ANDROID
NETRUNNER
THE CARD GAME

ERRATA, RULE CLARIFICATIONS, TIMING STRUCTURES, and FREQUENTLY ASKED QUESTIONS v1.3

This document contains card clarification 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. Additions since the last update appear in blue text.

Section 1: Card Errata

This section contains the official errata that have been made on individual cards in *Android: Netrunner*.

Pawn (♦ 2)
Should read: "Whenever you make a successful run **while Pawn is hosted on a piece of ice**, move Pawn to the piece of ice directly after the current ice hosting Pawn, if able..."

Section 2: Rules Clarifications

This section contains the official rule clarifications and enhancements for *Android: Netrunner*. Used in conjunction with the core set rulebook, these clarifications and enhancements should enable a player to navigate through the most complex situations that can arise while playing the game.

When Accessed Abilities

A card with an ability that triggers when the card is accessed does not have to be active in order for the ability to trigger. When resolving such an ability, simply follow the instructions on the card.

Example: The Corporation does not have to rez before the Runner accesses it in order to use its ability.

Subroutines

Unless specified otherwise, the Corporation always chooses the effects of a subroutine, when necessary.

Example: has "↳Trash 1 program." *If this subroutine triggers, then the Corporation chooses and trashes one of the Runner's installed programs.*

Rezzing Cards

The Corporation can rez cards after the Runner approaches any piece of ice. See step 2 of a run on page 6.

"Bypass"

When an effect allows the Runner to "bypass" a piece of ice, he immediately passes that ice and continues the run. Any subroutines on the ice bypassed are not broken. Bypassing prevents any unresolved conditional abilities that met their trigger condition when the ice was encountered from resolving.

Example: The Runner encounters a piece of ice that she can bypass with   . The last piece of ice the Runner encountered was   , whose subroutine the Runner did not break. The Runner pays to bypass the current piece of ice with Femme Fatale, and takes 3 net damage from Chum's ability, since subroutines on bypassed ice are not broken.

Encountering Ice

When the Runner encounters a piece of ice, he must resolve any abilities triggered by the encounter before he can trigger paid abilities or break subroutines. See step 3 of a run on page 9.

Recurring Credits

Recurring credits are placed on a card when the card becomes active, and can be used immediately. Recurring credits do not stack; a player only replaces recurring credits up to the number listed on the card when his or her turn begins. This occurs at step 1.2 of the Runner's turn, before any conditional abilities can be triggered. Recurring credits are only ever replaced up to their current value, not removed.

Accessing Archives

When the Runner makes a successful run on Archives, he turns all cards faceup in Archives before accessing them. Then he accesses and resolves individual cards one by one, in any order he wants.

Accessing Multiple Cards from HQ

When the Runner accesses multiple cards from HQ, the cards are accessed one at a time, and do not return to HQ until the Runner is finished accessing.

Uninstalled

Anytime an installed card enters HQ, R&D, Archives, or the Runner's grip, stack, or heap, the card has been "uninstalled."

Hosting

The following replaces the rules on hosting that appear in the core set rulebook:

"Hosting" is the result of placing a card, counter, or token on top of a card, creating a relationship between the host card and what is hosted. If a card allows other cards to be hosted on it, those cards must be hosted on the card when they are installed, unless a card says otherwise.

Hosted counters or tokens can be spent without affecting their host. If a trigger cost requires one or more hosted counters or tokens, those counters or tokens are "spent" by being returned to the token bank from the card the ability appears on.

If a host is trashed or uninstalled, all cards, counters, and tokens hosted on it are also trashed. This cannot be prevented. If a host Corp card is derezzed, all cards, counters, and tokens hosted on it remain hosted.

The state of hosting is distinct (but not exclusive from) the state of installing. Most cards are hosted on another card when they are installed. If a card is hosted but not installed, the card is inactive.

Trashing as a Cost

If the cost of a paid ability requires a card to be trashed, then preventing that card from being trashed prevents the cost from being paid and the paid ability does not resolve.

