

Uprising Remastered Edition



In the wake of the attack on the Beanstalk, the world recoups and reorganizes. Things are looking up.

Uprising is a 65-card expansion and the second half of the *Ashes Cycle*. While expanding on the designs of *Downfall*, it also introduces new ideas like lockdowns—powerful Corp operations that dissuade the Runner for an entire turn.

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



0 **HOSHIKO SHIRO**
UNTOLD PROTAGONIST

4

IDENTITY: Natural

When your turn ends, if you accessed a card this turn, gain 2 **Q** and flip this identity.

Please, let me have this dream.

45 2024 Null Signal Games Illus. Luminita Pham **15**

1 **HOSHIKO SHIRO**
MAHOU SHOUJO

4

IDENTITY: Digital

When your turn begins, draw 1 card and lose 1 **Q**.

When your turn ends, if you did not access any cards this turn, flip this identity.

I'm going to be my own kind of hero.

2024 Null Signal Games Illus. Luminita Pham **66**

0 **MOSHING**

EVENT

As an additional cost to play this event, trash 3 cards from your grip.

Gain 3 **Q** and draw 3 cards.

Let's start a RIOT.

2024 Null Signal Games Illus. Patrick Burk **67**

1 **DEVIL CHARM**

HARDWARE: Chip

Whenever you encounter a piece of ice, you may remove this hardware from the game. If you do, that ice gets -6 strength for the remainder of this run.

A simple little box, brimming with temptation.

2024 Null Signal Games Illus. Elizaveta Sokolova **68**

0 **GACHAPON**

HARDWARE: Chip

Q: Set aside the top 6 cards of your stack faceup. You may install 1 program or **virtual** resource from among those cards, paying 2 **Q** less. Shuffle 3 of the remaining cards into your stack, then remove the rest from the game.

Win a new friend today!

2024 Null Signal Games Illus. Elizaveta Sokolova **69**

3 **KEIKO**

HARDWARE: Console - Companion

+2 **Q**

The first time each turn you install a **companion** card or spend credits from an installed **companion** card, gain 1 **Q**.

Limit 1 **console** per player.

"...and friends hold you close. I vow never to let go of my princess."

2024 Null Signal Games Illus. Olie Boldador **70**

4 **ODORE**

PROGRAM: Icebreaker - Killer

Interface → 2 **Q**: Break any number of **sentry** subroutines.

Interface → 0 **Q**: Break 1 **sentry** subroutine. Use this ability only if you have 3 or more installed **virtual** resources.

3 **Q**: +3 strength.

Dance, and forget about time!

0

2024 Null Signal Games Illus. Krembler **71**

1 **MYSTIC MAEMI**

RESOURCE: Companion - Virtual

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

You can spend hosted credits to play events.

When your turn ends, if there are 3 or more hosted credits, you must trash 1 card from your grip at random or trash this resource.

Friends lift your spirits.

2024 Null Signal Games Illus. Izzy Pruett **72**

1 **PALADIN POEMU**

RESOURCE: Companion - Virtual

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

You can spend hosted credits to install non-**connection** cards.

When your turn ends, if there are 3 or more hosted credits, trash 1 of your installed cards.

Friends guard your passions.

2024 Null Signal Games Illus. Izzy Pruett **73**

3 **BRAVADO**



EVENT: Run

Run a server protected by ice. When that run ends, gain 6 C plus 1 C for each piece of ice you passed during that run.

"Hold my wine. I'm going in."
—Red Comyn

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2 **BOOMERANG**



HARDWARE

When you install this hardware, choose 1 installed piece of ice. Use this hardware only during encounters with that ice.

C : Break up to 2 subroutines. When this run ends, if it was successful, you may shuffle 1 copy of Boomerang from your heap into your stack.

Return to sender.

2024 Null Signal Games Illus. Elizaveta Sokolova 75

2 **MU SAFECRACKER**



HARDWARE

Use this hardware only by spending credits from **stealth** cards.

Whenever you make a successful run on HQ, you may pay 1 C to access 1 additional card when you breach HQ.

Whenever you make a successful run on R&D, you may pay 2 C to access 1 additional card when you breach R&D.

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1 **PROGNOSTIC Q-LOOP**



HARDWARE: Chip

The first time each turn a run begins, you may look at the top 2 cards of your stack.

1 C : Reveal the top card of your stack. If that card is a program or piece of hardware, you may install it. Use this ability only once per turn.

"Overinflate a superposition-stack and optimal code forms the negentropy traverse."
"Aha, like putting too much air into a balloon?!"

