

# ANDROID NETRUNNER

THE CARD GAME



## Frequently Asked Questions

Version 4.2 / Effective 09.06.2018

### SUMMARY OF MAJOR CHANGES

- **All:** Moved rules questions and clarifications from this document to the Rules Reference.
- **Page 2-3:** Issued errata to Franchise City, Maxwell James, Emergent Creativity, Kill Switch, and Peeping Tom.
- **Page 8:** Added card clarifications for the Kitara cycle.
- **Page 9:** Added card clarifications for the Reign and Reverie.
- **Page 12:** Added an explanation for the interaction between Always Be Running and Enhanced Login Protocol.
- **Page 13:** Added answers to frequently asked questions for cards in the Kitara cycle and Reign and Reverie.

Changes since Version 4.1 are marked in pink.

# NETRUNNER

THE CARD GAME

This document contains card clarifications and errata, rule clarifications, timing structures, and frequently asked questions for *Android: Netrunner*. All official play and tournaments will use the most recent version of this document to supplement the most recent *Android: Netrunner* tournament rules and core rulebook.

## Section 1: Rotation and Card Pool

Rotation is the systematic retirement of older cards from *Android: Netrunner*'s card pool as newer cards are added. The current standard card pool, for use in all Organized Play tournaments, consists of the Revised Core Set, Terminal Directive, each deluxe expansion, and the latest five to seven cycles.

A card pool is all of the available cards that a player can use to build their deck. The card pool for *Android: Netrunner* is determined by defining which products, and the cards within them, are legal at any given time.

Rotated cards within this documents are identified with **R**.

For more information regarding Tournament Regulations and Product Legality, please visit:  
[FantasyFlightGames.com/OP/Legality](http://FantasyFlightGames.com/OP/Legality)

## Section 2: Card Errata

This section contains the official errata that have been made on individual cards in *Android: Netrunner*. Errata overrides the originally printed information on the card it applies to. Unless errata for a card appears below, the original English non-draft product printing of that card and all of its information is considered accurate, and overrides all other printings. This includes translated cards, promotional cards, and printings which may appear in alternate products.

### AstroScript Pilot Program (U 81) **R**

Should read: "Limit 1 per deck." (Added to ability.)

### Director Haas (S 10)

Should read: "You have 1 additional Ⓞ to spend during your turn..." (Changed "each" to "during your".)

### Scavenge (S 34)

Should read: "Trash an installed program. If you do, install a program from your grip or heap..." (Removed "As an additional cost to play Scavenge" and added "If you do".)

### Security Testing (X 48)

Should read: "...turn begins, you may..." (Added "you may".)

### Q-Coherence Chip (X 52)

Should read: "Trash Q-Coherence Chip when an installed program is trashed." (Added "installed".)

### Rachel Beckman (E 60)

Should read: "You have 1 additional Ⓞ to spend during your turn." (Changed "each" to "during your".)

### Wireless Net Pavilion (S 108)

Should be unique.

### Franchise City (S 114)

Should read: "If the Runner accesses an agenda from R&D, he or she must reveal it." (Added the above text before Franchise City's ability.)

### Progenitor (E 43)

Should read: "Whenever virus counters are purged, instead of removing all virus counters from the hosted card, remove..." (Added "instead of removing all virus counters from the hosted card".)

### Museum of History (M 19)

Should be unique.

### Salsette Slums (M 59)

Should read: "Once per turn, you may pay the trash cost of a card you access that is not in Archives to remove that card from the game." (Changed "when you pay...instead of trashing it" to "you may pay...remove that card from the game".)

### Weyland Consortium: Builder of Nations (U 38)

Should read: "The first time an encounter with a piece of ice with at least 1 advancement token ends each turn, do 1 meat damage." (Changed "the Runner encounters a piece of ice with at least 1 advancement token on it" to "an encounter with a piece of ice with at least 1 advancement token ends".)

### SYNC BRE (A 15)

Should read: "...accesses 1 fewer card whenever he or she accesses cards for the remainder of this run." (Added "for the remainder of this run".)

### Severnius Stim Implant (A 21)

Should read: "Hardware: Cybernetic" (Changed "Cybernetics" to "Cybernetic".)

Should read: "Whenever you access cards from that server during this run..." (Added "during this run".)

### MCA Informant (A 36)

Should read: "Install MCA Informant on a **connection** resource..." (Added "resource".)

### Nerine 2.0 (A 40)

Should read: "↳ Do 1 brain damage..." (Changed "Deal" to "Do".)

### Adjusted Matrix (A 46)

Should read: "Host icebreaker gains AI and "You may spend Ⓞ to break any subroutine on a piece of ice currently being encountered."" (Changed "Ⓞ: Break ice subroutine" to "You may spend Ⓞ to break any subroutine on a piece of ice currently being encountered".)

### NEXT Opal (A 50)

Should read: "You may install..." (Added "You may".)

### **Bioroid Work Crew** (👤 51)

Should read: "Use this ability only during the next paid ability window after playing and resolving an operation." (Changed "immediately after playing" to "only during the next paid ability window after playing and resolving".)

### **Standoff** (👤 77)

Should read: "...trashes 1 of his or her installed cards..." (Added "of his or her".)

### **Respirocytes** (👤 102)

Should read: "Hardware: Cybernetic" (Changed "Cybernetics" to "Cybernetic".)

### **Salvaged Vanadis Armory** (👤 103)

Should read: "Use this ability only during the next paid ability window after suffering any amount of damage." (Changed "immediately after having taken" to "only during the next paid ability window after suffering any amount of".)

### **Threat Level Alpha** (👤 117)

Should read: "...he or she has; if the Runner..." (Changed " to ";".)

### **Maxwell James** (👤 11)

Should read: "...only during the next paid ability window after a successful run on HQ ends." (Changed "after a successful run on HQ" to "during the next paid ability window after a successful run on HQ ends".)

### **Dhegdheer** (👤 20)

Should read: "Lower the install cost of programs you install on Dhegdheer by 1." (Changed "When you install a program on Dhegdheer, lower its install cost by 1" to "Lower the install cost of programs you install on Dhegdheer by 1".)

### **Executive Functioning** (👤 35)

Should read: "Trace<sup>4</sup>– If successful,..." (Added "If successful".)

