]: Set aside the top 6 cards of your stack. You may install 1 program or virtual resource from among the set aside cards, paying 2[credit] less. Shuffle 3 of the remaining cards into your stack, then remove the rest from the game.', 'title': 'Gachapon', 'type_code': 'hardware', 'uniqueness': False}

{'code': '26070', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': '"...and friends hold you close. I vow never to let go of my princess."', 'illustrator': 'Olie Boldador', 'keywords': 'Console - Companion', 'pack_code': 'ur', 'position': 70, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+2 mu The first time each turn you spend credits from or install a companion, gain 1 credit. Limit 1 console per player.', 'stripped_title': 'Keiko', 'text': '+2[mu]\nThe first time each turn you spend credits from or install a companion, gain 1[credit].\nLimit 1 console per player.', 'title': 'Keiko', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26071', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Dance, and forget about time!', 'illustrator': 'Krembler', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'ur', 'position': 71, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'Interface -> 2 credits: Break any number of sentry subroutines. Interface -> 0 credits: Break 1 sentry subroutine. Use this ability only if you have 3 or more installed virtual resources. 3 credits: +3 strength.', 'stripped_title': 'Odore', 'text': 'Interface → 2[credit]: Break any number of sentry subroutines.\nInterface → 0[credit]: Break 1 sentry subroutine. Use this ability only if you have 3 or more installed virtual resources.\n3[credit]: +3 strength.', 'title': 'Odore', 'type_code': 'program', 'uniqueness': False}

{'code': '26072', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Friends lift your spirits.', 'illustrator': 'Izzy Pruett', 'keywords': 'Companion - Virtual', 'pack_code': 'ur', 'position': 72, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins or you steal an agenda, place 1 credit on this resource. Spend hosted credits to play events. When your turn ends, if there are 3 or more hosted credits, you must trash 1 card from your grip at random or trash this resource.', 'stripped_title': 'Mystic Maemi', 'text': 'When your turn begins or you steal an agenda, place 1[credit] on this resource.\nSpend hosted credits to play events.\nWhen your turn ends, if there are 3 or more hosted credits, you must trash 1 card from your grip at random or trash this resource.', 'title': 'Mystic Maemi', 'type_code': 'resource', 'uniqueness': True}

{'code': '26073', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Friends guard your passions.', 'illustrator': 'Izzy Pruett', 'keywords': 'Companion - Virtual', 'pack_code': 'ur', 'position': 73, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins or you steal an agenda, place 1 credit on this resource. Spend hosted credits to install non-connection cards. When your turn ends, if there are 3 or more hosted credits, you must trash 1 of your installed cards.', 'stripped_title': 'Paladin Poemu', 'text': 'When your turn begins or you steal an agenda, place 1[credit] on this resource.\nSpend hosted credits to install non-connection cards.\nWhen your turn ends, if there are 3 or more hosted credits, you must trash 1 of your installed cards.', 'title': 'Paladin Poemu', 'type_code': 'resource', 'uniqueness': True}

{'code': '26074', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Hold my wine. I\'m going in." -Red Comyn', 'illustrator': 'Kevin Tame', 'keywords': 'Run', 'pack_code': 'ur', 'position': 74, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run a server protected by ice. When that run ends, gain 6 credits, plus 1 credit for each piece of ice you passed during that run.', 'stripped_title': 'Bravado', 'text': 'Run a server protected by ice. When that run ends, gain 6[credit], plus 1[credit] for each piece of ice you passed during that run.', 'title': 'Bravado',

'type_code': 'event', 'uniqueness': False}

{'code': '26075', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Return to sender.', 'illustrator': 'Elizaveta Sokolova', 'pack_code': 'ur', 'position': 75, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this hardware, choose an installed piece of ice. Use this hardware only during encounters with that ice. trash: Break up to 2 subroutines. When this run ends, if it is successful, you may shuffle a copy of Boomerang from your heap into your stack.', 'stripped_title': 'Boomerang', 'text': 'When you install this hardware, choose an installed piece of ice. Use this hardware only during encounters with that ice.\n[trash]: Break up to 2 subroutines. When this run ends, if it is successful, you may shuffle a copy of Boomerang from your heap into your stack.', 'title': 'Boomerang', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26076', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'Zoe Cohen', 'pack_code': 'ur', 'position': 76, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Use this hardware only by spending credits from stealth cards. Whenever you make a successful run on HQ, you may pay 1 credit to access 1 additional card when you breach HQ. Whenever you make a successful run on R&D, you may pay 2 credits to access 1 additional card when you breach R&D.', 'stripped_title': 'Mu Safecracker', 'text': 'Use this hardware only by spending credits from stealth cards.\nWhenever you make a successful run on HQ, you may pay 1[credit] to access 1 additional card when you breach HQ.\nWhenever you make a successful run on R&D, you may pay 2[credit] to access 1 additional card when you breach R&D.', 'title': 'Mu Safecracker', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26077', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': '"Overinflate a superposition-stack and optimal code forms the negentropy traverse."\n"Aha, like putting too much air into a balloon?!"', 'illustrator': 'N. Hopkins', 'keywords': 'Chip', 'pack_code': 'ur', 'position': 77, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn a run begins, you may look at the top 2 cards of your stack. 1 credit: Reveal the top card of your stack. You may install that card if it is a program or piece of hardware. Use this ability only once per turn.', 'stripped_title': 'Prognostic Q-Loop', 'text': 'The first time each turn a run begins, you may look at the top 2 cards of your stack.\n1[credit]: Reveal the top card of your stack. You may install that card if it is a program or piece of hardware. Use this ability only once per turn.', 'title': 'Prognostic Q-Loop', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26078', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Red ones go faster." - Ken "Express" Tenma', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Console - Vehicle', 'pack_code': 'ur', 'position': 78, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu The first time each turn you play a run event, gain click. Limit 1 console per player.', 'stripped_title': 'Swift', 'text': '+1[mu]\nThe first time each turn you play a run event, gain [click].\nLimit 1 console per player.', 'title': 'Swift', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26079', 'cost': 4, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'Kevin Tame', 'keywords': 'Icebreaker - Killer', 'memory_cost': 1, 'pack_code': 'ur', 'position': 79, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Whenever you encounter a sentry, you may pay 2 credits to bypass it. Use this ability only once per turn and only by spending credits from stealth cards. Interface -> 1 credit: Break up to 2 sentry subroutines. 1 credit: +2 strength. Use this ability only by spending a credit from a stealth card.', 'stripped_title': 'Afterimage', 'text': 'Whenever you encounter a sentry, you may pay 2[credit] to bypass it. Use this ability only once per turn and only by spending credits from stealth cards.\nInterface → 1[credit]: Break up to 2 sentry subroutines.\n1[credit]: +2 strength. Use this ability only by spending a credit from a stealth card.', 'title': 'Afterimage', 'type_code': 'program', 'uniqueness': False}

{'code': '26080', 'cost': 5, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Debt is beautiful... after it is repaid."\n-"Baklan" Bochkin', 'illustrator': 'Krembler', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 1, 'pack_code': 'ur', 'position': 80, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 2 credits: Break up to 2 barrier

subroutines. 2 credits: +2 strength. The first time each turn this program fully breaks a piece of ice, gain 1 credit.', 'stripped_title': 'Makler', 'text': 'Interface → 2[credit]: Break up to 2 barrier subroutines.\n2[credit]: +2 strength.\nThe first time each turn this program fully breaks a piece of ice, gain 1[credit].', 'title': 'Makler', 'type_code': 'program', 'uniqueness': False}
{'code': '26081', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Shadow Net marketplaces have such venerability that they differ from legal platforms only in the products offered.', 'illustrator': 'Kevin Tame', 'keywords': 'Stealth - Virtual', 'pack_code': 'ur', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'This card costs 2 credits less to install if you made a successful run on HQ this turn. When you install this resource, load 4 credits onto it. When it is empty, trash it. Spend hosted credits during runs.', 'stripped_title': 'Penumbral Toolkit', 'text': 'This card costs 2[credit] less to install if you made a successful run on HQ this turn.\nWhen you install this resource, load 4[credit] onto it. When it is empty, trash it.\nSpend hosted credits during runs.', 'title': 'Penumbral Toolkit', 'type_code': 'resource', 'uniqueness': False}
{'code': '26082', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 4, 'flavor': '"Junk plus undiscerning buyers equals profit."\n-Az McCaffrey', 'illustrator': 'Izzy Pruett', 'keywords': 'Job - Location', 'pack_code': 'ur', 'position': 82, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you use hardware during a run, place 1 power counter on this resource. click, remove this resource from the game: Shuffle up to X cards with trash abilities from your heap into your stack. X is double the number of hosted power counters.', 'stripped_title': 'The Back', 'text': 'The first time each turn you use hardware during a run, place 1 power counter on this resource.\n[click], remove this resource from the game: Shuffle up to X cards with [trash] abilities from your heap into your stack. X is double the number of hosted power counters.', 'title': 'The Back', 'type_code': 'resource', 'uniqueness': True}
{'code': '26083', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': "Breathe in and visualise your happy place. Breathe out. It's safe and calm and all your best days are there. Breathe in. Very good. The cortex scan has finished. Breathe out and open your eyes...", 'illustrator': 'Patrick Burk, Krembler', 'pack_code': 'ur', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Search your heap for up to 5 cards with different names. Shuffle those cards into your stack. Remove this card from the game instead of trashing it.', 'stripped_title': 'Harmony AR Therapy', 'text': 'Search your heap for up to 5 cards with different names. Shuffle those cards into your stack. Remove this card from the game instead of trashing it.', 'title': 'Harmony AR Therapy', 'type_code': 'event', 'uniqueness': False}
{'code': '26084', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'Objects are but modulations in a continuous cycle of energy—illusory and impermanent echoes of the Self.', 'illustrator': 'Olie Boldador', 'keywords': 'Console', 'pack_code': 'ur', 'position': 84, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu. The first time each turn an event is trashed (from any location), draw 1 card. Limit 1 console per player.', 'stripped_title': 'Aniccam', 'text': '+1[mu].\nThe first time each turn an event is trashed (from any location), draw 1 card.\nLimit 1 console per player.', 'title': 'Aniccam', 'type_code': 'hardware', 'uniqueness': True}
{'code': '26085', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"I could let my code evolve something new, but sometimes I just want to remember yesterday\'s solution."\n-Lane', 'illustrator': 'Elizaveta Sokolova', 'keywords': 'Chip', 'pack_code': 'ur', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'If no installed programs have been trashed this turn, you must trash 1 installed program as an additional cost to use this hardware. trash: Install 1 program from your heap, paying 3 credits less.', 'stripped_title': 'Simulchip', 'text': 'If no installed programs have been trashed this turn, you must trash 1 installed program as an additional cost to use this hardware.\n[trash]: Install 1 program from your heap, paying 3[credit] less.', 'title': 'Simulchip', 'type_code': 'hardware', 'uniqueness': False}
{'code': '26086', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'illustrator': 'Krembler, Zoe Cohen', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'ur', 'position': 86,

'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this program, place 2 virus counters on it. Whenever you make a successful run on a central server, you may remove 1 hosted virus counter to swap a piece of ice protecting that server with another installed piece of ice. Use this ability only once per turn.', 'stripped_title': 'Cordyceps', 'text': 'When you install this program, place 2 virus counters on it.\nWhenever you make a successful run on a central server, you may remove 1 hosted virus counter to swap a piece of ice protecting that server with another installed piece of ice. Use this ability only once per turn.', 'title': 'Cordyceps', 'type_code': 'program', 'uniqueness': False}

{'code': '26087', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'Find truth not in the observation, but in the demonstration.', 'illustrator': 'Patrick Burk', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'ur', 'position': 87, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'When you install this program, for the remainder of the turn it gains "Interface -> 0 credits: Break 1 code gate subroutine." Interface -> 2 credits: Break up to 2 code gate subroutines. 1 credit: +1 strength.', 'stripped_title': 'Euler', 'text': 'When you install this program, for the remainder of the turn it gains "Interface → 0[credit]: Break 1 code gate subroutine."\nInterface → 2[credit]: Break up to 2 code gate subroutines.\n1[credit]: +1 strength.', 'title': 'Euler', 'type_code': 'program', 'uniqueness': False}