2024 Null Signal Games Illus. N. Hopkins 77

2 **SWIFT**



HARDWARE: Console - Vehicle

+1 C

The first time each turn you play a **run** event, gain C .

Limit 1 **console** per player.

"Red ones go faster."
—Ken "Express" Tenma

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4 **AFTERIMAGE**



PROGRAM: Icebreaker - Killer

Whenever you encounter a **sentry**, you may pay 2 C to bypass it. Use this ability only once per turn and only by spending credits from **stealth** cards.

Interface → 1 C : Break up to 2 **sentry** subroutines.

1 C : +2 strength. Use this ability only by spending a credit from a **stealth** card.

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5 **MAKLER**



PROGRAM: Icebreaker - Fracter

Interface → 2 C : Break up to 2 **barrier** subroutines.

2 C : +2 strength.

The first time each turn this program fully breaks a piece of ice, gain 1 C .

"Debt is beautiful... after it is repaid."
—"Baklan" Bochkin

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2 **PENUMBRAL TOOLKIT**



RESOURCE: Stealth - Virtual

If you made a successful run on HQ this turn, this resource costs 2 C less to install.


When you install this resource, load 4 C onto it. When it is empty, trash it.

You can spend hosted credits during runs.

Shadow Net marketplaces have such venerability that they differ from legal platforms only in the products offered.

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1 **THE BACK**



RESOURCE: Job - Location

The first time each turn you use a piece of hardware during a run, place 1 power counter on this resource.

C , **remove this resource from the game**: For each hosted power counter, choose up to 2 cards in your heap with C abilities. Shuffle the chosen cards into your stack.

"Junk plus undiscerning buyers equals profit."
—Az McCaffrey

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2

HARMONY AR THERAPY

EVENT

Choose up to 5 cards with different names in your heap. Shuffle those cards into your stack. Remove this event from the game.

Breathe in and visualise your happy place. Breathe out. It's safe and calm and all your best days are there. Breathe in. Very good. The cortex scan has finished. Breathe out and open your eyes...

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3

◆ ANICCAM

HARDWARE: Console

+1

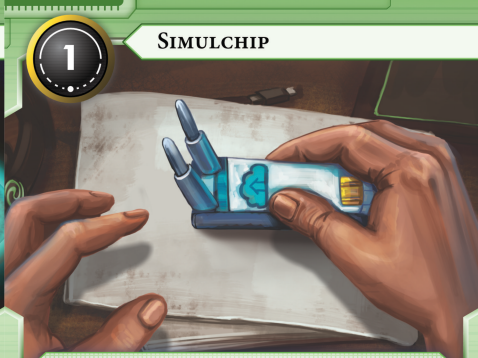
The first time each turn an event is trashed (from any location), draw 1 card.

Limit 1 console per player.

Objects are but modulations in a continuous cycle of energy—illusory and impermanent echoes of the Self.

2024 Null Signal Games Illus. Olie Boldador

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1

SIMULCHIP

HARDWARE: Chip

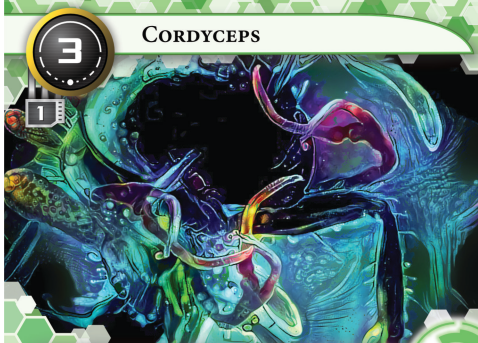
As an additional cost to use this hardware, trash 1 installed program. Ignore this cost if an installed program has already been trashed this turn.

☑: Install 1 program from your heap, paying 3 less.

*"I could let my code evolve something new, but sometimes I just want to remember yesterday's solution."
—Lane*

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3

CORDYCEPS

PROGRAM: Virus

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

Whenever you make a successful run on a central server, you may remove 1 hosted virus counter to swap 1 piece of ice protecting that server with another installed piece of ice. Use this ability only once per turn.

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2

EULER

PROGRAM: Icebreaker - Decoder

Interface → 0: Break 1 code gate subroutine. Use this ability only if this program was installed this turn.

Interface → 2: Break up to 2 code gate subroutines.

1: +1 strength.

Find truth not in the observation, but in the demonstration.

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1

MANTLE

PROGRAM: Stealth

1

You can spend hosted credits to use hardware and programs.

