The Role of Open Source in the Netrunner Revival

Ruben Pieters

34:11
photo by Izzy Miller

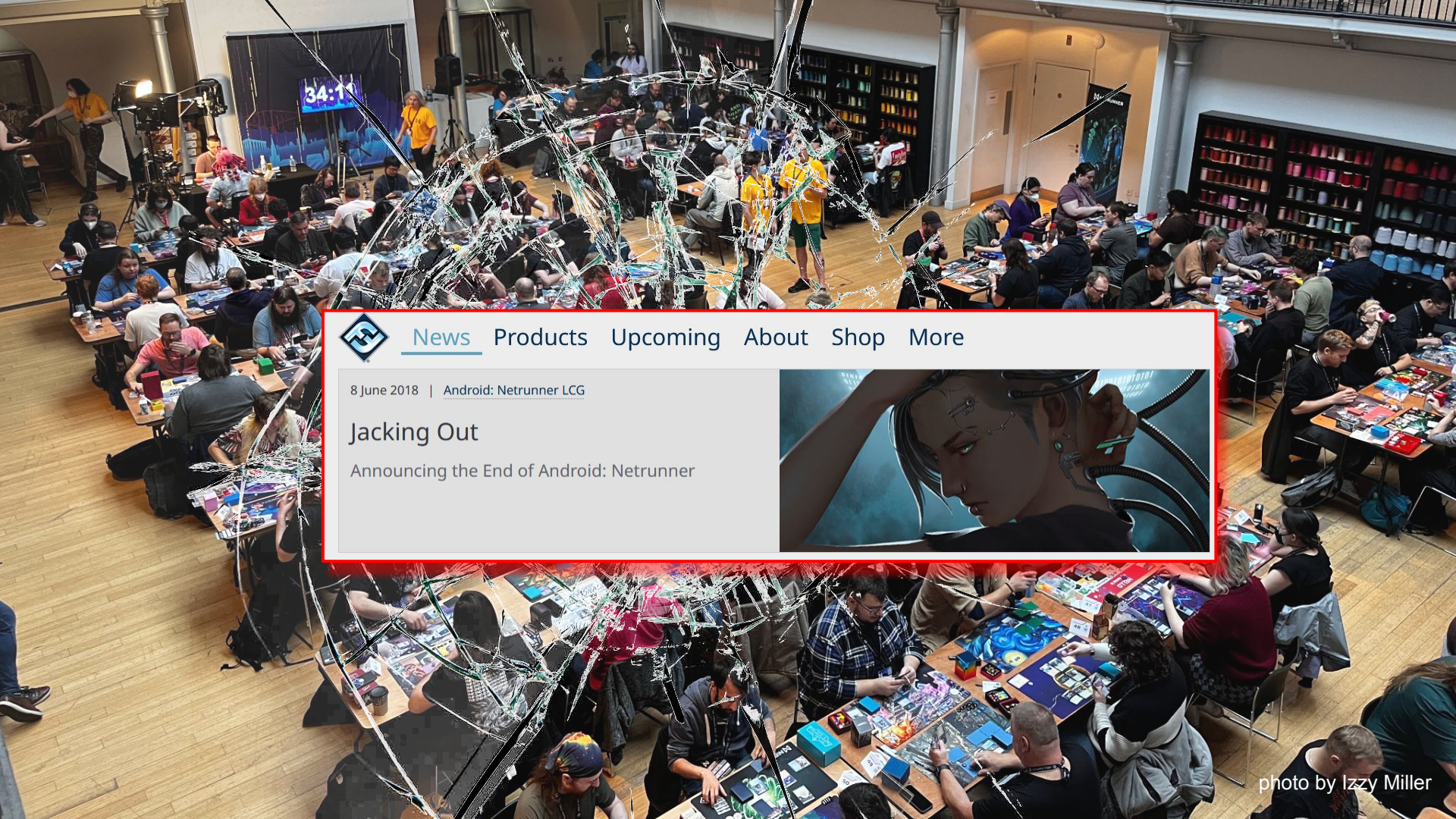
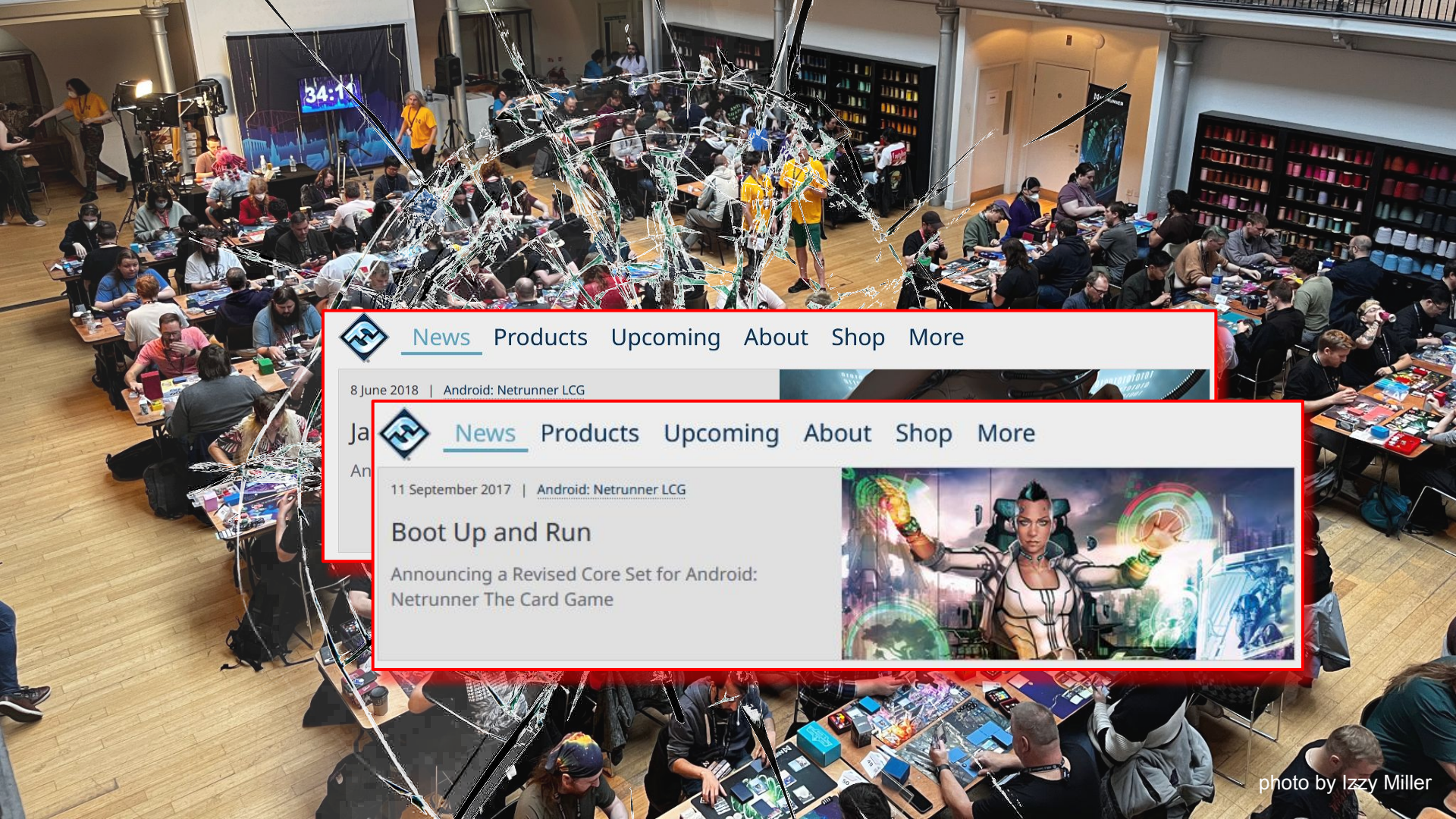


photo by Izzy Miller


34:1
News Products Upcoming About Shop More
8 June 2018 | Android: Netrunner LCG
News Products Upcoming About Shop More
11 September 2017 | Android: Netrunner LCG
Boot Up and Run
Announcing a Revised Core Set for Android: Netrunner The Card Game
photo by Izzy Miller

❌New card releases
❌Organised play
❌Official rules reference

Will it fade out
into obscurity?

photo by Jeremy Wilker

photo by Jeff Pruyne

Stim hack

Introducing NISEI – A fan organization dedicated to continuing Netrunner

Null Signal Games June 15, 2018

We're all saddened by the news that FFG will no longer be producing Netrunner. If you think Netrunner is a dead game, though, you're making a grave mistake. It's quite the undertaking, but there are a lot of us that want to carry on. Today, we're going to start a revival, and we'd like you to let the spirit of Jackson fill your heart. Because:

photo by Izzy Miller

Stimhack

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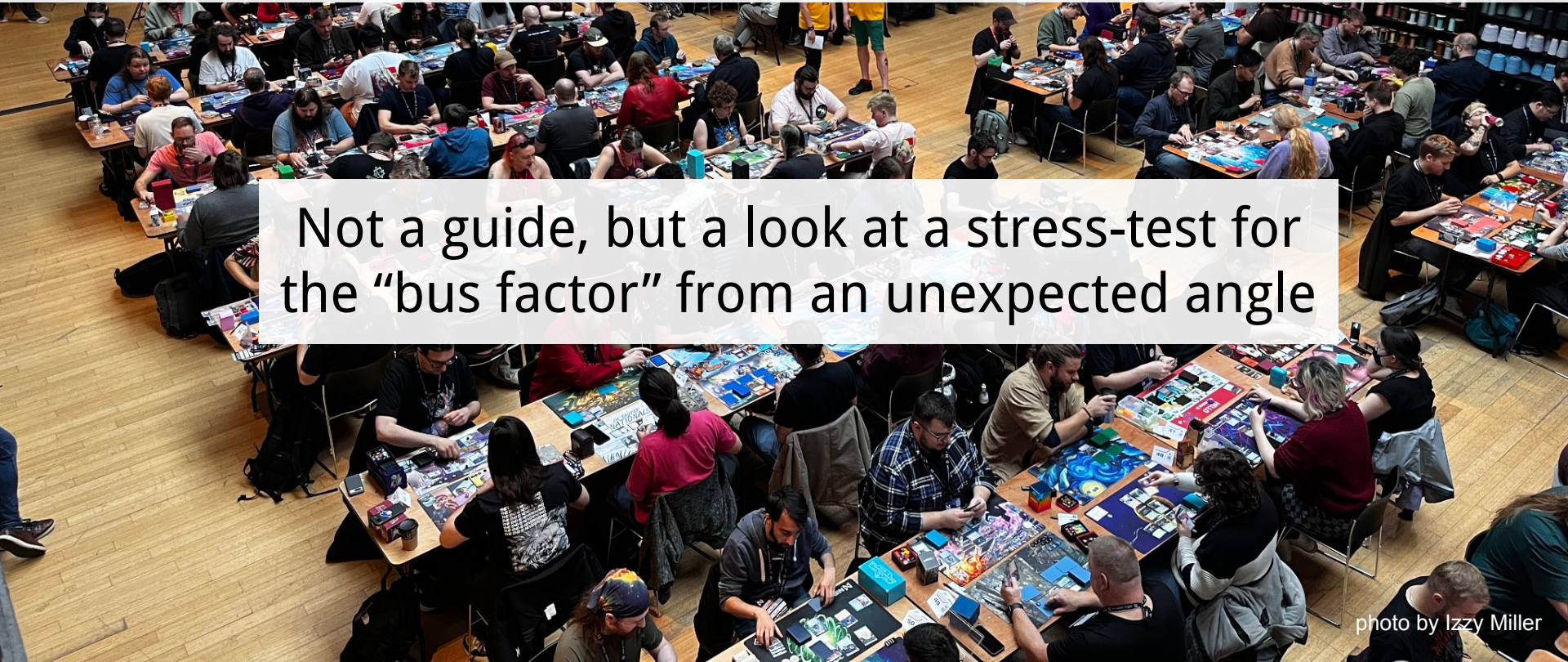
- Anthony Giovannetti (@sneakysly) — founder of Stimhack, and designer of Slay the Spire

photo by Izzy Miller

Great success: 361 players in 2025 world championship (2nd largest behind last FFG world championship)

Great success: 361 players in 2025 world championship (2nd largest behind last FFG world championship)



1v1 Asymmetric Cyberpunk Expandable Card Game

photo by Jeremy Wilker

Corp

Create and protect servers to score agendas.
Goal: Score 7 agenda points

photo by Jeremy Wilker

Runner

Run Corp's servers to steal agendas.
Goal: Steal 7 agenda points

photo by Jeremy Wilker

NET RUNNER
DECKMASTER
NETRUNNER
ZAHYA SADEGHI
VERSATILE SMUGGLER
IDENTITY: Cyborg
NBN
REALITY PLUS
IDENTITY: Megacorp
The first time each turn the Runner takes a tag, gain 20 or draw 2 cards.
Why Settle for Real?
1996
2012
2019
Wizards OF THE COAST

Null Signal Games

- Non-Profit, Volunteer Organization
- Continuing Support for Netrunner
  - New Card Design & Development
  - Product Distribution
  - Organised Play Support
  - Comprehensive Rules
  - Format Balance
  - (Board) Game Convention Presence
  - …

Null Signal Games

World Championships
(+Organised Play Circuit)

- 2019: Rotterdam
- 2020: Online
- 2021: Online
- 2022: Toronto
- 2023: Barcelona
- 2024: San Francisco
- 2025: Edinburgh

Set Releases

- 2019: Downfall/Uprising
- 2021: System Gateway (+System Update)
- 2022: Parhelion/Midnight Sun
- 2023: The Automata Initiative
- 2024: Rebellion Without Rehearsal
- 2025: Elevation
- Upcoming: Vantage Point

Null Signal Games

Get System Gateway – Remastered Edition

System Gateway card fan

System Gateway – Remastered Edition now comes as a single product, containing both the tutorial Starter Decks and the Deckbuilding Pack. Learn to play with the Starter Decks, then craft your own Runner and Corp decks using the cards contained in the deckbuilding pack! A copy of *System Gateway – Remastered Edition* contains a full playset of every card in the set.