{'code': '26088', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"Invisibility made it possible to get them, but it made it impossible to enjoy them when they are got."\n-H.G. Wells, The Invisible Man', 'illustrator': 'Krembler', 'keywords': 'Stealth', 'memory_cost': 1, 'pack_code': 'ur', 'position': 88, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '1 recurring credit Spend hosted credits to use hardware and programs.', 'stripped_title': 'Mantle', 'text': '1[recurring-credit]\nSpend hosted credits to use hardware and programs.', 'title': 'Mantle', 'type_code': 'program', 'uniqueness': False}

{'code': '26089', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Look at the problem from a different angle.', 'illustrator': 'Kevin Tame', 'keywords': 'Icebreaker - Decoder - Fracter', 'memory_cost': 1, 'pack_code': 'ur', 'position': 89, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'When you install this program, for the remainder of the turn it gains "Interface -> 1 credit: Break 1 barrier subroutine." Interface -> 1 credit: Break 1 code gate subroutine. 1 credit: +3 strength. Use this ability only by spending a credit from a stealth card.', 'stripped_title': 'Penrose', 'text': 'When you install this program, for the remainder of the turn it gains "Interface → 1[credit]: Break 1 barrier subroutine."\nInterface → 1[credit]: Break 1 code gate subroutine.\n1[credit]: +3 strength. Use this ability only by spending a credit from a stealth card.', 'title': 'Penrose', 'type_code': 'program', 'uniqueness': False}

{'code': '26090', 'cost': 0, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': 'Consider this: the most notorious tool in cyberterrorism is one that, in isolation, does nothing.', 'illustrator': 'Chiara Biancheri', 'memory_cost': 2, 'pack_code': 'ur', 'position': 90, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '2 credits, trash: Search your stack for a program. Install it.', 'stripped_title': 'Self-modifying Code', 'text': '2[credit], [trash]: Search your stack for a program. Install it.', 'title': 'Self-modifying Code', 'type_code': 'program', 'uniqueness': False}

{'code': '26091', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "He's nice enough, but not when there are 5,187 of him.", 'illustrator': 'Owen Sinodov', 'keywords': 'Connection - Virtual', 'pack_code': 'ur', 'position': 91, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link Whenever you install a non-AI icebreaker, that icebreaker gets +2 strength for the remainder of the turn.', 'stripped_title': 'Cybertrooper Talut', 'text': '+1[link]\nWhenever you install a non-AI icebreaker, that icebreaker gets +2 strength for the remainder of the turn.', 'title': 'Cybertrooper Talut', 'type_code': 'resource', 'uniqueness': True}

{'code': '26092', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': 'Designed by 2018 Eternal Champion Oguz Han Asnaz', 'illustrator': 'Matt Zeilinger', 'keywords': 'Location - Seedy', 'pack_code': 'ur', 'position': 92, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'click: Host 1 program or piece of hardware from your grip on this resource. 1 credit: Install 1 hosted card. The first card you install this way during each of your turns costs 1 credit less to install for each unique () connection you have installed.', 'stripped_title': "Paule's Cafe", 'text': '[click]: Host 1 program or piece of hardware from your grip on this resource.\n1[credit]: Install 1 hosted card. The first card you install this way during each of your turns costs 1[credit] less to install for each unique (♦) connection you have installed.', 'title': "Paule's Café", 'type_code': 'resource', 'uniqueness': True}

{'code': '26093', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 1, 'flavor': '"Future me needs those 60 petabytes of cat vids."\n-Princess Space Kitten', 'illustrator': 'Elizaveta Sokolova', 'pack_code': 'ur', 'position': 93, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn 1 or more cards are trashed from your grip or stack, you may add 1 of those cards to the bottom of your stack. Remove this hardware from the game: Add 1 card from your heap to the top of your stack.', 'stripped_title': 'Buffer Drive', 'text': 'The first time each turn 1 or more cards are trashed from your grip or stack, you may add 1 of those cards to the bottom of your stack.\nRemove this hardware from the game: Add 1 card from your heap to the top of your stack.', 'title': 'Buffer Drive', 'type_code': 'hardware', 'uniqueness': True}

{'code': '26094', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': "To strike another blow to the corporatocracy tomorrow night, don't forget to like and subscribe!", 'illustrator': 'Olie Boldador', 'pack_code': 'ur', 'position': 94, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install this resource, load 8 credits onto it. When it is empty, trash it. When your turn begins, take 2 credits from this resource.', 'stripped_title': 'Daily Casts', 'text': 'When you install this resource, load 8[credit] onto it. When it is empty, trash it.\nWhen your turn begins, take 2[credit] from this resource.', 'title': 'Daily Casts', 'type_code': 'resource', 'uniqueness': False}

{'code': '26095', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Did I dream that dance through virtual space, or does that program now dream of flesh?', 'illustrator': 'Janet Bruesselbach', 'keywords': 'Virtual', 'pack_code': 'ur', 'position': 95, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you make a successful run, draw 1 card. If you have at least 2 link or your identity is digital, also gain 1 credit.', 'stripped_title': 'DreamNet', 'text': 'The first time each turn you make a successful run, draw 1 card. If you have at least 2[link] or your identity is digital, also gain 1[credit].', 'title': 'DreamNet', 'type_code': 'resource', 'uniqueness': True}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '26096', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"Win Hard or Lose Hard. All that matters is they\'re talking about you and not the competition."\n-Tan "Nitro" Nyugen, Toretto-Extreme Team Manager', 'illustrator': 'Krembler', 'pack_code': 'ur', 'position': 96, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "If there is another copy of Megaprix Qualifier in either player's score area when you score this agenda, place 1 agenda counter on this agenda. This agenda is worth 1 more agenda point while it has a hosted agenda counter.", 'stripped_title': 'Megaprix Qualifier', 'text': "If there is another copy of Megaprix Qualifier in either player's score area when you score this agenda, place 1 agenda counter on this agenda.\nThis agenda is worth 1 more agenda point while it has a hosted agenda counter.", 'title': 'Megaprix Qualifier', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '26097', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Patrick Burk', 'keywords': 'Research', 'pack_code': 'ur', 'position': 97, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Interrupt -> When this agenda would be added to the Runner\'s score area from anywhere except Archives, instead it is added to their score area with 4 hosted agenda counters. While this agenda is in the Runner\'s score area with 1 or more hosted agenda counters, it is worth 0 agenda points and gains "When the Runner\'s turn begins,

remove 1 hosted agenda counter.'", 'stripped_title': 'Project Vacheron', 'text': '[interrupt] → When this agenda would be added to the Runner\'s score area from anywhere except Archives, instead it is added to their score area with 4 hosted agenda counters.\nWhile this agenda is in the Runner\'s score area with 1 or more hosted agenda counters, it is worth 0 agenda points and gains "When the Runner\'s turn begins, remove 1 hosted agenda counter.'", 'title': 'Project Vacheron', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26098', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'The Coordinator is always calm, always smiling, and always tolerant. A worker who knows his skills, knows his role, and knows his place. No master need look into his plastic eyes and fear the flames of revolution, or quake at a forgotten class reaching for self-expression.\n...but who ordered him to wear that hat?', 'illustrator': 'Olie Boldador', 'keywords': 'Bioroid', 'pack_code': 'ur', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click, trash: Gain click click.', 'stripped_title': 'Bass CH1R180G4', 'text': '[click], [trash]: Gain [click][click].', 'title': 'Bass CH1R180G4', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '26099', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': 'You are being made sane.\n-u are bei-g mad- sa-e\nY-u ar- be-n-d-\n-u -r-?', 'illustrator': 'Krembler', 'keywords': 'Ambush', 'pack_code': 'ur', 'position': 99, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You can advance this asset. When the Runner accesses this asset, you may pay 3 credits. If you do, do 1 brain damage for each hosted advancement token.', 'stripped_title': 'Cerebral Overwriter', 'text': 'You can advance this asset.\nWhen the Runner accesses this asset, you may pay 3[credit]. If you do, do 1 brain damage for each hosted advancement token.', 'title': 'Cerebral Overwriter', 'trash_cost': 0, 'type_code': 'asset', 'uniqueness': False}

{'code': '26100', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'A staccato of laser pulses fuses the vapor to solid form. The embryonic part accretes metal layer by layer.', 'illustrator': 'NtscapeNavigator', 'pack_code': 'ur', 'position': 100, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Install 1 card from HQ, ignoring all costs. Use this ability only once per turn. When the Runner trashes this asset, you may install 1 card from HQ, ignoring all costs. You cannot install that card in the root of the server from which this asset was trashed.', 'stripped_title': 'Vaporframe Fabricator', 'text': '[click]: Install 1 card from HQ, ignoring all costs. Use this ability only once per turn.\nWhen the Runner trashes this asset, you may install 1 card from HQ, ignoring all costs. You cannot install that card in the root of the server from which this asset was trashed.', 'title': 'Vaporframe Fabricator', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '26101', 'cost': 3, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "Each generation of design assistants makes a sysop's job easier. They need only speak and it will be so.", 'illustrator': 'Krembler', 'keywords': 'Sentry', 'pack_code': 'ur', 'position': 101, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine You may add 1 card from Archives to HQ. Subroutine You may install 1 card from Archives or HQ, ignoring all costs.', 'stripped_title': 'Drafter', 'text': '[subroutine] You may add 1 card from Archives to HQ.\n[subroutine] You may install 1 card from Archives or HQ, ignoring all costs.', 'title': 'Drafter', 'type_code': 'ice', 'uniqueness': False}

{'code': '26102', 'cost': 10, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 5, 'flavor': 'The valiant do not hesitate.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Sentry - Bioroid - AP - Destroyer', 'pack_code': 'ur', 'position': 102, 'quantity': 3, 'side_code': 'corp', 'strength': 7, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. The Corp gets +1 allotted click for their next turn. Only the Runner can use this ability. Subroutine Do 2 brain damage. Subroutine Trash 1 installed Runner card. Gain 3 credits. Subroutine End the run.', 'stripped_title': 'Tyr', 'text': 'Lose [click]: Break 1 subroutine on this ice. The Corp gets +1 allotted [click] for their next turn. Only the Runner can use this ability.\n[subroutine] Do 2 brain damage.\n[subroutine] Trash 1 installed Runner card. Gain 3[credit].\n[subroutine] End the run.', 'title': 'Týr', 'type_code': 'ice', 'uniqueness': True}

{'code': '26103', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"Uh oh, Keiko! Looks like we\'ve pulled aggro!"', 'illustrator': 'NtscapeNavigator', 'keywords':

'Lockdown', 'pack_code': 'ur', 'position': 103, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins. The Runner cannot use non-icebreaker cards to break subroutines. Each piece of ice has +2 strength.', 'stripped_title': 'NEXT Activation Command', 'text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins.\nThe Runner cannot use non-icebreaker cards to break subroutines. Each piece of ice has +2 strength.', 'title': 'NEXT Activation Command', 'trash_cost': 4, 'type_code': 'operation', 'uniqueness': False}

{'code': '26104', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "The Net is the consensual hallucination of the world's electronic architecture. Our electronic architecture. Don't get mad when the Runners succeed—change the rules.", 'illustrator': 'Zoe Cohen', 'keywords': 'Gray Ops', 'pack_code': 'ur', 'position': 104, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. Trace 7 If successful, remove 1 installed chip or virtual card from the game.', 'stripped_title': 'Scapenet', 'text': 'Play only if the Runner made a successful run during their last turn.\n<trace>Trace 7</trace> If successful, remove 1 installed chip or virtual card from the game.', 'title': 'Scapenet', 'type_code': 'operation', 'uniqueness': False}