### **Holmegaard** (👤 36)

Should read: "Trace<sup>4</sup>– If successful,..." (Added "If successful".)

### **Hortum** (👤 50)

Should read: "If Hortum has 3 or more advancement tokens on it..." (Changed "there 3 or more advancement counters on Hortum" to "Hortum has 3 or more advancement tokens on it".)

### **Emergent Creativity** (👤 28)

Should read: "...of programs and/or pieces of hardware from..." (Changed "or" to "and/or".)

### **Kill Switch** (👤 70)

Should read: "If the Runner accesses an agenda from R&D, he or she must reveal it." (Added the above text between Kill Switch's first and second abilities.)

### **Peeping Tom** (Ω 45)

Should read: "...has the named type for the remainder of this run." (Added "for the remainder of this run".)

## **NAPD Most Wanted List**

The NAPD Most Wanted List contains a list of cards with additional deck building restrictions. *Players must adhere to the NAPD Most Wanted List for all Fantasy Flight Games*

tournament play. For more information, see Appendix A in the *Android: Netrunner* tournament rules.

## **Section 3: Other Errata**

This section contains the official errata that have been made on individual deck lists and stickers in *Android: Netrunner*. Errata overrides the originally printed information on the deck list or sticker it applies to. Unless errata for a deck list or sticker appears below, the original English non-draft product printing of that deck list or sticker and all of its information is considered accurate, and overrides all other printings.

### **Ayla "Bios" Rahim** (👤 Deck List)

<b>Identity</b>	<b>Programs</b>
1x Ayla "Bios" Rahim (45/15)	2x Datasucker*
<b>Events</b>	3x Dhegdheer
3x Careful Planning	2x Magnum Opus*
3x Deep Data Mining	2x Adept
3x Diesel*	2x Gordian Blade*
2x Modded*	1x Mammon
3x Process Automation	2x Egret
3x Special Order*	<b>Resources</b>
1x Stimhack*	2x Biometric Spoofing
3x Sure Gamble*	2x Dean Lister
<b>Hardware</b>	
2x The Personal Touch*	
2x Ubax	
2x LLDS Memory Diamond	

### **Objective: Closing In** (👤 C8.2 Sticker)

Should read: "Progress – Score 1 agenda point." (Changed "Steal" to "Score".)

## **Section 4: Card Clarifications**

This section addresses rules interactions with regard to specific cards. The cards are sorted by set and then card number.

### **🔌 Original Core Set**



#### **1 Noise**

- Cards trashed by Noise's ability are placed facedown in Archives.

#### **2 Demolition Run**

- The Runner can trash an agenda accessed with Demolition Run, instead of stealing it.

#### **9 Djinn**

- The Runner cannot move other installed programs to Djinn when it is installed.

- When the Runner installs a program, he or she has the choice of installing it directly into his rig or on Djinn. He cannot move programs onto Djinn at a later point.

### 10 Medium

- Before accessing cards from R&D at step [5.5] of a run, the Runner chooses how many cards he or she wants to access when using Medium.

### 12 Parasite

- Parasite cannot be hosted on Djinn. A card or counter can only be hosted in one place at a time, and Parasite has the restriction that it must be installed on a piece of ice.
- If a piece of ice hosting Parasite is derezzed, the Parasite continues to collect virus tokens, but the hosting ice has no strength while derezzed and therefore cannot be trashed by Parasite unless it is rezzed again.

### 13 Wurm

- The Runner can only use Wurm to lower the strength of a currently encountered piece of ice, and only if Wurm is of equal or higher strength than that ice.

### 18 Account Siphon

- The Runner can choose to not use the ability on Account Siphon when accessing cards, and if so does not take any tags.
- If the Runner ends up running successfully on another server than HQ, the “If successful...” effect on Account Siphon cannot be triggered.

### 20 Forged Activation Orders

- The Corp cannot rez Akitaro Watanabe in response to a Forged Activation Orders being played. The effect of Forged Activation Orders is immediately resolved unless prevented or avoided.

### 25 Femme Fatale

- Femme Fatale does not need to match the strength of a piece of ice in order to bypass it.
- The Runner can spend the credit from Cyberfeeder to pay for the bypass ability.
- If Femme Fatale is uninstalled, the Runner cannot bypass the ice chosen by the Femme Fatale when it was installed; the ability is no longer active since the card is no longer active. Even if that copy of Femme Fatale is re-installed, it is treated as a ‘new’ copy and cannot bypass anything other than the ice chosen when it was just installed.

### 26 Sneakdoor Beta

- If Sneakdoor Beta is trashed during a run it initiated, the run is still treated as a run on HQ if it is successful.

### 29 Bank Job

- The Runner can take credits from Bank Job if he or she made a successful run on an empty server.

### 45 Net Shield

- Net Shield can prevent a single point of net damage each turn. It does not prevent all net damage from a single source.
- Multiple Net Shields cannot prevent more damage.

### 47 Aesop’s Pawnshop

- Aesop’s Pawnshop can only trash a single card each turn.

### 57 Aggressive Secretary

- The programs are trashed at the same time.
- The Corporation cannot choose to trash the same program more than once.

### 75 Chum

- If the Runner jacks out immediately after encountering a Chum and not breaking its subroutine, the Runner does not take any damage.
- Chum deals its net damage the first time either of the following occur during an encounter with the next piece of ice:
  - 1) Step [3.1] of a run closes and there is an unbroken subroutine on the piece of ice.
  - 2) Step [3.1] of a run was skipped or did not resolve because the encounter/run ends (if [3.1] does not happen, no subroutines can be broken). This applies even if the piece of ice has no subroutines.

### 90 Tollbooth

- If the Runner cannot pay 3C when encountering Tollbooth, then the run ends without the Runner paying any credits.
- The Runner must pay 3C if he or she is able to do so, even by spending temporary credits (such as bad publicity credits).

### 91 Red Herrings

- If the Runner accesses an agenda from R&D and does not pay the additional cost to steal it, he or she does not reveal it to the Corp.

### 97 Aggressive Negotiation

- Aggressive Negotiation can be played if the Corp scores an agenda during step [1.2] of his or her draw phase.

### 101 Archer

- If the Corp has an over advanced Braintrust scored and rezzes Archer, forfeiting Braintrust, Archer gains the discounted rez cost.



