3 JACKED IN

HACKING



DURING YOUR TURN, WHEN YOU COULD PLAY CARDS, YOU CAN DISCARD A CARD TO RETURN JACKED IN FROM YOUR DISCARD TO YOUR HAND. *(WHEN A CARD IS PLAYED, IT ISN'T PLACED IN THE DISCARD UNTIL AFTER DAMAGE IS APPLIED.)*

1

02

3 JACKED IN

HACKING

DURING YOUR TURN, WHEN YOU COULD PLAY CARDS, YOU CAN DISCARD A CARD TO RETURN JACKED IN FROM YOUR DISCARD TO YOUR HAND. *(WHEN A CARD IS PLAYED, IT ISN'T PLACED IN THE DISCARD UNTIL AFTER DAMAGE IS APPLIED.)*

1

02

3 JACKED IN

HACKING

DURING YOUR TURN, WHEN YOU COULD PLAY CARDS, YOU CAN DISCARD A CARD TO RETURN JACKED IN FROM YOUR DISCARD TO YOUR HAND. *(WHEN A CARD IS PLAYED, IT ISN'T PLACED IN THE DISCARD UNTIL AFTER DAMAGE IS APPLIED.)*

1

02

3 JACKED IN

HACKING

DURING YOUR TURN, WHEN YOU COULD PLAY CARDS, YOU CAN DISCARD A CARD TO RETURN JACKED IN FROM YOUR DISCARD TO YOUR HAND. *(WHEN A CARD IS PLAYED, IT ISN'T PLACED IN THE DISCARD UNTIL AFTER DAMAGE IS APPLIED.)*

1

02

2 ICON GRAB

HACKING



IF YOU PLAYED ANOTHER HACKING CARD ANYTIME DURING THIS TURN, ICON GRAB ALSO DEALS , OR DAMAGE.

03

2 ICON GRAB

HACKING

IF YOU PLAYED ANOTHER HACKING CARD ANYTIME DURING THIS TURN, ICON GRAB ALSO DEALS , OR DAMAGE.

03

2 ICON GRAB

HACKING

IF YOU PLAYED ANOTHER HACKING CARD ANYTIME DURING THIS TURN, ICON GRAB ALSO DEALS , OR DAMAGE.

03

2 ICON GRAB

HACKING

IF YOU PLAYED ANOTHER HACKING CARD ANYTIME DURING THIS TURN, ICON GRAB ALSO DEALS , OR DAMAGE.

03

2 ICON GRAB

HACKING

IF YOU PLAYED ANOTHER HACKING CARD ANYTIME DURING THIS TURN, ICON GRAB ALSO DEALS , OR DAMAGE.

03

4 RETRIEVAL AGENT

HACKING



RETURN A HACKING CARD FROM YOUR DISCARD TO YOUR HAND

1

04

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4
HACKING
RETRIEVAL AGENT



RETURN A HACKING CARD FROM YOUR DISCARD TO YOUR HAND

1

04

4
HACKING
BACKDOOR



ASSIST: CANCEL ALL ABILITIES ON ONE OBSTACLE FOR THE REST OF THE GAME, AND ASSIST DAMAGE
[PUT A MARKER ON THAT OBSTACLE'S TEXT BOX AS A REMINDER]

2

17

4
HACKING
BACKDOOR



ASSIST: CANCEL ALL ABILITIES ON ONE OBSTACLE FOR THE REST OF THE GAME, AND ASSIST DAMAGE
[PUT A MARKER ON THAT OBSTACLE'S TEXT BOX AS A REMINDER]

2

17

5
HACKING
PAIR PROGRAMING



YOU CAN PLAY A CARD WITH COST 3 OR LESS FROM ANOTHER RUNNER'S DISCARD *[PUT THAT CARD INTO THEOR DISCARD AFTERWARD]*. IF YOU DISCARD HACKING CARD, YOU CAN PLAY A CARD WITH ANY COST INSTEAD.

18

5
HACKING
PAIR PROGRAMING



YOU CAN PLAY A CARD WITH COST 3 OR LESS FROM ANOTHER RUNNER'S DISCARD *[PUT THAT CARD INTO THEOR DISCARD AFTERWARD]*. IF YOU DISCARD HACKING CARD, YOU CAN PLAY A CARD WITH ANY COST INSTEAD.

18

9
HACKING
HACK THE WORLD



CHOOSE A CARD WITH COST 6 OR LESS IN THE BLACK MARKET AND PLAY IT. PLACE THAT CARD INTO THE BLACK MARKET DISCARD AFTERWARD. *[IMMEDIATELY FLIP A NEW CARD TO REPLACE THE CARD YOU PLAYED]*.