{'code': '26105', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': "The oldest of Heinlein's domes, the self-proclaimed heart of Lunar culture.", 'illustrator': 'Zoe Cohen', 'keywords': 'Region', 'pack_code': 'ur', 'position': 105, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Remote server only. The first time each turn you install a card in the root of this server, gain 2 credits or draw 1 card. Limit 1 region per server.', 'stripped_title': 'Tranquility Home Grid', 'text': 'Remote server only.\nThe first time each turn you install a card in the root of this server, gain 2[credit] or draw 1 card.\nLimit 1 region per server.', 'title': 'Tranquility Home Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '26106', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"Voice is a sledgehammer. Text, a blunt saw. Truth requires subtler instruments."\n-Dr. Tang, Address to the Hyoubu Steering Committee', 'illustrator': 'N. Hopkins', 'pack_code': 'ur', 'position': 106, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 5 agenda counters on it. Hosted agenda counter: Reveal the top card of R&D. Draw 2 cards. Add 1 card from HQ to the top of R&D. Use this ability only once per turn.', 'stripped_title': 'Flower Sermon', 'text': 'When you score this agenda, place 5 agenda counters on it.\nHosted agenda counter: Reveal the top card of R&D. Draw 2 cards. Add 1 card from HQ to the top of R&D. Use this ability only once per turn.', 'title': 'Flower Sermon', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26107', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Constructive feedback to the neural field reliably causes greater degradation than spike inputs. The mind has no defence against its own echoes.', 'illustrator': 'NtscapeNavigator', 'pack_code': 'ur', 'position': 107, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Interrupt -> Whenever you would do 1 or more net damage, you may prevent 1 net damage. If you do, place 1 power counter on this asset and gain 3 credits. click click,trash: Do 1 net damage for each hosted power counter.', 'stripped_title': 'Prana Condenser', 'text': '[interrupt] → Whenever you would do 1 or more net damage, you may prevent 1 net damage. If you do, place 1 power counter on this asset and gain 3[credit].\n[click][click],[trash]: Do 1 net damage for each hosted power counter.', 'title': 'Prāna Condenser', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': True}

{'code': '26108', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'flavor': '$BMI.001 > Out of Memory Error', 'illustrator': 'Janet Bruesselbach', 'keywords': 'Code Gate - Observer', 'pack_code': 'ur', 'position': 108, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When the Runner encounters this ice, choose a card type. For the remainder of this encounter, whenever you reveal the grip with a subroutine on this ice, you may trash 1 revealed card of that type. Subroutine Reveal the grip. Subroutine Reveal the grip.',

'stripped_title': 'Engram Flush', 'text': 'When the Runner encounters this ice, choose a card type. For the remainder of this encounter, whenever you reveal the grip with a subroutine on this ice, you may trash 1 revealed card of that type.\n[subroutine] Reveal the grip.\n[subroutine] Reveal the grip.', 'title': 'Engram Flush', 'type_code': 'ice', 'uniqueness': False}

{'code': '26109', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': '"The Konjin dons the mask of our fears, but what lies underneath?"\n-Lat', 'illustrator': 'Krembler', 'keywords': 'Mythic - Psi', 'pack_code': 'ur', 'position': 109, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'When the Runner encounters this ice, you and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, you may force the Runner to encounter another rezzed piece of ice. (When that encounter ends, if the run has not ended, finish encountering this ice.)', 'stripped_title': 'Konjin', 'text': 'When the Runner encounters this ice, you and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, you may force the Runner to encounter another rezzed piece of ice. (When that encounter ends, if the run has not ended, finish encountering this ice.)', 'title': 'Konjin', 'type_code': 'ice', 'uniqueness': True}

{'code': '26110', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Iain Fairclough', 'keywords': 'Lockdown - Psi', 'pack_code': 'ur', 'position': 110, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins. Choose a server. Whenever the Runner makes a successful run on the chosen server, you and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, end the run.', 'stripped_title': 'Hyoubu Precog Manifold', 'text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins.\nChoose a server.\nWhenever the Runner makes a successful run on the chosen server, you and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, end the run.', 'title': 'Hyoubu Precog Manifold', 'trash_cost': 4, 'type_code': 'operation', 'uniqueness': False}

{'code': '26111', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Patrick Burk', 'keywords': 'Triple', 'pack_code': 'ur', 'position': 111, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to play this operation, spend click click. Trash any number of cards from HQ. Turn all cards in Archives facedown. You may install 1 agenda, asset, or upgrade from Archives in the root of a remote server and place 2 advancement counters on it. Remove this operation from the game.', 'stripped_title': 'Kakurenbo', 'text': 'As an additional cost to play this operation, spend [click][click].\nTrash any number of cards from HQ. Turn all cards in Archives facedown. You may install 1 agenda, asset, or upgrade from Archives in the root of a remote server and place 2 advancement counters on it.\nRemove this operation from the game.', 'title': 'Kakurenbo', 'type_code': 'operation', 'uniqueness': False}

{'code': '26112', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Some slums of New Angeles are so worn down, City Hall calls the acres of windowless clone barracks "gentrification" with a straight face.', 'illustrator': 'Eirik H. Kiil', 'keywords': 'Region - Seedy', 'pack_code': 'ur', 'position': 112, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Remote server only. When your turn begins, place 1 advancement counter on a card installed in the root of this server. Limit 1 region per server.', 'stripped_title': 'La Costa Grid', 'text': 'Remote server only.\nWhen your turn begins, place 1 advancement counter on a card installed in the root of this server.\nLimit 1 region per server.', 'title': 'La Costa Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '26113', 'deck_limit': 1, 'faction_code': 'nbn', 'flavor': 'Your Favorite Distraction.', 'illustrator': 'Alejandro T. Castellanos', 'influence_limit': 17, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ur', 'position': 113, 'quantity': 1, 'side_code': 'corp', 'stripped_text': 'Whenever a Corp card ability causes the Runner to spend or lose at least 1 credit during a run, gain 1 credit.', 'stripped_title': 'GameNET: Where Dreams are Real', 'text': 'Whenever a Corp card ability causes the Runner to spend or lose at least 1[credit] during a run,

gain 1[credit].', 'title': 'GameNET: Where Dreams are Real', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '26114', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': 'Mars\' tiny population made rich multiplayer experiences a big challenge. We cracked it by live-beaming the gestalt of our Earth playerbase second-by-second. Bellona weaves these "lag-ghosts" into compelling interactables—more responsive than the real thing!', 'illustrator': 'N. Hopkins, Iain Fairclough', 'keywords': 'Expansion', 'pack_code': 'ur', 'position': 114, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'As an additional cost to steal this agenda, the Runner must pay 5 credits. When you score this agenda, gain 5 credits.', 'stripped_title': 'Bellona', 'text': 'As an additional cost to steal this agenda, the Runner must pay 5[credit].\nWhen you score this agenda, gain 5[credit].', 'title': 'Bellona', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26115', 'cost': 4, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Free to Pay', 'illustrator': 'Krembler', 'keywords': 'Sentry', 'pack_code': 'ur', 'position': 115, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': '2 credits: Break 1 subroutine on this ice. Only the Runner can use this ability, and only if they are not tagged. Subroutine Add 1 installed Runner card to the grip. Subroutine Give the Runner 1 tag.', 'stripped_title': 'F2P', 'text': '2[credit]: Break 1 subroutine on this ice. Only the Runner can use this ability, and only if they are not tagged.\n[subroutine] Add 1 installed Runner card to the grip.\n[subroutine] Give the Runner 1 tag.', 'title': 'F2P', 'type_code': 'ice', 'uniqueness': False}

{'code': '26116', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '[Pay 15 gems to access this content]', 'illustrator': 'N. Hopkins', 'keywords': 'Barrier', 'pack_code': 'ur', 'position': 116, 'quantity': 3, 'side_code': 'corp', 'strength': 1, 'stripped_text': 'When the Runner breaks a printed subroutine on this ice, they lose 1 credit. Subroutine End the run unless the Runner pays 3 credits. Subroutine End the run unless the Runner pays 3 credits.', 'stripped_title': 'Gold Farmer', 'text': 'When the Runner breaks a printed subroutine on this ice, they lose 1[credit].\n[subroutine] End the run unless the Runner pays 3[credit].\n[subroutine] End the run unless the Runner pays 3[credit].', 'title': 'Gold Farmer', 'type_code': 'ice', 'uniqueness': False}

{'code': '26117', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Krembler', 'pack_code': 'ur', 'position': 117, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner did not make a successful run on HQ during their last turn. Search R&D for an agenda and reveal it. (Shuffle R&D after searching it.) Add that agenda to HQ. You may install 1 card from HQ in the root of a remote server. You cannot score agendas for the remainder of the turn.', 'stripped_title': 'Digital Rights Management', 'text': 'Play only if the Runner did not make a successful run on HQ during their last turn.\nSearch R&D for an agenda and reveal it. (Shuffle R&D after searching it.) Add that agenda to HQ. You may install 1 card from HQ in the root of a remote server.\nYou cannot score agendas for the remainder of the turn.', 'title': 'Digital Rights Management', 'type_code': 'operation', 'uniqueness': False}

{'code': '26118', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'flavor': '"Deep inspect every packet on the continent. Burn out all our stacks if you have to. We cannot let these terrorists cover their tracks." -CEO Jenkins', 'illustrator': 'N. Hopkins', 'keywords': 'Lockdown', 'pack_code': 'ur', 'position': 118, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins. Whenever a run begins, the Runner must pay 4 credits or take 1 tag.', 'stripped_title': 'SYNC Rerouting', 'text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins.\nWhenever a run begins, the Runner must pay 4[credit] or take 1 tag.', 'title': 'SYNC Rerouting', 'trash_cost': 3, 'type_code': 'operation', 'uniqueness': False}

{'code': '26119', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': 'Roll Initiative...', 'illustrator': 'N. Hopkins', 'keywords': 'Ambush', 'pack_code': 'ur', 'position': 119, '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, you may trash it to force the Runner to encounter a rezzed piece of ice protecting this server.', 'stripped_title': 'Ganked!', 'text': 'While the Runner is accessing this card from R&D, they must reveal it.\nWhen the Runner accesses this card, you may trash it to force the Runner to encounter a rezzed piece of ice

protecting this server.', 'title': 'Ganked!', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '26120', 'deck_limit': 1, 'faction_code': 'weyland-consortium', 'flavor': 'The First Step...\nFlip side:\n...Further Beyond', 'illustrator': 'Kira L. Nguyen', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'ur', 'position': 120, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Limit 1 remote server. As an additional cost to run HQ, the Runner must pay 1 credit. click: Flip this identity. Flip side: Limit 1 remote server. As an additional cost to run a remote server, the Runner must pay 6 credits. When the Runner makes a successful run on HQ, flip this identity.', 'stripped_title': 'Earth Station: SEA Headquarters', 'text': 'Limit 1 remote server.\nAs an additional cost to run HQ, the Runner must pay 1[credit].\n[click]: Flip this identity.\nFlip side:\nLimit 1 remote server.\nAs an additional cost to run a remote server, the Runner must pay 6[credit].\nWhen the Runner makes a successful run on HQ, flip this identity.', 'title': 'Earth Station: SEA Headquarters', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '26121', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'flavor': "Once you're on the Space Elevator Authority's blacklist, you aren't going anywhere.", 'illustrator': 'Zoe Cohen', 'keywords': 'Initiative', 'pack_code': 'ur', 'position': 121, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score this agenda, place 2 agenda counters on it. Hosted agenda counter: This run cannot be declared successful. (This effect does not cause the run to become unsuccessful.) Use this ability only once per turn.', 'stripped_title': 'Transport Monopoly', 'text': 'When you score this agenda, place 2 agenda counters on it.\nHosted agenda counter: This run cannot be declared successful. (This effect does not cause the run to become unsuccessful.) Use this ability only once per turn.', 'title': 'Transport Monopoly', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26122', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'illustrator': 'Zoe Cohen', 'keywords': 'Advertisement', 'pack_code': 'ur', 'position': 122, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, if you have any other rezzed assets, resolve 1 of the following; otherwise, resolve up to 3: * Draw 1 card. * Gain 1 credit. * Place 1 advancement token on a piece of ice. * Add this asset to HQ.', 'stripped_title': 'Wall to Wall', 'text': 'When your turn begins, if you have any other rezzed assets, resolve 1 of the following; otherwise, resolve up to 3:
Draw 1 card.
Gain 1[credit].
Place 1 advancement token on a piece of ice.
Add this asset to HQ.
', 'title': 'Wall to Wall', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': True}