## Creation and Control



### 21 Awakening Center

- Ice hosted on Awakening Center can be rezzed through other card effects, but a rezzed piece of ice cannot be encountered unless it was rezzed by Awakening Center.
- Only one piece of hosted ice on Awakening Center can be encountered per run.
- Ice on Awakening Center are in the server and do not count as ice protecting the server.

### 34 Scavenge

- The Runner can trash a program as an additional cost, and then reinstall that same program.
- As part of the install action, the Runner can trash installed programs.

### 54 Same Old Thing

- The Runner cannot use Same Old Thing to play priority events.

## Honor and Profit



### 3 Tennin Institute

- The Tennin Institute cannot place advancement tokens on itself, since ID cards are not installed.
- The Tennin Institute can place advancement tokens on Runner cards.

### 22 Tori Hanzō

- The first net damage can be prevented/avoided before Tori Hanzō's replacement ability resolves.
- If the first instance of net damage is prevented by another effect or replaced with Tori Hanzō's own effect, Tori Hanzō cannot trigger for the remainder of the run.

### 28 Iain Stirling

- If Iain Stirling has a negative agenda point total, then he has fewer agenda points than a Corp with 0 or more agenda points.

### 48 Security Testing

- If Security Testing is uninstalled after a server is chosen, its ability cannot replace accessing cards if the first run on the chosen server is successful; the ability is no longer active since the card is no longer active.

### 53 Overmind

- Overmind is installed, and its MU counts against the Runner's memory limit, when it gains power counters.

## Lunar Cycle



### 9 Taurus

- If the Corp's trace strength is 5 or greater, Taurus trashes a piece of hardware even if the trace was unsuccessful. This also applies to Gemini, Sagittarius, and Virgo.

### 10 Mother Goddess

- Mother Goddess only gains the subtypes of other ice while it is rezzed.

### 12 Bad Times

- The Runner can choose which memory to lose (e.g., memory from Deep Red).

### 17 Nasir Meidan

- Nasir loses any bad publicity credits he has when his ability resolves.

- An ice is considered "just rezzed" for Nasir's ability if it is rezzed at any time during timing structure 2 of a run.
- Abilities which increase the rez cost of ice give Nasir more credits when his ability resolves. Likewise, abilities which reduce the rez cost of ice give Nasir fewer credits.
- Abilities which require the Corp to pay an additional cost to rez ice do not give Nasir more credits when his ability resolves.

### 21 The Foundry

- The Corp must find a piece of ice searched for, if able.

### 26 Targeted Marketing

- The Corp cannot gain 10 credits when the Runner plays a current that trashes Targeted Marketing (if the current was named when Targeted Marketing was played). Targeted Marketing is trashed before its ability resolves.

### 48 Crisium Grid

- The run is considered neither successful nor unsuccessful for the purpose of future card abilities, even if Crisium Grid is later trashed. (e.g., Tennin Institute will trigger if the only successful run the Runner made was against a server with a rezzed Crisium Grid).
- Restrictions which require a successful run (e.g. Emergency Shutdown, Data Leak Reversal) cannot be used if the successful run was against a server with a rezzed Crisium Grid.

### 56 The Supplier

- The Runner cannot use any "when your turn begins" abilities on cards that are installed by The Supplier until his next turn.

### 58 Order of Sol

- The Runner gains 1 credit even during the resolution of another ability (e.g., paying the cost to play a Sure Gamble with 5 credits in the credit pool).

### 83 Hostile Infrastructure

- Hostile Infrastructure does not resolve when the Corp trashes his or her cards, even as a result of a Runner ability (e.g. Noise forcing the Corp to trash the top card of R&D).
- If Hostile Infrastructure and any other Corp cards are trashed simultaneously, Hostile Infrastructure will do 1 net damage for each card trashed.

### 86 Daily Business Show

- If the Corp has multiple copies of Daily Business Show installed, the abilities stack on top of each other (e.g. two copies result in the Corp drawing 3 cards and adding 2 to the bottom of R&D).
- The Corp does not have to tell the Runner whether he or she kept the first or second card drawn. The Corp must keep the two cards discrete from the rest of his or her hand, though, when deciding; the Corp can shuffle the two cards together to obscure which card was taken.

### 93 Ekomind

- The memory limit from Ekomind is modified by other card abilities (e.g. a Runner with 5 cards in his or her grip and an Akamtasu Mem Chip installed has 6 MU).

### 95 Leela Patel

- If Leela steals an agenda while accessing multiple cards from HQ, she adds a card to HQ before continuing to access more cards.

### 103 IT Department

- Once triggered, IT Department results in a constant ability that continually tracks how many power counters are on the card.
- IT Department always gives a piece of ice +1 strength due to the token spent to activate the card ability, even if there are no other counters left on the card or IT Department is no longer installed.

*Example: There are 5 tokens on IT Department. If the Corp spends 1 token, the ice has +5 strength (1 for the initial token + 4 for the token still on IT Department). If the Corp spends another token, now the ice has +8 strength (2 for the initial tokens + 3 for each of the two instances of the ability).*

### 112 Self-Destruct

- Self-Destruct does not count itself as one of the cards trashed in order to establish the trace value.



### Order and Chaos



### 2 Gagarin Deep Space

- The Runner can decline to pay the 1 credit to access a card.

### 5 Glenn Station

- If Glenn Station is forfeited, any card hosted on it is trashed.
- Glenn Station can only host a card through its click ability.

### 9 Mark Yale

- If the Corp spends an agenda counter for Mark Yale's paid ability, he or she also gains 1 credit from his conditional ability.

### 13 Wormhole

- The subroutine that resolves is not considered to be on Wormhole (e.g. when the Corp uses Wormhole with cards like Data Raven or Viktor 2.0, the power counters are placed on those cards and not Wormhole).

### 20 Housekeeping

- If the Runner has 1 card in his or her grip and installs it, Housekeeping has no effect and does not prevent the install. (Only forced trashing through damage can result in a flatline.)

### 24 The Twins

- The Runner cannot jack out before encountering the ice again.

### 28 Edward Kim

- If the first operation Edward Kim accesses is in Archives, then he cannot trash another operation with his ability that turn.

### 32 I've Had Worse

- The Runner trashes all cards from the damage before drawing for I've Had Worse.
- I've Had Worse cannot prevent the Runner from being flatlined if the Runner takes more damage than the number of cards in his or her grip.