2

19

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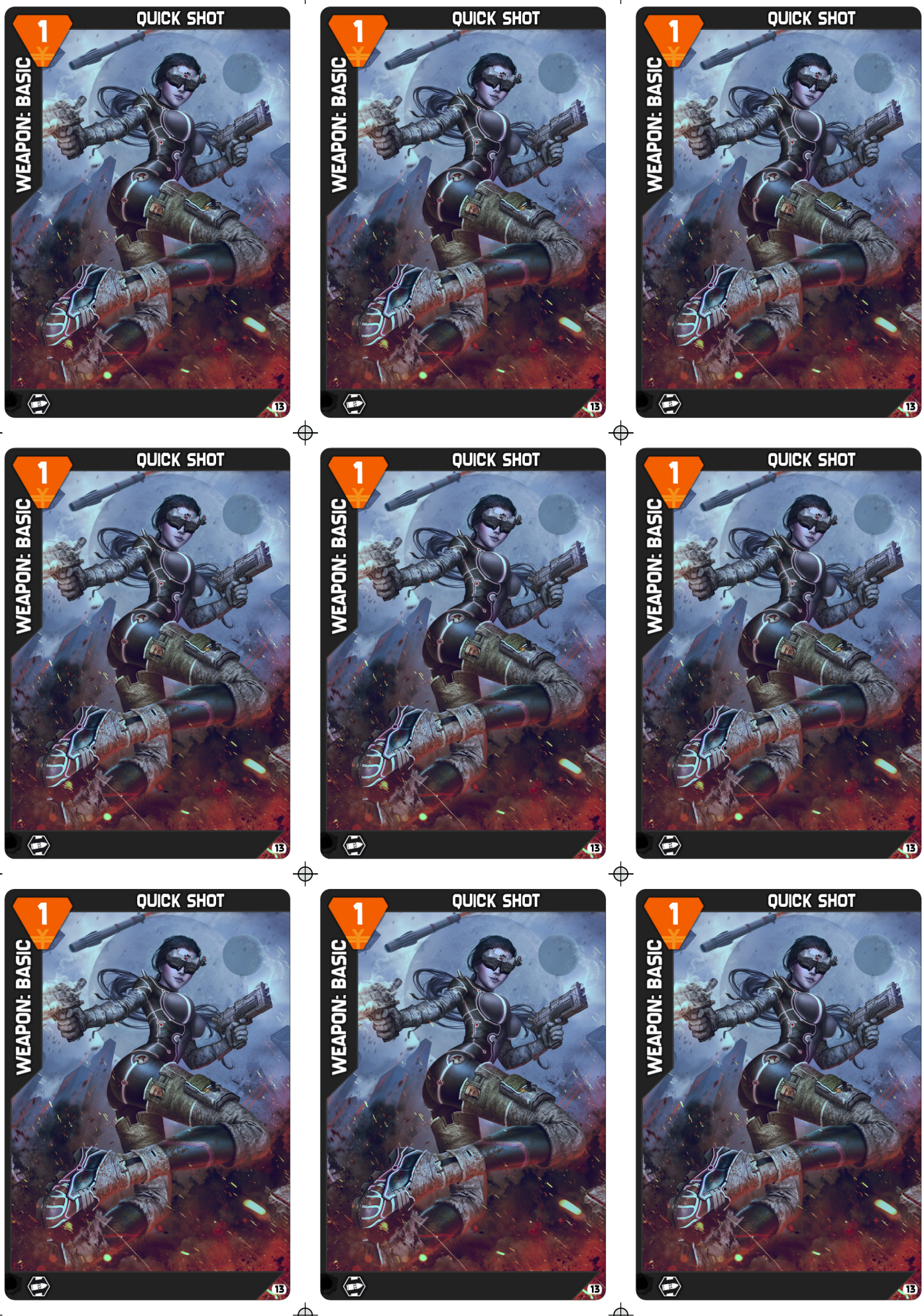

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2 MONOFILAMENT WHIP

WEAPON



YOU CAN MOVE ONE OBSTACLE FACING ANOTHER RUNNER TO FACE YOU. IF YOU PLAYED ANOTHER WEAPON CARD ANYTIME DURING THIS TURN, THAT OBSTACLE CAN'T ATTACK THIS TURN.