Buy from the Null Signal Games online shop

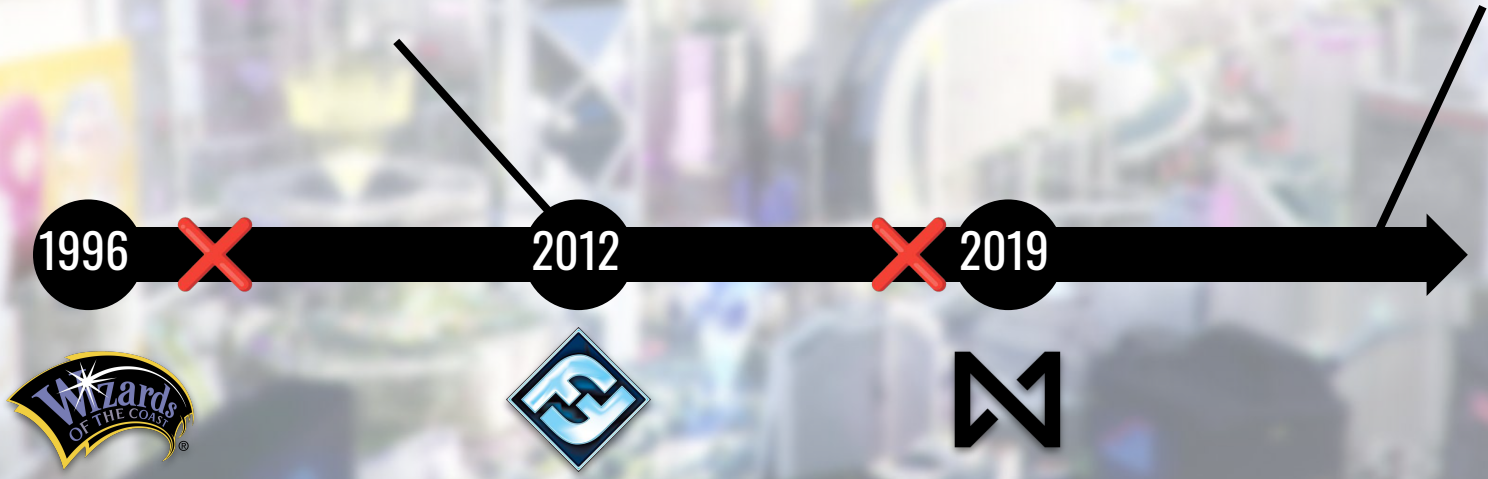
Print and Play

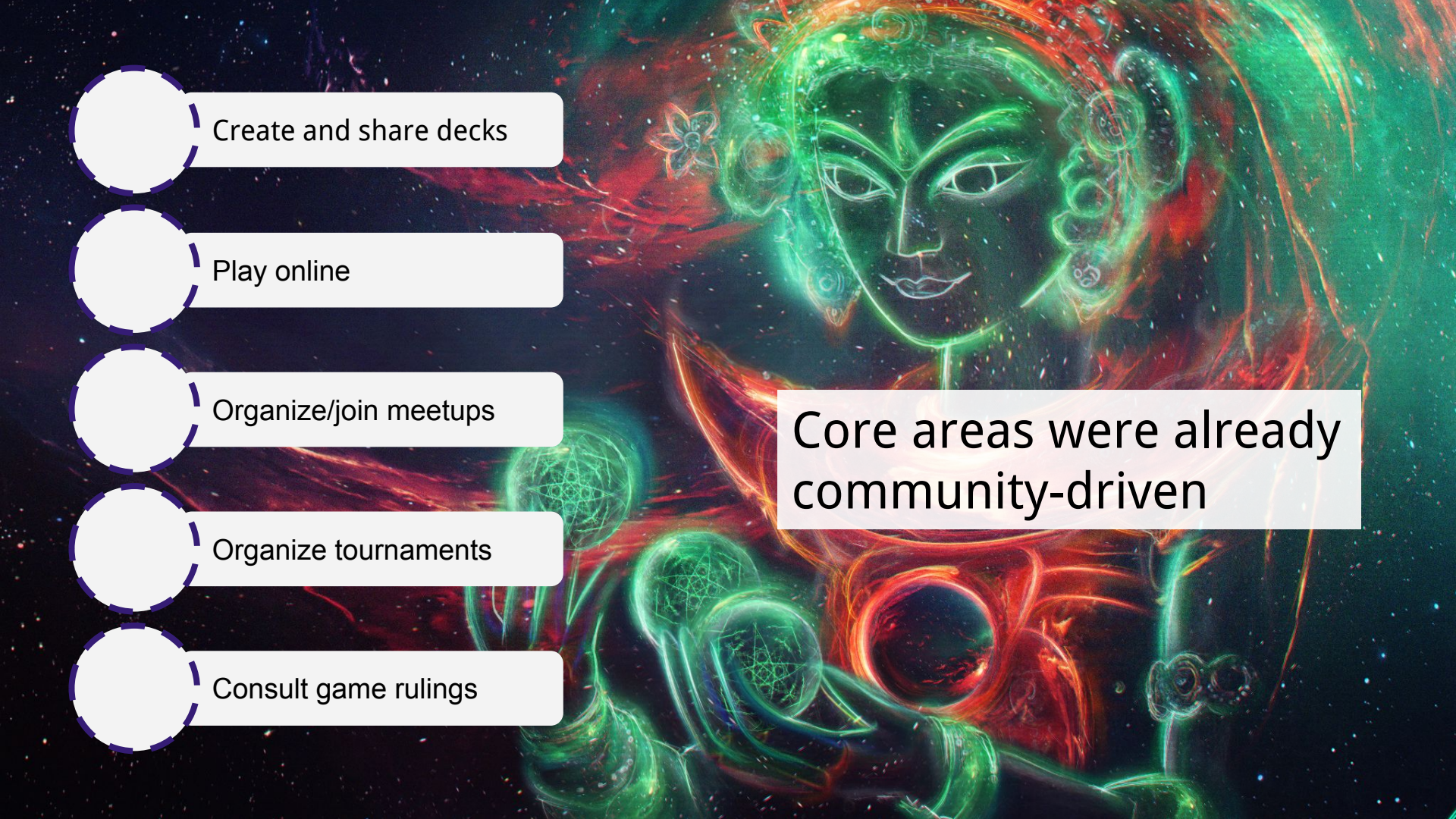
- System Gateway – Remastered Edition A4 PDF 1× cards
- System Gateway – Remastered Edition A4 PDF 3× cards
- System Gateway – Remastered Edition Letter-sized PDF 1× cards
- System Gateway – Remastered Edition Letter-sized PDF 3× cards

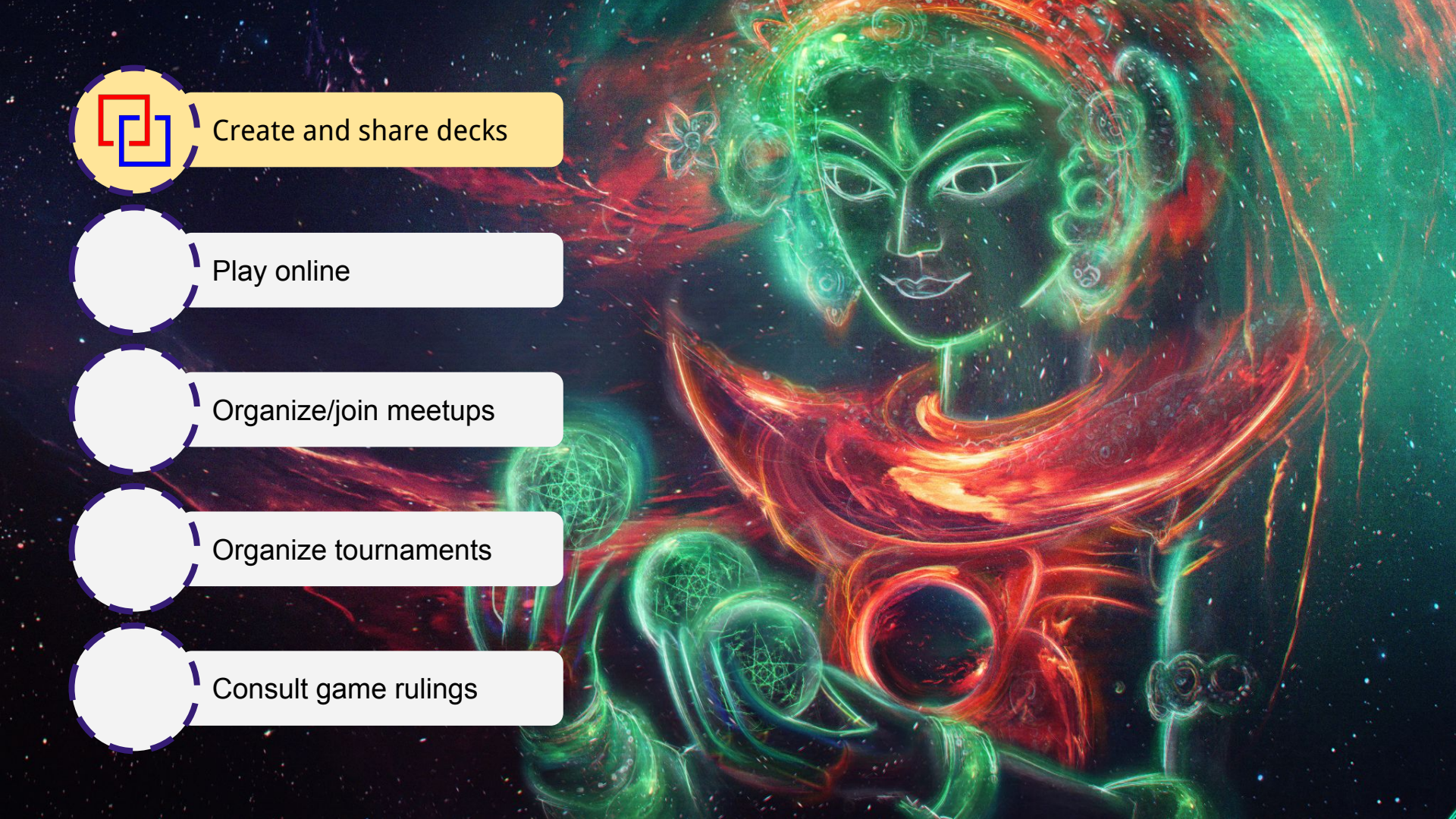
NSG Translation Team | 2025-12-23

The Translation Team is excited to announce that *Elevation* is now available in French, German, Simplified Chinese and Traditional Chinese. All four languages are now available for free to print and play from our web site, or for purchase through Make Playing Cards. Additionally, Italian and Spanish translations of *Elevation* are nearing completion.

