

Downfall Remastered Edition



The Beanstalk has been attacked. The world will never be the same.

Downfall is a 65-card expansion, the first half of the Ashes Cycle, and the first Null Signal original Netrunner set. It features all-new art and graphic design and contains card designs that are equal parts fresh and familiar.

Print this PDF at 100% size with no additional margins.



2 ISOLATION



EVENT

As an additional cost to play this event, trash 1 installed resource.

Gain 7.

With each passing day alone, Hoshiko found it harder to think. With each hour, the static grew louder.

2024 Null Signal Games Illus. Photo Tammy Gann Unsplash, Deep Dream 1

4 ♦ DEMOLISHER



HARDWARE: Console

+1

The trash cost of each Corp card is lowered by 1.

The first time each turn you trash a Corp card, gain 1.

Limit 1 console per player.

Step 1: Apply to Problem.
Step 2: No more Problem!

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2 CHISEL



PROGRAM: Virus - Trojan

Install only on a piece of ice.

Host ice gets -1 strength for each hosted virus counter.

Whenever you encounter host ice, if its strength is 0 or less, trash it. Otherwise, place 1 virus counter on this program.

tap *tap* *tap*

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4 STARGATE



PROGRAM

⊙: Run R&D. If successful, instead of breaching R&D, reveal the top 3 cards of R&D. Trash 1 of the revealed cards. Use this ability only once per turn.

"Net space is an abstraction, a white lie protecting fragile comprehensions. Do not limit yourself."

—z\h/r

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2 UTAE



PROGRAM: Icebreaker - Decoder

Interface → X: Break X code gate subroutines. Use this ability only once per run.

Interface → 1: Break 1 code gate subroutine. Use this ability only if you have 3 or more installed virtual resources.

1: +1 strength.

Sing, sing as your heart desires!

2024 Null Signal Games Illus. McGregor T. Crowley 5

2 ♦ CLIMACTIC SHOWDOWN



RESOURCE

When your turn begins, remove this resource from the game. Choose a server protected by ice. The Corp may trash 1 piece of ice protecting that server. If they do not, the first time this turn you breach either R&D or HQ, access 2 additional cards.

2024 Null Signal Games Illus. Diana Simonova (Rithea Vaulor) 6

0 ♦ FENCER FUENO



RESOURCE: Companion - Virtual

When your turn begins and whenever you steal an agenda, place 1 on this resource.

Whenever you make a successful run, you can spend hosted credits for the remainder of that run.

When your turn ends, if there are 3 or more hosted credits, you must pay 1 or trash this resource.

Friends break your walls.

2024 Null Signal Games Illus. Izzy Pruett 7

4 ♦ THE NIHILIST



RESOURCE: Connection - Seedy

The first time each turn you install a virus program, place 2 virus counters on this resource.

When your turn begins, you may remove any 2 virus counters from your installed cards. If you do, draw 2 cards unless the Corp trashes the top card of R&D.

"...well, I'm laughing."

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1 ♦ TRICKSTER TAKA



RESOURCE: Companion - Stealth - Virtual

When your turn begins and whenever you steal an agenda, place 1 on this resource.

You can spend hosted credits to use programs during runs.

When your turn ends, if there are 3 or more hosted credits, you must take 1 tag or trash this resource.

Friends hide your fears.

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1 **AZ McCaffrey**
MECHANICAL PRODIGY



4

IDENTITY: Cyborg
The first **job** resource, **connection** resource, or piece of hardware you install each turn costs 1Q less to install.

"You're not listening."
—Az McCaffrey

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2 **ALWAYS HAVE A BACKUP PLAN**



EVENT: Run
Run any server. When that run ends, if it was unsuccessful, you may run the attacked server again, ignoring any additional costs to run. During the second run, whenever you encounter the last piece of ice you encountered during the first run, bypass it.

"Everyone told me she was reliable in a pinch."
—Az McCaffrey

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0 **BLUEBERRY!™ DIESEL**



EVENT
Look at the top 2 cards of your stack. You may add 1 of those cards to the bottom of your stack. Draw 2 cards.

Blue flames burn the hottest!

2024 Null Signal Games Illus. Patrick Burk

1 **FLIP SWITCH**



HARDWARE
Use this hardware only during your turn.

