Another game aid   by **Universal Head**

THE ESOTERIC ORDER OF GAMERS

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THE ESOTERIC ORDER OF GAMERS

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Game:	**ANDROID: NETRUNNER**	**v2.1**
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

SETUP

One player is the **Runner**; the other is the **Corporation**. Each player places his **identity card** faceup before him and takes his corresponding deck.

Put the **credits**, **advancement**, **brain damage**, **tag**, **bad publicity**, and **generic** tokens into piles. Each player takes **5 credits** from the bank.

Each player shuffles his deck, offers it to his opponent for further shuffling, then draws **5 cards** as his starting hand. First the Corporation, then the Runner, may choose to take a *mulligan* by shuffling his hand back into his deck and drawing a new starting hand (which must be kept). Each player places his deck facedown in his play area. The Corporation always takes the first turn.

CARDS

There are 6 types of Corporation cards: **identities**, **operations**, **agendas**, **ice**, **upgrades**, and **assets**.

There are 5 types of Runner cards: **identities**, **hardware**, **resources**, **programs**, and **events**.

The Corporation's installed cards can be **rezzed** (faceup/active), and **unrezzed** (facedown/inactive). He can look at his unrezzed cards at any time.

To rez an installed card, pay its rez cost and turn it faceup. This does not cost a click.

Agendas, assets, and upgrades are always installed in a server vertically; ice are installed horizontally.

An upgrade is installed in a remote server in the same place as an agenda or asset (the Runner should not be able to guess the type of card by its position).

CORPORATION PLAY AREA

Central Servers

You have 3 **central servers**; each also has a **root**.

1. Headquarters (HQ) Your hand of cards. Cards in HQ are inactive. **You begin with a maximum hand size of 5 cards.** Your identity card represents HQ for the purposes of card installation.

2. Research and Development (R&D) Your draw deck, kept facedown. Cards in R&D are inactive.

3. Archives Your discard pile, where your cards are placed when trashed or discarded. Cards in Archives are inactive.

Some cards enter Archives faceup, some facedown. Facedown cards are oriented horizontally so that the Runner can easily see them. Both the Corporation and Runner may look through the faceup cards in Archives at any time, and do not need to maintain the order of its cards. The Corporation can also look at the facedown cards in Archives at any time; the Runner cannot.

Root The area of a central server where upgrades for the server are installed. An upgrade installed in the root is placed below the server. If a root has no cards installed in it, it is considered empty.

Remote Servers

You have no remote servers at the start of the game. You create them by installing cards. Cards in remote servers are active if rezzed and inactive if unrezzed.

There is no limit to the number of remote servers you can have at a time.

Ice

The Corporation installs ice to protect his servers.

Installed ice is always placed in front of a particular server and dedicated to it. Ice can protect an empty server.

Ice is active if rezzed and inactive if unrezzed.

RUNNER PLAY AREA

Grip

Your hand of cards. **You begin the game with a maximum hand size of 5 cards.** Cards in the grip are inactive.

Stack

Your draw deck, kept facedown. Cards in the stack are inactive.

Heap

Your discard pile, where your cards are placed when trashed or discarded.
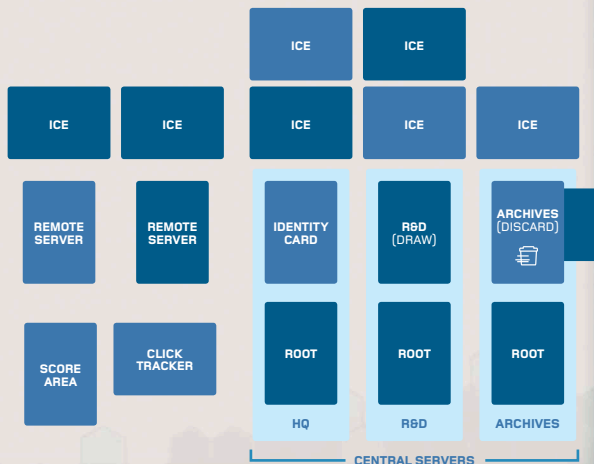
Cards in the heap are faceup and inactive. Both the Runner and Corporation may look through the heap at any time, but must maintain the order of its cards.