Highlight community (open-source) projects
which helped shape the game and aid its continuation




Create and share decks
Play online
Organize/join meetups
Organize tournaments
Consult game rulings
Core areas were already community-driven


Create and share decks
Play online
Organize/join meetups
Organize tournaments
Consult game rulings

For some players, deck building is the main game

[eternal] Hacker Hall of Fame - undefeated @ Worlds 2023

16 Oct 2023 | ♥ 47 | ★ 25 | 12 | Copy legacy URL

Decklist | Packs | Info | Actions

Kabonesa Wu Netspace Thrillseeker

15 influence spent (max 15, available 0)
45 cards (min 45)
Cards up to *Parhelion*
2023 World Champs

Event (19)
1x Creative Commission
3x Deuces Wild ●●●
3x Diesel
1x Harmony AR Therapy
3x In the Groove
1x Levy AR Lab Access
1x Marathon
2x Rumor Mill ●●●●
1x Vamp ●●
3x VRcation

Hardware (3)
3x Clone Chip

Resource (10)
3x Dr. Nuka Vrolyck
1x Film Critic
1x Guru Davinder ●
1x New Angeles City Hall
1x Same Old Thing
3x Technical Writer

Icebreaker (5)
1x Engolo
3x Sadyojata
1x Wyrm ●●

Program (8)
1x Clot ●●
1x Conduit
3x Hyperdriver
1x Scheherazade ●
2x Self-modifying Code

wowarlok 1732

"Installing 1001 programs puts you in the hacker hall of fame..."
- Scheherazade's flavor text
Turns out that's not that hard to achieve 😎

@cobrabubbles and I decided to play this deck as our eternal runner in our respective teams for the CoS on friday: it went undefeated for the both of us, winning a total of 10 games, before winning 3 more on Sunday in a side event!

Strategy

The main objective of the deck is to assemble the combination of In the Groove, Technical Writer, Scheherazade and Sadyojata, having a second deva in hand and ideally some clicks left.
Thanks to the recent change in the ruleset, swapping an installed card with an uninstalled one trigger any relevant "when you install" triggers, meaning that swapping a Sadyojata now triggers all the other cards in the combo, gaining 2¢ and putting one more on Technical Writer.
Since the action of swapping is now credit neutral it can be repeated untill there are enough credits on Tech Writer to power the deck for the rest of the game.

Infinite credits
A handy prop I made to remind my opponents I was done paying for anything that game

Setup

Thanks to Kabonesa Wu we can find some of the combo cards with just a few clicks. For the rest of them however, we need to draw them, and given how fast eternal can be, we have to do

The Oscars

24 Apr 2015 | ♥ 131 | ★ 70 | 23 | Copy legacy URL

Decklist | Packs | Info | Actions

Jinteki Personal Evolution

15 influence spent (max 15, available 0)
20 agenda points (between 20 and 21)
49 cards (min 45)
Cards up to *Order and Chaos*
• Too many copies of a limited card

Agenda (17)
3x Chronos Project
3x Clone Retirement
3x False Lead !
3x Gila Hands Arcology
1x Hades Fragment
3x House of Knives
1x Philotic Entanglement

Asset (9)
3x Jackson Howard ●●●
2x Ronin
3x Shock!
1x The Board ●●●●●

Operation (11)
3x Aggressive Negotiation ●●●
3x Hedge Fund
3x Mushin No Shin
2x Power Shutdown ●●●●

Barrier (2)
2x Himitsu-Bako

Code Gate (5)
2x Chum
3x Yagura

Sentry (5)
2x Komainu
2x Pup
1x Susanoo-no-Mikoto

Legality (show more)
Standard Ban List 25.12 (active)

Rotation

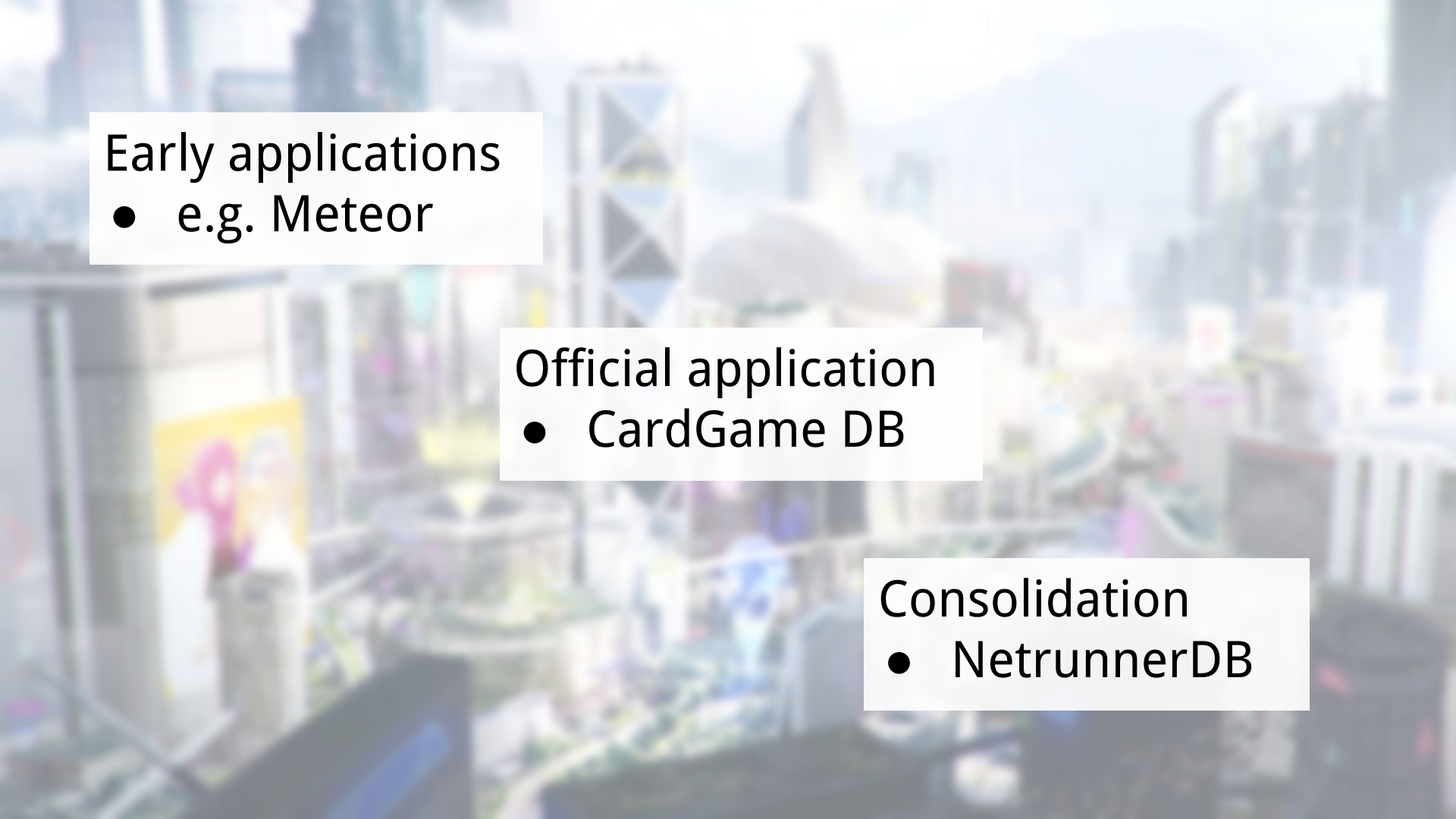
zbauermeister 493

This deck is not like other decks. I'm sure you've seen corp decks before that boast about the necessity that you must possess a particularly high degree of bravery in order to properly pilot them. You've seen decks that require a knowledge of "yomi" and "mind games" to be their truly terrifying selves. This is not one of those decks. This deck requires something different: a little thing called *acting*. You heard me right.

This deck is played in three parts, or acts.

Act one - The Pledge: During this part of the game you mostly play things by the book. You mushin some cards, you install some ICE. The runner should not notice anything strange is going on except for maybe seeing a Power Shutdown or a copy of Aggressive Negotiation. They'll probably chuckle to themselves knowingly or chide you for not spending your influence on more worthwhile resources. Sometime during this act you want to score an agenda and use Aggressive negotiation to search for The Board (or Power shutdown if you are missing it). Aggressive negotiation is key here because **you don't have to show the card you search for**. Once you have a reasonable number of credits (between 4 and 9 is the correct number I think), The Board, and Power shutdown in your hand, and maybe a jackson on the table, it's time to move on to the next act.

Act two - The Turn: This act is called The Turn because it is only one turn long. It goes like this. Click 1: Install The Board, maybe behind some ICE, maybe not. The key here is to do it confidently, and **believe** with all of your heart that you are not installing The Board, but are in fact installing a Jackson Howard. This is crucial. Click 2: Power Shutdown your entire deck. Do it confidently, brazenly even. Act like there is no way that this could ever be a bad idea, because you are about to shuffle some cards back in with that jackson you just installed, and then you are going to win the game. During the paid ability window between clicks 2


Early applications
● e.g. Meteor
Official application
● CardGame DB
Consolidation
● NetrunnerDB

18 Sept 2014

r/Netrunner • 12y ago
Alsciende

A few words about the NetrunnerDB shutdown

Hi everyone. Been busy after the shutdown, I had no time to reply or post anything yet. Please understand that I'm not at liberty to disclose the content of private communications between FFG and me. But I'll try to explain the situation in broad strokes.

So, yeah, netrunnerdb.com is down because FFG ordered it by way of a C&D letter.

I replied to the letter. I offered to change what was upsetting them in Netrunnerdb. I offered to watermark or remove the in[illegible] ademark reminder[illegible]

[illegible] forcibly close Netrunnerdb.

[illegible] Netrunnerdb to meet their requirements.

The API was never menti[illegible] in a convenient manner). The images were never mentioned by FFG. jinteki.net was never mentioned by FFG.

The only terms used were "intellectual property", which does not help in knowing what is it they want to protect exactly and what they are protecting it against.

Basically, I'm very sad to say that I never had any possibility to discuss any solution for my fan site. As strange as it seems, FFG wants Netrunnerdb offline, end of story.

“Netrunnerdb must shut down, because FFG wants people to use [Card Game DB]. The copyright infringement is the tool to forcibly close Netrunnerdb.“

10 Oct 2014

r/Netrunner • 11y ago
cranked FREE MUSEUM

NetrunnerDB is back!

http://netrunnerdb.com/

Thank you based u/alsciende

Dominion_Prime • 11y ago

Apparently he just tweeted "Throwing caution to the wind. Nrdb is back baby!"

Guess it's a "fuck it" attitude after Jinteki.net didn't go down?

github.com/Null-Signal-Games/netrunnerdb

About

Deckbuilder for Netrunner card game

netrunnerdb.com

Readme
MIT license
Activity
Custom properties
157 stars
13 watching
88 forks
Report repository

Releases 108

v1.6.4 Latest
2 weeks ago

+ 107 releases

Packages

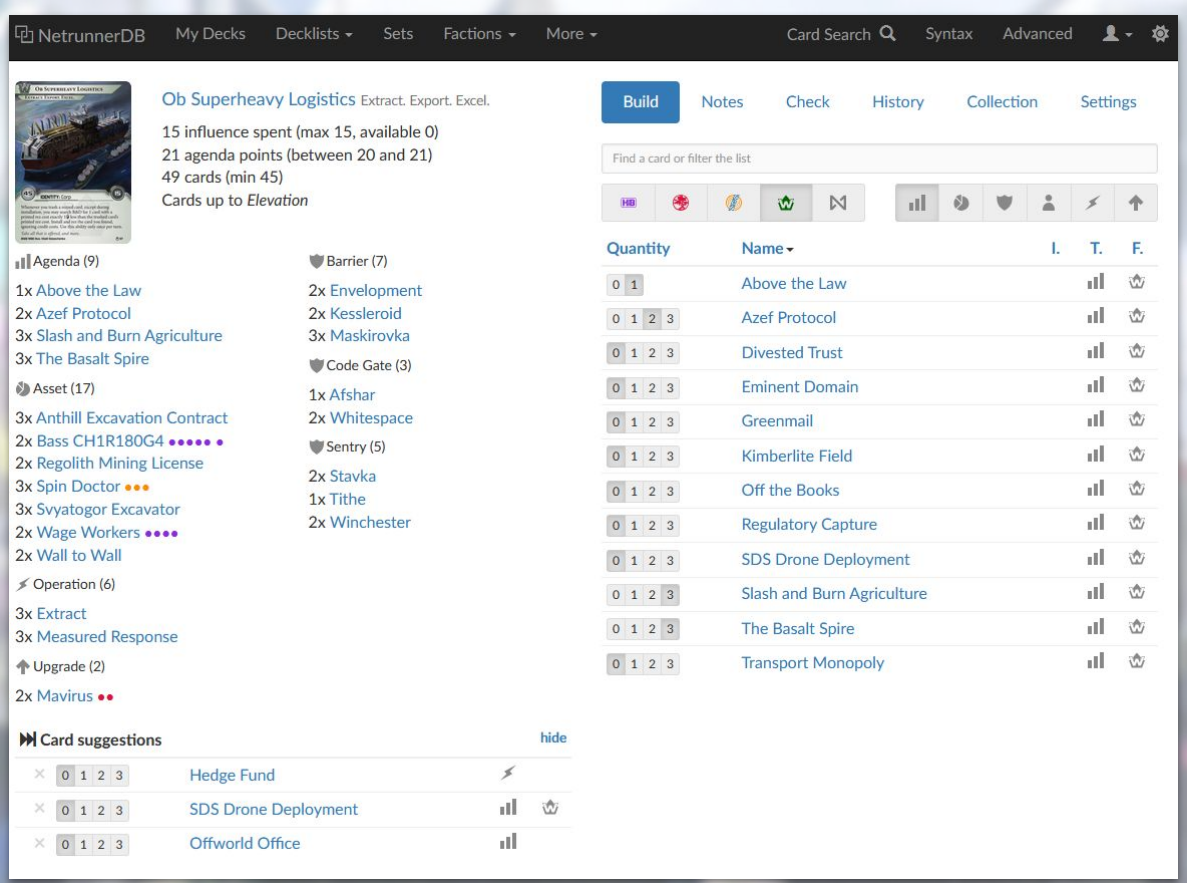
No packages published

Contributors 37

+ 23 contributors

Languages

PHP 44.8% Twig 28.8%
JavaScript 21.6% CSS 4.0%
Shell 0.8% Dockerfile 0.0%



ThronesDB My decks Decklists Cards Reviews Rules

Stahleck 2025 Joust Finalist 1.0

published: 2 months ago 17 6 17 1.0

House Martell

The Lord of the Crossing [M] [P8]