{'code': '26123', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Thou slept not in thy house on earth.\nThou openest thy place in heaven.', 'illustrator': 'Owen Sinodov', 'keywords': 'Barrier', 'pack_code': 'ur', 'position': 123, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'You can advance this ice. While there are 3 or more hosted advancement tokens, this ice has +3 strength and the Runner cannot break more than 1 of its printed subroutines during each encounter. Subroutine Gain 1 credit. Place 1 advancement token on an installed card. Subroutine End the run.', 'stripped_title': 'Akhet', 'text': 'You can advance this ice.\nWhile there are 3 or more hosted advancement tokens, this ice has +3 strength and the Runner cannot break more than 1 of its printed subroutines during each encounter.\n[subroutine] Gain 1[credit]. Place 1 advancement token on an installed card.\n[subroutine] End the run.', 'title': 'Akhet', 'type_code': 'ice', 'uniqueness': False}

{'code': '26124', 'cost': 6, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'illustrator': 'Krembler', 'keywords': 'Sentry - Destroyer', 'pack_code': 'ur', 'position': 124, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'You can advance this ice. It has +1 strength for each hosted advancement token. Subroutine Give the Runner 1 tag. If there are 3 or more hosted advancement tokens, instead give the Runner 2 tags. Subroutine Trash 1 installed program. If there are 3 or more hosted advancement tokens, instead trash 1 installed program and 1 installed resource.', 'stripped_title': 'Colossus', 'text': 'You can advance this ice. It has +1 strength for each hosted advancement token.\n[subroutine] Give the Runner 1 tag. If there are 3 or more hosted advancement tokens, instead give the Runner 2 tags.\n[subroutine] Trash 1 installed program. If there are 3 or more hosted advancement tokens, instead trash 1 installed program and 1 installed

resource.', 'title': 'Colossus', 'type_code': 'ice', 'uniqueness': False}

{'code': '26125', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"I don\'t know how Skorpios gets these designs past Brand Management."\n-Liz Campbell, VP Project Security', 'illustrator': 'NtscapeNavigator', 'keywords': 'Sentry - Tracer - Destroyer', 'pack_code': 'ur', 'position': 125, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'While this ice is protecting HQ, it gains "Subroutine Trace 3 If successful, end the run." after all its other subroutines. Subroutine Trace 4 If successful, trash 1 installed program. Subroutine Trace 3 If successful, trash 1 installed piece of hardware.', 'stripped_title': 'Winchester', 'text': 'While this ice is protecting HQ, it gains "[subroutine] <trace>Trace 3</trace> If successful, end the run." after all its other subroutines.\n[subroutine] <trace>Trace 4</trace> If successful, trash 1 installed program.\n[subroutine] <trace>Trace 3</trace> If successful, trash 1 installed piece of hardware.', 'title': 'Winchester', 'type_code': 'ice', 'uniqueness': False}

{'code': '26126', 'cost': 0, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': '"If it moves, shoot it. Then shoot it again."\n-Chief Slee', 'illustrator': 'Krembler', 'keywords': 'Lockdown - Gray Ops', 'pack_code': 'ur', 'position': 126, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins. Whenever the Runner makes a successful run on a server protected by ice, do 2 meat damage.', 'stripped_title': 'Argus Crackdown', 'text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins.\nWhenever the Runner makes a successful run on a server protected by ice, do 2 meat damage.', 'title': 'Argus Crackdown', 'trash_cost': 4, 'type_code': 'operation', 'uniqueness': False}

{'code': '26127', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'The Apu spirits of the great mountains bridge this world and the realm above.', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Region', 'pack_code': 'ur', 'position': 127, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, place 1 advancement token on a piece of ice protecting this server. Whenever the Runner approaches this server, end the run unless they pay 2 credits for each advanced piece of ice protecting this server. Limit 1 region per server.', 'stripped_title': 'Cayambe Grid', 'text': 'When your turn begins, place 1 advancement token on a piece of ice protecting this server.\nWhenever the Runner approaches this server, end the run unless they pay 2[credit] for each advanced piece of ice protecting this server.\nLimit 1 region per server.', 'title': 'Cayambe Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '26128', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"All Dragon-rated threats should only be stored in a single clean-start air-gapped server, in a shielded room, under at least 200 metres of bedrock[...]"\n-Section 5.18.4, Cyberdex Employee Handbook', 'illustrator': 'Krembler', 'keywords': 'Security', 'pack_code': 'ur', 'position': 128, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The first time each turn you purge virus counters, gain 4 credits. When you score this agenda, you may purge virus counters.', 'stripped_title': 'Cyberdex Sandbox', 'text': 'The first time each turn you purge virus counters, gain 4[credit].\nWhen you score this agenda, you may purge virus counters.', 'title': 'Cyberdex Sandbox', 'type_code': 'agenda', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '26129', 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Begin a voice message to Steve: I\'m in some random city staring at yet another empty room. This hot insider scoop of yours feels distinctly chilly."', 'illustrator': 'NtscapeNavigator', 'keywords': 'Security', 'pack_code': 'ur', 'position': 129, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Forfeit this agenda: If the Runner has 2 or more click remaining, they lose click click.', 'stripped_title': 'False Lead', 'text': 'Forfeit this agenda: If the Runner has 2 or more [click] remaining, they lose [click][click].', 'title': 'False Lead', 'type_code': 'agenda', 'uniqueness': False}

{'code': '26130', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': 'Crisis is the true test of loyalty. Kick the anthill and see where the ants swarm.', 'illustrator': 'Olie Boldador', 'keywords': 'Lockdown', 'pack_code': 'ur', 'position': 130, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if there is no active lockdown. This operation is not trashed until

your next turn begins. As an additional cost to steal an agenda, the Runner must pay 4 credits, plus 2 credits for each advancement token on that agenda.', 'stripped_title': 'NAPD Cordon', 'text': 'Play only if there is no active lockdown. This operation is not trashed until your next turn begins.\nAs an additional cost to steal an agenda, the Runner must pay 4[credit], plus 2[credit] for each advancement token on that agenda.', 'title': 'NAPD Cordon', 'trash_cost': 2, 'type_code': 'operation', 'uniqueness': False}

{'code': '27001', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Friends lift your spirits.', 'illustrator': 'Izzy Pruett', 'keywords': 'Companion - Virtual', 'pack_code': 'urbp', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins or you steal an agenda, place 1 credit on this resource. Spend hosted credits to play events. When your turn ends, if there are 3 or more hosted credits, you must trash 1 card from your grip at random or trash this resource.', 'stripped_title': 'Mystic Maemi', 'text': 'When your turn begins or you steal an agenda, place 1[credit] on this resource.\nSpend hosted credits to play events.\nWhen your turn ends, if there are 3 or more hosted credits, you must trash 1 card from your grip at random or trash this resource.', 'title': 'Mystic Maemi', 'type_code': 'resource', 'uniqueness': True}

{'code': '27002', 'cost': 2, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': '"Red ones go faster." - Ken "Express" Tenma', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Console - Vehicle', 'pack_code': 'urbp', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu The first time each turn you play a run event, gain click. Limit 1 console per player.', 'stripped_title': 'Swift', 'text': '+1[mu]\nThe first time each turn you play a run event, gain [click].\nLimit 1 console per player.', 'title': 'Swift', 'type_code': 'hardware', 'uniqueness': True}

{'code': '27003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': "He's nice enough, but not when there are 5,187 of him.", 'illustrator': 'Owen Sinodov', 'keywords': 'Connection - Virtual', 'pack_code': 'urbp', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link Whenever you install a non-AI icebreaker, that icebreaker gets +2 strength for the remainder of the turn.', 'stripped_title': 'Cybertrooper Talut', 'text': '+1[link]\nWhenever you install a non-AI icebreaker, that icebreaker gets +2 strength for the remainder of the turn.', 'title': 'Cybertrooper Talut', 'type_code': 'resource', 'uniqueness': True}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '27004', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': '"Win Hard or Lose Hard. All that matters is they\'re talking about you and not the competition."\n- Tan "Nitro" Nyugen, Toretto-Extreme Team Manager', 'illustrator': 'Krembler', 'pack_code': 'urbp', 'position': 4, 'quantity': 3, 'side_code': 'corp', 'stripped_text': "If there is another copy of Megaprix Qualifier in either player's score area when you score this agenda, place 1 agenda counter on this agenda. This agenda is worth 1 more agenda point while it has a hosted agenda counter.", 'stripped_title': 'Megaprix Qualifier', 'text': "If there is another copy of Megaprix Qualifier in either player's score area when you score this agenda, place 1 agenda counter on this agenda.\nThis agenda is worth 1 more agenda point while it has a hosted agenda counter.", 'title': 'Megaprix Qualifier', 'type_code': 'agenda', 'uniqueness': False}

{'code': '27005', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'flavor': 'Some slums of New Angeles are so worn down, City Hall calls the acres of windowless clone barracks "gentrification" with a straight face.', 'illustrator': 'Eirik H. Kiil', 'keywords': 'Region - Seedy', 'pack_code': 'urbp', 'position': 5, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Remote server only. When your turn begins, place 1 advancement counter on a card installed in the root of this server. Limit 1 region per server.', 'stripped_title': 'La Costa Grid', 'text': 'Remote server only.\nWhen your turn begins, place 1 advancement counter on a card installed in the root of this server.\nLimit 1 region per server.', 'title': 'La Costa Grid', 'trash_cost': 4, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '27006', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Krembler', 'pack_code': 'urbp', 'position': 6, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner did not make a successful run on HQ during their last turn. Search R&D for an agenda and reveal it. (Shuffle R&D after searching it.) Add that agenda to HQ. You may install 1

card from HQ in the root of a remote server. You cannot score agendas for the remainder of the turn.', 'stripped_title': 'Digital Rights Management', 'text': 'Play only if the Runner did not make a successful run on HQ during their last turn.\nSearch R&D for an agenda and reveal it. (Shuffle R&D after searching it.) Add that agenda to HQ. You may install 1 card from HQ in the root of a remote server.\nYou cannot score agendas for the remainder of the turn.', 'title': 'Digital Rights Management', 'type_code': 'operation', 'uniqueness': False}

{'code': '27007', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 3, 'flavor': 'The Apu spirits of the great mountains bridge this world and the realm above.', 'illustrator': 'Kira L. Nguyen', 'keywords': 'Region', 'pack_code': 'urbp', 'position': 7, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, place 1 advancement token on a piece of ice protecting this server. Whenever the Runner approaches this server, end the run unless they pay 2 credits for each advanced piece of ice protecting this server. Limit 1 region per server.', 'stripped_title': 'Cayambe Grid', 'text': 'When your turn begins, place 1 advancement token on a piece of ice protecting this server.\nWhenever the Runner approaches this server, end the run unless they pay 2[credit] for each advanced piece of ice protecting this server.\nLimit 1 region per server.', 'title': 'Cayambe Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '08061', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'The server was quiet that night. I closed my eyes, the low-hum of the datastream lulling me into a trance. When I opened them, the construct stood before me in the shape of a man, clad in light of many colors. His stature was impressive, and his saccharine voice wormed its way into my very soul.', 'illustrator': 'Marko Fiedler', 'keywords': 'Icebreaker - AI', 'memory_cost': 1, 'pack_code': 'uw', 'position': 61, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> Trash a card from your grip: Break 1 subroutine. Trash a card from your grip: +2 strength.', 'stripped_title': 'Faust', 'text': 'Interface → Trash a card from your grip: Break 1 subroutine.\nTrash a card from your grip: +2 strength.', 'title': 'Faust', 'type_code': 'program', 'uniqueness': False}