- ☞: Jack out.
- ☞: Remove 1 tag.
- ☞ → ☞: Reduce the base trace strength of a trace to 0.

BMI switches let runners surface without a true disconnect. Handy for a break... immediately.

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1 **LUCKY CHARM**



HARDWARE: Chip
☞ → Remove this hardware from the game: Prevent a Corp card ability from ending the run. Use this ability only if you made a successful run on HQ this turn.

Want to win a coinflip? Use a coin with two heads.

2024 Null Signal Games Illus. Elizaveta Sokolova

2 **MASTERWORK (v37)**



HARDWARE: Console
+1☞
The first time each turn you install a piece of hardware, draw 1 card.

Whenever a run begins, you may install 1 piece of hardware from your grip, paying 1Q more.

Limit 1 console per player.

v35: Springs to the mount ejectors (new feature)
v36: Reduced power to springs (x5)

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3 **BUKHGALTER**



PROGRAM: Icebreaker - Killer
Interface → 1Q: Break 1 sentry subroutine.
1Q: +1 strength.

The first time each turn this program fully breaks a piece of ice, gain 2Q.

"Do the job. Get paid. Leave feelings at the door."
—"Baklan" Bochkin

1

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2 **"BAKLAN" BOCHKIN**



RESOURCE: Connection
The first time you encounter a piece of ice during each run, place 1 power counter on this resource.

☞, X hosted power counters: Dereze the ice you are encountering if its strength is X or less. Take 1 tag.

"Psh, let them gossip. The cat knows whose meat it has eaten."
—"Baklan" Bochkin

2024 Null Signal Games Illus. Janet Bruesselbach

4 **"THE CLASS ACT**



RESOURCE: Connection - Ritzly
When a discard phase ends, if you installed this resource this turn, draw 4 cards.

☞ → The first time each turn you would draw any number of cards, look at the top X cards of your stack. Add 1 of those cards to the bottom of your stack. X is equal to the number of cards you would draw plus 1.

"...but I am without compare."

2024 Null Signal Games Illus. Wyn Lacabra

1 **LAT**
ETHICAL FREELANCER



4

IDENTITY: Natural

When your discard phase ends, if you have the same number of cards in your grip as the Corp has in HQ, you may draw 1 card.

Let's do it fast fast, then back to mine for tuak.

45 **15**

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0 **IN THE GROOVE**



EVENT: Priority

Play only as your first Ⓞ.

For the remainder of this turn, whenever you install a card with a printed install cost of 1Ⓞ or greater, draw 1 card or gain 1Ⓞ.

Do you know how many food deliveries I've missed this week?

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3 **KHUSYUK**



EVENT: Run

Run R&D. If successful, instead of breaching R&D, choose an install cost greater than 0Ⓞ. The Corp sets aside the top X cards of R&D faceup, where X is equal to the number of your installed cards with that printed install cost, up to 6. Access 1 of the set-aside cards. The Corp shuffles the set-aside cards into R&D.

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1 **SPEC WORK**



EVENT: Job

As an additional cost to play this event, trash 1 installed program.

Gain 4Ⓞ and draw 2 cards.

"There is never a wasted program. Someone, somewhere, will have a use for that code. Even corps are scrambling for quick fixes nowadays."

—Lat

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4 **◆ SUPERCORRIDOR**



HARDWARE: Console

+2Ⓞ

You get +1 maximum hand size.

When your turn ends, if you and the Corp have the same number of credits, you may gain 2Ⓞ.

Limit 1 console per player.

The Net is boundless, but the right access port is worth a road trip.

2024 Null Signal Games Illus. Elizaveta Sokolova

2 **GAUSS**



PROGRAM: Icebreaker - Fracter

When you install this program, it gets +3 strength for the remainder of the turn.

Interface → 1Ⓞ: Break 1 barrier subroutine.

2Ⓞ: +2 strength.

It is not knowledge, but the act of learning, not possession, but the act of getting there, which grants the greatest enjoyment.

1

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1 **PELANGI**



PROGRAM: Virus

When you install this program, place 2 virus counters on it.

Hosted virus counter: Choose an ice subtype. The ice you are encountering gains that subtype for the remainder of this encounter. Use this ability only once per turn.

It makes sysops see red. And orange, yellow, green...