Rig

Where you install your cards. The rig is separated into 3 rows: **programs**, **hardware**, and **resources**. Cards in the rig are active.
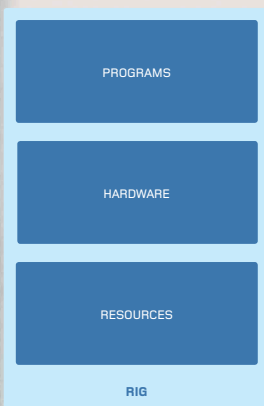
SAMPLE PLAY AREA – RUNNER

SAMPLE PLAY AREA – CORPORATION

TURN SEQUENCE

The Corporation and the Runner alternate taking turns. A player takes actions in his turn by spending **clicks** ⊘.

You can only spend your clicks during your own Action phase, and you must spend all of them. The Corporation begins his turn with 3 ⊘, the Runner, 4 ⊘.

You can perform your actions any number of times, in any combination, if you can pay for them. When you spend clicks on an action, you cannot take another until the current action fully resolves.

Corporation Turn

1: Draw Phase
Draw 1 R&D card (this does not cost any clicks).

If R&D is empty, the Runner immediately wins the game.

2: Action Phase
Take actions by spending ⊘⊘⊘.

3. Discard Phase
If the cards in **HQ** (your hand) exceed your current maximum hand size, discard down, one at a time, to your maximum hand size. Discarded HQ cards are always sent to Archives facedown.

Runner's Turn

1: Action Phase
Take actions by spending ⊘⊘⊘⊘.

2. Discard Phase
If the cards in your **grip** (your hand) exceed your current maximum hand size, discard down, one at a time, to your maximum hand size.

CORPORATION ACTIONS

Draw 1 Card
Spend ⊘ to **draw the top card of R&D**; add it to HQ.

Gain 1 Credit
Spend ⊘ to **take 1 credit ◊ from the bank**; add it to your credit pool.

Install Cards
Spend ⊘ to **install a single agenda, asset, upgrade or piece of ice** from HQ.

Place the installed card facedown on the table. You may pay a piece of ice's rez cost to rez it, but only when the Runner approaches it during a run.

When installing a card in a **server**, you may first trash any cards already installed there. Trashed cards go to Archives faceup if they are rezzed, and facedown if they are unrezzed. Installed cards cannot be rearranged or mixed-up by either player except through card effects.

If you choose to create a **remote server** when installing a card, install the card by placing it facedown in a discrete location in your play area. Agendas, assets, upgrades, and ice can all be used to create a new remote server. If you create a remote server by installing ice, the server exists, but is considered empty. An empty server can still be run against by the Runner.

Agendas: An agenda can only be installed in a remote server. After installation, you can advance and ultimately score it. A remote server can have only one agenda or asset installed in it at a time.

You may install an agenda in a remote server with an asset or an agenda already installed if you trash the existing card first as part of the install action. You do not have to trash upgrades.

Assets: An asset can only be installed in a remote server. If you want to install an asset in a remote server that has an asset or an agenda already installed in it, you can do so but must trash the existing card first as part of the install action.

Upgrades: An upgrade can be installed in any server. When an upgrade is installed in a central server, it is installed in the central server's **root**. Unlike an agenda or asset, there is no limit to the number of upgrades you can install in any server, central or remote.

You can only have one upgrade with the *region* subtype installed per server or server root.

Ice: Ice can be installed in front of any server in order to protect that server. After a piece of ice is installed in front of a server, it is dedicated to that server and cannot be moved or rearranged.

When you install a piece of ice, you can first trash any ice protecting that server in order to reduce the install cost. Then install it in the outermost position in front of the server (the position farthest from the server, in front of any other ice that is protecting the server).

> Pay an install cost equal to the number of pieces of ice already protecting that server.

Play an Operation
Spend ⊘ to **play an operation** from your hand.

Pay its play cost, place it faceup in your play area, immediately resolve its effects, then trash it.