Draw deck: 60 cards
Plot deck: 7 cards
Packs: Core Set (3), The Road to Winterfell, The King's Peace, Calm over Westeros, Called to Arms, Ghosts of Harrenhal, The Brotherhood Without Banners, The Archmaester's Key, Someone Always Tells, Sands of Dorne, In Daznak's Pit, City of Secrets, Redesigns, Forgotten Heroes, Hear My Words, Bran the Builder, The Iron Chronicle, Winter's Kings, Mountain and Vale

Character (40)

1x Arianne Martell (Core)
3x Desert Raider (R)
3x Desert Scavenger
3x Doran Martell (SoD)
2x Dornish Spy
3x House Dayne Escort
3x House Dayne Knight
1x Mellario of Norvos
1x Myrcella Baratheon (GoH)
3x Nymeria Sand (SoD)

Plot (7)

1x At the Palace of Sorrows (R) [P5]
1x Heads on Spikes [M] [P16]
1x Trading with the Pentoshi
1x Valar Dohaeris
2x Winter Festival
1x You Win Or You Die [J] [M]

Copy Actions

gabi4008 462

What to play at the biggest tournament of the year?

I decided early to play martell this year. I was tired to play Baratheon so i decided to play my main faction of the the early days of the game. When the new cards where released and i saw Ser Gulian Qorgyle, it was clear, that i will play him in combination with 7 cost Doran. The combo of these two guys is just amazing. After this decission, i had to look up for an agenda. The first selection was the faction kneel. I only tested agendas without faction kneel to have the kneel for Doran. The realistic options where, Summer, WTC, Qohor, 321, Knights of the realm and crossing. After building the decks it came down to two, Summer and crossing. I played my last Stahleck in

RINGSDB MY COLLECTION DECKLISTS FELLOWSHIPS QUEST LOGS CARDS

DECKTECH: SIEGE OF CAIR ANDROS

1.0

published: 6 days ago 4 0 0 1.0

Main Deck

Starting Threat: **30**
3 Heroes, 50 Cards
Cards up to *The Land of Sorrow*

Copy Log a Quest Download Play on DragnCards Export Sort

Hero (3)

DúnedainLoreKeeper 55

A specialist build against Siege of Cair Andros. If The Power of Mordor is revealed during turn 1 or 2, you lose. Losing for other reasons is

ArkhamDB My Decks Decklists Cards Reviews Rules FAQs

Written in the Stars!|30+ Clues, Endless Spectral Shields

published: 5 days ago 8 7 0 1.0

Copy Download

Daisy Walker
30 cards (34 total)
22 experience required.
12 packs required
Multiplayer, Theme
Taboo List (2025-07-11)

Deck Sort Deck

Asset (16)
Hand
1x Grim Memoir
2x Scroll of Secrets
1x The Necronomicon
Arcane
2x Close the Circle
Accessory
1x Eon Chart
Body
1x Living Ink
Ally
1x Dr. Milan Christopher
Other
1x Daisy's Tote Bag
2x Empirical Hypothesis
2x Forbidden Knowledge
1x Mouse Mask
1x Steady-Handed
Permanent (1)
1x In the Thick of It

Event (12)
1x Cryptic Writings
2x Deep Knowledge
1x Eidetic Memory
1x Fine Tuning
2x Shortcut
2x Spectral Shield
1x Ward of Protection
2x Written in the Stars
Skill (4)
1x Deduction
1x Deduction
1x Enraptured
1x Enraptured
Treachery (1)
1x Random Basic Weakness

iwanokimi · 599

Intro

- This deck is built to abuse Written in the Stars. It effectively gives us *double* Amanda Sharpe's text, but even better because we start with 5 and get access to crazy cards.
- We are setting up out deck to hit one or both Deductions (2) off Written in the Stars **every turn**, to discover **3-5** clues every investigate action.
- We will also be committing Enraptured (2) over and over to have infinite charges and secrets.
- We are taking a lot of investigate actions with Close the Circle, Eon Chart (1), and free action Grim Memoir.
- We cannot die with double Spectral Shield blanking any instance of damage 2 and lower as well as playing Ward of Protection every round.

- This Guide -

- ***This decklist is an update to a previous one exploring the same concept. (Because decklists can't be edited)***
- *It has gone through an unbelievable amount of tweaking and playtesting since then.*
- *I am fairly confident that this is the most optimal 22XP version of Written in the Stars Daisy.*
- *Which is an incredibly exciting thing to say while playing some off-the-wall cards like Eidetic Memory and Cryptic Writings (2).*
- *The bulk of this writeup will not be about upgrade paths or card choice rationales, but a guide on how to actually pilot the deck in a*

MarvelCDB My Decks Decklists Cards Reviews Rules FAQs

Daring Lime's: On Call

published: 23 days ago 72 62 25 1.0

Copy Download Sort

Bishop (Lucas Bishop)
Leadership (10)
40 cards
10 packs required
Solo, Multiplayer, Beginner

Ally (9)
1x Gamora
1x Lockjaw
1x Malcolm
1x Nick Fury
1x Professor X
1x Randall
1x Spectrum
1x White Fox
1x White Tiger

Event (12)
3x Call for Aid
2x Command Authority
2x Concussive Blast
2x Energy Conversion
3x Make the Call

Resource (13)
3x Digging Deep
1x Energy
1x Genius
3x Stored Energy
1x Strength
2x The Power in All of Us
2x The Power of Leadership

Support (1)
1x Avengers Mansion
Upgrade (5)
1x Bishop's Rifle
1x Bishop's Uniform
1x Endurance
2x Super-Charged

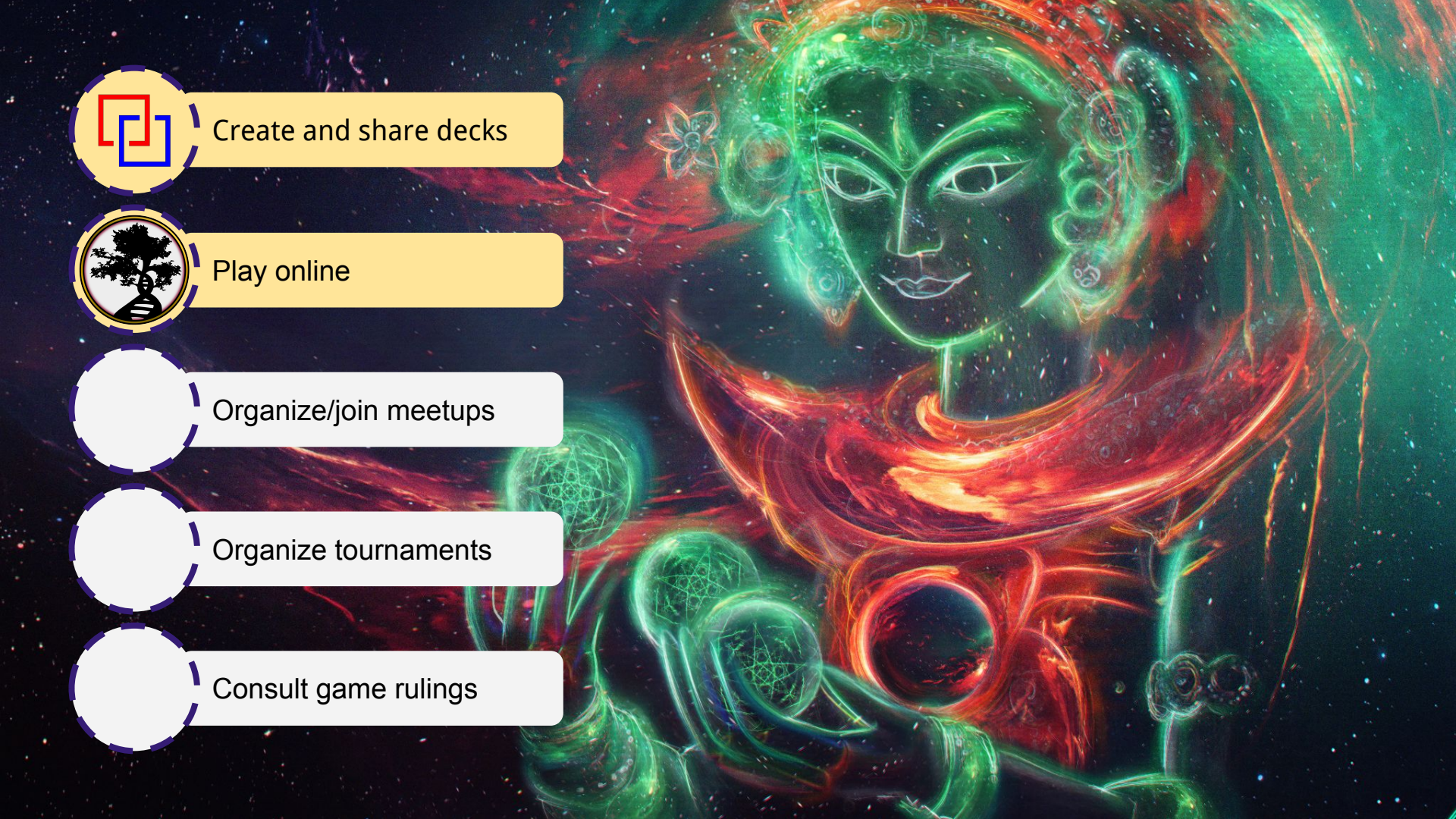
Daring Lime · 10106

Playstyle: Combo
Player Count: 1-4 players
Power: Beyond Omega Level
Difficulty To Pilot: Easy

Bishop's cards incentivize you to add a bunch of resources to his deck. Resource cards are powerful, but too many can lead to dead hands with nothing to play. When I first started playing him he didn't feel weak, but it was clear that unlocking his full potential is difficult. This deck does, and it's so fun!

What do I want out of a Bishop deck?

1. Bishop's Uniform and Bishop's Rifle in play ASAP
   - These cards are vital for his kit to work, and after they're in play, you've essentially won the game. This deck


Create and share decks
Play online
Organize/join meetups
Organize tournaments
Consult game rulings

Many reasons why online play is helpful

Remember 2020?

In-Person 2020 World Championship Cancelled

El Zilcho | 2020-06-09

It is with great regret that we must announce the cancellation of the in-person NISEI 2020 World Championship. It's heartbreaking, but 2020 hasn't left us with much choice in the matter. But don't worry, we will crown a World Champion. More on that below.

Online Tournaments

News | Organised Play | Tournaments

Announcing Accelerated Meta Test Online Monthly Events

Jeff Pruyne (Ysengrin) | 2023-03-14

The Organized Play team is excited to announce a new series of monthly online events!