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2 **REZEKI**



PROGRAM

When your turn begins, gain 1Ⓞ.

"It takes such simple things to sustain us, the most important of which is to be thankful."

—Lat

2024 Null Signal Games Illus. Elwin "Jakuza" Rumpilmair

4 **◆ THE ARTIST**



RESOURCE: Connection

Use each ability on this resource only once per turn.

Ⓞ: Gain 2Ⓞ.

Ⓞ: Install 1 program or piece of hardware from your grip, paying 1Ⓞ less.

"...then let me paint you a picture."

2024 Null Signal Games Illus. Wyn Lacabra

1 DIRECT ACCESS

EVENT: Run

While you are resolving this event, each player's identity loses all abilities.

Run any server. When that run ends, you may shuffle this event into your stack.

Get into the ducts on the roof and keep crawling till you hit that old network root. Dirty work, I know, but it beats playing by the rules.

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0 REJIG

EVENT: Mod

As an additional cost to play this event, add 1 installed program or piece of hardware to your grip.

Install 1 program or piece of hardware from your grip, paying X0 less. X is equal to the printed install cost of the card you added to your grip.

I didn't say your hopper should be hauling garbage. I said it should be hauled away as garbage.

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2 WHISTLEBLOWER

RESOURCE: Connection

Whenever you make a successful run, you may trash this resource to choose a card name. The next time this run you access an agenda with the chosen name, steal it, ignoring all costs. (You are no longer accessing it.)

"Corporations are made of people; just normal people doing their 6-to-6. The right truths, the right critique, and they can be redeemed."

—Lat

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30

MIRRORMORPH
ENDLESS ITERATION

45 IDENTITY: Division **15**

If the first, second, and third actions you take on your turn are each different from one another, when the third action completes, you may gain 10 or take another different action, paying 0 less.

Reflection, Not Imitation.

2024 Null Signal Games Illus. Kira L. Nguyen

31

ARCHITECT DEPLOYMENT TEST

4

AGENDA: Research

When you score this agenda, look at the top 5 cards of R&D. You may install and rez 1 of those cards, ignoring all costs.

"Early success should be rewarded, as it will encourage a culture of drive and competition."
—Corporate Leadership for Dummies

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CALVIN B4L3Y

ASSET: Bioroid

0: Draw 2 cards. Use this ability only once per turn.

When the Runner trashes this asset, you may draw 2 cards.

Unit is holding .78 asimovs of stress potential in all three directive logic traps. Psychiatric session mandated during next maintenance cycle.

2024 Null Signal Games Illus. Kira L. Nguyen

33

0 NANOETCHING MATRIX

ASSET: Industrial

0: Gain 20. Use this ability only once per turn.

When the Runner trashes this asset, you may gain 20.

At the scale where nanobots cut glass, quantum mechanics dictate error. A silicon atom here, an oxygen there, an erbium out of place. Each bioroid is born unique.

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34

4 HAGEN

ICE: Barrier - Destroyer

This ice gets -1 strength for each installed icebreaker.

- Trash 1 installed program that is not a decoder, fracter, or killer.
- End the run.

Old warriors have seen all the tricks; be forthright or fail.

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35

1 FULLY OPERATIONAL

OPERATION

Gain 20 or draw 2 cards. Repeat this process for each remote server that has a card in its root and is protected by ice.

Haas' unsecured servers were fortified just before the storm. Are their bioroid oracles that good, or were they tipped off?

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1 **RED LEVEL CLEARANCE**

OPERATION: Transaction

Resolve 2 of the following in any order:

- Draw 2 cards.
- Gain 2 C .
- Install 1 non-agenda card from HQ.
- Gain C .

Not all secrets lie in vaults.

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0 **COLD SITE SERVER**

UPGRADE: Facility

C : Place 1 power counter on this upgrade.

As an additional cost to run this server, the Runner must spend C and 1 C for each hosted power counter.

When your turn begins, remove all hosted power counters.

The Net abhors a vacuum. Any unexplained gap must be made.

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HYOUBU INSTITUTE
ABSOLUTE CLARITY

45 **IDENTITY: Division** **15**

The first time each turn you reveal a card, gain 1 C .

C : Reveal 1 card from the grip at random or the top card of the stack.

No Stone Unturned.