### 33 Itinerant Protesters

- The Corp does not lose the game if he or she has a negative hand size.

### 40 Eater

- If the Runner access Archives after using Eater, all cards are turned faceup but no individual cards are accessed.



SanSan



### 5 Enhanced Vision

- The revealed card is no longer revealed during the access phase; it immediately returns to its unrevealed state after the Corp shows the card to the Runner.

### 43 Turntable

- Agendas switched with Turntable keep any hosted counters or cards on them, but their text is not active.

### 73 Allele Repression

- Allele Repression can add itself to HQ as part of the resolution of its effect.

### 86 Film Critic

- After Film Critic's 'when accessed' ability resolves, any remaining 'when accessed' abilities are non-resolvable.
- An agenda hosted on Film Critic is not considered to be stolen. An agenda added to the score area from Film Critic is not considered to be stolen.
- The Runner cannot voluntarily trash an agenda hosted on Film Critic, even if the Runner accesses another agenda.
- Film Critic can only host an agenda through its 'when accessed' ability.

### 96 Casting Call

- Agendas installed faceup with Casting Call are not active (unless those agendas can be installed faceup through their own abilities).
- If the agenda hosting Casting Call is uninstalled, Casting Call is trashed.

### 116 Worlds Plaza

- Worlds Plaza may be accessed and trashed, thereby trashing all of its hosted cards, before the cards hosted on it are accessed.

## Data and Destiny



### 13 Archangel

- Archangel is not considered to be rezzed during its encounter, and cards that interact with rezzed cards, e.g., Datasucker, cannot affect it.

### 20 Ad Blitz

- The Corp must both install and rez any advertisements chosen by Ad Blitz.

### 22 The All-Seeing I

- The Corp does not have to have a bad publicity in order to play The All-Seeing I.

### 33 Endless Hunger

- Endless Hunger can only break subroutines that read exactly “↳ End the run.” It cannot break subroutines that use the words “end the run” as only part of its effect, e.g. on Tsurugi or Pop-up Window.

### 35 Hunting Grounds

- The prevent ability on Hunting Grounds is optional; because it can only be triggered “once per turn” it is the Runner’s choice as to when to trigger it.

### 39 Brain Chip

- If the Runner has negative agenda points, Brain Chip does not lower his or her hand size or MU: these cannot be increased by a negative number.

### 41 Always Be Running

- Programs that make a run, such as Sneakdoor Beta, Keyhole, etc., do not fulfill the requirement to make a run on Always Be Running.

## Mumbai



### 5 Mongoose

- If Mongoose is used to break subroutines on a piece of ice during a run, Mongoose may be used again if that same piece of ice is encountered later in that run.

### 7 Maya

- Maya can add an accessed card to the bottom of R&D even if that card has already been trashed or stolen.

### 25 Corporate Scandal

- Bad publicity from Corporate Scandal cannot be removed.

### 28 Lakshmi Smartfabrics

- Lakshmi Smartfabrics gains a power counter when it is rezzed.
- Even if Lakshmi Smartfabrics is trashed, agendas revealed by Lakshmi Smartfabrics cannot be stolen for the remainder of the turn.

### 67 Jeeves Model Bioroids

- Playing a double operation and then playing a regular operation, spending three clicks for Melange Mining Corp., as well as clicking for three credits are each considered spending three clicks on the same action. Additional Ⓜ costs are still costs to trigger an ability.
- Jeeves must be rezzed while all 3 clicks are being spent. Installed cards must be active while meeting their trigger condition, and Jeeves trigger condition is the spending of 3 clicks on the same action, not the third click.

### 83 Rebirth

- Rebirth cannot switch an identity with an identity from Genesis or Spin cycle.

## Flashpoint



### 26 Temüjin Contract

- If the server that Temüjin Contract chooses is destroyed, credits on Temüjin Contract remain on it. However, there is no way for the Runner to take those credits.

### 39 Financial Collapse

- The Corp cannot play Financial Collapse if there are no installed resources.

### 41 Obelus

- The Runner draws 1 card for each card accessed during the run, even if those cards are accessed from a server other than the attacked server.

### 107 Encore

- If the Runner has enough clicks in a single turn to successfully run on R&D, HQ, and Archives and then play two Encores, he or she takes two additional turns after the current turn.

## Red Sand



### 36 MCA Informant

- The tag from MCA Informant cannot be removed.

## 46 Adjusted Matrix

- The host icebreaker's strength must be equal to or greater than the ice it is encountering in order to use the ability provided by Adjusted Matrix.

## 51 Bioroid Work Crew

- If the Corp plays a terminal operation, Bioroid Work Crew's trash ability may only be used during the paid ability window in the discard phase of that turn.

## 52 AgInfusion: New Miracles for the New World

- The Corp cannot use AgInfusion's ability if the approached ice is already rezzed or if the ice is prevented from being rezzed (such as through a card ability). However, the Corp can use AgInfusion's ability if they do not have enough credits to rez the ice, as AgInfusion only checks if the approached ice has the opportunity to become rezzed.
- If the Runner is redirected to a server...
  - ...with a rezzed outermost piece of ice, the Runner moves to step [3] of the run.
  - ...with an unrezzed outermost piece of ice, Runner moves to step [4] of the run.
  - ...that is not protected by ice, the Runner moves to step [5] of the run.

## 85 Flashbang

- Flashbang's strength must be equal to or greater than the ice it is encountering in order to use its derez ability.

## 92 Mandatory Seed Replacement

- The same number of ice must be protecting each server after the rearrangement as before.

## 94 Metamorph

- Cards swapped by Metamorph do not have to follow play restrictions (such as "Install only in a remote server"). However, Metamorph cannot place two agendas and/or assets in the same server.

## 99 Transparency Initiative

- The Corp cannot install Transparency Initiative on an agenda that is already faceup.



## Terminal Directive



## 12 Ayla "Bios" Rahim: Simulant Specialist

- The Runner places cards in NVRAM after both players have revealed their identities and shuffled their decks.

## 27 The Shadow Net

- The Runner cannot use The Shadow Net to play priority events.

## 29 Brain Rewiring

- Both the cards that are selected from the grip and the order that they are added to the bottom of the stack are randomized.