Advance a Card
Spend ⊘, 1 ◊ to **add 1 advancement token to an installed card**.

Agendas can always be advanced while installed. Cards other than agendas can only be advanced if their text allows it. There is no limit to the number of times a card can be advanced. If a card's text says that the card can be advanced, it can be advanced even when it is unrezzed.

When the number of advancement tokens on an agenda is equal to or higher than its advancement requirement, it is fully advanced and you can score it, but only right before your turn begins or after you complete an action.

Score an agenda by placing it faceup in your score area, resolving any conditional abilities (*"When you score."*) You cannot score an agenda until it is fully advanced. Scoring an agenda does not cost a click and is not an action.

While an agenda is in your score area, it is active and adds its agenda points to your score.

You are not required to score an agenda immediately upon satisfying its advancement requirement; you may instead advance it more, or wait to score it.

Trash a Runner's Resource
If the Runner is tagged, spend ⊘, 2 ◊ to trash one of his resources.

Purge Virus Counters
Spend ⊘⊘⊘ to remove all virus counters hosted, returning them to the token bank.

Trigger Abilities
Cards with the ⊘ icon in their trigger cost can be triggered only during your Action phase.

RUNNER'S ACTIONS

Draw 1 Card
Spend ⊘ to **draw the top card from your stack**; add it to your grip.

Gain 1 Credit
Spend ⊘ to **take 1 ◊ from the bank**; add it to your credit pool.

Install Cards
Spend ⊘ to **install a single program, resource, or piece of hardware** faceup and vertically in your program row. An installed Runner card is active and does not have to be rezzed.

> You cannot have **programs** installed that have a combined memory cost greater than your available **memory units** (MU) ▤. You begin the game with 4 MU.

If you ever exceed your available MU, you must trash your installed programs until you are no longer exceeding your available MU.

You can trash any number of your installed programs at the beginning of an install program action.

There is no limit to the number of **resources** and **hardware** you can have installed (however you can only have one piece of hardware with the *console* subtype installed at a time).

Play Events
Spend ⊘ to **play an event** from your hand.

Pay its play cost, place it faceup in your play area, immediately resolve its effects, then trash it.

Remove Tags
Spend ⊘, 2 ◊ to **remove 1 tag**.

Make a Run
Spend ⊘ to **initiate a run** to steal the Corporation's agendas and trash his cards.

Trigger Abilities
Cards with the ⊘ icon in their trigger cost can be triggered only during your Action phase.

RUNS

In a **run**, the Runner attacks one of the Corporation's **servers** in an attempt to access cards, using his installed **programs** to help him pass the Corporation's **ice**.

Ice

There are mainly 4 subtypes that can appear on a piece of ice: **sentry**, **barrier**, **code gate**, and **trap**.

Subroutines ↳ are the abilities of a piece of ice. If the Runner encounters a piece of rezzed ice and does not or cannot break its subroutines, the unbroken subroutines trigger and resolve one by one.

Icebreakers

Icebreakers (programs with the *icebreaker* subtype) can be used by the Runner to interact with and break subroutines on ice encountered during a run. They have a **strength**, **install cost**, and one or more **subtypes** reflecting which kind of ice subroutine they break.

> An icebreaker can only interact with ice with an **equal or lower strength**, and some can only break subroutines on specified subtypes of ice.

An ability not restricted to a subtype can be used against any piece of ice.

An icebreaker may allow the Runner to temporarily modify its strength by spending credits. These modifiers only last while the current piece of ice is being encountered, unless otherwise noted.

Phases of a Run

1. Initiation Phase

Declare the **server** you are attacking. You can only initiate a run against a single server per run action.

> Gain 1 ◉ to spend during the run for each point of **bad publicity** the Corporation has.

If there is ice protecting the server, go to the Confrontation phase. If there is no ice protecting the server, go to the Access phase.

2. Confrontation Phase

Approach each piece of ice one at a time, starting with the outermost piece. You must pass each piece of ice to approach the next, continuing until all have been passed or until the run ends.