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PROJECT YAGI-UDA **3**

2

AGENDA: Research

When you score this agenda, place 1 agenda counter on it for each hosted advancement counter past 3.

Hosted agenda counter: Swap 1 card from HQ with 1 card in the root of or protecting the attacked server. The Runner may jack out. Use this ability only during a run.

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STING! **3**

1

AGENDA: Ambush

When a player scores or steals this agenda, do X net damage. X is equal to 1 plus the number of copies of Sting! in the other player's score area.

"It is my nature," said the scorpion.
—Conceptual Frameworks in Bio-Ethics and Synthetic Morality, Moser University Press

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3 **PUBLIC HEALTH PORTAL**

ASSET: Facility

When your turn begins, reveal the top card of R&D and gain 2 C .

Hyoubu is our vanguard in the battle for hearts and minds.

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2 **◆ STORGOTIC RESONATOR**

ASSET: Hostile

The first time each turn you trash a card that matches the faction of the Runner's identity (from any location), place 1 power counter on this asset.

C , **hosted power counter:** Do 1 net damage.

"Memory is a tangle of emotional threads. Pull one, it twists a second, unravels a third!"
—Letheia Nisei

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5 **SAISENTAN**

ICE: Sentry - AP - Observer

When the Runner encounters this ice, choose a card type. For the remainder of the encounter, whenever you trash a card of the chosen type with net damage from a subroutine on this ice, do 1 net damage.

- ↳ Do 1 net damage.
- ↳ Do 1 net damage.
- ↳ Do 1 net damage.

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4 **COMPLETE IMAGE**

OPERATION: Terminal - Gray Ops

Play only if the Runner has 3 or more agenda points and they made a successful run during their last turn.

After you resolve this operation, your action phase ends.

Choose a card name, then do 1 net damage. If you trash a card with the chosen name this way, repeat this process.

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1 ◆ **LETHEIA NISEI**



UPGRADE: Psi - Clone

The first time the Runner approaches this server during each run, play a Psi Game. (Players secretly bid 0-2Q. Then each player reveals and spends their bid.) If the bids differ, you may trash this upgrade. If you do, the Runner moves to the outermost position of this server. They may jack out.

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REMASTERED EDITION **4**



AGENDA: Expansion

When you score this agenda, place 1 agenda counter on it.

Hosted agenda counter: Place 1 advancement counter on an installed card.

Scrub-loving devs nerfed cannon rushes cause whiny bronzers complained. Left me four wins down in finals. Anyway I won.

2024 Null Signal Games Illus. Delvis Goetten 47

1 **DAILY QUEST**



ASSET

Rez only during your action phase.

Whenever the Runner makes a successful run on this server, they gain 2Q.

When your turn begins, if the Runner did not make a successful run on this server during their last turn, gain 3Q.

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0 **TIERED SUBSCRIPTION**



ASSET: Advertisement

The first time each turn a run begins, gain 1Q.

Subscribe for 12 months to get that premium uplink you need to blaze ahead of the crowd!

2024 Null Signal Games Illus. N. Hopkins 49

1 **CONGRATULATIONS!**

When the Runner passes this ice, gain 1Q.

↳ Gain 2Q. The Runner gains 1Q.

You are the ONE BILLIONTH visitor!



ICE: Code Gate - Advertisement

2024 Null Signal Games Illus. Nescopri/Navigator 50

0 **LOOT BOX**

↳ End the run unless the Runner pays 2Q.

↳ Reveal the top 3 cards of the stack. Add 1 of those cards to the grip and gain XQ, where X is equal to that card's play or install cost. The Runner shuffles the stack. Trash this ice.

Though many countries attempted to regulate digital loot boxes in the early 21st century, GameNET has managed to circumvent any such laws via explicit, transparent percentage rates... and some very determined lobbyists.



ICE: Trap

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3 **FOCUS GROUP**



OPERATION

Play only if the Runner made a successful run during their last turn.

Choose a card type, then reveal the grip. Choose a value for X equal to or less than the number of revealed cards of the chosen type. You may pay XQ to place X advancement counters on 1 installed card.

"There's gonna be catering, right?"

2024 Null Signal Games Illus. Dimik 52

4 **GAME OVER**



OPERATION: Illicit - Gray Ops

Play only if the Runner stole an agenda during their last turn.