## 41 Skorprios Defense Systems: Persuasive Power

- If multiple cards are trashed simultaneously (such as through damage), the Corp may decide which of those cards is removed from the game.
- Skorprios cannot remove cards that have been discarded (step [2] of the Runner's turn) from the game.



## Kitara



## 1 By Any Means

- If the Runner plays By Any Means, then accesses a Corp card that has a "When accessed..." ability (such as Snare! or Archangel), By Any Means resolves first, trashing the accessed card and preventing it from resolving.

## 8 Assimilator

- Flipping a card faceup with Assimilator is not the same as installing that card. As such, if Assimilator turns a card faceup that has a "When installed..." ability, that ability does not trigger.
- Assimilator can circumvent Apex's play restriction by turning non-virtual resources faceup.

## 19 Wake Up Call

- The Corp cannot play Wake Up Call if the Runner has neither a piece of hardware nor a non-virtual resource installed.

## 31 Jinja City Grid

- If the Corp draws multiple cards simultaneously (such as by triggering Rashida Jaheem), the Corp draws all cards first, then Jinja City Grid meets its trigger condition simultaneously for each drawn piece of ice. The Corp decides the order in which to trigger the instances of Jinja City Grid's ability, and thus the order in which to install the drawn ice.

## 33 Bacterial Programming

- If the Runner steals Bacterial Programming from R&D with accesses remaining and the Corp uses the ability on Bacterial Programming, the Runner continues accessing cards from R&D as normal, starting with whatever card is now on top of R&D, and proceeding down through as many cards as they have accesses remaining.
- If the Runner steals Bacterial Programming from HQ with accesses remaining and the Corp uses the ability on Bacterial Programming to add any cards to HQ, the Corp randomizes any cards added to HQ together with the remaining unaccessed cards in HQ, then the Runner continues accessing as normal. Note that cards entering HQ cannot change the total number of accesses the Runner has.
- If the Runner steals Bacterial Programming from Archives, and the Corp uses the ability on Bacterial Programming to trash any cards, the cards trashed by Bacterial Programming enter Archives facedown, and they will not be turned faceup during this access phase. The Runner can choose to access those facedown cards if they still have accesses remaining, returning any accessed facedown cards to Archives facedown when the access phase ends, but the total number of cards the Runner accesses does not change. Thus, if Bacterial Programming is the last card the Runner chooses to access from Archives, they will not be able to access any of the facedown

cards; if Bacterial Programming is not the last card the Runner chooses to access from Archives, they will not access every card in Archives.

### 58 Death and Taxes

- Death and Taxes triggers when the Runner trashes one of their own cards.

### 63 419: Amoral Scammer

- The Runner chooses whether or not to trigger 419's ability first. If they do, the Corp chooses whether or not to pay 1 $\ominus$ .

### 87 Gebrselassie

- Gebrselassie replaces any instance of an icebreaker resetting to base strength at the end of an encounter with resetting at the end of the turn. This includes the basic rule applied to any strength boost that does not specify a duration, as well as any strength boost that specifies the end of an encounter explicitly (such as Takobi). Gebrselassie does not have any effect on abilities that continuously modify strength (like Na'Not'K) or abilities that modify the strength of the host icebreaker for a different specified duration.

### 89 Logic Bomb

- The Runner can use Logic Bomb even if they have no remaining  $\ominus$ .

### 106 PAD Tap

- PAD Tap triggers even if a Runner card causes the Corp to gain credits.
- PAD Tap does not trigger when the Corp "takes" credits (such as through Adonis Campaign).

### 114 Mti Mwekundu

- If the piece of ice that Mti Mwekundu installs is the first piece of ice that the Runner approaches that run, the Runner cannot jack out. If the piece of ice is not the first piece of ice that the Runner has approached that run, the Runner can jack out.

## Reign and Reuerie



### 3 Guinea Pig

- Guinea Pig can be played if it is the only card in the grip.

### 4 Patchwork

- Patchwork can be used to play or install cards that have a higher cost than the number of credits in the Runner's credit pool. As an example, the Runner could play an event that costs 5 $\ominus$  even if the Runner only has 3 $\ominus$  in their credit pool.

### 7 District 99

- As discarding is not the same as trashing, District 99 does not gain power counters from cards discarded at the end of the Runner's turn.

### 8 Liza Talking Thunder

- The Runner will draw 2 cards even if they avoid the tag.

### 25 DJ Fenris

- If DJ Fenris is flipped facedown or his text box is blanked, the hosted identity stays hosted on DJ Fenris. The identity no longer has any effect on the game.
- If DJ Fenris is uninstalled, even while facedown or blanked, the identity is removed from the game.
- If DJ Fenris is uninstalled and then installed again, the Runner can choose to host the same identity as before.

### 26 Sportsmetal

- If the Corp draws while the Runner is accessing cards from R&D, the Runner continues accessing from the new top card of R&D.

### 28 Meridian

- If Meridian's subroutine triggers, the Runner has two options: either (A) allow the Corp to gain 4 $\ominus$  and end the run or (B) add Meridian to their score area as an agenda worth -1 agenda point.

### 38 Otoroshi

- The Corp can choose to place 0 advancement tokens on a card. If they do, the Runner must either access that card or pay 3 $\ominus$ .

### 40 Hangeki

- The Corp may choose an installed piece of ice. If that ice has a "when accessed" ability, that ability resolves just as it would if it were accessed normally (such as from HQ or R&D).

### 41 Daruma

- If Daruma swaps a card hosting tokens or other cards with another installed card, the host relationship remains intact.
- When swapping cards, the Corp must follow all applicable restrictions from card abilities and game rules. As an example, Daruma cannot swap an upgrade with an agenda if Daruma's server already has an installed agenda or asset.

### 42 ACME Consulting

- The additional tag cannot be removed or manipulated.

## Section 6: Frequently Asked Questions

This section answers some of the more frequently asked questions that arise while playing *Android: Netrunner*.

***If the Runner steals an agenda from Jinteki using the core set identity, but has no cards in hand, who wins if the agenda gives the Runner his seventh point?***

The Runner wins the game. Whenever a player has 7 or more agenda points in his score area, the game immediately ends. The game ending takes precedence over any conditional ability that triggers when an agenda is stolen.