*"Invisibility made it possible to get them, but it made it impossible to enjoy them when they are got."
—H.G. Wells, The Invisible Man*

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3

PENROSE

PROGRAM: Icebreaker - Decoder - Fracter

Interface → 1: Break 1 barrier subroutine. Use this ability only if this program was installed this turn.

Interface → 1: Break 1 code gate subroutine.

1: +3 strength. Use this ability only by spending a credit from a stealth card.

Look at the problem from a different angle.

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0

SELF-MODIFYING CODE

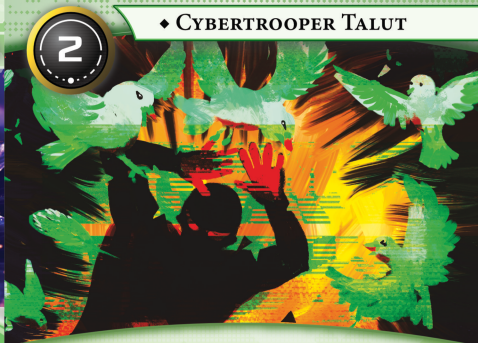
PROGRAM

2, ☑: Search your stack for 1 program. Install it. (Shuffle your stack after searching it.)

Consider this: the most notorious tool in cyberterrorism is one that, in isolation, does nothing.

2024 Null Signal Games Illus. Chiara Biancheri

90



2

◆ CYBERTROOPER TALUT

RESOURCE: Connection - Virtual

+1

Whenever you install a non-AI icebreaker, that icebreaker gets +2 strength for the remainder of the turn.

He's nice enough, but not when there are 5,187 of him.

2024 Null Signal Games Illus. Owen Sinodov

91

1 ♦ PAULÉ'S CAFÉ



RESOURCE: Location - Seedy

☉: Host 1 program or piece of hardware from your grip faceup on this resource.

1☉: Install 1 hosted card. The first card you install this way during each of your turns costs 1☉ less to install for each unique (♦) connection resource you have installed.

Designed by 2018 Eternal Champion Uguz Han Rsnaz

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3 ♦ BUFFER DRIVE



HARDWARE

The first time each turn 1 or more cards are trashed from your grip or stack, you may add 1 of those cards to the bottom of your stack.

Remove this hardware from the game: Add 1 card from your heap to the top of your stack.

"Future me needs those 60 petabytes of cat vids."
—Princess Space Kitten

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3 DAILY CASTS



RESOURCE

When you install this resource, load 8☉ onto it. When it is empty, trash it.

When your turn begins, take 2☉ from this resource.

To strike another blow to the corporatocracy tomorrow night, don't forget to like and subscribe!

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3 ♦ DREAMNET



RESOURCE: Virtual

The first time each turn you make a successful run, draw 1 card. If your identity is **digital** or you have at least 2☐, also gain 1☉.

Did I dream that dance through virtual space, or does that program now dream of flesh?

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1 MEGAPRIX QUALIFIER



AGENDA

When you score this agenda, if there is another copy of Megaprix Qualifier in either player's score area, place 1 agenda counter on this agenda.

While this agenda has a hosted agenda counter, it is worth 1 more agenda point.

"Win Hard or Lose Hard. All that matters is they're talking about you and not the competition."
—Tan "Nitro" Nyugen, Toretto-Extreme Team Manager

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5 PROJECT VACHERON



AGENDA: Research

☙ → When this agenda would be added to the Runner's score area from anywhere except Archives, instead it is added to their score area with 4 hosted agenda counters.

While this agenda is in the Runner's score area with 1 or more hosted agenda counters, it is worth 0 agenda points and gains "When the Runner's turn begins, remove 1 hosted agenda counter."

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3 ♦ BASS CH1R180G4



ASSET: Bioroid

☉, ☐: Gain ☉☉.

The Coordinator is always calm, always smiling, and always tolerant. A worker who knows his skills, knows his role, and knows his place. No master need look into his plastic eyes and fear the flames of revolution, or quake at a forgotten class reaching for self-expression.

...but who ordered him to wear that hat?

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0 CEREBRAL OVERWRITER



ASSET: Ambush

You can advance this asset.

When the Runner accesses this asset while it is installed, you may pay 3☉ to do X core damage. X is equal to the number of hosted advancement counters.

*You are being made sane.
-u are bei-g mad- sa-e
Y-u ar- be-n-d-
-u -r-?*

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2 VAPORFRAME FABRICATOR



ASSET: Industrial

☉: Install 1 card from HQ, ignoring all costs. Use this ability only once per turn.