Example: The Runner trashes   and has an installed   . If the Sacrificial Construct is used to prevent the Cortez Chip from being trashed, then the paid ability on Cortez Chip does not resolve.

Destruction of Servers

The Corp cannot choose to destroy a server when installing cards; at least one card must be installed for other cards in or protecting that server to be trashed.

If there are no cards installed in or protecting a remote server, then the server immediately ceases to exist. If a server ceases to exist during a run, the run immediately ends. Unless the run has passed step 4.4 of the timing structure of a run, it is not considered to be successful or unsuccessful.

Memory Cost

For the purposes of card abilities, a program's memory cost is not considered an additional cost.

Example: The Runner plays a   with no free MU. He will have to trash a program to make room for the program being installed, since the memory cost of that program is not ignored as an additional cost.

"Limit 1 console per player."

This restriction refers only to active consoles. A player can have multiple copies of a console in his deck, as well as multiple consoles.

"All"

The word "all" includes the number zero.

Example: The Corporation plays an   and rezzes a   . The Runner encounters the Woodcutter while it has zero subroutines. The Runner is considered to have broken all the subroutines on the Woodcutter, and the ice is trashed.

Search

If a player is searching for a card, he must find the card, if able. If a player is unable to fulfill the condition of the search, then nothing happens, but the deck is always reshuffled.

"Normally be Trashed"

Trashing cards that "cannot normally be trashed" only refers to trashing cards that do not have a trash cost.

Infinite Loops

If an infinite loop is created, the player responsible for the loop must choose a number. The loop instantaneously resolves that many times, and then ends. The Runner is always responsible for ending a loop that occurs during a run by jacking out, unless a card ability prevents that from occurring. If so, then it is the Corp's responsibility to end the loop by letting the Runner through to the server.

Section 2: Card Clarifications

This section addresses rules interactions with regard to specific cards.

Andromeda

- When the Runner mulligans with Andromeda, he draws another starting hand of 9 cards.

Account Siphon

- The Runner can choose to not use the ability on Account Siphon when the run is successful. If he does, he does not take any tags.
- If the Runner ends up running on another server than HQ, the "If successful…" ability on Account Siphon cannot be triggered.

Aesop's Pawnshop

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

Aggressive Secretary

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

Aggressive Negotiation

- Aggressive Negotiation can be played if the Corp scores an agenda during step 1.1 of his draw phase.
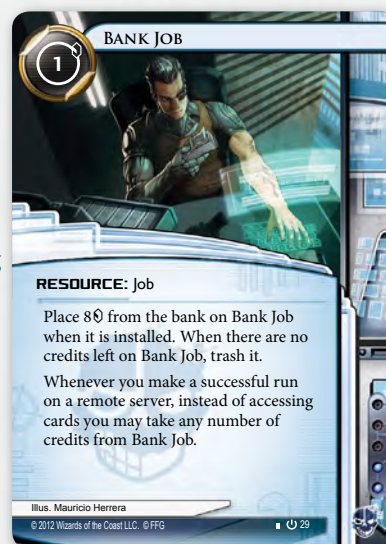
Archer

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

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.

AWAKENING CENTER

UPGRADE

Awakening Center can host **bioroid** ice (each piece is installed facedown, ignoring all install costs). Whenever the Runner passes the last piece of ice protecting this server, you may rez a piece of ice on Awakening Center, lowering the rez cost by 7🖢, to force the Runner to encounter it. Trash that ice after the run is completed.

Illus. Diana Martinez

Bank Job

- The Runner cannot use two Bank Jobs during the same run. When the run is successful, the Runner may either access cards or use the ability of a Bank Job. Using Bank Job replaces accessing cards, so once the Runner triggers one of the Bank Jobs he cannot trigger the other.

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

BANK JOB

RESOURCE: Job

Place 8🖢 from the bank on Bank Job when it is installed. When there are no credits left on Bank Job, trash it.

Whenever you make a successful run on a remote server, instead of accessing cards you may take any number of credits from Bank Job.

Illus. Mauricio Herrera

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) a subroutine resolves
  2) the encounter/run ends

CHUM

ICE: Code Gate

↳ The next piece of ice the Runner encounters during this run has +2 strength. Do 3 net damage unless the Runner breaks all subroutines on that piece of ice.