***When a piece of ice allows the Runner to break subroutines on it by spending clicks, does the Runner have to match the strength of the ice before using this ability?***

No. The Runner does not have strength, only icebreakers have strength and an icebreaker must match the strength of a piece of ice to interact with it. This ability allows the Runner to break subroutines by spending clicks without using any icebreakers.

***If the Corp rezzes an illicit piece of ice during a run, can the Runner spend the bad publicity credit immediately?***

No. Bad publicity credits are only gained at the beginning of a run.

***Can the Runner use Datasucker to reduce the strength of a piece of ice before an ability on that ice triggers when it is encountered (such as a Tollbooth)?***

No. Tollbooth ends the run unless the Runner pays 3 $\diamond$  before the Runner has the opportunity to use a paid ability. See step [3] of a run on page 13.

***Can the Runner combine multiple effects to make a run, like using both Sneakdoor Beta and Account Siphon?***

No. Using each of those cards is an action, and a player cannot take an action during the resolution of another action.

***The rules state that “The Runner cannot jack out while approaching the first piece of ice during a run.” Can the Runner jack out after the subroutine on Cell Portal resolves and he or she is approaching the outermost piece of ice protecting the server?***

Yes. “The first piece of ice” refers to the first *time* a piece of ice is approached during a run, and not the ice itself. The Runner approaches the ice and has the opportunity to jack out.

***There is a Parasite with 1 virus counter hosted on a rezzed Enigma, and the Runner has an Ice Carver installed. If the Runner encounters Chum, does not break its subroutine, and then continues the run and encounters Enigma, is the Enigma trashed?***

No. Chum’s ability is a required conditional effect that creates a constant +2 strength effect. When the Runner encounters the ice, both modifiers (Chum at +2 and Ice Carver at -1) apply at the same time and the strength of Enigma would be 2.

***If the Runner takes 4 brain damage from a single source, how many brain damage tokens would he or she get?***

The Runner takes 1 brain damage token for each point of brain damage he or she suffers, even if it was suffered all at once. The Runner would get 4 tokens to mark the brain damage he or she has suffered.

***Where is an upgrade installed in a remote server?***

An upgrade is installed in a remote server in the same position as an agenda or asset. The Runner should not be able to tell what type of card is installed in a remote server by its position. This is different than installing an upgrade in a central server, where it is always installed in the root.

***Can the Runner use multiple icebreakers on a single piece of ice?***

Yes, although there are few situations where this is beneficial. But the Runner cannot use one icebreaker’s strength to allow another icebreaker to interact with the ice.

***Does the Corp know what cards the Runner accesses from HQ?***

Yes. The Corp should know what cards are accessed and in what order.

***Can the Runner trash an accessed card with Demolition Run before any ‘when accessed’ conditional abilities resolve?***

No. The card must be accessed before Imp, Demolition Run, or any other similar effect can be used to trash it, just as if the Runner was paying its trash cost.

***Can the Runner install a program if he or she has no more available memory units?***

Yes. The Runner can trash any number of already installed programs before installing a new one (and must if there is not enough space for the new program). So the Runner can initiate an install action, trash any number of programs to free up MU, and then install the new program.

***The Runner chooses an unrezzed Archer as the target of a Forged Activation Orders. Can the Corp choose to rez Archer, but then decline to pay the additional cost of forfeiting the agenda?***

No. If the Corp chooses to rez Archer, then as part of this choice he or she must pay 4 $\diamond$  and forfeit an agenda. Otherwise, the ice is trashed.

***Can the Corp rearrange his installed cards within a single server, to obscure the order that he or she installed them in?***

The Corp must keep the order of his installs clear to the Runner; he or she cannot rearrange cards in servers however he or she likes.

***If the Corp uses Efficiency Committee for extra clicks, can he or she then play Shipment from Kaguya or Red Planet Couriers to place/move advancement tokens during that turn?***

Yes. Placing or moving advancement tokens on a card is different than advancing it, and Efficiency Committee only stops the Corp from advancing cards.

***The Runner does not break a subroutine that specifies “Trash 1 program.” Who chooses the program to trash?***

The Corp chooses which program to trash. Unless otherwise noted, each player makes the choices required by the effects on his cards.

***Can the Runner use the recurring credit on Cyberfeeder to pay for using Femme Fatale’s bypass ability or Mammon’s counter gaining ability?***

Yes. Triggering any ability on an icebreaker is considered to be using it.

***How does Rielle “Kit” Peddler’s ability interact with bypassing a piece of ice? Is there any way to bypass a piece of ice and make the next piece of ice a code gate?***

There is no way to bypass a piece of ice and then make the next piece of ice a code gate. Rielle “Kit” Peddler makes the first piece of ice encountered a code gate, and this is a constant ability. The Runner encounters any ice bypassed, and cannot

choose to resolve the bypass ability before Kit's constant ability, because the constant ability is always active.

**If the Runner uses Film Critic to add an agenda to his or her score area while The Source is installed, is The Source trashed?**

No. Adding an agenda to the Runner's score area is not the same as scoring or stealing an agenda.

**The Runner encounters Heimdall 1.0 and uses a click to break the first subroutine. If the Corp rezzes a Tyr's Hand and uses its ability to prevent that break, can the Runner spend another click to rebreak the subroutine?**

Yes. Tyr's Hand prevents a subroutine from being broken once, but the Runner can break the subroutine again.

**The Corp has two copies of Director Haas installed, one rezzed and one unrezzed. The Corp spends four clicks and then rezzes the second copy. Does the Corp have an additional click to spend?**

No. Clicks are tracked as a running total and not individually. The Corp still has 4 clicks to spend on his turn, and he or she has spent 4 clicks, whether or not the additional click came from a different card.

**Can the Runner spend credits to boost the strength of an icebreaker, or break a subroutine on a piece of ice, if she is about to encounter a Tollbooth during step [2.3] of a run?**

The Runner cannot break subroutines outside of step [3.1] of a run, but he or she can boost the strength of an icebreaker.

**The Runner has Security Testing and Aesop's Pawnshop installed. At the start of his turn, the Runner names a server for Security Testing, then sells it to Aesop's Pawnshop. The first time he or she makes a successful run on that server, does the Runner gain 2 credits instead of accessing cards?**

No. A conditional ability can only resolve if the card it is on is active when the trigger condition is met, and Security Testing is no longer active after it is trashed. Security Testing has two conditional abilities on it (like Femme Fatale), unlike Joshua B., who has one.