Continue reading

#Organized Play #tournaments #tournaments and events

Accelerate Playtesting

github.com/octgn/OCTGN

About

Online Card and Tabletop Gaming Network

www.octgn.net

Readme
View license
Contributing
Activity
Custom properties
377 stars
30 watching
131 forks
Report repository

Releases 397

3.4.426.0 Latest
on Aug 6, 2025

+ 396 releases

Packages

No packages published

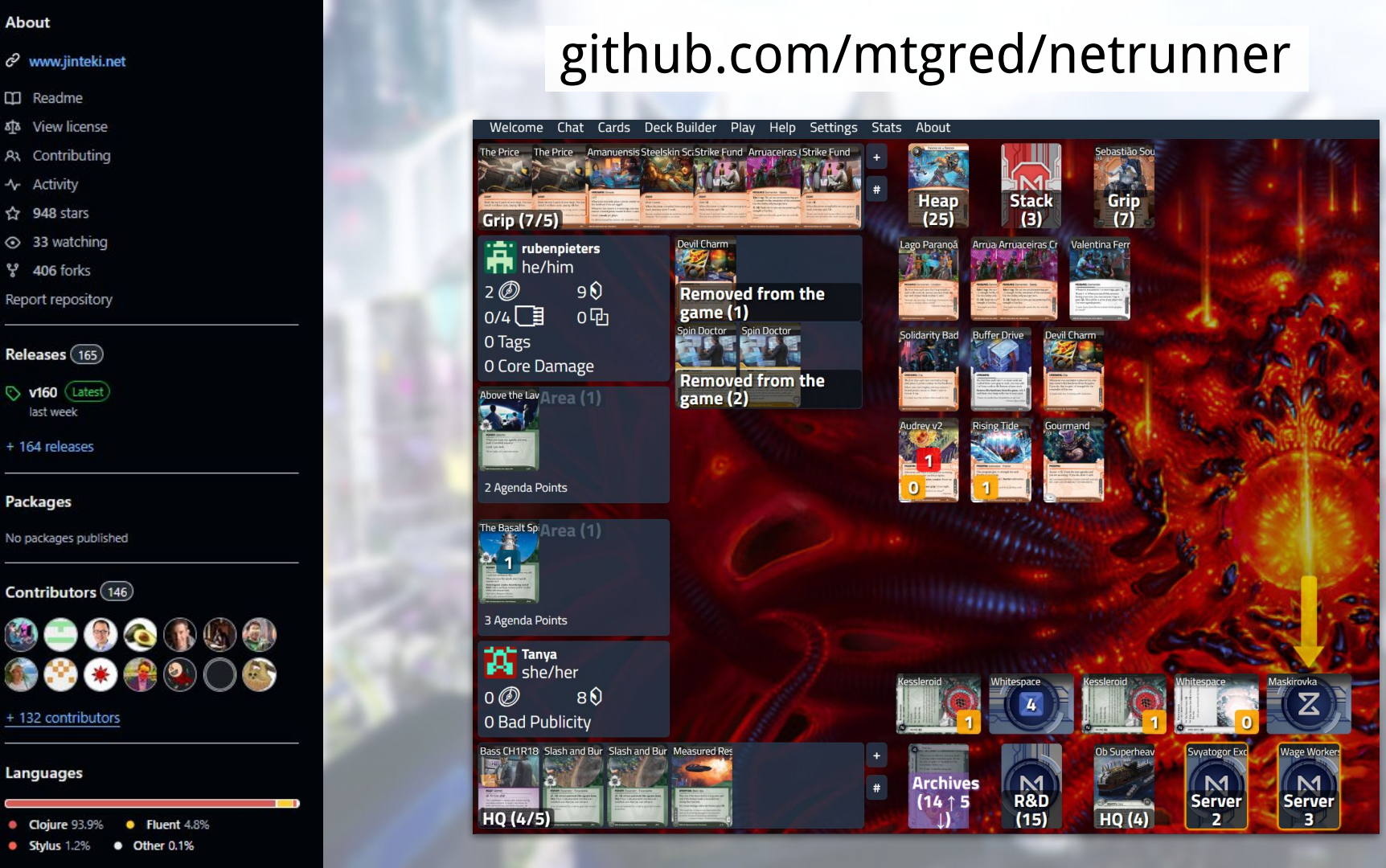
Contributors 33

+ 19 contributors

Languages

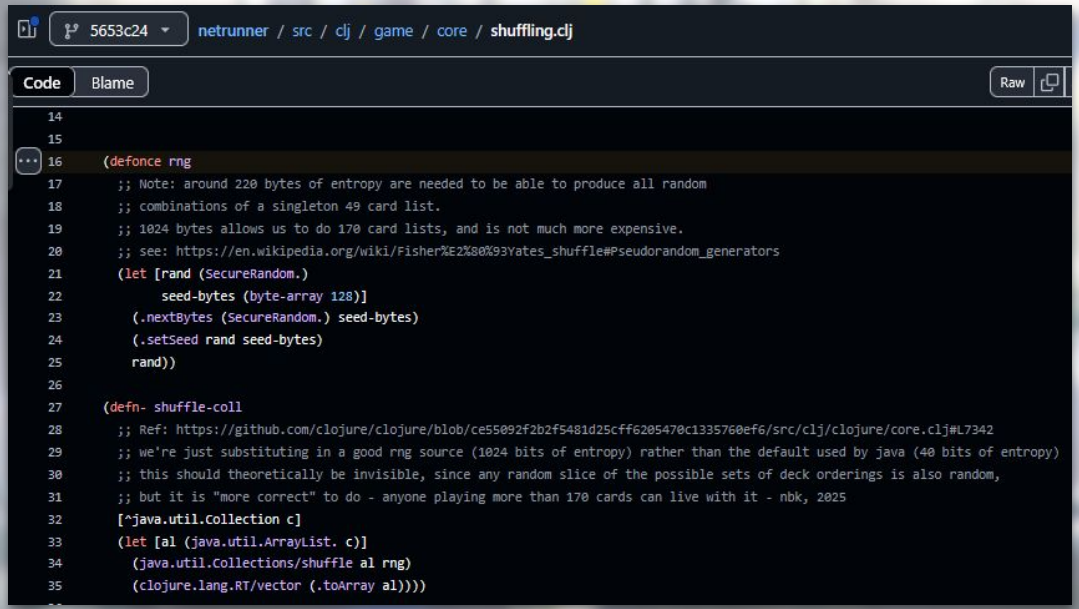
C# 95.8% Python 2.5%
Rich Text Format 1.0% PowerShell 0.5%
XSLT 0.1% HTML 0.1%

github.com/mtgred/netrunner



sneakdoorbeta.net

“people make wild claims (like deck shuffle rng being off), and I go out of my way to check for correctness” - nbkelly, jinteki.net dev



“people ma
shuffle rng be
way to check
j

5653c24 netrunner / src / clj / game

Code Blame

```
14
15
16    (defonce rng
17      ;; Note: around 220 bytes of entropy are
18      ;; combinations of a singleton 49 card l
19      ;; 1024 bytes allows us to do 170 card l
20      ;; see: https://en.wikipedia.org/wiki/Fi
21      (let [rand (SecureRandom.)
22            seed-bytes (byte-array 128)]
23        (.nextBytes (SecureRandom.) seed-bytes
24        (.setSeed rand seed-bytes)
25        rand))
26
27    (defn- shuffle-coll
28      ;; Ref: https://github.com/clojure/cloju
29      ;; we're just substituting in a good rng
30      ;; this should theoretically be invisibl
31      ;; but it is "more correct" to do - anyo
32      [^java.util.Collection c]
33      (let [al (java.util.ArrayList. c)]
34        (java.util.Collections/shuffle al rng)
35        (clojure.lang.RT/vector (.toArray al))))
```

r/MagicArena • 7y ago
Douglasjm

I analyzed shuffling in a million games

Discussion

UPDATE 6/17/2020:

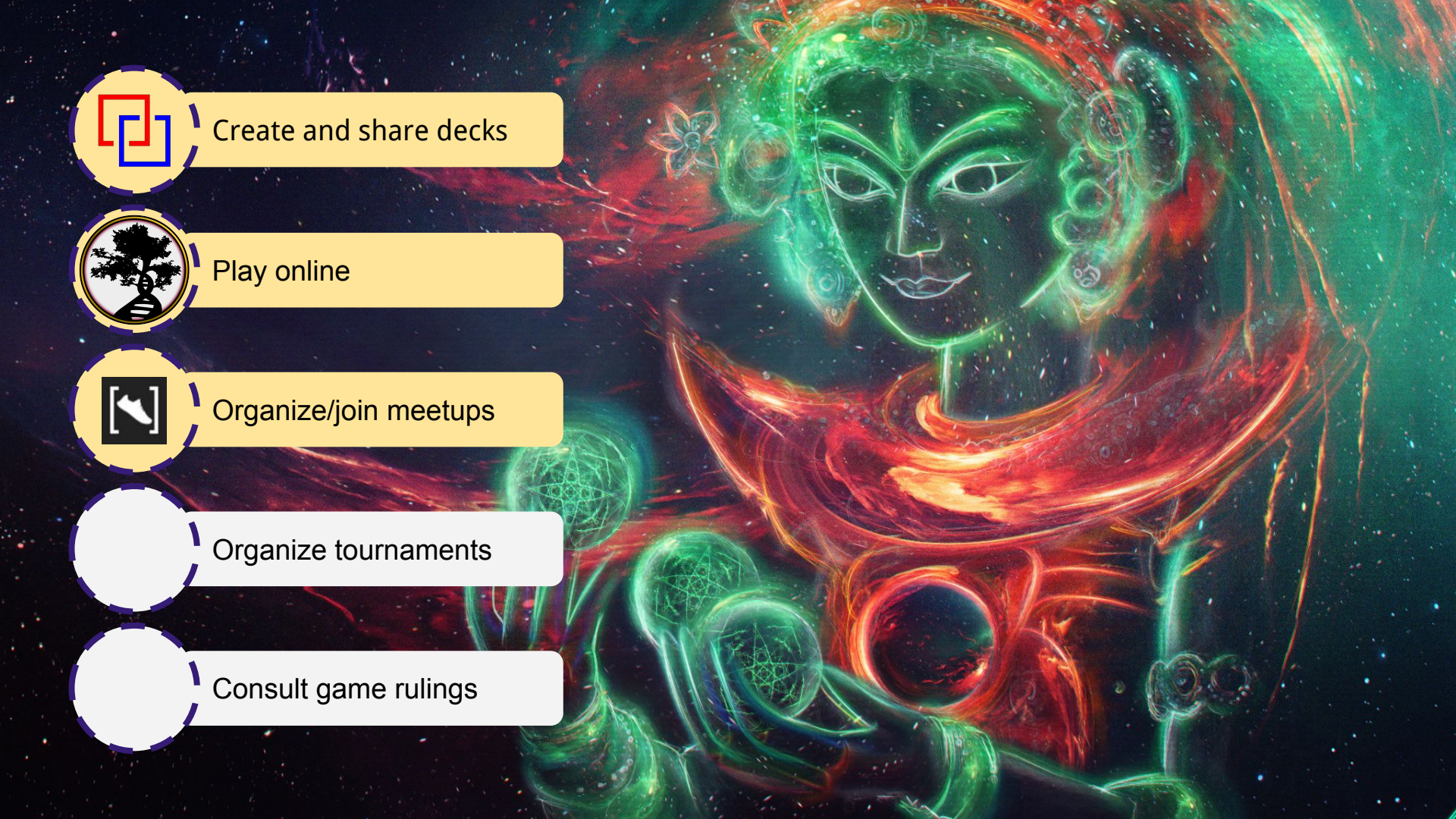
Data gathered after this post shows an abrupt change in distribution precisely when War of the Spark was released on Arena, April 25, 2019. After that Arena update, all of the new data that I've looked at closely matches the expected distributions for a correct shuffle. I am working on a web page to display this data in customizable charts and tables. ETA for that is "Soon™". Sorry for the long delay before coming back to this.

Original post:

Back in January, I decided to do something about the lack of data everyone keeps talking about regarding shuffler complaints. I have now done so, with data from over one million games. Literally. Please check my work.

This is going to be a lengthy post, so I'll give an outline first and you can jump to specific sections if you want to.

1. Debunking(?) "Debunking the Evil Shuffler": My issues with the existing study
2. Methodology: How I went about doing this
    1. Recruiting a tracker
    2. Gathering the data
    3. Aggregating the data
    4. Analyzing the data
3. The Results
    1. Initial impressions
    2. Lands in the library
        1. Overall
        2. Breakdown


Create and share decks
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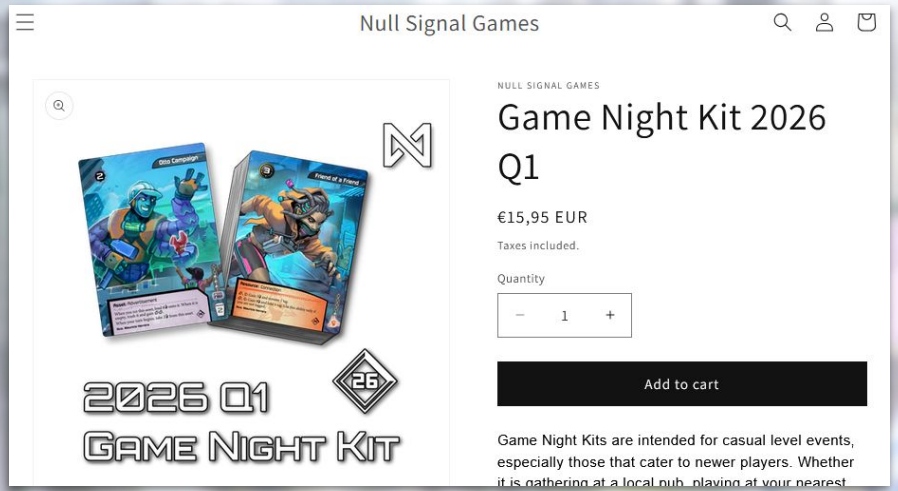
Smaller tournaments are community-run



github.com/madarasz/always-be-running

About

No description, website, or topics provided.