Choose a Runner card type. Trash all installed non-icebreaker cards of the chosen type. For each card that would be trashed this way, the Runner may pay 3Q to prevent that card from being trashed.

Take 1 bad publicity.

It is pitch black. You are likely to be eaten by a Troll.

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0 **INCREASED DROP RATES**



UPGRADE: Ambush

While the Runner is accessing this upgrade in R&D, they must reveal it.

When the Runner accesses this upgrade, remove 1 bad publicity unless they take 1 tag.

Ultra-Mythic chance ↑↑↑! Free Vorpal Tommy Gun [epic] and pinstripe suit [cosmetic] with 10x buy-in!

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DIVESTED TRUST

3

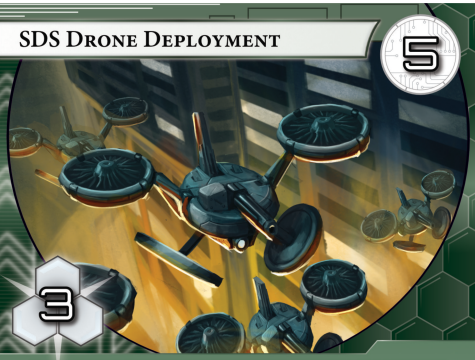
1

AGENDA

Whenever the Runner steals another agenda, you may forfeit this agenda to gain 50 and add the stolen agenda to HQ.

As the documents show, for eight months they have operated as an entirely independent fiscal entity. We are as appalled at the carelessness as you are, and fully support City Hall's investigation.

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SDS DRONE DEPLOYMENT

5

3

AGENDA: Security

As an additional cost to steal this agenda, the Runner must trash 1 installed program.

When you score this agenda, trash 1 installed program.

"Drones are precision instruments. Collateral damage is merely an undisclosed target."
—Chief "Pinchy" Wilson

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ROUGHNECK REPAIR SQUAD

0

ASSET: Industrial

Gain 60. You may remove 1 bad publicity.

"There's something about the human touch that androids will never replace."

—Mila Braun

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3

AFSHAR

While this ice is protecting HQ, the Runner cannot break more than 1 of its printed subroutines during each encounter.

- ↳ The Runner loses 20.
- ↳ End the run.

A choice occurs. The waveform collapses.

1

ICE: Code Gate



1

SECURE AND PROTECT

OPERATION: Double

As an additional cost to play this operation, spend 2.

Search R&D for 1 piece of ice and reveal it. (Shuffle R&D after searching it.) Install that ice protecting a central server, paying 30 less.

Secure Servers. Contain Infections. Protect Data.
—The SecTech Mantra

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3

SANDSTONE

When the Runner encounters this ice, place 1 virus counter on it.

This ice gets -1 strength for each hosted virus counter.

- ↳ End the run.

Effective, Cheap, Durable. Pick two.

6

ICE: Barrier



0

REDUCED SERVICE

UPGRADE

When you rez this upgrade, you may pay up to 40 to place that many power counters on it.

As an additional cost to run this server, the Runner must pay 20 for each hosted power counter.

Whenever the Runner makes a successful run on a central server, remove 1 hosted power counter.

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7

TREBUCHET

When you rez this ice, take 1 bad publicity.

- ↳ Trash 1 installed Runner card.

- ↳ Trace[6]. If successful, the Runner cannot steal or trash Corp cards for the remainder of this run.

6

ICE: Sentry - Illicit - Destroyer - Tracer



4

VULNERABILITY AUDIT

AGENDA: Research

You cannot score this agenda if it was installed this turn.

The Fracture was no different from any other crisis. As always, Management's first instinct was to find someone to blame. Getting food up to Midway or He3 down to power Earthside hospitals are trivialities compared to the important work of salvaging Executive ego and keeping one's job.

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2

CSR CAMPAIGN



ASSET: Advertisement

When your turn begins, you may draw 1 card.

"By matching funds on your donations, the Space Elevator Authority has already planted over eight million trees on the Pacific coast. Together we can restore New Angeles to its former glory."

—Elizabeth Mills



0

RIME

ICE: Mythic

During runs against this server, you can rez this ice any time you could rez non-ice cards.

Each piece of ice protecting this server gets +1 strength.

↳ The Runner loses 1Q.