**The Runner uses Femme Fatale to bypass a Komainu for 0 credits. If there is a Chum installed before the Komainu, are the 0 subroutines on Komainu broken, or does the Runner take the 3 net damage?**

The subroutines are not broken because the ice was bypassed, and the Runner takes 3 net damage.

**If Security Testing is used on HQ and the Runner plays Diversion of Funds, can she choose which replacement effect to use?**

No. Security Testing triggers at step [5.4] of a run, and replaces the access. Security Testing is also a required ability and the Runner cannot choose to not use it. Diversion of Funds does not trigger until step [5.5] of the run, at which point Security Testing has already resolved.

**If the Runner uses a Tinkering on a Wendigo with one advancement token on it, is the Wendigo a code gate?**

Yes. Gaining and losing subtypes are tracked as a running total, but having the subtype is a binary state. In this scenario the Wendigo had two code gate subtypes and loses one, meaning it is still a code gate.

**If the Corp has an active Enhanced Login Protocol, does it trigger the ability on a Heinlein Grid?**

No. The additional click is spent to initiate the run, and is not spent during the run.

**If the Corp uses the ability on The Foundry during the resolution of an Accelerated Beta Test, what happens?**

Each piece of ice is installed and rezzed one at a time. So the Corp installs the first piece of ice and then uses The Foundry to search R&D for another copy. This results in shuffling the other two looked at cards into R&D (they never actually leave R&D), preventing them from being installed or trashed.

**Can the Corp add subroutines to a piece of grail ice in any order (by using other grail ice)?**

Yes. The Corp can add subroutines to grail ice before or after any subroutines, including the subroutine printed on the card.

**If the Runner has 2 credits and an active Net Celebrity, does he or she have to pay 3 credits (including the Net Celebrity credit) when encountering a Tollbooth?**

Yes. Cards with recurring credits (like Net Celebrity) or temporary credits (like Ghost Runner) have to be used if the requirement to use the credits on the card is met and an effect requires credits to be paid.

**If the Runner chooses Archives for Security Testing, and the Corp has Crisium Grid installed there, can Security Testing be used?**

When the Runner makes a run on a server with Crisium Grid, the run is still successful but it is seen as neither successful or unsuccessful for the purposes of card abilities. Security Testing does not see that a successful run occurred. If the Runner trashes the Crisium Grid and then successfully runs Archives for a second time, the Security Testing triggers because it believes the first run was not successful or unsuccessful.

**What happens if the Runner uses Eureka! to install Angel Arena?**

If Angel Arena is installed using Eureka!, then the X value the Runner chooses to pay is lowered by 10. So if the Runner paid 0 credits he or she gets 0 power counters, because X was lowered from 10 to 0.

**If the Runner has a Hivemind with 1 virus counter on it and an Imp with no virus counters on it, can he or she use Virus Breeding Ground to move 1 virus counter to Imp?**

Yes. Imp is considered to have the virus counters on Hivemind on it.

**Can the Runner use Incubator to move all the virus counters on Hivemind to another card? If so, does the Runner have to move all the virus counters or can he or she pick how many to move?**

Yes, the Runner can and must move all virus counters from Hivemind to the chosen card when using Incubator.

**If the Runner accesses a Cyberdex Virus Suite from HQ, does the Cyberdex Virus Suite purge virus counters first or can the Runner use a virus counter on Imp to trash it before the purge?**

The Cyberdex Virus Suite removes the virus counters from Imp first; the Runner cannot trash a card accessed with Imp until after all of the “when accessed” abilities are resolved.

**Does Blacklist prevent the Runner from using Same Old Thing to play an event from the heap?**

Yes. The event must leave the heap when played using Same Old Thing, so while Blacklist is active it prevents the Runner from using Same Old Thing.

**Can the Runner use Sacrificial Construct to prevent the trashing of a program on London Library?**

Yes. Programs on London Library are installed, the Library’s effect is a conditional ability that resolves at the end of each of the Runner’s turns. So Sacrificial Construct will delay the trash, but London Library will attempt to trash it again at the end of the Runner’s next turn.

**Can the Runner use Immolation Script during a run in which Eater was used to break a subroutine?**

No. Eater stops the Runner from accessing any individual cards, and so there is no access to replace with Immolation Script.

**If the Runner trashes a Worlds Plaza that is hosting The Board, does the Runner add The Board to their score area?**

No. Since The Board is not currently being accessed, it is not added to the Runner’s score area.

**If the Runner takes net damage while both Titanium Ribs and the Chronos Protocol are active, what happens?**

If it is the Runner’s turn, then Titanium Rib resolves and the Runner chooses which card to trash. If it is the Corp’s turn, then the Corp chooses which card to trash.

**Can the Corp score a Research Grant, use Team Sponsorship to install another copy of it, and then score the new copy with the ability on the first Research Grant?**

Yes. The Corp can choose the order in which his or her simultaneous effects trigger.

**If the Runner plays Drive By and the Corp uses Zaibatsu Loyalty to prevent the card from being exposed, can the card still be trashed if it is an asset or upgrade?**

No. The effect does not resolve because Drive By cannot confirm the card to be an asset or an upgrade.

**If a Runner with no tags accesses a Quantum Predictive Model that hosts Casting Call, does the Corp score the Quantum Predictive Model?**

No. The Quantum Predictive Model does not resolve if the Runner is not tagged when the access occurs.

**If the Runner trashes a Worlds Plaza that is hosting a Hostile Infrastructure, how much net damage does the Runner take?**

The Runner takes 1 net damage from trashing the Worlds Plaza. The Hostile Infrastructure is trashed by the game (according to the rules for hosting) and not by the Runner.

**Can a Runner playing as Kate “Mac” McCaffrey use a DaVinci with 1 power counter on it to install a 2-cost card like Clot?**

No. DaVinci’s ability looks at the install cost of the card while it is in the Runner’s grip, before it is installed by triggering the trash ability.

**What happens if the Runner accesses an Archangel from R&D during an encounter with a Shiro?**

If the Corp pays 3 credits, then the Runner encounters Archangel; while encountering Archangel, the Runner is not considered to be encountering Shiro again until the Archangel access ends. Then the Runner continues the previous encounter with Shiro, resolving any other of its subroutines, if necessary, and continuing the run from that position.