14

2 MONOFILAMENT WHIP

WEAPON

YOU CAN MOVE ONE OBSTACLE FACING ANOTHER RUNNER TO FACE YOU. IF YOU PLAYED ANOTHER WEAPON CARD ANYTIME DURING THIS TURN, THAT OBSTACLE CAN'T ATTACK THIS TURN.

14

2 MONOFILAMENT WHIP

WEAPON

YOU CAN MOVE ONE OBSTACLE FACING ANOTHER RUNNER TO FACE YOU. IF YOU PLAYED ANOTHER WEAPON CARD ANYTIME DURING THIS TURN, THAT OBSTACLE CAN'T ATTACK THIS TURN.

14

4 KATANA

WEAPON



OTHER WEAPON CARDS PLAYED THIS TURN DEAL +1 DAMAGE TO EACH OBSTACLE AND BOSS THEY DAMAGE.

15

4 KATANA

WEAPON

OTHER WEAPON CARDS PLAYED THIS TURN DEAL +1 DAMAGE TO EACH OBSTACLE AND BOSS THEY DAMAGE.

15

4 KATANA

WEAPON

OTHER WEAPON CARDS PLAYED THIS TURN DEAL +1 DAMAGE TO EACH OBSTACLE AND BOSS THEY DAMAGE.

15

5 COVERING FIRE

WEAPON



ASSIST: CHOOSE ONE OBSTACLE. IT CAN'T ATTACK THIS TURN AND ASSIST DAMAGE

CHOOSE ANOTHER RUNNER. THAT RUNNER HEALS 1 HP.

1

16

5 COVERING FIRE

WEAPON

ASSIST: CHOOSE ONE OBSTACLE. IT CAN'T ATTACK THIS TURN AND ASSIST DAMAGE

CHOOSE ANOTHER RUNNER. THAT RUNNER HEALS 1 HP.

1

16

5 COVERING FIRE

WEAPON

ASSIST: CHOOSE ONE OBSTACLE. IT CAN'T ATTACK THIS TURN AND ASSIST DAMAGE

CHOOSE ANOTHER RUNNER. THAT RUNNER HEALS 1 HP.

1

16

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3 AZTECHNOLOGY STRIKER

WEAPON



1 to each obstacle and boss facing one runner.

26

3 AZTECHNOLOGY STRIKER

WEAPON



1 to each obstacle and boss facing one runner.

26

3 AZTECHNOLOGY STRIKER

WEAPON



1 to each obstacle and boss facing one runner.

26

4 RA SM-4 SNIPER RIFLE

WEAPON



Deal 2 levels of damage to an obstacle if they are the obstacle's last 2 levels.

27

4 RA SM-4 SNIPER RIFLE

WEAPON



Deal 2 levels of damage to an obstacle if they are the obstacle's last 2 levels.

27

9 AZTECHNOLOGY STRIKER

WEAPON



For each other runner, move up to one obstacle or boss facing them to face you. Obstacles and bosses can't attack this turn.

2

28

1 STREET SMARTS

SKILL: BASIC



09

1 STREET SMARTS

SKILL: BASIC



09

1 STREET SMARTS

SKILL: BASIC



09

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4

SKILL

COORDINATED ATTACK



CHOOSE ANOTHER RUNNER. THAT RUNNER DRAWS 1 CARD AND THEN IMMEDIATELY PLAYS A CARD.

1

11

4

SKILL

COORDINATED ATTACK



CHOOSE ANOTHER RUNNER. THAT RUNNER DRAWS 1 CARD AND THEN IMMEDIATELY PLAYS A CARD.

1

11

4

SKILL

COORDINATED ATTACK



CHOOSE ANOTHER RUNNER. THAT RUNNER DRAWS 1 CARD AND THEN IMMEDIATELY PLAYS A CARD.

1

11

5

SKILL

DOC WAGON CONTRACT



ASSIST: CHOOSE A RUNNER. THAT RUNNER HEALS 1 HP AND ASSYST DAMAGE ∞

CHOOSE A RUNNER. THAT RUNNER HEALS 2 HP.

12

5

SKILL

DOC WAGON CONTRACT



ASSIST: CHOOSE A RUNNER. THAT RUNNER HEALS 1 HP AND ASSYST DAMAGE ∞

CHOOSE A RUNNER. THAT RUNNER HEALS 2 HP.

12

5

SKILL

DOC WAGON CONTRACT



ASSIST: CHOOSE A RUNNER. THAT RUNNER HEALS 1 HP AND ASSYST DAMAGE ∞

CHOOSE A RUNNER. THAT RUNNER HEALS 2 HP.

