The Syndicate – Corporation Quick-Start (System Gateway)

O Your Goal

Score 7 agenda points before the Runner steals them—or flatline them by dealing damage when their grip is empty!

Starter deck: Only 6 points needed

Setup

- 1. Shuffle your **34-card starter deck** → place as **R&D**
- 2. Draw 5 cards → your hand is HQ
- 3. Create empty **Archives** (discard pile)
- 4. Take 6 5 credits + blue click tracker
- Mulligan: May shuffle hand back & draw 5 new cards (once)

Your Turn Structure Phase Actions Draw Draw 1 card (mandatory) . ○ → Gain . . ○ → Draw 1 card . ○ → Play an operation . ○ → Install a card . ○ + . ○ → Advance a card Discard Max hand size = 5

Advancing & Scoring Agendas

To score: Install in remote server → advance until counters ≥ advancement requirement → score anytime on your turn

Example: Offworld Office (4/2) needs 4 advances to score for 2 points

Can advance assets/upgrades to bluff!

Card Types

- Agendas Score for points
- Assets/Upgrades Rez anytime paying
- ICE Rez when Runner approaches
- Operations One-shot effects from HQ





- 1. Approach: You may rez ICE
- 2. Encounter: Subroutines fire if unbroken
- 3. Pass: Continue to next ICE or server
- 4. Success: Runner accesses cards

ICE Types:

- · Barrier Ends the run
- Code Gate Tricks & penalties
- Sentry Damage & punishment

Installing ICE Costs

Pay • equal to # of ICE already protecting that server (1st ICE is free, 2nd costs • , 3rd costs • , etc.)

Booster Pack Additions

Concept	Impact
Viruses	Purge all: ØØØ (full turn)
Tags	 ∅ + () () → Trash resource Enables cards like Retribution
Meat damage	Flatline if Runner must discard from empty grip

Key Terms & Advanced Rules

- Paid abilities (**): Can use between any game steps
- Trashing cards: Trash assets, agendas, or upgrades anytime (face-down if unrezzed)
- Remote servers: Create by installing cards in new columns
- Traces: You bid first (base + credits) vs Runner's link + bid
- **Deckbuilding:** 40+ cards, 15 influence (●● = out-of-faction)

Pro tip: Install agendas in remote servers with ICE. Never advance until you can score next turn!