**If the Runner encounters Archangel after an Apocalypse has been played can the Corp just name a card that was previously installed?**

The Corp player must specifically indicate the facedown card he or she wants to return to the Runner’s grip. Naming a card that had previously been installed faceup is not enough.

**If Enhanced Login Protocol and Always Be Running are both active, and the Runner can’t or doesn’t want to play a run event, is the Runner forced to spend their first two clicks to make a run? What happens if they only have 1 click for their turn?**

Yes, the Runner must fulfill one of the options Always Be Running allows if possible. This includes all costs associated with those options. If the Runner has neither 2 clicks to legally initiate a run, nor a run event to play, they must reveal their grip to the Corp to demonstrate that they cannot fulfill either option. Once this is demonstrated, the requirement can be ignored for that turn and the Runner can spend their one click on another action.

**If the Runner loses the psi game from Psychic Field while Fumiko Yamamori is rezzed, does the Runner suffer meat damage before or after Psychic Field does net damage?**

The Runner suffers meat damage from Fumiko Yamamori after Psychic Field’s ability finishes resolving. Psychic Field’s ability

is a constant effect from the result of the secretly spent credits being revealed, so it must resolve before any abilities triggered from the secretly spent credits being revealed.

***Can the Runner use Salsette Slums to remove an installed Mumbad Virtual Tour from the game?***

No. Mumbad Virtual Tour requires the Runner to trash it when accessed; Salsette Slums, however, does not trash cards but instead provides the Runner a new option for interacting with an accessed card.

***If the Runner uses Salsette Slums to remove a card from the game, does Maw trigger?***

As Salsette Slums does not trash the card, Maw will trigger.

***If the Runner uses Salsette Slums to remove an installed Corp card from the game, does Controlling the Message trigger?***

No. However, Controlling the Message will still have the opportunity to trigger later that turn.

***If a Runner with Doppelgänger uses Möbius, can he or she choose in which order their effects trigger?***

Both Doppelgänger and Möbius meet their trigger conditions at the same time, so the Runner chooses the order that the abilities trigger. Once the additional run from either ability has completed, the other ability triggers and the Runner may initiate another run. Either (a) the Runner chooses to trigger Möbius first, makes a run on R&D, then makes an additional run with Doppelgänger's ability; or (b) the Runner makes an additional run with Doppelgänger's ability, then triggers Möbius to make an additional run on R&D.

***If the Corp is playing as Potential Unleashed and the Runner steals an Obokata Protocol from a server with a rezzed Ben Musashi, how many times does Potential Unleashed trigger?***

The Runner must suffer 4 net damage and 2 net damage simultaneously, so Potential Unleashed will trash 2 cards from the top of the stack after all damage has resolved.

***If the Corp is playing as Skorprios Defense System and the Runner uses Scavenge, can the Corp remove the trashed program from the game before the Runner can reinstall it?***

Yes. The trigger condition for Skorprios is met as soon as the Runner trashes the program.

***If the Runner is forced to encounter Archangel but breaks all of its subroutines using Inversificator, can the Runner swap Archangel with an installed piece of ice?***

Forced encounters only follow step [3] of a run. Inversificator has no opportunity to trigger as the Runner does not pass (step [4]) the ice after the forced encounter.

***Can the Runner use Hunting Grounds to prevent Anansi's ability?***

No, as Anansi has a "When the encounter ends..." ability, not a "When encountered..." ability.

***If the Corp rezzes Malia ZOLOK4 during their turn and the Runner has a Councilman installed, what happen if the Corp blanks the text box of a card other than Councilman?***

The Runner can derez Malia with Councilman. Although the

card chosen for Malia will end up unblanked, it still has its text blank for a brief moment of time between ability resolutions. For example, if the Runner has cloud programs installed, and Malia momentarily blanks a card providing link such as Maxwell James, then the Runner's installed programs could exceed their available MU. The Runner will have to trash programs immediately before Councilman is able to resolve, as the MU requirement does not wait for the timing steps of resolving Councilman's ability to complete.

***What is the base trace strength for Amani Senai if the Corp scores Medical Breakthrough?***

Medical Breakthrough's ability is active before Amani Senai's ability resolves, so if it's the first copy of Medical Breakthrough to be scored or stolen, Amani Senai's base trace strength is 3. Each additional copy of Medical Breakthrough in a player's score area lowers Amani Senai's base trace strength by 1.

***If the Runner plays Apocalypse while Consume is installed, does Consume gain counters before being flipped facedown?***

Yes. The virus counters then remains hosted on the facedown Consume until the Corp purges, the counters are removed by a card ability, or the facedown Consume becomes uninstalled.

***What is the additional cost to rez Masvingo incurred by Hernando Cortez?***

No matter how many advancement tokens are on Masvingo, Hernando Cortez does not add any additional cost to rez it. Masvingo's ability is not active until rezzed.

***What happens if the Runner uses The Turning Wheel during a run with Divide and Conquer?***

The Runner must choose to access an additional card from either R&D or HQ each time they use The Turning Wheel.

***If the Runner plays Guinea Pig with Dadiana Chacon installed and exactly 4 in their credit pool, does the Runner flatline?***

Dadiana's ability triggers after the Runner pays the play cost of Guinea Pig but before Guinea Pig's ability resolves. Therefore, if the Runner has at least 3 other cards in their grip, they do not flatline from Dadiana Chacon; if they have 2 or fewer cards, they will flatline from Dadiana Chacon.

***If Ika uses the credits on Flame-out to host itself on a piece of ice, is Ika trashed when the Runner's turn ends?***

No. Flame-out only trashes programs that are still hosted on it.

***If The Outfit is playing against Valencia Estevez, does the Corp start the game with 1 bad publicity and 8?***

No. The Corp does not "take" bad publicity from Valencia, they simply start the game with the bad publicity.

***How does Formicary interact with Mti Mwekundu?***

Once either ability from Formicary or Mti Mwekundu resolves, the Runner is no longer approaching the server and the other ability cannot be triggered. But if the Runner passes the piece of ice encountered this way, they will approach the server again and these abilities can meet their trigger condition again.

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