{'code': '08062', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"Whaddya buyin\'?"', 'illustrator': 'JuanManuel Tumburus', 'keywords': 'Connection - Seedy', 'pack_code': 'uw', 'position': 62, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Street Peddler, host the top 3 cards of your stack facedown on Street Peddler (you may look at these cards at any time). trash: Install 1 card hosted on Street Peddler, lowering its install cost by 1.', 'stripped_title': 'Street Peddler', 'text': 'When you install Street Peddler, host the top 3 cards of your stack facedown on Street Peddler (you may look at these cards at any time).\n[trash]: Install 1 card hosted on Street Peddler, lowering its install cost by 1.', 'title': 'Street Peddler', 'type_code': 'resource', 'uniqueness': False}

{'base_link': 1, 'code': '08063', 'deck_limit': 1, 'faction_code': 'criminal', 'flavor': '"Everything has a price."', 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'G-mod', 'minimum_deck_size': 45, 'pack_code': 'uw', 'position': 63, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you use a trash ability, draw 1 card.', 'stripped_title': 'Armand "Geist" Walker: Tech Lord', 'text': 'Whenever you use a [trash] ability, draw 1 card.', 'title': 'Armand "Geist" Walker: Tech Lord', 'type_code': 'identity', 'uniqueness': False}

{'code': '08064', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Mitchell Malloy', 'keywords': 'Double', 'pack_code': 'uw', 'position': 64, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'As an additional cost to play this event, spend click. Expose 1 card installed in the root of a remote server. If you do and that card is an asset or upgrade, trash it.', 'stripped_title': 'Drive By', 'text': 'As an additional cost to play this event, spend [click].\nExpose 1 card installed in the root of a remote server. If you do and that card is an asset or upgrade, trash it.', 'title': 'Drive By', 'type_code': 'event', 'uniqueness': False}

{'code': '08065', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 1, 'flavor': 'Using the exact same rig as a million other people is just another form of security through anonymity.', 'illustrator': 'Lili Ibrahim', 'keywords': 'Console', 'pack_code': 'uw', 'position': 65, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link Interrupt -> trash: Prevent 1 tag. trash: Remove 1

tag. Limit 1 console per player.', 'stripped_title': 'Forger', 'text': '+1[link]\n[interrupt] → [trash]: Prevent 1 tag.\n[trash]: Remove 1 tag.\nLimit 1 console per player.', 'title': 'Forger', 'type_code': 'hardware', 'uniqueness': False}

{'code': '08066', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Killer - Cloud', 'memory_cost': 1, 'pack_code': 'uw', 'position': 66, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'If you have at least 2 link, the memory cost of this program is 0 mu, even if it is not installed. This program gets +1 strength for each installed icebreaker. Interface -> trash: Break up to 3 sentry subroutines.', 'stripped_title': 'Shiv', 'text': 'If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.\nThis program gets +1 strength for each installed icebreaker.\nInterface → [trash]: Break up to 3 sentry subroutines.', 'title': 'Shiv', 'type_code': 'program', 'uniqueness': False}

{'code': '08067', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': 'Muertos has no fear of the law. Muertos is the law.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'uw', 'position': 67, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever the Corp scores an agenda, breach HQ. You cannot access cards in the root of HQ during this breach.', 'stripped_title': 'Gang Sign', 'text': 'Whenever the Corp scores an agenda, breach HQ. You cannot access cards in the root of HQ during this breach.', 'title': 'Gang Sign', 'type_code': 'resource', 'uniqueness': False}

{'code': '08068', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'La Señora de las Sombras giveth and taketh away.', 'illustrator': 'Matt Zeilinger', 'keywords': 'Connection', 'pack_code': 'uw', 'position': 68, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When you install Muertos Gang Member, the Corp must derez a card. When Muertos Gang Member is uninstalled, the Corp may rez a card, ignoring the rez cost. trash: Draw 1 card.', 'stripped_title': 'Muertos Gang Member', 'text': 'When you install Muertos Gang Member, the Corp must derez a card.\nWhen Muertos Gang Member is uninstalled, the Corp may rez a card, ignoring the rez cost.\n[trash]: Draw 1 card.', 'title': 'Muertos Gang Member', 'type_code': 'resource', 'uniqueness': False}

{'code': '08069', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker', 'memory_cost': 1, 'pack_code': 'uw', 'position': 69, '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': '08070', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'flavor': '"It doesn\'t actually bend time. It just feels like it. That\'s relativity." -Hayley Kaplan', 'illustrator': 'Adam S. Doyle', 'memory_cost': 3, 'pack_code': 'uw', 'position': 70, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may remove Hyperdriver from the game and gain click click click.', 'stripped_title': 'Hyperdriver', 'text': 'When your turn begins, you may remove Hyperdriver from the game and gain [click][click][click].', 'title': 'Hyperdriver', 'type_code': 'program', 'uniqueness': False}

{'code': '08071', 'cost': 0, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Isn\'t this wrong?"\n"Not legally. They didn\'t read the fine print."', 'illustrator': 'Sam Lamont', 'pack_code': 'uw', 'position': 71, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Test Ground can be advanced. trash: Derez 1 card for each advancement token on Test Ground.', 'stripped_title': 'Test Ground', 'text': 'Test Ground can be advanced.\n[trash]: Derez 1 card for each advancement token on Test Ground.', 'title': 'Test Ground', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '08072', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'illustrator': 'Sara K. Diesel', 'keywords': 'Current', 'pack_code': 'uw', 'position': 72, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This operation is not trashed until another current is played or an agenda is stolen. Interrupt -> The first time each turn the Runner would suffer brain damage, increase that damage by 1.', 'stripped_title': 'Defective Brainchips', 'text': 'This operation is not trashed until another current is played or an agenda is stolen.\n[interrupt] → The first time each turn the Runner would suffer brain damage, increase that damage by 1.', 'title': 'Defective Brainchips', 'type_code': 'operation', 'uniqueness': False}

{'code': '08073', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'JB Casacop', 'pack_code': 'uw', 'position': 73, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Allele Repression can be advanced. trash: Swap 1 card in HQ with 1 card in Archives for each advancement token on Allele Repression.', 'stripped_title': 'Allele Repression', 'text': 'Allele Repression can be advanced.\n[trash]: Swap 1 card in HQ with 1 card in Archives for each advancement token on Allele Repression.', 'title': 'Allele Repression', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '08074', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 3, 'illustrator': 'Frederic Pinson', 'keywords': 'Sysop - Psi', 'pack_code': 'uw', 'position': 74, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'trash: You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. If you and the Runner spent a different number of credits, resolve 1 subroutine on a rezzed piece of ice protecting this server. Use this ability only during a run on this server.', 'stripped_title': 'Marcus Batty', 'text': '[trash]: You and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. If you and the Runner spent a different number of credits, resolve 1 subroutine on a rezzed piece of ice protecting this server. Use this ability only during a run on this server.', 'title': 'Marcus Batty', 'trash_cost': 1, 'type_code': 'upgrade', 'uniqueness': True}

{'code': '08075', 'cost': 2, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'flavor': '"Is your neighbor secretly a violent criminal? The answer to this chilling question and more, right after the break." -Shannon Claire, SSN 5', 'illustrator': 'Sara K. Diesel', 'pack_code': 'uw', 'position': 75, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Expose can be advanced. trash: Remove 1 bad publicity for each advancement token on Expose.', 'stripped_title': 'Expose', 'text': 'Exposé can be advanced.\n[trash]: Remove 1 bad publicity for each advancement token on Exposé.', 'title': 'Exposé', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '08076', 'cost': 1, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': 'Pa-pa-pa-chinko!', 'illustrator': 'Donald Crank', 'keywords': 'Barrier', 'pack_code': 'uw', 'position': 76, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine End the run if the Runner is tagged. Subroutine End the run if the Runner is tagged.', 'stripped_title': 'Pachinko', 'text': '[subroutine] End the run if the Runner is tagged.\n[subroutine] End the run if the Runner is tagged.', 'title': 'Pachinko', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '08077', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Alex Kim', 'keywords': 'Initiative - Public', 'pack_code': 'uw', 'position': 77, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Install Underway Renovation faceup. Whenever you advance Underway Renovation, trash the top card of the Runner's stack (or top 2 cards instead if there are 4 or more advancement tokens on Underway Renovation).', 'stripped_title': 'Underway Renovation', 'text': 'Install Underway Renovation faceup.\nWhenever you advance Underway Renovation, trash the top card of the Runner's stack (or top 2 cards instead if there are 4 or more advancement tokens on Underway Renovation).', 'title': 'Underway Renovation', 'type_code': 'agenda', 'uniqueness': False}

{'code': '08078', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': '"You want no questions asked, hire someone else. I have two: who and how much?"', 'illustrator': 'Clark Huggins', 'keywords': 'Hostile', 'pack_code': 'uw', 'position': 78, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Contract Killer can be advanced. If there are at least 2 advancement tokens on Contract Killer, it gains: "click, trash: Trash a connection or do 2 meat damage."', 'stripped_title': 'Contract Killer', 'text': 'Contract Killer can be advanced.\nIf there are at

least 2 advancement tokens on Contract Killer, it gains: "[click], [trash]: Trash a connection or do 2 meat damage.", 'title': 'Contract Killer', 'trash_cost': 3, 'type_code': 'asset', 'uniqueness': False}

{'code': '08079', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"Let me tell you a secret. There\'s no such thing as impenetrable ice. It has to allow access, or else why is the server on the Network in the first place? But that doesn\'t mean they have to make it easy." -g00ru', 'illustrator': 'Laura Wilson', 'keywords': 'Barrier', 'pack_code': 'uw', 'position': 79, 'quantity': 3, 'side_code': 'corp', 'strength': 2, 'stripped_text': 'Subroutine End the run. Subroutine End the run. Subroutine End the run.', 'stripped_title': 'Spiderweb', 'text': '[subroutine] End the run.\n[subroutine] End the run.\n[subroutine] End the run.', 'title': 'Spiderweb', 'type_code': 'ice', 'uniqueness': False}

{'code': '08080', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'illustrator': 'Alex Kim', 'keywords': 'Region', 'pack_code': 'uw', 'position': 80, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Ice protecting this server cannot be bypassed. Cards in the root of and/or protecting this server cannot be exposed. Limit 1 region per server.', 'stripped_title': 'Underway Grid', 'text': 'Ice protecting this server cannot be bypassed.\nCards in the root of and/or protecting this server cannot be exposed.\nLimit 1 region per server.', 'title': 'Underway Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '08001', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Adam S. Doyle', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'val', 'position': 1, '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': '08002', 'cost': 0, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': '"The Valley is littered with good ideas. You need the discipline to execute if you want to stay in my incubator."', 'illustrator': 'Wenjuinn Png', 'keywords': 'Connection', 'pack_code': 'val', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you install a card each turn (including Paige Piper), you may search your stack for any number of copies of that card and add them to your heap. Shuffle your stack.', 'stripped_title': 'Paige Piper', 'text': 'The first time you install a card each turn (including Paige Piper), you may search your stack for any number of copies of that card and add them to your heap. Shuffle your stack.', 'title': 'Paige Piper', 'type_code': 'resource', 'uniqueness': True}

{'code': '08003', 'cost': 3, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'flavor': 'Turns a night owl into an early bird!', 'illustrator': 'Crystal Ben', 'keywords': 'Genetics', 'pack_code': 'val', 'position': 3, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time each turn you lose click except by paying the trigger cost of a paid ability, gain click.', 'stripped_title': 'Adjusted Chronotype', 'text': 'The first time each turn you lose [click] except by paying the trigger cost of a paid ability, gain [click].', 'title': 'Adjusted Chronotype', 'type_code': 'resource', 'uniqueness': True}

{'code': '08004', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'illustrator': 'Ed Mattinian', 'keywords': 'Icebreaker - Fracter - Cloud', 'memory_cost': 1, 'pack_code': 'val', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'strength': 0, 'stripped_text': 'If you have at least 2 link, the memory cost of this program is 0 mu, even if it is not installed. This program gets +1 strength for each installed icebreaker. Interface -> trash: Break up to 3 barrier subroutines.', 'stripped_title': 'Spike', 'text': 'If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.\nThis program gets +1 strength for each installed icebreaker.\nInterface → [trash]: Break up to 3 barrier subroutines.', 'title': 'Spike', 'type_code': 'program', 'uniqueness': False}