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23 stars
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Packages

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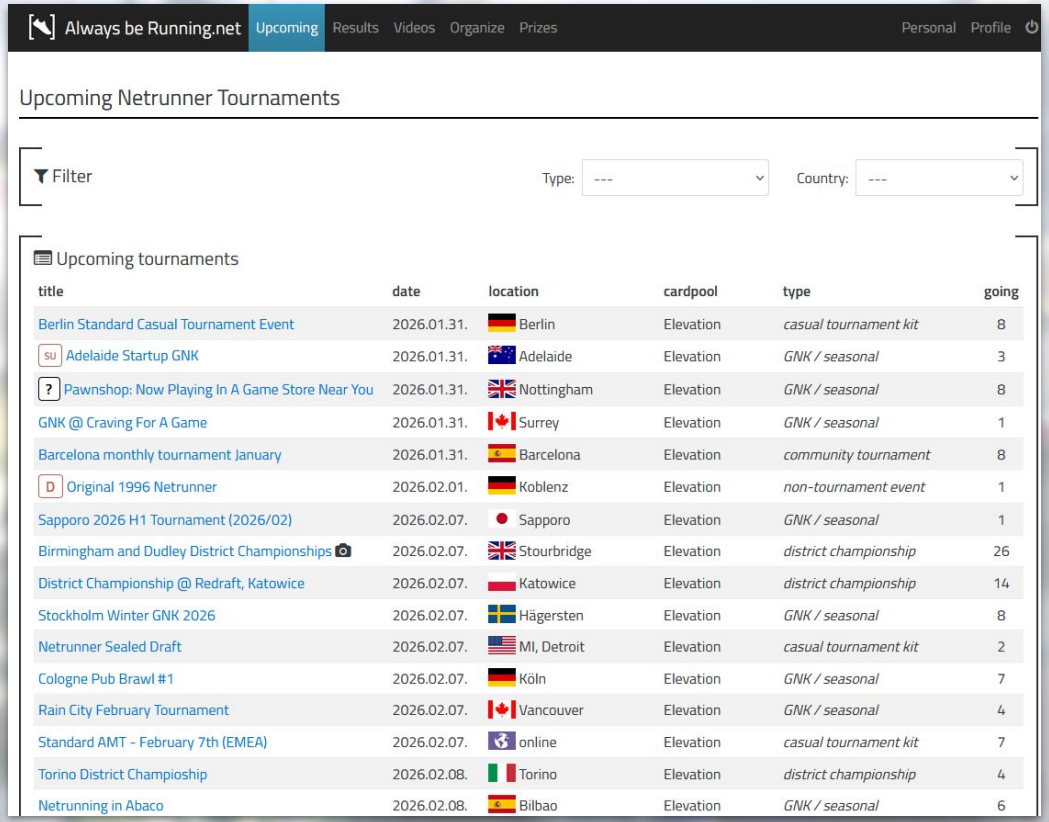
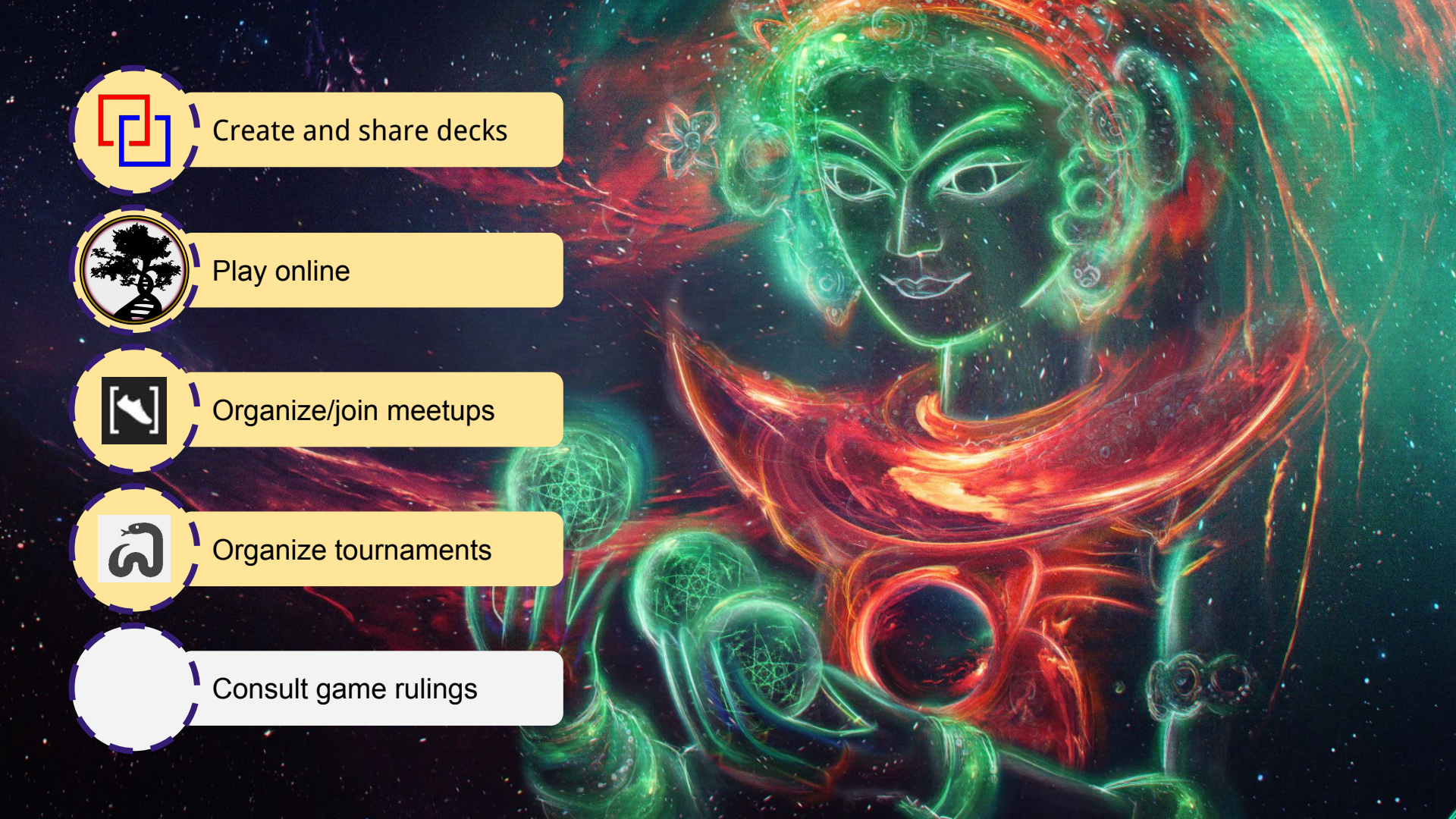
Contributors 6

Languages

Blade 40.5% JavaScript 32.5%
PHP 25.8% Other 1.2%



title	date	location	cardpool	type	going
Berlin Standard Casual Tournament Event	2026.01.31.	Berlin	Elevation	*casual tournament kit*	8
Adelaide Startup GNK	2026.01.31.	Adelaide	Elevation	*GNK / seasonal*	3
Pawnshop: Now Playing In A Game Store Near You	2026.01.31.	Nottingham	Elevation	*GNK / seasonal*	8
GNK @ Craving For A Game	2026.01.31.	Surrey	Elevation	*GNK / seasonal*	1
Barcelona monthly tournament January	2026.01.31.	Barcelona	Elevation	*community tournament*	8
Original 1996 Netrunner	2026.02.01.	Koblenz	Elevation	*non-tournament event*	1
Sapporo 2026 H1 Tournament (2026/02)	2026.02.07.	Sapporo	Elevation	*GNK / seasonal*	1
Birmingham and Dudley District Championships	2026.02.07.	Stourbridge	Elevation	*district championship*	26
District Championship @ Redraft, Katowice	2026.02.07.	Katowice	Elevation	*district championship*	14
Stockholm Winter GNK 2026	2026.02.07.	Hägersten	Elevation	*GNK / seasonal*	8
Netrunner Sealed Draft	2026.02.07.	MI, Detroit	Elevation	*casual tournament kit*	2
Cologne Pub Brawl #1	2026.02.07.	Köln	Elevation	*GNK / seasonal*	7
Rain City February Tournament	2026.02.07.	Vancouver	Elevation	*GNK / seasonal*	4
Standard AMT - February 7th (EMEA)	2026.02.07.	online	Elevation	*casual tournament kit*	7
Torino District Championship	2026.02.08.	Torino	Elevation	*district championship*	4
Netrunning in Abaco	2026.02.08.	Bilbao	Elevation	*GNK / seasonal*	6


Create and share decks
Play online
Organize/join meetups
Organize tournaments
Consult game rulings

Lots of software exists for this…

Swiss Match 1 ?

Swiss Match 2

Swiss Match 3

Top Cut Round 1

Top Cut Round 1

Top Cut Round 2

vs

vs

Swiss Match 1

Win = 3
Tie = 1
Loss = 0

(x2)

Swiss Match 1

Swiss Match 2

Swiss Match 3

Top Cut Round 1

Top Cut Round 1

Top Cut Round 2

Stim hack

Single Sided Swiss: How it Works by Ysengrin

Guest Author February 17, 2021

This article is a guest contribution by Ysengrin. It is a repost (with permission) from his personal blog. The original article can be found here: https://netrunnerscribbler.wordpress.com/2021/02/17/single-sided-swiss-how-it-works/

Intro

I have created a free application for tournament organizers to run single sided swiss events called the Side Aware Swiss System (SASS) and this article will describe how it pairs. I'm going to cover it first in a hopefully universally understandable way, and then go into a bit more depth of the actual math used for those interested.

Why Single Sided Swiss?

The very short summary of why I'm looking at single sided swiss for Netrunner tournaments is because the current format, double sided swiss (i.e. a match is two games, one on each side), has some problems.

- The structure makes 241s, ("two for one") where instead of playing both games, the two players agree the winner of the first game gets both wins, very commonly the optimal choice for both players. This occurs when both players would need to get 2 wins to make the cut. But even beyond that, it's often a higher expected value for a player to 241 every round.
- Intentional draws (IDs) are also extremely common. Because both players get a full win recorded, the top score bracket in most tournaments can usually safely ID into the cut playing very few games of Netrunner (this is further exacerbated with byes).
- Those two factors combine to mean early performances in Netrunner tournaments, against the weakest opponents (theoretically) end up having a significant impact on who makes it into the cut and who misses it.
- For new players, to Netrunner or just to a local scene, the etiquette of when you ID/241 can also be intimidating, and adds an extra burden to Netrunner tournaments.
- Finally, because 241's side selections are not tracked, someone could theoretically 241 every round and just get one of their two decks the whole day.

Swiss Match 1

Swiss Match 2

Swiss Match 3

Top Cut Round 1

Top Cut Round 1

Top Cut Round 2

github.com/Null-Signal-Games/cobra

About

No description, website, or topics provided.