When the Runner trashes this asset, you may install 1 card from HQ, ignoring all costs. You cannot install that card in the root of this server.

A staccato of laser pulses fuses the vapor to solid form. The embryonic part accretes metal layer by layer.

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3 **DRAFTER**

ICE: Sentry

- ↳ You may add 1 card from Archives to HQ.
- ↳ You may install 1 card from Archives or HQ, ignoring all costs.

Each generation of design assistants makes a sysop's job easier. They need only speak and it will be so.



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10 ♦ **TÝR**

LOSE ☹: Break 1 subroutine on this ice. The Corp gets +1 allotted ☹ for their next turn. Only the Runner can use this ability.

- ↳ Do 2 core damage.
- ↳ Trash 1 installed Runner card. Gain 3☹.
- ↳ End the run.

The valiant do not hesitate.



2024 Null Signal Games Illus. Liga 5mliskaine

0 **NEXT ACTIVATION COMMAND**

OPERATION: Lockdown

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

Each piece of ice gets +2 strength.

The Runner cannot use non-**icebreaker** cards to break subroutines.

"Uh oh, Keiko! Looks like we've pulled aggro!"



2024 Null Signal Games Illus. NtscapeNavigator

1 **SCAPENET**

OPERATION: Gray Ops

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

Trace[7]. If successful, remove 1 installed **chip** or **virtual card** from the game.

The Net is the consensual hallucination of the world's electronic architecture. Our electronic architecture. Don't get mad when the Runners succeed—change the rules.



2024 Null Signal Games Illus. Zoe Cohen

1 **TRANQUILITY HOME GRID**

UPGRADE: Region

Remote server only.

The first time each turn you install a card in the root of this server, gain 2☹ or draw 1 card.

Limit 1 **region** per server.

The oldest of Heinlein's domes, the self-proclaimed heart of Lunar culture.



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4 **FLOWER SERMON**

AGENDA

When you score this agenda, place 5 agenda counters on it.

Hosted agenda counter: Reveal the top card of R&D. Draw 2 cards. Add 1 card from HQ to the top of R&D. Use this ability only once per turn.

"Voice is a sledgehammer. Text, a blunt saw. Truth requires subtler instruments."

—Dr. Tang, Address to the Hyoubu Steering Committee



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1 ♦ **PRĀNA CONDENSER**

ASSET

☹ → Whenever you would do 1 or more net damage, you may prevent 1 net damage. If you do, place 1 power counter on this asset and gain 3☹.

☹☹, ☹: Do 1 net damage for each hosted power counter.

Constructive feedback to the neural field reliably causes greater degradation than spike inputs. The mind has no defense against its own echoes.



2024 Null Signal Games Illus. NtscapeNavigator

2 **ENGRAM FLUSH**

ICE: Code Gate - Observer

When the Runner encounters this ice, choose a card type. For the remainder of the encounter, whenever you reveal the grip with a subroutine on this ice, you may trash 1 revealed card of the chosen type.

- ↳ Reveal the grip.
- ↳ Reveal the grip.

SBML.001 > Out of Memory Error



2024 Null Signal Games Illus. Janet Brueselbach

3 ♦ **KONJIN**

ICE: Mythic - Psi

When the Runner encounters this ice, play a Psi Game. (Players secretly bid 0–2☹. Then each player reveals and spends their bid.) If the bids differ, you may choose another rezzed piece of ice. The Runner encounters that ice. (When that encounter ends, if the run has not ended, finish encountering this ice.)

"The Konjin dons the mask of our fears, but what lies underneath?"



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0 **HYOUBU PRECOG MANIFOLD**

OPERATION: Lockdown - Psi

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

When you play this operation, choose a server.

Whenever the Runner makes a successful run on the chosen server, play a Psi Game. (Players secretly bid 0–20. Then each player reveals and spends their bid.) If the bids differ, end the run.

4

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2 **KAKURENBO**

OPERATION: Triple

As an additional cost to play this operation, spend 20.

Trash any number of cards from HQ. Turn all cards in Archives facedown. You may install 1 card from Archives in the root of a remote server and place 2 advancement counters on it.

Remove this operation from the game.

4

2024 Null Signal Games Illus. Patrick Burk 111

3 **LA COSTA GRID**

UPGRADE: Region - Seedy

Remote server only.

When your turn begins, place 1 advancement counter on a card in the root of this server.

Limit 1 **region** per server.

Some slums of New Angeles are so worn down, City Hall calls the acres of windowless clone barracks "gentrification" with a straight face.