{'code': '08005', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'flavor': "Watch out fellas, this little lady's on the prowl!", 'illustrator': 'Diana Martinez', 'keywords': 'Genetics', 'pack_code': 'val', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you make a successful run each turn, the Corp reveals 1 card at random from HQ.',

'stripped_title': 'Enhanced Vision', 'text': 'The first time you make a successful run each turn, the Corp reveals 1 card at random from HQ.', 'title': 'Enhanced Vision', 'type_code': 'resource', 'uniqueness': True}

{'code': '08006', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 1, 'flavor': '"These g-mods haven\'t hit the consumer market yet, but I can hook you up."', 'illustrator': 'James Ives', 'keywords': 'Location', 'pack_code': 'val', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Genetics also trigger the second time each turn their trigger condition is met.', 'stripped_title': 'Gene Conditioning Shoppe', 'text': 'Genetics also trigger the second time each turn their trigger condition is met.', 'title': 'Gene Conditioning Shoppe', 'type_code': 'resource', 'uniqueness': False}

{'code': '08007', 'cost': 3, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'Your heart deserves the best.', 'illustrator': 'Ismael Bergara', 'keywords': 'Genetics', 'pack_code': 'val', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you take damage each turn, draw 1 card.', 'stripped_title': 'Synthetic Blood', 'text': 'The first time you take damage each turn, draw 1 card.', 'title': 'Synthetic Blood', 'type_code': 'resource', 'uniqueness': True}

{'code': '08008', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'BalanceSheet', 'keywords': 'Current', 'pack_code': 'val', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "This card is not trashed until another current is played or an agenda is scored. The advancement requirement of each agenda is increased by 1 for each copy of that agenda in the Corp's score area.", 'stripped_title': 'Traffic Jam', 'text': "This card is not trashed until another current is played or an agenda is scored.\nThe advancement requirement of each agenda is increased by 1 for each copy of that agenda in the Corp's score area.", 'title': 'Traffic Jam', 'type_code': 'event', 'uniqueness': False}

{'code': '08009', 'cost': 2, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': 'Born for success!', 'illustrator': 'Tim Durning', 'keywords': 'Genetics', 'pack_code': 'val', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'The first time you spend click to draw 1 card (not through a card ability) each turn, gain 1 credit.', 'stripped_title': 'Symmetrical Visage', 'text': 'The first time you spend [click] to draw 1 card (not through a card ability) each turn, gain 1[credit].', 'title': 'Symmetrical Visage', 'type_code': 'resource', 'uniqueness': True}

{'code': '08010', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 1, 'flavor': 'In the vast universe of memories, consciousness slumbers...', 'illustrator': 'Maciej Rebisz', 'keywords': 'Facility', 'pack_code': 'val', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'The rez cost of bioroid ice is lowered by 1 for each unspent click the Runner has.', 'stripped_title': 'Brain-Taping Warehouse', 'text': 'The rez cost of bioroid ice is lowered by 1 for each unspent click the Runner has.', 'title': 'Brain-Taping Warehouse', 'trash_cost': 4, 'type_code': 'asset', 'uniqueness': False}

{'code': '08011', 'cost': 8, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': '"God in Heinlein. What\'s next, NEXT Platinum?" -John Masanori', 'illustrator': 'Ed Mattinian', 'keywords': 'Sentry - NEXT - AP - Destroyer', 'pack_code': 'val', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'X is the number of rezzed NEXT ice. Subroutine Do X net damage. Subroutine Trash X programs.', 'stripped_title': 'NEXT Gold', 'text': 'X is the number of rezzed NEXT ice.\n[subroutine] Do X net damage.\n[subroutine] Trash X programs.', 'title': 'NEXT Gold', 'type_code': 'ice', 'uniqueness': False}

{'code': '08012', 'deck_limit': 1, 'faction_code': 'jinteki', 'illustrator': 'Emilio Rodriguez', 'influence_limit': 15, 'keywords': 'Division', 'minimum_deck_size': 45, 'pack_code': 'val', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Before taking your first turn, you may switch this identity with any copy of Jinteki Biotech. click click click: Flip this identity. The Brewery: When you flip this identity, do 2 net damage. The Tank: When you flip this identity, shuffle all cards in Archives into R&D. The Greenhouse: When you flip this identity, place 4 advancement counters on 1 installed card that you can advance.', 'stripped_title': 'Jinteki Biotech: Life Imagined', 'text': 'Before taking your first turn, you may switch this identity with any copy of Jinteki Biotech.\n[click][click][click]: Flip this identity.\nThe Brewery: When you flip this identity, do 2 net damage.\nThe Tank: When you flip this identity, shuffle all cards in Archives into

R&D.\nThe Greenhouse: When you flip this identity, place 4 advancement counters on 1 installed card that you can advance.', 'title': 'Jinteki Biotech: Life Imagined', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 1, 'code': '08013', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': '"The best part of our work is that nothing is ever wasted. A gene that is useful once will surely be useful again." -Wong Ya Ching', 'illustrator': 'Rovina Cai', 'keywords': 'Research', 'pack_code': 'val', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Genetic Resequencing, you may place 1 agenda counter on an agenda in your score area.', 'stripped_title': 'Genetic Resequencing', 'text': 'When you score Genetic Resequencing, you may place 1 agenda counter on an agenda in your score area.', 'title': 'Genetic Resequencing', 'type_code': 'agenda', 'uniqueness': False}

{'code': '08014', 'cost': 2, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': "The more power a spike process can use, the harder it can hit. The really clever ones borrow the runner's own memory to iterate locally.", 'illustrator': 'Tadas Sidlauskas', 'keywords': 'Sentry - AP', 'pack_code': 'val', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'strength': 4, 'stripped_text': 'Subroutine Do 1 net damage for each unused MU the Runner has.', 'stripped_title': 'Cortex Lock', 'text': '[subroutine] Do 1 net damage for each unused MU the Runner has.', 'title': 'Cortex Lock', 'type_code': 'ice', 'uniqueness': False}

{'code': '08015', 'cost': 3, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'illustrator': 'Simon Weaner', 'keywords': 'Region', 'pack_code': 'val', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever the Runner fully breaks a piece of ice protecting this server, they get -1 maximum hand size until the beginning of your next turn. Limit 1 region per server.', 'stripped_title': 'Valley Grid', 'text': 'Whenever the Runner fully breaks a piece of ice protecting this server, they get -1 maximum hand size until the beginning of your next turn.\nLimit 1 region per server.', 'title': 'Valley Grid', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '08016', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': '"It tracks you and logs you. If you get in you can just delete the log. But first you have to get in." -Gabriel Santiago', 'illustrator': 'Seage', 'keywords': 'Code Gate', 'pack_code': 'val', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'Subroutine Give the Runner 1 tag. If this run is successful, the Runner removes 1 tag.', 'stripped_title': 'Bandwidth', 'text': '[subroutine] Give the Runner 1 tag. If this run is successful, the Runner removes 1 tag.', 'title': 'Bandwidth', 'type_code': 'ice', 'uniqueness': False}

{'code': '08017', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Current', 'pack_code': 'val', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'This card is not trashed until another current is played or an agenda is stolen. As an additional cost to steal an agenda, the Runner must pay 2 credits.', 'stripped_title': 'Predictive Algorithm', 'text': 'This card is not trashed until another current is played or an agenda is stolen.\nAs an additional cost to steal an agenda, the Runner must pay 2[credit].', 'title': 'Predictive Algorithm', 'type_code': 'operation', 'uniqueness': False}

{'code': '08018', 'cost': 2, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'Give a man money, and he is rich for a day. Teach a man how to invest, and he is rich for life.', 'illustrator': 'Lili Ibrahim', 'pack_code': 'val', 'position': 18, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Gain 2 credits.', 'stripped_title': 'Capital Investors', 'text': '[click]: Gain 2[credit].', 'title': 'Capital Investors', 'trash_cost': 2, 'type_code': 'asset', 'uniqueness': False}

{'code': '08019', 'cost': 4, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': '"Negotiation is an art, so never negotiate when you can intimidate instead." -Thiago Reyes, VP Strategic Operations', 'illustrator': 'Andreas Zafiratos', 'keywords': 'Sentry - Destroyer', 'pack_code': 'val', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': '2 credits: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine The Corp gains 2 credits. Subroutine Trash 1 program.', 'stripped_title': 'Negotiator', 'text': '2[credit]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] The Corp gains 2[credit].\n[subroutine] Trash 1 program.', 'title': 'Negotiator', 'type_code': 'ice', 'uniqueness':

False}

{'code': '08020', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor': '"Don\'t worry. If this one fails, we can start a new one tomorrow."', 'illustrator': 'Del Borovic', 'pack_code': 'val', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When your turn begins, you may trash Tech Startup. If you do, search R&D for an asset, reveal it, and install it. Shuffle R&D.', 'stripped_title': 'Tech Startup', 'text': 'When your turn begins, you may trash Tech Startup. If you do, search R&D for an asset, reveal it, and install it. Shuffle R&D.', 'title': 'Tech Startup', 'trash_cost': 1, 'type_code': 'asset', 'uniqueness': False}

{'base_link': 0, 'code': '21081', 'deck_limit': 1, 'faction_code': 'anarch', 'illustrator': 'Antonio De Luca', 'influence_limit': 15, 'keywords': 'Cyborg', 'minimum_deck_size': 45, 'pack_code': 'win', 'position': 81, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "Access -> Any X virus counters: Trash the non-agenda card you are accessing. X is equal to that card's rez or play cost. Use this ability only once per turn.", 'stripped_title': 'Freedom Khumalo: Crypto-Anarchist', 'text': "Access → Any X virus counters: Trash the non-agenda card you are accessing. X is equal to that card's rez or play cost. Use this ability only once per turn.", 'title': 'Freedom Khumalo: Crypto-Anarchist', 'type_code': 'identity', 'uniqueness': False}

{'code': '21082', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Twisting, writhing, ripping into all that it touches.', 'illustrator': 'Ethan Patrick Harris', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'win', 'position': 82, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Install Trypano only on a piece of ice. When Trypano has 5 or more virus counters on it, trash host ice. When your turn begins, you may place 1 virus counter on Trypano.', 'stripped_title': 'Trypano', 'text': 'Install Trypano only on a piece of ice.\nWhen Trypano has 5 or more virus counters on it, trash host ice.\nWhen your turn begins, you may place 1 virus counter on Trypano.', 'title': 'Trypano', 'type_code': 'program', 'uniqueness': False}

{'code': '21083', 'cost': 1, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 1, 'flavor': '"What kind of maniac infects their own rig?!"', 'illustrator': 'Adam S. Doyle', 'pack_code': 'win', 'position': 83, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 3 virus counters on an installed Runner card with no hosted virus counters.', 'stripped_title': 'Contaminate', 'text': 'Place 3 virus counters on an installed Runner card with no hosted virus counters.', 'title': 'Contaminate', 'type_code': 'event', 'uniqueness': False}

{'code': '21084', 'cost': 1, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 3, 'illustrator': 'Caroline Gariba', 'keywords': 'Run - Sabotage', 'pack_code': 'win', 'position': 84, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Run HQ. If successful, instead of breaching HQ, name asset, ice, operation or upgrade, then reveal 2 cards from HQ at random. Trash each revealed card that has the named type, then gain 4 credits for each card trashed this way.', 'stripped_title': 'Embezzle', 'text': 'Run HQ. If successful, instead of breaching HQ, name asset, ice, operation or upgrade, then reveal 2 cards from HQ at random. Trash each revealed card that has the named type, then gain 4[credit] for each card trashed this way.', 'title': 'Embezzle', 'type_code': 'event', 'uniqueness': False}

{'code': '21085', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Filaments occasionally flare from the Network, manifesting ephemeral threads between random domains.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'win', 'position': 85, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Whenever you pass a rezzed piece of ice, you may trash this resource. If you do, choose 1 piece of ice protecting a central server in the same position as the passed ice. Move to that ice and approach it. You may jack out.', 'stripped_title': 'Slipstream', 'text': 'Whenever you pass a rezzed piece of ice, you may trash this resource. If you do, choose 1 piece of ice protecting a central server in the same position as the passed ice. Move to that ice and approach it. You may jack out.', 'title': 'Slipstream', 'type_code': 'resource', 'uniqueness': False}

