

**2**  
Op · Bouncer



**1**  
**2**  
**1**

**Loyal** [Counts towards your influence.]

file:TP1.6/M1 O

**2**  
Op · Bouncer



**1**  
**2**  
**1**

**Loyal** [Counts towards your influence.]

file:TP1.6/M1 O

**3**  
Op · Gonk



**1**  
**3**  
**2**

**Coward** [Can't attack other operatives.]

**Dumpster Dive**  
[1 and ] Install one tech from your index, it costs 1 and 1 less.

file:TP1.5/M7 O

**4**  
Op · Chromer



**3**  
**4**  
**2**

**NO FLESH**

file:TP1.6/M4 O

**4**  
Op · Chromer



**3**  
**4**  
**2**

**NO FLESH**

file:TP1.6/M4 O

**4**  
Op · Chromer

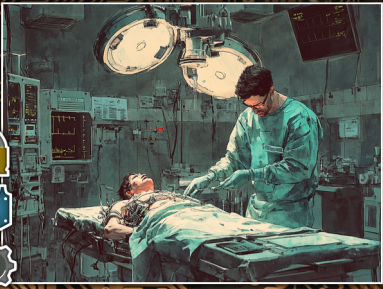


**3**  
**4**  
**2**

**NO FLESH**

file:TP1.6/M4 O

**4**  
Op · Ripper Doc



**3**  
**4**  
**2**

**Recycle**  
[1 tech file] [1] [Discard 1 tech file from your index to draw 1 file from your database.]

**Quick and Dirty**  
[ ] Install one tech file from your index.

file:TP1.9/M5 O

**4**  
Op · MIMU Supporter



**3**  
**3**  
**3**

**NO FLESH**

file:TP1.6/M13 O

**5**  
Op · Cyborg



**3**  
**4**  
**4**

**E.Y.E.**

**Scanner** [Can attack ghosts.]

"Abide by Yǒnghénglǒng" — Xuanwu Neophyte

file:TP1.5/M6 O

5 Carlos Jin  
Op · Cyborg



3  
4  
4

E.Y.E.

Scanner (Can attack ghosts.)

"Abide by Yǒnghénglóng" — Xuanwu Neophyte

file:TP1\_5/M6 O

5 Carlos Jin  
Op · Cyborg



3  
4  
4

E.Y.E.

Scanner (Can attack ghosts.)

"Abide by Yǒnghénglóng" — Xuanwu Neophyte

file:TP1\_5/M6 O

7 Abbot "The Tank"  
Op · Cyborg



6  
7  
4

Flaek Cannon

Ricochet (When attacking; damage not converted to  may be dealt to another deployed operative.)

"He has treads for feet for god's sake."  
— Former Valkyr employ

file:TP1\_5/M8 O

7 Abbot "The Tank"  
Op · Cyborg



6  
7  
4

Flaek Cannon

Ricochet (When attacking; damage not converted to  may be dealt to another deployed operative.)

"He has treads for feet for god's sake."  
— Former Valkyr employ

file:TP1\_5/M8 O

7 Abbot "The Tank"  
Op · Cyborg



6  
7  
4

Flaek Cannon

Ricochet (When attacking; damage not converted to  may be dealt to another deployed operative.)

"He has treads for feet for god's sake."  
— Former Valkyr employ

file:TP1\_5/M8 O

2 AP-1  
Tech · Firearm



+1 and Ricochet (When attacking; damage not converted to  may be dealt to another deployed operative.)

"With our patented replay feature." — NICO Rep

file:TP1\_5/M10 H

2 AP-1  
Tech · Firearm

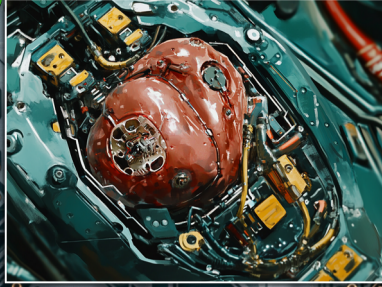


+1 and Ricochet (When attacking; damage not converted to  may be dealt to another deployed operative.)

"With our patented replay feature." — NICO Rep

file:TP1\_5/M10 H

1 GH-P01  
Tech · Wetware



+2

Itsumura Growth Hormone Pump

file:TP1\_5/M12 H

1 SCN-76  
Tech · Hardware



Scanner (Can attack ghosts.)

Itsumura Scanner

file:TP1\_5/M18 H

**1** **Combat Frenzy**  
Action

⚡ to target operative until end of turn.

file:TP1\_8/M22 I

**1** **Combat Frenzy**  
Action

⚡ to target operative until end of turn.

file:TP1\_8/M22 I

**1** **randstar**  
Op · Pillars Agent

Choomer Chug  
[74] Is a *blitzer* until end of turn.  
(Blitzers can deploy the same turn as hired.)

file:TP1\_9/G102 O

**1** **randstar**  
Op · Pillars Agent

Choomer Chug  
[74] Is a *blitzer* until end of turn.  
(Blitzers can deploy the same turn as hired.)

file:TP1\_9/G102 O

**2** **ahiro**  
Op · Courier

Bucati VX4  
*Blitzer* (Can deploy on the same turn as hired.)