- Readme
- Activity
- Custom properties
- 14 stars
- 3 watching
- 21 forks

Report repository

Releases 53

v1.15.8 Latest
on Oct 16, 2025

+ 52 releases

Packages

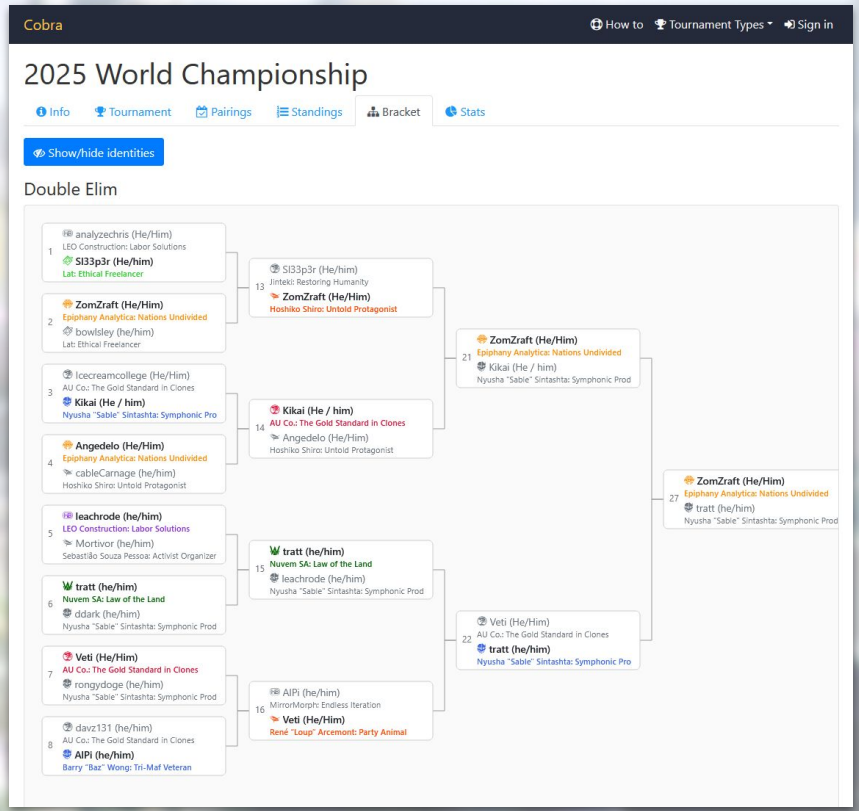
No packages published

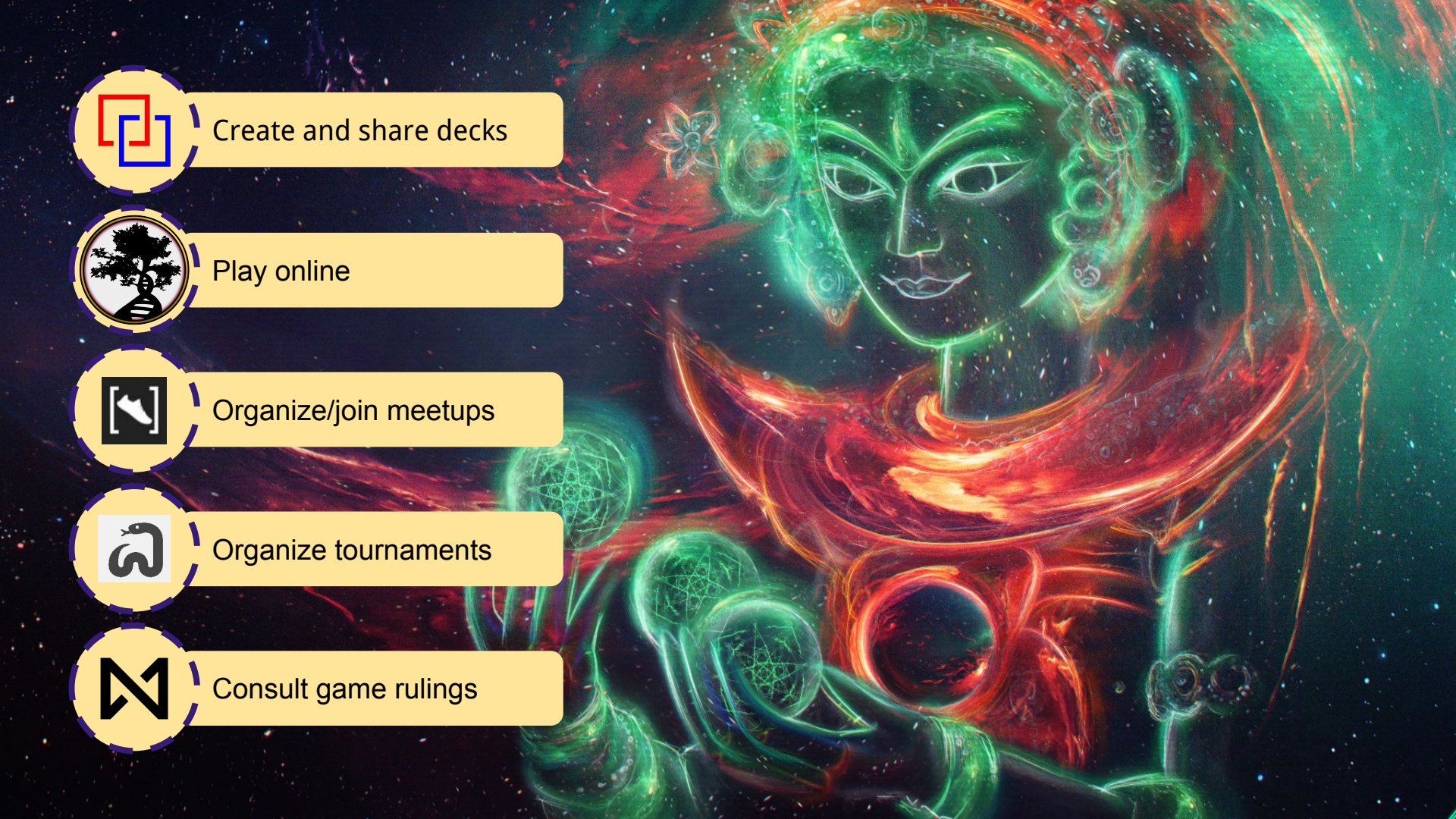
Contributors 18

+ 4 contributors

Languages

- Ruby 64.2%
- Svelte 10.4%
- Slim 9.4%
- TypeScript 8.4%
- HTML 2.6%
- CoffeeScript 1.9%
- Other 3.1%

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r/Netrunner • 11y ago
Azeltir Four is Flatline

This Evening's Twitter Rulings

Lukas has once more provided us with some gospel. Here's the summary:

- Installed Cards: The latest FAQ states "Unless otherwise noted, all card abilities that do not specify the state of a card can only affect installed cards." However, this ruling has been interpreted to be much wider in scope than intended and will be revisited in the next FAQ. For example, Rebranding Team affects assets in Archives, and Hostile Infrastructure and Ronald Five deal damage and steal clicks, respectively, even when the runner trashes non-installed cards.
- Film Critic: The runner cannot voluntarily trash the hosted agenda. If a Film Critic is hosting an agenda, it can't host another one until you use its ability to add the hosted agenda to your score pile.
- Casting Call: Casting Call gets trashed whenever the hosting agenda is uninstalled - such as via scoring, stealing, or hosting on Film Critic.
- Media Blitz: Only the text box of the chosen agenda is copied - not the card name or any other quality. So it does not create a combo with Private Security Force, for example.

“[...] the very brief time that saw Glenn Station become the best agenda in Weyland's fiery arsenal [...] Lukas initially issued a confusing ruling [...] This led to the idea that the Corp could do the same with Glenn Station [...]”

netrunnerdb.com/en/card/07005

Glenn Station
4
2
Agenda: Expansion
Glenn Station can host a single
: Host a card from HQ faced
Glenn Station.
: Add a card on Glenn Statio
Government Takeover
9
6
: Gain 3
Limit 1 Government
r deck.
Illus. Matt Zeilinger
© 2014 Wizards of the Coast LLC. © 2014 FFG

Noise
Hacker Extraordinaire
Identity: G-mod
Whenever you install a virus program, the Corp trashes the top card of R&D.
"Watch this. It'll be funny."
45
15
Illus. Ralph Beisner
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Search

NETRUNNER THE CARD GAME

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Home

SIGN IN TO EDIT

Welcome to *Project ANCUR*, the *Android: Netrunner* wikia!

ANCUR stands for **A**ndroid: **N**etrunner **C**omprehensive **U**nofficial **R**ules. This is a fan run effort to gather anything and everything related to playing *Android: Netrunner* all in one place. It's our "ancur" to the rules of Netrunner!

One of the main goals of ANCUR is to collect all the Lukas rulings into one place, easily accessible by card or game term. Rules questions can be submitted to Lukas on Fantasy Flight's support website. Feel free to add any answers you get from Lukas to Project ANCUR!

Rules

Project ANCUR follows a 3-tier canonicity model for all of its content. The three tiers are:

Official

Rules

- Core Rule Book

Damon UFAQS

Rulings from Mumbad Cycle (2016) to Flashpoint

Flashpoint Cycle UFAQs:

- 23 Seconds UFAQ

Mumbad Cycle UFAQs:

- Kala Ghoda UFAQ
- Business First UFAQ
- Democracy and Dogma UFAQ
- Salsette Island UFAQ
- The Liberated Mind UFAQ
- Fear the Masses UFAQ

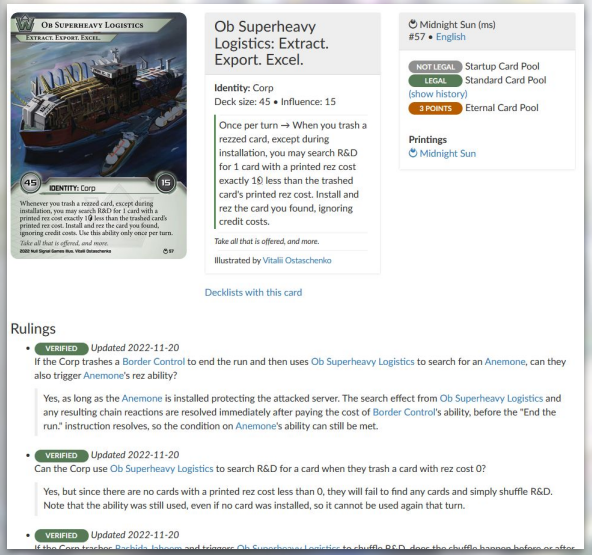
Lukas Rulings

Rulings from Core Set (2012) to SanSan Cycle (2015)

- Confirmed
- Contradictions
- Reversed
- Twitter rulings
- See all rulings >

Restructured Rules

- Rulings on NRDB
- Comprehensive Rules document



Ob Superheavy Logistics: Extract. Export. Excel.

Identity: Corp
Deck size: 45 • Influence: 15

Once per turn → When you trash a rezzed card, except during installation, you may search R&D for 1 card with a printed rez cost exactly 1 less than the trashed card's printed rez cost. Install and rez the card you found, ignoring credit costs.

Take all that is offered, and more.

Illustrated by Vitalii Ostaschenko

Midnight Sun (ms)
#57 • English

NOT LEGAL Startup Card Pool
LEGAL Standard Card Pool
(show history)
3 POINTS Eternal Card Pool

Printings
Midnight Sun

Decklists with this card

Rulings

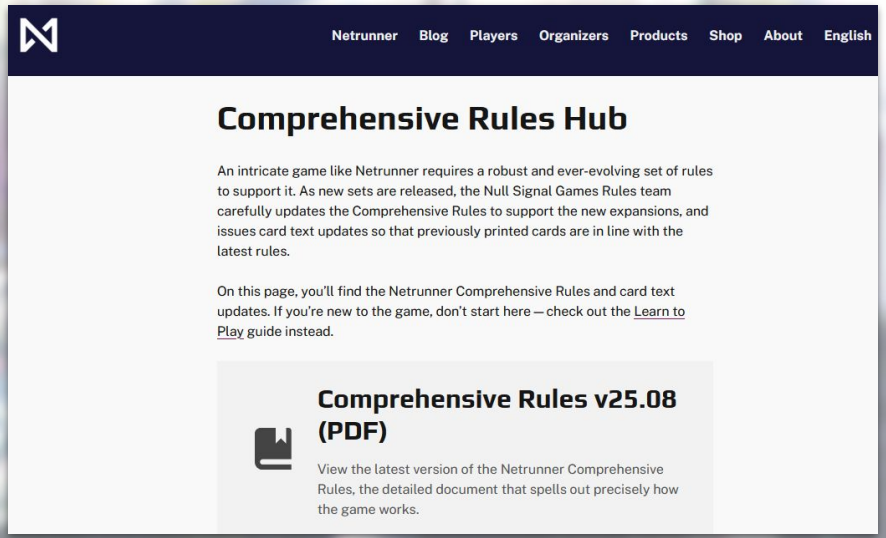
- VERIFIED *Updated 2022-11-20*
  If the Corp trashes a Border Control to end the run and then uses Ob Superheavy Logistics to search for an Anemone, can they also trigger Anemone's rez ability?

  > Yes, as long as the Anemone is installed protecting the attacked server. The search effect from Ob Superheavy Logistics and any resulting chain reactions are resolved immediately after paying the cost of Border Control's ability, before the "End the run." instruction resolves, so the condition on Anemone's ability can still be met.