When approaching ice, first decide whether you wish to continue the run or **jack out**. If you jack out, the run is ended unsuccessfully. You cannot jack out while approaching the first piece of ice.

If you continue, the Corporation may **rez** the approached ice and any other non-ice cards. The Corporation can only rez ice when it is approached.

If the approached piece of ice is rezzed, you encounter it. If it is not rezzed, you pass it and continue the run.

You may try to break any subroutines on an encountered piece of ice (in any order); then each unbroken subroutine triggers in the order listed. **A subroutine that ends the run ends it immediately**; no further subroutines on that piece of ice trigger.

To break a subroutine, use abilities on your installed **icebreakers**. You may use any number of installed cards to interact with the encountered ice.

A passed piece of ice remains installed and is approached during every subsequent run against the server it protects.

After you break all of the ice's subroutines and/or any effects from unbroken subroutines resolve without ending the run, you have passed that piece of ice and continue the run.

If you pass all pieces of ice protecting the attacked server, proceed to the **Access** phase.

3. Access Phase

You have one final opportunity to **jack out**. If you continue, the Corporation has one final opportunity to **rez cards**.

After rezzing cards, the run is successful. Access the Corporation's cards according to the type of server it protects:

R&D: Access the top card of R&D, and any upgrades in its root. Unless you score, trash, or are forced by a card's text to reveal the card, you do not show cards accessed from R&D to the Corporation.

HQ: Access 1 random card from HQ and any upgrades in its root (show the card to the Corporation). Any cards you do not score or trash return to HQ.

Archives: Turn all cards in Archives and any upgrades in its root faceup, then access them individually in any order. Steal all agendas in Archives; you cannot trash cards already in Archives. Then all cards in Archives return to Archives faceup.

Remote Server: Access all cards in the server. Installed ice is not in a server and is never accessed.

You **steal an agenda** if you access it, placing it faceup in your score area and resolving any conditional abilities (*"When you steal"*). An agenda in your score area adds its agenda points to your score. You cannot decline to steal agendas you access.

> If you access a card with a **trash cost** 🗄, you may pay credits equal to the cost to trash it to Archives faceup.

When accessing multiple cards, access them one at a time in any order. When accessing multiple cards from R&D, you must draw them in order from the top of the deck, and return any cards not scored or trashed in reverse order.

You must fully resolve your access to a card before accessing the next card.

After you have accessed all required cards, return any cards not stolen or trashed to their original play states. The run then ends. **Return any unspent bad publicity credits** to the token bank and resume your Action phase.

TRACES AND TAGS

Traces

Traces are marked by **Trace**^{X} on a card, with X equaling the base trace strength of the trace.

The Corporation first openly spends any number of credits to increase his **trace strength** by 1 point for each credit.

The Runner's base link strength is equal to the number of **links** 🔗 he has in play. He may then openly spend any number of credits to increase his **link strength** by 1 point for each credit.

If the trace strength exceeds the link strength, the trace is successful. Resolve any associated "*If successful*" effects.

If the link strength is equal to or greater than the trace strength, the trace is unsuccessful. Resolve any associated "*If unsuccessful*" effects.

Tags

A Runner is **tagged** as long as he has at least 1 **tag**.

While tagged, the Corporation may, as an action, spend ◉ and 2 ◉ to trash one of the Runner's resources.

While tagged, the Runner may, as an action, spend ◉ and 2 ◉ to remove the tag. He can repeat this action as many times as desired.

DAMAGE

The Runner can receive 3 types of damage:

Meat damage and **net damage:** Randomly trash 1 card from your grip for each point of meat or net damage.

Brain damage: Randomly trash 1 card from your grip for each point of brain damage, and your maximum hand size is permanently reduced by 1 card. Take a **brain damage token** to track this.

When you trash multiple cards for damage, place them in your heap in the order they were randomly trashed.

WINNING THE GAME

If at any time a player has **7 agenda points** in his score area, he *immediately* wins the game.

If R&D contains no cards and the Corporation attempts to draw a card, the Runner immediately wins the game.

If the Runner takes more damage than the number of cards in his grip, or if he has a maximum hand size of less than 0 at the end of his turn, he is **flatlined** and the Corporation wins.