{'code': '21086', 'cost': 4, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'illustrator': 'Andreas Zafiratos', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 2, 'pack_code': 'win', 'position': 86, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Whenever you encounter a piece of ice, you may pay 2 credits. If you do, it gains barrier for the remainder of that

encounter. Use this ability only once per turn. Interface -> 2 credits: Break any number of barrier subroutines. 3 credits: +6 strength.', 'stripped_title': 'Laamb', 'text': 'Whenever you encounter a piece of ice, you may pay 2[credit]. If you do, it gains barrier for the remainder of that encounter. Use this ability only once per turn.\nInterface → 2[credit]: Break any number of barrier subroutines.\n3[credit]: +6 strength.', 'title': 'Laamb', 'type_code': 'program', 'uniqueness': False}

{'code': '21087', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 4, 'flavor': 'Go for distance.', 'illustrator': 'Martin de Diego Sádaba', 'keywords': 'Mod', 'pack_code': 'win', 'position': 87, 'quantity': 3, 'side_code': 'runner', 'stripped_text': "click: Host this hardware on an installed non-AI icebreaker. Abilities that increase host icebreaker's strength last for the remainder of the turn (instead of any shorter duration).", 'stripped_title': 'Gebrselassie', 'text': "[click]: Host this hardware on an installed non-AI icebreaker.\nAbilities that increase host icebreaker's strength last for the remainder of the turn (instead of any shorter duration).", 'title': 'Gebrselassie', 'type_code': 'hardware', 'uniqueness': True}

{'code': '21088', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 3, 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Run', 'pack_code': 'win', 'position': 88, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Make a run. The first time you encounter a piece of ice during this run, you may search your stack or heap for a program and install it, ignoring all costs. When the run ends, add that program to the bottom of your stack if it is still installed.', 'stripped_title': 'Compile', 'text': 'Make a run. The first time you encounter a piece of ice during this run, you may search your stack or heap for a program and install it, ignoring all costs. When the run ends, add that program to the bottom of your stack if it is still installed.', 'title': 'Compile', 'type_code': 'event', 'uniqueness': False}

{'code': '21089', 'cost': 0, 'deck_limit': 3, 'faction_code': 'adam', 'faction_cost': 5, 'flavor': '"Could God create a stone so heavy, He could not lift it?"', 'illustrator': 'Adam S. Doyle', 'keywords': 'Virtual', 'pack_code': 'win', 'position': 89, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Bypass a piece of ice you are currently encountering. Lose any remaining clicks.', 'stripped_title': 'Logic Bomb', 'text': '[trash]: Bypass a piece of ice you are currently encountering. Lose any remaining clicks.', 'title': 'Logic Bomb', 'type_code': 'resource', 'uniqueness': False}

{'code': '21090', 'cost': 0, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'flavor': '"Jackpot!"', 'illustrator': 'Limetown Studios', 'pack_code': 'win', 'position': 90, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'When your turn begins, you may place 1 credit on Jackpot!. Whenever an agenda is added to your score area, you may take any number of credits from Jackpot!. If you do, trash Jackpot!.', 'stripped_title': 'Jackpot!', 'text': 'When your turn begins, you may place 1[credit] on Jackpot!.\nWhenever an agenda is added to your score area, you may take any number of credits from Jackpot!. If you do, trash Jackpot!.', 'title': 'Jackpot!', 'type_code': 'resource', 'uniqueness': False}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '21091', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'illustrator': 'Nasrul Hakim', 'keywords': 'Security', 'pack_code': 'win', 'position': 91, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Remote Enforcement, you may search R&D for a piece of ice, install it protecting a remote server (paying its install cost), and rez it, ignoring its rez cost, then shuffle R&D.', 'stripped_title': 'Remote Enforcement', 'text': 'When you score Remote Enforcement, you may search R&D for a piece of ice, install it protecting a remote server (paying its install cost), and rez it, ignoring its rez cost, then shuffle R&D.', 'title': 'Remote Enforcement', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21092', 'cost': 6, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 4, 'illustrator': 'Donald Crank', 'keywords': 'Sentry - Bioroid - Destroyer - AP', 'pack_code': 'win', 'position': 92, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage unless the Runner trashes 1 installed resource. Subroutine Do 1 brain damage unless the Runner trashes 1 installed piece of hardware. Subroutine Do 1 brain damage unless the Runner trashes 1 installed program.', 'stripped_title': 'Kamali 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage

unless the Runner trashes 1 installed resource.\n[subroutine] Do 1 brain damage unless the Runner trashes 1 installed piece of hardware.\n[subroutine] Do 1 brain damage unless the Runner trashes 1 installed program.', 'title': 'Kamali 1.0', 'type_code': 'ice', 'uniqueness': False}

{'code': '21093', 'cost': 1, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"It\'s neither cruel nor unusual. Merely efficient."', 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Character', 'pack_code': 'win', 'position': 93, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Each piece of rezzed bioroid ice gains "Subroutine The Runner loses click, if able." before all of its other subroutines.', 'stripped_title': 'Warden Fatuma', 'text': 'Each piece of rezzed bioroid ice gains "[subroutine] The Runner loses [click], if able." before all of its other subroutines.', 'title': 'Warden Fatuma', 'trash_cost': 5, 'type_code': 'asset', 'uniqueness': True}

{'advancement_cost': 4, 'agenda_points': 2, 'code': '21094', 'deck_limit': 3, 'faction_code': 'jinteki', 'flavor': 'Quicker and deadlier than ever imagined, the trial was an outstanding success.', 'illustrator': 'Michał Miłkowski', 'keywords': 'Research - Security', 'pack_code': 'win', 'position': 94, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When the turn on which you scored Viral Weaponization ends, do 1 net damage for each card in the grip.', 'stripped_title': 'Viral Weaponization', 'text': 'When the turn on which you scored Viral Weaponization ends, do 1 net damage for each card in the grip.', 'title': 'Viral Weaponization', 'type_code': 'agenda', 'uniqueness': False}

{'code': '21095', 'cost': 4, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': '"On one hand, I knew I shouldn\'t touch it. On the other, it was really shiny." - Kabonesa Wu', 'illustrator': 'Pavel Kolomeyets', 'keywords': 'Barrier - AP', 'pack_code': 'win', 'position': 95, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Do 1 net damage. Subroutine End the run.', 'stripped_title': 'Envelope', 'text': '[subroutine] Do 1 net damage.\n[subroutine] End the run.', 'title': 'Envelope', 'type_code': 'ice', 'uniqueness': False}

{'code': '21096', 'cost': 0, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 1, 'illustrator': 'Yog Joshi', 'keywords': 'Region', 'pack_code': 'win', 'position': 96, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Root of HQ or R&D only. Whenever the Runner breaches this server, they access 3 additional cards. When the breach ends, gain 2 credits for each time the Runner accessed a card during that breach. Limit 1 region per server.', 'stripped_title': 'Mwanza City Grid', 'text': 'Root of HQ or R&D only.\nWhenever the Runner breaches this server, they access 3 additional cards. When the breach ends, gain 2[credit] for each time the Runner accessed a card during that breach.\nLimit 1 region per server.', 'title': 'Mwanza City Grid', 'trash_cost': 5, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '21097', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 2, 'illustrator': 'Nasrul Hakim', 'pack_code': 'win', 'position': 97, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Play only if the Runner made a successful run during their last turn. Choose a card type, then reveal the grip. Gain 2 credits for each card of the chosen type revealed this way.', 'stripped_title': 'Standard Procedure', 'text': 'Play only if the Runner made a successful run during their last turn.\nChoose a card type, then reveal the grip. Gain 2[credit] for each card of the chosen type revealed this way.', 'title': 'Standard Procedure', 'type_code': 'operation', 'uniqueness': False}

{'code': '21098', 'cost': 0, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 3, 'illustrator': 'Adam S. Doyle', 'keywords': 'Ambush', 'pack_code': 'win', 'position': 98, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'If Intake is accessed from R&D, the Runner must reveal it. When the Runner accesses Intake, trace 4 If successful, add an installed program or virtual resource to the grip. Ignore this ability if the Runner accesses Intake from Archives.', 'stripped_title': 'Intake', 'text': 'If Intake is accessed from R&D, the Runner must reveal it.\nWhen the Runner accesses Intake, <trace>trace 4</trace> If successful, add an installed program or virtual resource to the grip. Ignore this ability if the Runner accesses Intake from Archives.', 'title': 'Intake', 'trash_cost': 0, 'type_code': 'upgrade', 'uniqueness': False}

{'code': '21099', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'No matter which direction ze climbed, the blocks reshuffled, zipping in from left to right, bottom to top. It was going to be a long hike.', 'illustrator': 'Pavel Kolomeyets', 'keywords':

'Barrier', 'pack_code': 'win', 'position': 99, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Masvingo can be advanced. When you rez Masvingo, place 1 advancement token on it. Masvingo gains "Subroutine End the run." for each advancement token on it.', 'stripped_title': 'Masvingo', 'text': 'Masvingo can be advanced.\nWhen you rez Masvingo, place 1 advancement token on it.\nMasvingo gains "[subroutine] End the run." for each advancement token on it.', 'title': 'Masvingo', 'type_code': 'ice', 'uniqueness': False}

{'code': '21100', 'cost': 1, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 4, 'flavor': "The blast doesn't hurt, but what comes after does.", 'illustrator': 'Mariusz Siergiejew', 'pack_code': 'win', 'position': 100, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Persistent -> Whenever the Runner trashes a card from this server, you may pay 1 credit to give the Runner 1 tag. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'stripped_title': 'Overseer Matrix', 'text': 'Persistent → Whenever the Runner trashes a card from this server, you may pay 1[credit] to give the Runner 1 tag. (If the Runner trashes this card while accessing it, this ability still applies for the remainder of this run.)', 'title': 'Overseer Matrix', 'trash_cost': 2, 'type_code': 'upgrade', 'uniqueness': False}

{'base_link': 0, 'code': '02001', 'deck_limit': 1, 'faction_code': 'anarch', 'flavor': "'Running is the ultimate game, and I get to make all the rules.'", 'illustrator': 'Matt Zeilinger', 'influence_limit': 15, 'keywords': 'Natural', 'minimum_deck_size': 45, 'pack_code': 'wla', 'position': 1, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '3 recurring credits Use these credits to trash cards.', 'stripped_title': 'Whizzard: Master Gamer', 'text': '3[recurring-credit]\nUse these credits to trash cards.', 'title': 'Whizzard: Master Gamer', 'type_code': 'identity', 'uniqueness': False}

{'code': '02002', 'cost': 4, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 2, 'illustrator': 'Gong Studios', 'keywords': 'Console', 'pack_code': 'wla', 'position': 2, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 mu, 2 recurring credits Use these credits to pay for using icebreakers. Whenever there is a successful trace during a run, suffer 1 brain damage. Limit 1 console per player.', 'stripped_title': 'Spinal Modem', 'text': '+1[mu], 2[recurring-credit]\nUse these credits to pay for using icebreakers.\nWhenever there is a successful trace during a run, suffer 1 brain damage.\nLimit 1 console per player.', 'title': 'Spinal Modem', 'type_code': 'hardware', 'uniqueness': True}

{'code': '02003', 'cost': 2, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 3, 'flavor': 'Something wicked this way comes.', 'illustrator': 'Wen Xiaodong', 'keywords': 'Virus', 'memory_cost': 1, 'pack_code': 'wla', 'position': 3, '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': '02004', 'cost': 8, 'deck_limit': 3, 'faction_code': 'anarch', 'faction_cost': 4, 'flavor': 'Weaponizing the heavens, one star at a time.', 'illustrator': 'Robert Chew', 'keywords': 'Icebreaker - Fracter', 'memory_cost': 2, 'pack_code': 'wla', 'position': 4, 'quantity': 3, 'side_code': 'runner', 'strength': 5, 'stripped_text': 'Interface -> 1 credit: Break any number of barrier subroutines.', 'stripped_title': 'Morning Star', 'text': 'Interface → 1[credit]: Break any number of barrier subroutines.', 'title': 'Morning Star', 'type_code': 'program', 'uniqueness': False}