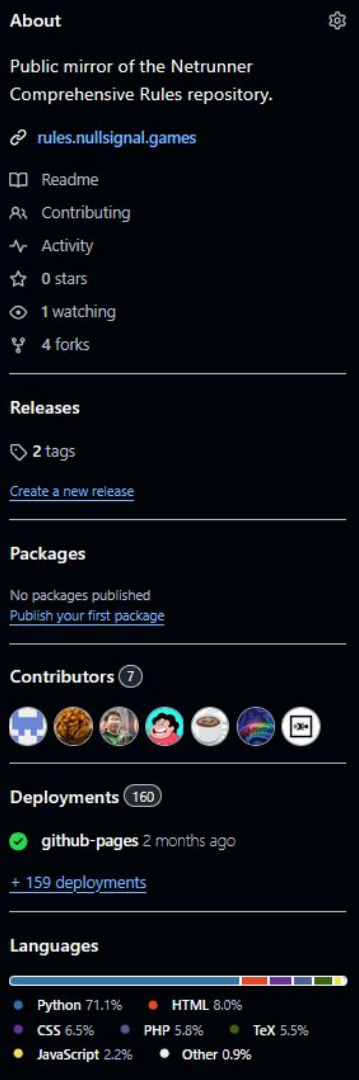
- VERIFIED *Updated 2022-11-20*
  Can the Corp use Ob Superheavy Logistics to search R&D for a card when they trash a card with rez cost 0?

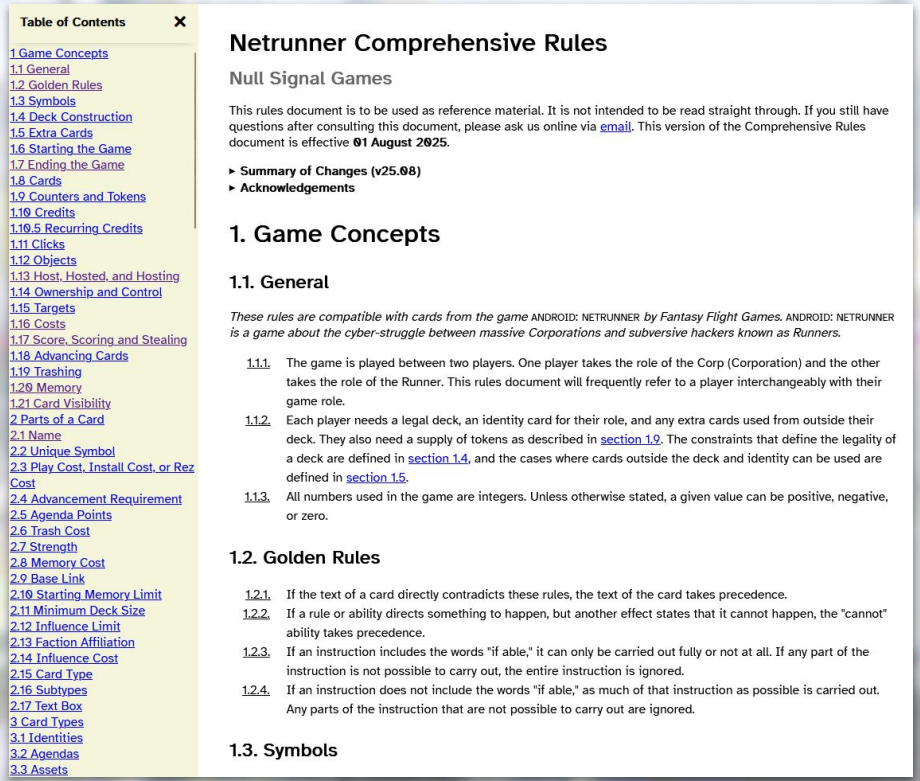
  > Yes, but since there are no cards with a printed rez cost less than 0, they will fail to find any cards and simply shuffle R&D. Note that the ability was still used, even if no card was installed, so it cannot be used again that turn.

- VERIFIED *Updated 2022-11-20*



github.com/rubenpieters/netrunner-comprehensive-rules





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Netrunner Comprehensive Rules

Null Signal Games

This rules document is to be used as reference material. It is not intended to be read straight through. If you still have questions after consulting this document, please ask us online via email. This version of the Comprehensive Rules document is effective **01 August 2025**.

▸ **Summary of Changes (v25.08)**
▸ **Acknowledgements**

1. Game Concepts

1.1. General

These rules are compatible with cards from the game ANDROID: NETRUNNER *by Fantasy Flight Games.* ANDROID: NETRUNNER *is a game about the cyber-struggle between massive Corporations and subversive hackers known as Runners.*

1.1.1. The game is played between two players. One player takes the role of the Corp (Corporation) and the other takes the role of the Runner. This rules document will frequently refer to a player interchangeably with their game role.

1.1.2. Each player needs a legal deck, an identity card for their role, and any extra cards used from outside their deck. They also need a supply of tokens as described in section 1.9. The constraints that define the legality of a deck are defined in section 1.4, and the cases where cards outside the deck and identity can be used are defined in section 1.5.

1.1.3. All numbers used in the game are integers. Unless otherwise stated, a given value can be positive, negative, or zero.

1.2. Golden Rules

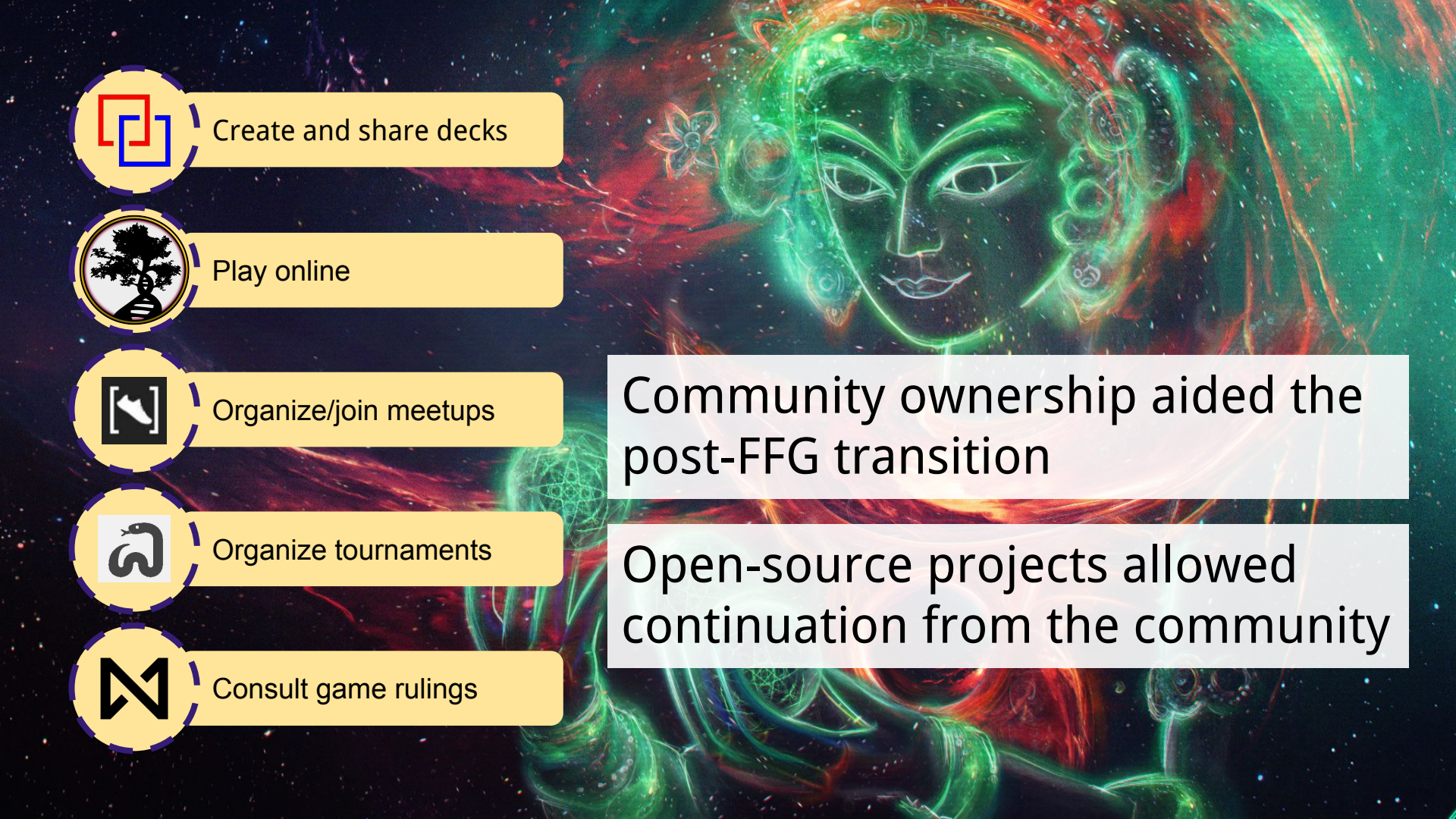
1.2.1. If the text of a card directly contradicts these rules, the text of the card takes precedence.

1.2.2. If a rule or ability directs something to happen, but another effect states that it cannot happen, the "cannot" ability takes precedence.

1.2.3. If an instruction includes the words "if able," it can only be carried out fully or not at all. If any part of the instruction is not possible to carry out, the entire instruction is ignored.

1.2.4. If an instruction does not include the words "if able," as much of that instruction as possible is carried out. Any parts of the instruction that are not possible to carry out are ignored.

1.3. Symbols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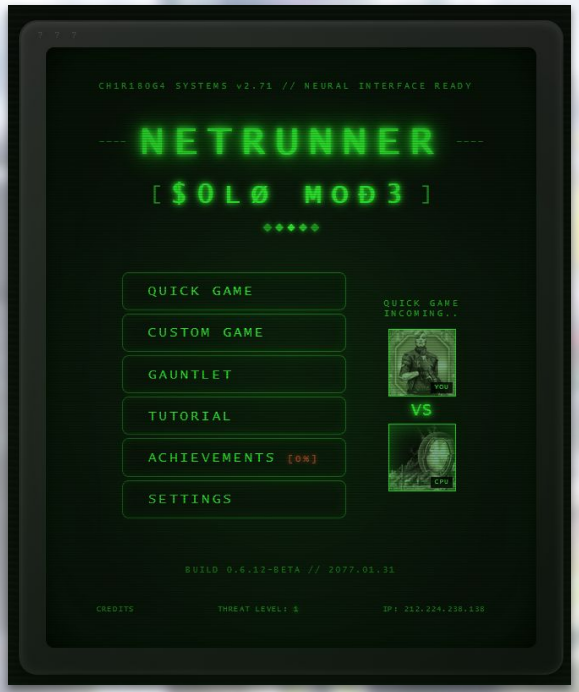
Community ownership aided the post-FFG transition
Open-source projects allowed continuation from the community

Community involvement continues…



chiriboga.cronbach.com
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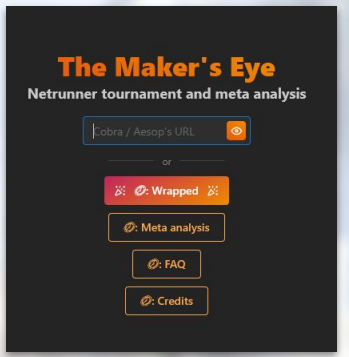
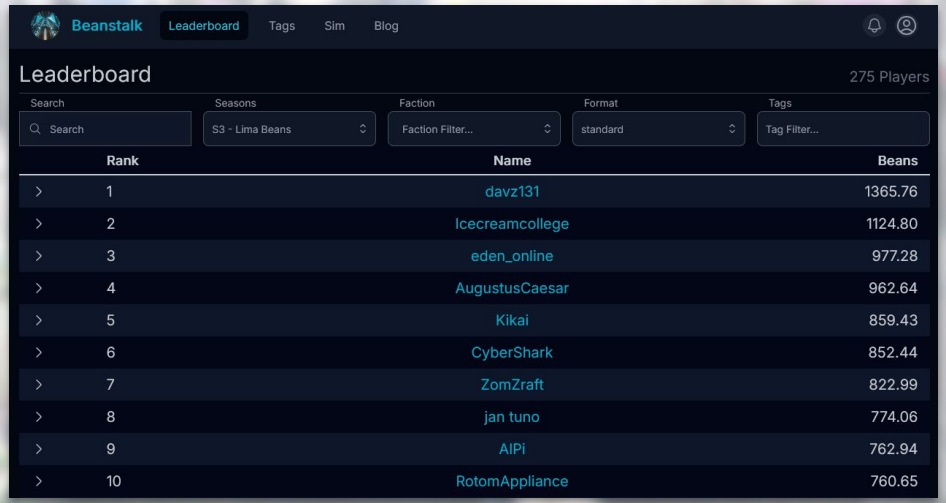
makers-eye.com





Piqued your interest?

Green Level Clearance
(discord.gg/REeQSaD3)

nullsignal.games

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