

**1** **Medbot**  
Op · Bot



**0**  
**1**  
**0**

**Synth** (Can hire multiple copies.)  
**Interceptor** (If undeployed; you may replace a defending operative once per turn.)  
[↔] and [A] 1 on target undeployed operative.

file:TP1\_6/O201 O

**1** **Medbot**  
Op · Bot



**0**  
**1**  
**0**

**Synth** (Can hire multiple copies.)  
**Interceptor** (If undeployed; you may replace a defending operative once per turn.)  
[↔] and [A] 1 on target undeployed operative.

file:TP1\_6/O201 O

**2** **Technoid**  
Op · Bot Android



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

**Synth** (Can hire multiple copies.)

file:TP1\_11/O19 O

**2** **Nadir Karim**  
Op · Valkyr Security Guard



**2**  
**2**  
**2**

**Coward** (can't attack other operatives.)

file:TP1\_5/O2 O

**3** **Catherine Smith**  
Op · Valkyr Body Guard



**2**  
**2**  
**2**

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

file:TP1\_6/O203 O

**3** **Catherine Smith**  
Op · Valkyr Body Guard



**2**  
**2**  
**2**

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

file:TP1\_6/O203 O

**3** **Catherine Smith**  
Op · Valkyr Body Guard



**2**  
**2**  
**2**

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

file:TP1\_6/O203 O

**3** **Sofia Chen**  
Op · Gridsec



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

firewall.exe  
Prevent up to 1 per turn.

file:TP1\_5/O3 O

**3** **Sofia Chen**  
Op · Gridsec



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

firewall.exe  
Prevent up to 1 per turn.

file:TP1\_5/O3 O



**3** **Victor Rossi**  
Op · Gridsec



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

While running with another operative;  
 ice\_pick.sh  
 [↔] and [🗑️] [🗑️] target software.

file:TP1\_5/04 O

**4** **Artemis Johanson**  
Op · Valkyr Sharpshooter



**2**  
**3**  
**2**

B.O.S.C. 308  
 Sharpshooter (Doesn't take damage when attacking.)

file:TP1\_5/05 O

**4** **Artemis Johanson**  
Op · Valkyr Sharpshooter



**2**  
**3**  
**2**

B.O.S.C. 308  
 Sharpshooter (Doesn't take damage when attacking.)

file:TP1\_5/05 O

**5** **"Mr. Smooth"**  
Op · Independent Contractor



**4**  
**2**  
**4**

While running; prevent up to 2

file:TP1\_5/07 O

**5** **amatrixman**  
Op · Gridsec



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

ping.exe  
 While deployed; [74] Deal 1 to target deployed operative.

file:TP1\_11/018 O

**2** **Trauma Insurance**  
Action



1 and prevent up to 2 to target operative.

file:TP1\_8/016 I

**2** **Trauma Insurance**  
Action



1 and prevent up to 2 to target operative.

file:TP1\_8/016 I

**2** **EpiPlate™**  
Tech · Wetware



Prevent up to 1 each turn.

OmniMedical Epidermal Plating™

file:TP1\_5/09 H

**2** **EpiPlate™**  
Tech · Wetware



Prevent up to 1 each turn.

OmniMedical Epidermal Plating™

file:TP1\_5/09 H



**2**  
Op · Bouncer



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

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

file:TP1.6/M1 O

**3**  
Op · Industrial Cyborg



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

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

file:TP1.5/M2 O

**3**  
Op · Industrial Cyborg



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

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

file:TP1.5/M2 O

**3**  
Op · Industrial Cyborg



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

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

file:TP1.5/M2 O

**3**  
Op · Cyborg



**2**  
**2**  
**2**

**Tekkfreek**  
For each tech on a\_0gre; +1 and +1

file:TP1.6/M3 O

**3**  
Op · Cyborg



**2**  
**2**  
**2**

**Tekkfreek**  
For each tech on a\_0gre; +1 and +1

file:TP1.6/M3 O

**3**  
Op · Cyborg



**2**  
**2**  
**2**

**Tekkfreek**  
For each tech on a\_0gre; +1 and +1

file:TP1.6/M3 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

**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** **"Ripper" Baptist**  
Op · Ripper Doc

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

**Recycle**  
[4 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** **"Ripper" Baptist**  
Op · Ripper Doc

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

**Recycle**  
[4 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** **@reaper**  
Op · MMU Supporter

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

file:TP1\_6/M13 O

**4** **@reaper**  
Op · MMU Supporter

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

file:TP1\_6/M13 O

**2** **AP-1**  
Tech · Firearm

**+1** and **Ricochet** (When attacking; damage not converted to [head icon] 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** **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** **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

**2** **Joey**  
Op · Debt Collector



**1**  
**1**  
**1**

**Break a Leg**  
[↔] **1**↑

"A very beneficial loan, as long as you pay your dues."  
— Joey "No-knees"

file:TP1\_6/X301 O

**2** **Murph**  
Op · Cop



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

**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

**Install Firewall**  
Contract · OmniMedical

**1** → **1**↑

Deploy firewall

**2** → Prevent **1** or **1** to target operative until your next turn.



file:TP1\_7/O14 C

**False Flag**  
Contract · MNU

**1** → **1**↑

The first time each turn that you attack an opponent operative; **1**  
(You may spend **1** extra this turn.)



file:TP1\_8/M19 C

**Industrial Frame Hijack**  
Contract · Foundry

**2** → **1**↑ and **1** to target operative until your next turn.

**2** ↻ **2**↑



file:TP1\_8/M21 C

**Armed Escort**  
Contract · Valkyr

Secure pickup point  
**3** and **3** → **2**↑

Escort VIP  
**3** and **3** ↻ **4**↑

"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 · MNU

**5** → **2**↑

**4** ↻ **6**↑ 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



### 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

### Munitions Depot

Contract · NICO

Destroy depot #1  
 2 → 1↑

Destroy depot #2  
 2 ↻ 2↑

"Got a demolition job for ya." — Douglas



file:TP1.6/X101 C


### Stock Market Grid

Contract · Gridrunners

Extract funds  
 1 → 14↑ (Gives 14 immediately.)

Install backdoor  
 2 ↻ 14↑ (Gives 14 next turn.)

"We need some quick funds for a big run against the corpos."  
 — Sorcerer



file:TP1.6/X103 C