"You ever get that feeling like you're shark food? Pay attention to that feeling."

-Ji "Noise" Reilly

Illus. Ed Mattinian

Demolition Run

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

DEMOLITION RUN

EVENT: Run - Sabotage

Make a run on HQ or R&D. You may trash, at no cost, any cards you access (even if the cards cannot normally be trashed).

You ever set something on fire just to watch it burn?

Illus. Anna Ignatieva

Dinosaurus

- If there is an icebreaker already installed on Dinosaurus, the Runner can install a different icebreaker onto Dinosaurus, trashing the previously installed icebreaker.

- If the Runner has no free MU but a Dinosaurus that is not currently hosting an icebreaker, he can install an icebreaker on Dinosaurus without trashing a program. Declaring where a program is hosted is part of the install action, and so the memory cost of the program does not need to be taken into account.

DINOSAURUS

HARDWARE: Console

Dinosaurus can host a single non-**AI** **icebreaker**. The memory cost of the hosted **icebreaker** does not count against your memory limit.

Hosted **icebreaker** has +2 strength.

Limit 1 **console** per player.

Illus. Matt Zeilinger

Disrupter

- Disrupter cannot be used once the Corp has bid during a trace attempt. It must be used when the trace is being initiated, and it prevents the entire trace before re-initiating it with a base trace strength of 0.

DISRUPTER

PROGRAM

▭: Prevent a trace. That trace initiates again with a base trace strength of 0.

"Saved my bacon more than once, but gives a wicked sense of déjà vu." -Whizzard

Illus. Adam S. Doyle

Djinn

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

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

e3 Feedback Implants

- e3 Feedback Implants triggers itself, so the Runner can break all subroutines on a **bioroid** ice by paying credits after spending a single click.

False Lead

- If False Lead is forfeited and the Runner cannot lose 2 clicks, then he loses no clicks.

Fetal AI

- The Runner must pay the 2 to steal Fetal AI from Archives.

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 effect 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.

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.

Mandatory Upgrades

- If Mandatory Upgrades is forfeited, the Corp loses the additional click immediately. The Corp cannot choose to spend the additional click before the forfeit, except as part of his last action (at which point it has already been spent, and there is nothing left for the Corp to lose). Each player spends clicks from a pool of available clicks, and does not spend each click individually.

Midori

- Midori can only be used at timing structure of a run 2.

- Ice that is swapped is installed, but the install cost of the ice being swapped does not have to be paid.

- If the Runner exposes an ice with Snitch, Midori can still swap the ice. If the Runner jacks out when using Snitch, then there is no opportunity to swap the ice.

- Midori must already be rezzed before the run in order to use her on the first piece of ice protecting the server.

- Ice installed with Midori can be rezzed with the Amazon Industrial Zone.

Oversight AI

- Playing Oversight AI does not give Haas-Bioroid: Engineering the Future 1 credit for an install.

- Oversight AI is treated as a condition counter, and is no longer an operation, while it is active.

- Oversight AI is trashed to the Archives if the host ice is uninstalled.

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.

Noise

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

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.

Personal Workshop

- The Runner may use the first ability on Personal Workshop to host a program or a piece of hardware on it. Cards hosted by this ability are not installed, and therefore are inactive.

- The Runner can pay to remove a power counter from a card hosted on Personal Workshop as a paid ability. A program installed from Personal Workshop follows all the normal install rules; you must trash already installed programs to make room for the new one, if necessary.

- When there are no power counters on a program or a piece of hardware that has a play restriction on it that cannot be met (such as a Parasite with no rezzed ice to be hosted on or a console when there is already a console installed), that program or piece of hardware is trashed instead of being installed.

- If Personal Workshop is uninstalled, all cards hosted on it are trashed and all counters on those cards are removed.

Red Herrings

- The Runner can decline to pay the additional cost to steal an agenda, even if he has the credits to do so.