12

2

SKILL

BLACK MARKET CONTACTCS



YOU CAN BUY A CARD FROM THE BLACK MARKET. (PAY ITS COST AND PUT IT INTO YOUR HAND IMMEDIATELY)

∞

23

2

SKILL

BLACK MARKET CONTACTCS



YOU CAN BUY A CARD FROM THE BLACK MARKET. (PAY ITS COST AND PUT IT INTO YOUR HAND IMMEDIATELY)

∞

23

2

SKILL

BLACK MARKET CONTACTCS



YOU CAN BUY A CARD FROM THE BLACK MARKET. (PAY ITS COST AND PUT IT INTO YOUR HAND IMMEDIATELY)

∞

23

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5

PRESS THE ADVANTAGE

SKILL



Reveal cards from the top of your deck until you reveal a card that matches the color of a card already revealed this way. Draw all the revealed cards except for the last one.

24

5

PRESS THE ADVANTAGE

SKILL



Reveal cards from the top of your deck until you reveal a card that matches the color of a card already revealed this way. Draw all the revealed cards except for the last one.

24

9

HERO MOVE

SKILL



Each runner draws 1 card.

2

25

1

MANA

SPELL: BASIC



05

1

MANA

SPELL: BASIC



05

1

MANA

SPELL: BASIC



05

1

MANA

SPELL: BASIC



05

1

MANA

SPELL: BASIC



05

1

MANA

SPELL: BASIC



05

creative commons

poker size 63x88mm

1

MANA

SPELL: BASIC



05

1

MANA

SPELL: BASIC



05

1

MANA

SPELL: BASIC



05

2

CLAIRVOYANCE

SPELL



ASSIST: THE CURRENT RUNNER DRAWS 1 CARD, THEN DISCARDS 1 CARD, AND ASYST DAMAGE

DRAW 1 CARD, THEN DISCARD 1 CARD.

06

2

CLAIRVOYANCE

SPELL



ASSIST: THE CURRENT RUNNER DRAWS 1 CARD, THEN DISCARDS 1 CARD, AND ASYST DAMAGE

DRAW 1 CARD, THEN DISCARD 1 CARD.

06

2

CLAIRVOYANCE

SPELL



ASSIST: THE CURRENT RUNNER DRAWS 1 CARD, THEN DISCARDS 1 CARD, AND ASYST DAMAGE

DRAW 1 CARD, THEN DISCARD 1 CARD.

06

4

DEATH TOUCH

SPELL



REVEAL THE TOP 3 CARDS OF YOUR DECK, THEN PUT THEM BACK ON TOP OF YOUR DECK IN ANY ORDER.
X = THE NUMBER OF SPELL CARDS REVEALED THIS WAY.

X

07

4

DEATH TOUCH

SPELL



REVEAL THE TOP 3 CARDS OF YOUR DECK, THEN PUT THEM BACK ON TOP OF YOUR DECK IN ANY ORDER.
X = THE NUMBER OF SPELL CARDS REVEALED THIS WAY.

X

07

4

DEATH TOUCH

SPELL



REVEAL THE TOP 3 CARDS OF YOUR DECK, THEN PUT THEM BACK ON TOP OF YOUR DECK IN ANY ORDER.
X = THE NUMBER OF SPELL CARDS REVEALED THIS WAY.

X

07

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4

DEATH TOUCH

SPELL



Reveal the top 3 cards of your deck, then put them back on top of your deck in any order.
X = the number of SPELL cards revealed this way.

X

07

6

LIGHTNING BOLT

SPELL



REQUIRES SPELL: You can't buy this card from the Black Market unless you played a SPELL card this turn. You can discard your hand. If you do, draw that many cards.

Deal 2 consecutive levels of damage to an obstacle.

08

6

LIGHTNING BOLT

SPELL



REQUIRES SPELL: You can't buy this card from the Black Market unless you played a SPELL card this turn. You can discard your hand. If you do, draw that many cards.

Deal 2 consecutive levels of damage to an obstacle.

08

3

GUIDING SPIRIT

SPELL



REQUIRES SPELL: You can't buy this card from the Black Market unless you played a SPELL card this turn. You can discard your hand. If you do, draw that many cards.

1

20

3

GUIDING SPIRIT

SPELL



REQUIRES SPELL: You can't buy this card from the Black Market unless you played a SPELL card this turn. You can discard your hand. If you do, draw that many cards.