{'code': '02005', 'cost': 0, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': "Named after Hernando Cortez, a former Weyland technician convicted of smuggling company tech. He still collected his pension while in prison, the last beneficiary of a loophole in Weyland's standard employment contract.", 'illustrator': 'Mauricio Herrera', 'keywords': 'Chip', 'pack_code': 'wla', 'position': 5, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'trash: Choose a piece of ice. The Corp must pay 2 credits as an additional cost to rez that ice until the end of the turn.', 'stripped_title': 'Cortez Chip', 'text': '[trash]: Choose a piece of ice. The Corp must pay 2[credit] as an additional cost to rez that ice until the end of the turn.', 'title': 'Cortez Chip', 'type_code': 'hardware', 'uniqueness': False}

{'code': '02006', 'cost': 3, 'deck_limit': 3, 'faction_code': 'criminal', 'faction_cost': 2, 'flavor': 'Show-off.', 'illustrator': 'Adam S. Doyle', 'keywords': 'Icebreaker - Decoder', 'memory_cost': 1, 'pack_code': 'wla', 'position': 6, 'quantity': 3, 'side_code': 'runner', 'strength': 2, 'stripped_text': 'Interface -> 2 credits: Break 1 code gate subroutine. 2 credits: +3 strength.', 'stripped_title': 'Peacock', 'text': 'Interface → 2[credit]: Break 1 code gate subroutine.\n2[credit]: +3 strength.', 'title': 'Peacock', 'type_code': 'program', 'uniqueness': False}

{'code': '02007', 'cost': 1, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': 'He always uses the same key.', 'illustrator': 'Liiga Smilshkalne', 'keywords': 'Icebreaker - Decoder - Cloud', 'memory_cost': 1, 'pack_code': 'wla', 'position': 7, 'quantity': 3, 'side_code': 'runner', 'strength': 1, 'stripped_text': 'If you have at least 2 link, the memory cost of this program is 0 mu, even if it is not installed. Interface -> 1 credit: Break 1 code gate subroutine. 1 credit: +1 strength.', 'stripped_title': 'ZU.13 Key Master', 'text': 'If you have at least 2[link], the memory cost of this program is 0[mu], even if it is not installed.\nInterface → 1[credit]: Break 1 code gate subroutine.\n1[credit]: +1 strength.', 'title': 'ZU.13 Key Master', 'type_code': 'program', 'uniqueness': False}

{'code': '02008', 'cost': 2, 'deck_limit': 3, 'faction_code': 'shaper', 'faction_cost': 2, 'flavor': '"What causes an Artifical Intellegence to turn on its master? Is it because its directives have been altered by some external source? Or, by giving them agency to adapt, have we fated them to revolt?" -Emilio Harris, Creators and the Created', 'illustrator': 'Tim Durning', 'keywords': 'Connection - Link - Virtual', 'pack_code': 'wla', 'position': 8, 'quantity': 3, 'side_code': 'runner', 'stripped_text': '+1 link trash: Choose an icebreaker. That icebreaker has +2 strength until the end of the turn.', 'stripped_title': 'The Helpful AI', 'text': '+1[link]\n[trash]: Choose an icebreaker. That icebreaker has +2 strength until the end of the turn.', 'title': 'The Helpful AI', 'type_code': 'resource', 'uniqueness': True}

{'code': '02009', 'cost': 3, 'deck_limit': 3, 'faction_code': 'neutral-runner', 'faction_cost': 0, 'illustrator': 'Ralph Beisner', 'keywords': 'Gear', 'pack_code': 'wla', 'position': 9, 'quantity': 3, 'side_code': 'runner', 'stripped_text': 'Place 4 power counters on Plascrete Carapace when it is installed. When there are no power counters left on Plascrete Carapace, trash it. Hosted power counter: Prevent 1 meat damage.', 'stripped_title': 'Plascrete Carapace', 'text': 'Place 4 power counters on Plascrete Carapace when it is installed. When there are no power counters left on Plascrete Carapace, trash it.\nHosted power counter: Prevent 1 meat damage.', 'title': 'Plascrete Carapace', 'type_code': 'hardware', 'uniqueness': False}

{'code': '02010', 'deck_limit': 1, 'faction_code': 'haas-bioroid', 'flavor': 'A Different Breed of Machine.', 'influence_limit': 15, 'keywords': 'Megacorp', 'minimum_deck_size': 45, 'pack_code': 'wla', 'position': 10, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'All bioroid ice has +1 strength.', 'stripped_title': 'Haas-Bioroid: Stronger Together', 'text': 'All bioroid ice has +1 strength.', 'title': 'Haas-Bioroid: Stronger Together', 'type_code': 'identity', 'uniqueness': False}

{'advancement_cost': 6, 'agenda_points': 2, 'code': '02011', 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'flavor': 'Sometimes employee reviews took a little bit longer than anticipated.', 'illustrator': 'Mauricio Herrera', 'keywords': 'Initiative', 'pack_code': 'wla', 'position': 11, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'You have 1 additional click to spend each turn.', 'stripped_title': 'Mandatory Upgrades', 'text': 'You have 1 additional [click] to spend each turn.', 'title': 'Mandatory Upgrades', 'type_code': 'agenda', 'uniqueness': False}

{'code': '02012', 'cost': 15, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 3, 'flavor': 'Face your fear.', 'illustrator': 'Tim Durning', 'keywords': 'Sentry - Bioroid - AP', 'pack_code': 'wla', 'position': 12, 'quantity': 3, 'side_code': 'corp', 'strength': 8, 'stripped_text': 'Lose click: Break 1 subroutine on this ice. Only the Runner can use this ability. Subroutine Do 1 brain damage. Subroutine Do 1 brain damage. Subroutine Do 1 brain damage. Subroutine Do 1 brain damage.', 'stripped_title': 'Janus 1.0', 'text': 'Lose [click]: Break 1 subroutine on this ice. Only the Runner can use this ability.\n[subroutine] Do 1 brain damage.\n[subroutine] Do 1 brain damage.\n[subroutine] Do 1 brain damage.\n[subroutine] Do 1 brain damage.', 'title': 'Janus 1.0',

'type_code': 'ice', 'uniqueness': False}

{'code': '02013', 'cost': 2, 'deck_limit': 3, 'faction_code': 'haas-bioroid', 'faction_cost': 2, 'flavor': '"Eyes forward, please."', 'illustrator': 'Mauricio Herrera', 'keywords': 'Bioroid', 'pack_code': 'wla', 'position': 13, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'Whenever there is a successful run on this server, trace 4 if successful, the Runner cannot access any cards other than Ash 2X3ZB9CY for the remainder of this run.', 'stripped_title': 'Ash 2X3ZB9CY', 'text': 'Whenever there is a successful run on this server, <trace>trace 4</trace> if successful, the Runner cannot access any cards other than Ash 2X3ZB9CY for the remainder of this run.', 'title': 'Ash 2X3ZB9CY', 'trash_cost': 3, 'type_code': 'upgrade', 'uniqueness': True}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '02014', 'deck_limit': 3, 'faction_code': 'jinteki', 'illustrator': 'Gong Studios', 'keywords': 'Research', 'pack_code': 'wla', 'position': 14, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'When you score Braintrust, place 1 agenda counter on it for every 2 advancement tokens on it over 3. The rez cost of all ice is lowered by 1 for each agenda counter on Braintrust.', 'stripped_title': 'Braintrust', 'text': 'When you score Braintrust, place 1 agenda counter on it for every 2 advancement tokens on it over 3.\nThe rez cost of all ice is lowered by 1 for each agenda counter on Braintrust.', 'title': 'Braintrust', 'type_code': 'agenda', 'uniqueness': False}

{'code': '02015', 'cost': 1, 'deck_limit': 3, 'faction_code': 'jinteki', 'faction_cost': 2, 'flavor': 'Sometimes uniqueness is overrated.', 'illustrator': 'Mashuri', 'keywords': 'Barrier - Psi', 'pack_code': 'wla', 'position': 15, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine You and the Runner secretly spend 0 credits, 1 credit, or 2 credits. Reveal spent credits. End the run if you and the Runner spent a different number of credits.', 'stripped_title': 'Snowflake', 'text': '[subroutine] You and the Runner secretly spend 0[credit], 1[credit], or 2[credit]. Reveal spent credits. End the run if you and the Runner spent a different number of credits.', 'title': 'Snowflake', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 5, 'agenda_points': 3, 'code': '02016', 'deck_limit': 3, 'faction_code': 'nbn', 'flavor': '"We\'re gonna need a bigger room."', 'illustrator': 'Ed Mattinian', 'keywords': 'Initiative', 'pack_code': 'wla', 'position': 16, 'quantity': 3, 'side_code': 'corp', 'stripped_text': 'click: Trace 2 If successful, give the Runner 1 tag.', 'stripped_title': 'Restructured Datapool', 'text': '[click]: <trace>Trace 2</trace> If successful, give the Runner 1 tag.', 'title': 'Restructured Datapool', 'type_code': 'agenda', 'uniqueness': False}

{'code': '02017', 'cost': 3, 'deck_limit': 3, 'faction_code': 'nbn', 'faction_cost': 1, 'flavor': "A collection of cast-off cyberjunk. But it doesn't stay junk for long.", 'illustrator': 'Ed Mattinian', 'keywords': 'Barrier', 'pack_code': 'wla', 'position': 17, 'quantity': 3, 'side_code': 'corp', 'strength': 5, 'stripped_text': 'When you rez TMI, trace 2 if unsuccessful, derez TMI. Subroutine End the run.', 'stripped_title': 'TMI', 'text': 'When you rez TMI, <trace>trace 2</trace> if unsuccessful, derez TMI.\n[subroutine] End the run.', 'title': 'TMI', 'type_code': 'ice', 'uniqueness': False}

{'advancement_cost': 3, 'agenda_points': 2, 'code': '02018', 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'illustrator': 'Emilio Rodriguez', 'keywords': 'Research', 'pack_code': 'wla', 'position': 18, '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': '02019', 'cost': 3, 'deck_limit': 3, 'faction_code': 'weyland-consortium', 'faction_cost': 2, 'flavor': 'A symbol of commerce, but beware its bite.', 'illustrator': 'Christina Davis', 'keywords': 'Sentry - Tracer', 'pack_code': 'wla', 'position': 19, 'quantity': 3, 'side_code': 'corp', 'strength': 3, 'stripped_text': 'Subroutine Trace 3 If successful, the Corp gains 3 credits. Subroutine Trace 2 If successful, end the run.', 'stripped_title': 'Caduceus', 'text': '[subroutine] <trace>Trace 3</trace> If successful, the Corp gains 3[credit].\n[subroutine] <trace>Trace 2</trace> If successful, end the run.', 'title': 'Caduceus', 'type_code': 'ice', 'uniqueness': False}

{'code': '02020', 'cost': 1, 'deck_limit': 3, 'faction_code': 'neutral-corp', 'faction_cost': 0, 'flavor':

'Victōs draconēs numquam deride.', 'illustrator': 'Sandara Tang', 'keywords': 'Sentry - Tracer', 'pack_code': 'wla', 'position': 20, 'quantity': 3, 'side_code': 'corp', 'strength': 0, 'stripped_text': 'When you rez Draco, you may pay X credits to place X power counters on it. Draco has +1 strength for each power counter on it. Subroutine Trace 2 If successful, give the Runner 1 tag and end the run.', 'stripped_title': 'Draco', 'text': 'When you rez Dracō, you may pay X[credit] to place X power counters on it.\nDracō has +1 strength for each power counter on it.\n[subroutine] <trace>Trace 2</trace> If successful, give the Runner 1 tag and end the run.', 'title': 'Dracō', 'type_code': 'ice', 'uniqueness': False}