OTHER NOTES

Recurring Credits are placed on a card when the card becomes active and can be used immediately as instructed. They are only placed up to the number listed on the card at the beginning of the player's turn, before any conditional abilities can be triggered.

🗄 **Trash** is a self-referential trigger cost on a card.

Unique Cards There can be only one unique card (◆) of the same title active at a time. If a card with a unique title becomes active, any other card that shares its title is immediately trashed; this cannot be prevented.

Card abilities only apply to themselves unless otherwise stated and can be used multiple times unless otherwise stated.

ANDROID NETRUNNER
THE CARD GAME

CORPORATION
1. DRAW PHASE

**Turn begins** (Trigger *"When your turn begins"* conditionals)

Draw 1 R&D card. If R&D is empty, the Runner immediately wins the game.

2. ACTION PHASE

Take actions. After each action:

- Ⓐ Draw 1 card from **R&D**.
- Ⓐ Gain 1 (credit).
- Ⓐ Install an **agenda**, **asset**, **upgrade**, or piece of **ice**.
- Ⓐ Play an **operation**.
- Ⓐ, 1 Advance a card.
- Ⓐ, 2 Trash a resource in the Runner's rig if the Runner is **tagged**.
- ⒶⒶⒶ Purge **virus** counters.

Trigger a Ⓐ ability on an active card (cost varies).

3. DISCARD PHASE

Discard down to maximum hand size if the cards in HQ exceed your current maximum hand size.

RUNNER
1. ACTION PHASE

Turn begins (Trigger *"When your turn begins"* conditionals)

Take actions. After each action:

- Ⓐ Take 1 card from the stack.
- Ⓐ Gain 1 (credit) from the bank.
- Ⓐ Install a **program**, **resource**, or piece of **hardware**.
- Ⓐ Play an **event**.
- Ⓐ, 2 Remove 1 **tag**.
- Ⓐ Make a **run**.

Trigger a Ⓐ ability on an active card (cost varies).

2. DISCARD PHASE

Discard down to maximum hand size if the cards in your grip exceed your current maximum hand size

End of turn.

⟳ **Paid abilities can be triggered**

✦ **Non-ice cards can be rezzed**

🎴 **Agendas can be scored**

TIMING STRUCTURE OF A RUN

1. Runner initiates a run and declares the attacked server

If the attacked server has one or more pieces of ice protecting it, *go to [2]*

If the attacked server does not have ice protecting it, *go to [4]*

2. Runner approaches the outermost piece of ice not already approached on the attacked server

2.1 ⟳

2.2 ... either the Runner **jacks out**: *go to [6]*
(cannot jack out if the first ice approached this run)

... or the Runner continues the run: *go to [2.3]*

2.3 Approached ice can be **rezzed** ⟳ ✦

2.4 Check if the approached ice is rezzed

... if it is, *go to [3]*

... if it is not, the Runner **passes** it:

If there is another piece of ice protecting the server, *go to [2]*

If there is not another piece of ice protecting the server, *go to [4]*

3. Runner encounters a piece of ice

Trigger *"When encountered"* conditionals

3.1 Icebreakers can interact with the encountered ice ⟳

3.2 Resolve all subroutines not broken on the encountered ice

... either the run ends: *go to [6]*

... or the run continues:

If there is another piece of ice protecting the server, *go to [2]*

If there is not another piece of ice protecting the server, *go to [4]*

4. Runner approaches the attacked server

4.1 ⟳

4.2 ... either the Runner **jacks out**: *go to [6]*

... or the Runner continues the run: *go to [4.3]*

4.3 ⟳ ✦

4.4 The run is **successful**

Trigger *"When successful"* conditionals

4.5 Access cards, then *go to [5]*.

If an **agenda** is accessed, **steal** it. If a card with a **trash cost** is accessed, you may pay its cost to **trash** it.

All accessed cards not stolen or trashed are returned to the server in their previous states.

5. The run ends

6. The run ends and is unsuccessful

Trigger *"When unsuccessful"* conditionals