1

20

3

GUIDING SPIRIT

SPELL



REQUIRES SPELL: You can't buy this card from the Black Market unless you played a SPELL card this turn. You can discard your hand. If you do, draw that many cards.

1

20

3

STUNBOLT

SPELL



Reveal the top card of your deck, then put it back on top of your deck then put it back on top of your deck.

X

21

3

STUNBOLT

SPELL



Reveal the top card of your deck, then put it back on top of your deck then put it back on top of your deck.

X

21

9

FIREBALL

SPELL



Deal 1 level of damage to up to 3 different obstacles.

2

22

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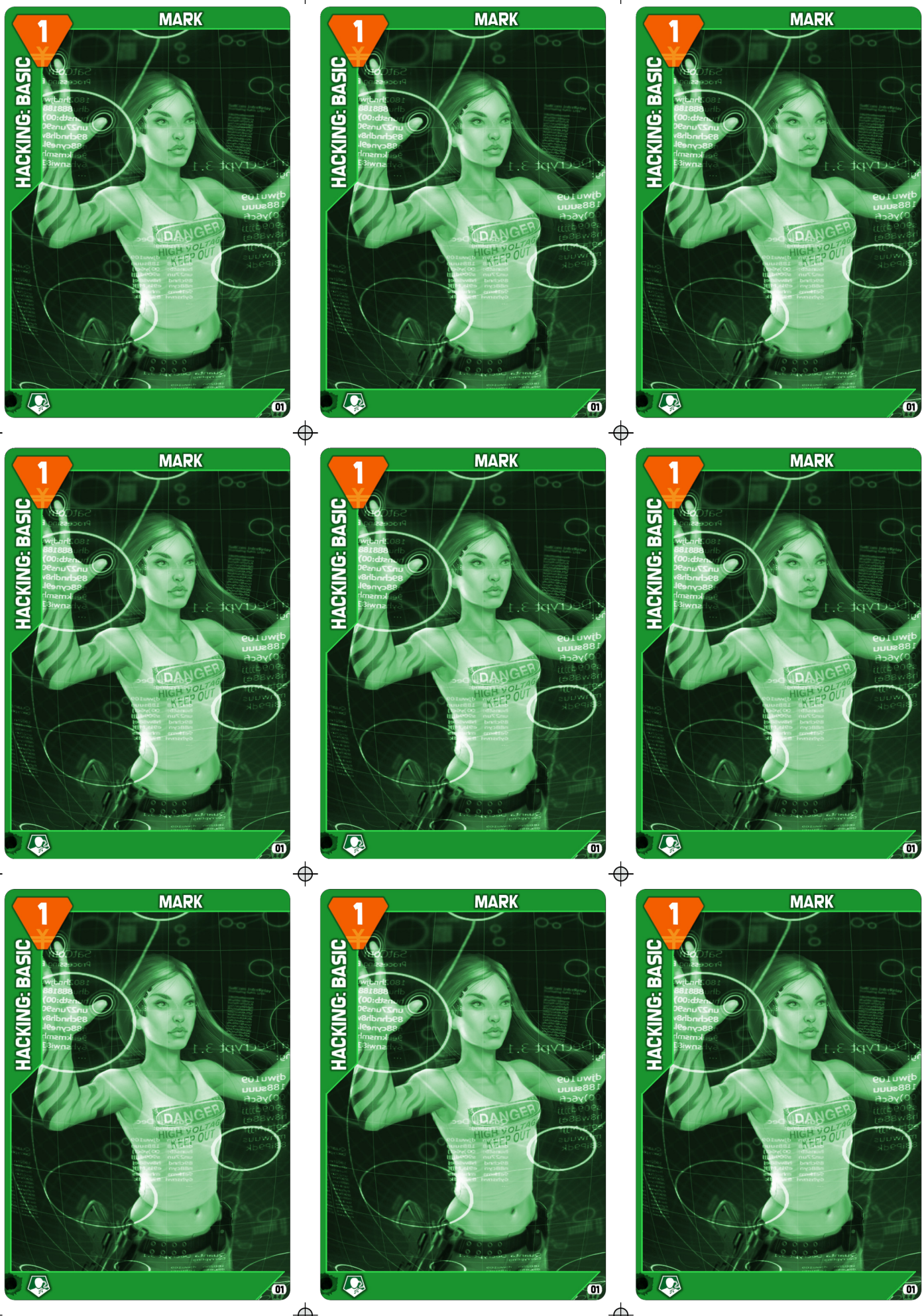

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