

Terminal Directive (Runner Track)

1.8 Objective: Progress – Win 1 game.

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When complete, reveal set 2.

1.9D: Progress – Lose 1 game.

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When complete, reveal set 9.

2.10 Objective: Progress – Win 1 game.

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When complete, reveal set 5.

2.6B: Progress – Trash 1 Corp card.

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When complete, reveal set 7.

3.2E: Progress – 1 copy of Shadow Team is destroyed.

Start each game with ③ ② ① ① copies of Shadow Team in your deck.

When a copy is destroyed, update this effect.

4.2F: Progress – 1 copy of Netwatch is destroyed.

Start each game with ① ① Netwatch in play.

When a copy is destroyed, update this effect.

5.3 Objective: Progress – Win 1 game.

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When complete, reveal set 8.

5.4I: Progress – Spend a Click to draw a card.

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When complete, resolve the effect of your dominant ethos then close this file.

Protector: Gain 2 credits for each installed program.

Predator: Reveal any number of resources from your grip. Gain 3 credits for each revealed resource.

8.2 Objective: Progress – Steal 1 point.

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When complete and you win a game with Inez Delgado in your score area, reveal set 10.

Terminal Directive (Corp Track)

1.8 Objective: Progress – Win 1 game.

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When complete, reveal set 2.

1.9D: Progress – Lose 1 game.

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When complete, reveal set 9.

2.2B: Progress – Trash 1 Runner card.

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When complete, reveal set 6.

2.6B: Progress – Give the Runner 1 tag.

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When complete, reveal set 7.

2.10 Objective: Progress – Win 1 game.

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When complete, reveal set 5.

3.2E: Progress – 1 copy of Trojan is destroyed

Start each game with ③ ② ① ① copies of Trojan in your deck.

When a copy is destroyed, update this effect.

4.2F: Progress – 1 copy of Security Leak is destroyed.

Start each game with ① ① Security Leak in play.

When a copy is destroyed, update this effect.

5.3 Objective: Progress – Win 1 game.

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When complete, reveal set 8.

5.4I: Progress – Spend a Click to draw a card.

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When complete, resolve the effect of your dominant ethos and close this file.

Protector: Add 2 cards from Archives to HQ.

Predator: Search R&D for 1 card and add it to HQ.

8.2 Objective: Progress – Score 1 agenda point.

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When complete and you win a game with Evidence Collection in your score area, reveal set 10.

8.3J: Progress – Create 1 server.

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When complete, you may use the effect of your dominant ethos.

Protector: Close this file: Lower the rez cost of the next card you rez this phase by 5.

Predator: Close this file: Increase the strength of the next piece of ice you rez by 5 until the end of the game.