- If the Runner accesses an agenda from R&D, but is unable or unwilling to steal it by paying the additional cost, he must show it to the Corp.

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.

Sneakdoor Beta

Sneakdoor Beta

PROGRAM

⊙: Make a run on Archives. If successful, instead treat it as a successful run on HQ.

"The code isn't important. It's where the code takes you that is important." -g00ru

Illus. Andrew Mar

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

Snitch

Snitch

PROGRAM

Once per run, you may expose an unrezzed piece of ice when you approach it. You may then jack out.

"A snitch is a girl's best friend." -Andromeda

Illus. Mashuri

- If the outermost piece of ice on a server is unrezzed, the Runner can use Snitch to look at it and then decide to jack out before encountering it.

Sunset

Sunset

OPERATION

Choose a server. Arrange the ice protecting that server in any order.

"You haven't run until you've seen the cybersun drift down behind the Great City, the space around you rippling with colors you can't imagine." -Kate "Mac" McCaffrey

Illus. Adam S. Doyle

- When resolving Sunset, the ice must be rearranged in such a way that the Runner knows which pieces of ice moved where. The Corp cannot conceal the rearrangement of the ice.

Tollbooth

Tollbooth

ICE: Code Gate

When the Runner encounters Tollbooth, he or she must pay 3⊙, if able. If the Runner cannot pay 3⊙, end the run.

↳ End the run.

"Ever heard of a catch-22?"
"Remind me to forget it."

Illus. Outland Entertainment LLC

- If the Runner cannot pay 3⊙ when encountering Tollbooth, then the run ends without the Runner paying any credits.

- The Runner must pay 3⊙ if he is able to do so, even by spending temporary credits (such as bad publicity credits).

TMI

TMI

ICE: Barrier

When you rez TMI, **trace²**– if unsuccessful, derez TMI.

↳ End the run.

A collection of cast-off cyberjunk. But it doesn't stay junk for long.

Illus. Ed Mattinian

- TMI can be rezzed multiple times while the Runner approaches it. Timing structure of a run 2.3 is a window that allows the approached piece of ice to be rezzed. There is no limit to the number of times a Corp can rez an approached piece of ice if it is derezzed during this window.

Wyrm

Wyrm

PROGRAM: Icebreaker - AI

3⊙: Break ice subroutine on a piece of ice with 0 or less strength.

1⊙: Ice has –1 strength.

1⊙: +1 strength.

Fire and ichor...

Illus. Sandara Tang

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

Section 3: 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?
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 only has to match the strength of a piece of ice with an icebreaker that he is using to interact with the ice. This ability allows the Runner to break subroutines by spending clicks without using any icebreakers.

Can the Runner use   to reduce the strength of a piece of ice before an ability on that ice triggers when it is encountered (such as a   )?
No. Tollbooth ends the run unless the Runner pays 3 before the Runner has the opportunity to use a paid ability. See step 3 of a run on page 6.

Can the Runner combine multiple effects to make a run, like using both   and   ?
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   resolves and he 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.

Can the Runner use the recurring credit on   to pay for using   bypass ability or   gaining counters ability?
Yes. Triggering any ability on an icebreaker is considered to be using it.

There is a   with 1 virus counter hosted on a rezzed *Enigma*, and the Runner has an   installed. If the Runner encounters   , 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 get?
The Runner takes 1 brain damage token for each point of brain damage he suffers, even if it was suffered all at once. The Runner would get 4 tokens to mark the brain damage he 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. The Runner cannot use one icebreaker's strength to break with a different icebreaker's ability.

Can the Runner install a new console if he already has one installed?
No. The limit of 1 console per player prevents the Runner from installing a second console, even if the Runner wishes to trash the first.

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   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 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 if the Runner has no free MU, he 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   as the target of a   .
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 must pay 4⬡ 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 installed them in?

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

If the Runner gains a click with   and then trashes the card using   , would he still take a tag at the end of the turn, considering Joshua B is no longer active?

Yes. The Runner would still take the tag, even though Joshua B is no longer active because the effect has already been triggered and is active itself. Once an effect is triggered, it will resolve unless prevented or avoided.