file:TP1\_5/G1 O

**2** **aheadhead**  
Op · RLF Soldier

HEC-4  
[74], [74] and [74] Deal ⚡ to deployed op.

file:TP1\_5/G2 O

**3** **arzgr1**  
Op · RuffneX

NEER-809  
*Pierce* (Opponent operative can't prevent or be replaced.)

file:TP1\_5/G3 O

**3** **arzgr1**  
Op · RuffneX

NEER-809  
*Pierce* (Opponent operative can't prevent or be replaced.)

file:TP1\_5/G3 O

**3** **arzgr1**  
Op · RuffneX

NEER-809  
*Pierce* (Opponent operative can't prevent or be replaced.)

file:TP1\_5/G3 O

**3** **@hestra**  
Op · Pillars Agent



**1**  
**3**  
**2**

signature\_trackback.exe  
*Tracer* (Can attack undeployed operatives.)

file:TP1.6/G4 0

**3** **@hestra**  
Op · Pillars Agent



**1**  
**3**  
**2**

signature\_trackback.exe  
*Tracer* (Can attack undeployed operatives.)

file:TP1.6/G4 0

**4** **@\_farao**  
Op · MuFlesh



**2**  
**4**  
**3**

For each ; +1  
Techpsychosis  
At the start of your run phase, if @\_farao\_ has at least **1**; @\_farao\_ must attack another operative if possible.

file:TP1.5/G5 0

**4** **@\_farao**  
Op · MuFlesh



**2**  
**4**  
**3**

For each ; +1  
Techpsychosis  
At the start of your run phase, if @\_farao\_ has at least **1**; @\_farao\_ must attack another operative if possible.

file:TP1.5/G5 0

**4** **@\_farao**  
Op · MuFlesh



**2**  
**4**  
**3**

For each ; +1  
Techpsychosis  
At the start of your run phase, if @\_farao\_ has at least **1**; @\_farao\_ must attack another operative if possible.

file:TP1.5/G5 0

**4** **@zapper**  
Op · Engineer



**4**  
**3**  
**1**

Toolbox  
[72, ↓] @zapper has **1** and **4** until your next turn.

file:TP1.5/G7 0

**4** **@zapper**  
Op · Engineer



**4**  
**3**  
**1**

Toolbox  
[72, ↓] @zapper has **1** and **4** until your next turn.

file:TP1.5/G7 0

**4** **@zapper**  
Op · Engineer



**4**  
**3**  
**1**

Toolbox  
[72, ↓] @zapper has **1** and **4** until your next turn.

file:TP1.5/G7 0

**6** **@emidio**  
Op · RLF Captain



**4**  
**5**  
**4**

All your operatives are blitzer.  
(Blitzers can deploy the same turn as hired.)  
RIF LIBERATION FRONT

file:TP1.6/G8 0

**1**  **HEC-4**  
Action



If you have a deployed operative; deal  to target deployed operative.

file:TP1\_5/G15 I

**1**  **HEC-4**  
Action



If you have a deployed operative; deal  to target deployed operative.

file:TP1\_5/G15 I

**2** **Murph**  
Op · Cop



**Interceptor** (If undeployed; you may replace a defending operative once per turn.)

"Did you know you get a free uniform and a gun when you join the Nat Force?" — Murph

file:TP1\_5/X303 O

**2**  **0day**  
Action



 target software or tech.

Cache of exploits including CVE-2077-308199

file:TP1\_7/X311 I

**False Flag**  
Contract · MWU

 → 

The first time each turn that you attack an opponent operative;  (You may spend  extra this turn.)



file:TP1\_8/M19 C

**Industrial Frame Hijack**  
Contract · Foundry



 →  and  to target operative until your next turn.



 → 




file:TP1\_8/M21 C

**Plant IED**  
Contract · RLF

 → 

 → Deal  to deployed op.

**RIFF LIBERATION FRONT**



file:TP1\_7/G15 C

**Armed Escort**  
Contract · Valkyr

Secure pickup point  
 and  → 

Escort VIP  
 and  → 

"Our client is an important and high ranking member of Ymer, don't screw around on this one!" — Cat



file:TP1\_6/X7 C

**Sabotage Production**  
Contract · MWU

 → 

 →  and 

"Need some help on a big run. If we can pull this off we'll be set for life. We got a better shot at this than getting a pension anytime soon." — River



file:TP1\_8/X4 C

### Industrial Espionage

Contract · HartTech

1 → 2↑ and

"OmniMedical is developing a competitive product, get me some data on what they are up to over there."  
— Laurentius

file:TP1.7/X1 C

### Transport Intercept

Contract · RLF

Access routing data  
3 → 1↑

Intercept target vehicle  
3 ↻ 3↑

"We got some intel off of TAG that an Ymer VIP is heading out to the Rim. This is a good time to catch them off guard."  
— @emidio

file:TP1.6/X2 C

### Odd Jobs

Contract · Independent

Hack ATM  
1 → ↑ (Gives , immediately.)

2 → 1↑

2 ↻ 1↑

"Need some minor things taken care of, think you can handle it?"  
— Kilroy

file:TP1.6/X108 C