Can the Runner use   to avoid the tags from an   if they have 0 credits when the ability resolves?

No. The gaining of the credits and the taking of the tags resolves at the same time, so the Runner cannot use those credits to avoid the tags.

If the Corp uses   for extra clicks, can he then play   and   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.
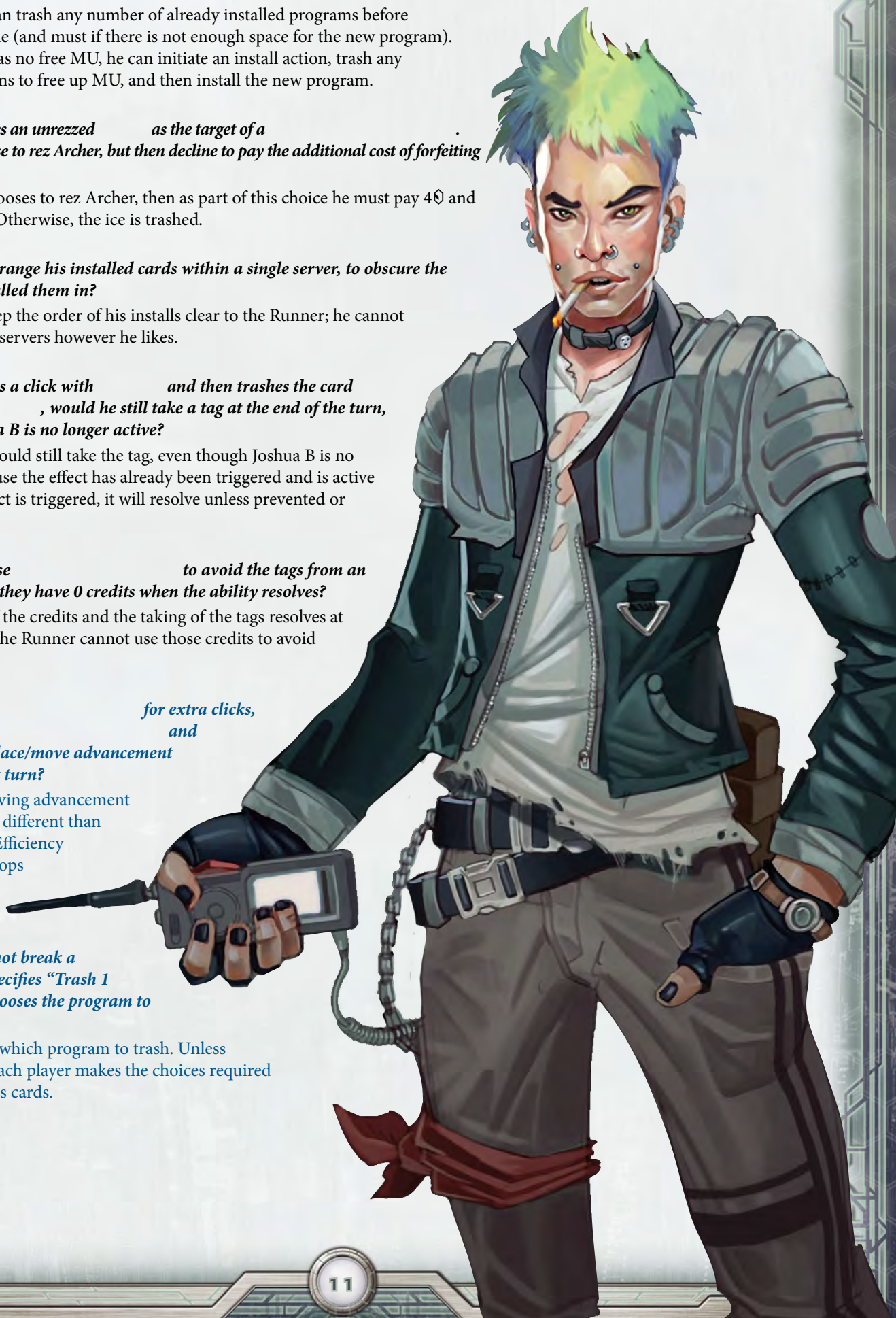
How does _____ ability interact with bypassing a piece of ice? Is there anyway to bypass a piece of ice and make the next piece of ice a code gate?

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 has _____ installed and plays a _____, does the clause "Add Notoriety to your score area as an agenda" cause The Source to be trashed?

No. Adding Notoriety to the Runner's score area is not the same as scoring or stealing an agenda, and so does not trash The Source.

The Runner encounters _____ and uses a click to break the first subroutine. If the Corp rezzes a _____ 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.

If the Runner encounters a _____ and uses two clicks to break the first two subroutines, and the Corp uses _____ to prevent one of them from being broken, can _____ be used to break that subroutine again?

Yes. Both subroutines are broken at the same time, and so the Runner can respond to the broken subroutine with e3 Feedback Implants.

How does _____ interact with _____? Can the Runner choose to trash a Sacrificial Construct, and then trash that Sacrificial Construct to prevent another card from being trashed by Project Ares?

Yes. All installed cards being trashed by Project Ares are chosen at the same time, and the prevent ability on Sacrificial Construct can be resolved to prevent another card from being trashed.

Section 4: Updated Timing Structures

The following pages contain updated timing structures. These timing structures have been created to make the order of the game framework and card abilities easier to understand. Each line is its own period of time, and anything on the same line of text can be triggered in any order. Updated from the first printing of the rulebook is the addition of step 2.1 under Timing Structure of Turns, clarification that the Corporation can only rez ice at a specific time, restructuring of step 2 under Timing Structure of a Run to allow for the Corporation to rez a card when the Runner is approaching a rezzed piece of ice, and smaller changes to improve the charts' readability.

TIMING STRUCTURE OF TURNS

↻ = Paid abilities can be triggered   ✺ = Non-ice cards can be rezzed   ▦ = Agendas can be scored

1.   Corporation's Draw Phase

    1.1 ↻ ✺ ▦

    1.2 Turn begins (*"When your turn begins" conditionals meet their trigger conditions*)

    1.3 Draw one card

2.   Corporation's Action Phase

    2.1 ↻ ✺ ▦

    2.2 Take actions

      • After each action: ↻ ✺ ▦

3.   Corporation's Discard Phase

    3.1 Discard down to maximum hand size

    3.2 ↻ ✺

    3.3 End of turn

1.   Runner's Action Phase

    1.1 ↻ ✺

    1.2 Turn begins (*"When your turn begins" conditionals meet their trigger conditions*)

    1.3 Take actions

      • After each action: ↻ ✺

2.   Runner's Discard Phase

    2.1 Discard down to maximum hand size

    2.2 ↻ ✺

    2.3 End of turn

TIMING STRUCTURE OF A RUN

↻ = Paid abilities can be triggered   ✳ = Non-ice cards can be rezzed

1. The 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. The Runner **APPROACHES** the outermost piece of ice not already approached on the attacked server.

   2.1 ↻

   2.2 The Runner decides whether to continue the run.

   ...Either the Runner **JACKS OUT**: go to [6] *(cannot jack out if this is 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 Players check to see if the approached ice is rezzed.

   • If the approached ice is **REZZED**, go to [3]. If the approached ice is **UNREZZED**, the Runner **PASSES** it: go to [2] if there is another piece of ice protecting the server, go to [4] if there is not another piece of ice protecting the server.

3. The Runner **ENCOUNTERS** a piece of ice. *('When encountered' conditionals meet their trigger conditions)*

   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. The Runner **APPROACHES** the attacked server.

   4.1 ↻

   4.2 The Runner decides whether to continue the run.

   ...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 considered to be **SUCCESSFUL**. *('When successful' conditionals meet their trigger conditions)*

   4.5 Access cards, then go to [5].

   • If an **AGENDA** is accessed, the Runner **STEALS** it. If a card with a **TRASH COST** is accessed, the Runner may pay its trash 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 considered to be **UNSUCCESSFUL**. *('When unsuccessful' conditionals meet their trigger conditions)*