4

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GAMENET
WHERE DREAMS ARE REAL

45 **IDENTITY: Division** **17**

Whenever a Corp card ability causes the Runner to spend or lose at least 10 during a run, gain 10.

Your Favorite Distraction.

4

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BELLONA

3

AGENDA: Expansion

As an additional cost to steal this agenda, the Runner must pay 50.

When you score this agenda, gain 50.

Mars' tiny population made rich multiplayer experiences a big challenge. We cracked it by live-beaming the gestalt of our Earth playerbase second-by-second. Bellona weaves these "lag-ghosts" into compelling interactables—more responsive than the real thing!

5

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4 **F2P**

ICE: Sentry

20: Break 1 subroutine on this ice. Only the Runner can use this ability, and only if they are not tagged.

- ↳ Add 1 installed Runner card to the grip.
- ↳ Give the Runner 1 tag.

Free to Pay

5

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3 **GOLD FARMER**

ICE: Barrier

Whenever the Runner breaks a printed subroutine on this ice, they lose 10.

- ↳ End the run unless the Runner pays 30.
- ↳ End the run unless the Runner pays 30.

[Pay 15 gems to access this content]

1

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1 **DIGITAL RIGHTS MANAGEMENT**

OPERATION

Play only if the Runner did not make a successful run on HQ during their last turn.

Search R&D for 1 agenda and reveal it. (Shuffle R&D after searching it.) Add that agenda to HQ. You may install 1 card from HQ in the root of a remote server.

You cannot score agendas for the remainder of the turn.

4

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0 **SYNC REROUTING**

OPERATION: Lockdown

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

Whenever a run begins, give the Runner 1 tag unless they pay 40.

"Deep inspect every packet on the continent. Burn out all our stacks if you have to. We cannot let these terrorists cover their tracks."

—CEO Jenkins

3

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0 **GANKED!**

UPGRADE: Ambush

While the Runner is accessing this upgrade in R&D, they must reveal it. When the Runner accesses this upgrade, you may trash it to choose a rezzed piece of ice protecting this server. The Runner encounters that ice.

Roll Initiative...

3

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W **EARTH STATION**
SEA HEADQUARTERS

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

Limit 1 remote server.
As an additional cost to run HQ, the Runner must pay 1 \emptyset .
☉: Flip this identity.
The First Step...

2024 Null Signal Games Illus. Kira L. Nguyen

W **EARTH STATION**
ASCENDING TO ORBIT

IDENTITY: Division

Limit 1 remote server.
As an additional cost to run a remote server, the Runner must pay 6 \emptyset .
When the Runner makes a successful run on HQ, flip this identity.
...Further Beyond

2024 Null Signal Games Illus. Kira L. Nguyen

TRANSPORT MONOPOLY **4**

2

AGENDA: Initiative

When you score this agenda, place 2 agenda counters on it.

Hosted agenda counter: This run cannot be declared successful. (*This effect does not cause the run to become unsuccessful.*) Use this ability only once per turn and only during a run.

Once you're on the Space Elevator Authority's blacklist, you aren't going anywhere.

2024 Null Signal Games Illus. Zoe Cohen

1 **WALL TO WALL**

ASSET: Advertisement

When your turn begins, if you have any other rezzed assets, resolve 1 of the following; otherwise, resolve up to 3 in any order:

- Draw 1 card.
- Gain 1 \emptyset .
- Place 1 advancement counter on an installed piece of ice.
- Add this asset to HQ.

3

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3 **AKHET**

ICE: Barrier

You can advance this ice.

While there are 3 or more hosted advancement counters, this ice gets +3 strength and the Runner cannot break more than 1 of its printed subroutines during each encounter.

- ↳ Gain 1 \emptyset . Place 1 advancement counter on an installed card.
- ↳ End the run.

Thou slept not in thy house on earth.

2

2024 Null Signal Games Illus. Diven Simodav

6 **COLOSSUS**

ICE: Sentry - Destroyer

You can advance this ice. It gets +1 strength for each hosted advancement counter.

- ↳ Give the Runner 1 tag. If there are 3 or more hosted advancement counters, instead give the Runner 2 tags.
- ↳ Trash 1 installed program. If there are 3 or more hosted advancement counters, instead trash 1 installed program and 1 installed resource.

4

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4 **WINCHESTER**

ICE: Sentry - Destroyer - Tracer

- ↳ Trace[4]. If successful, trash 1 installed program.
- ↳ Trace[3]. If successful, trash 1 installed piece of hardware.

While this ice is protecting HQ, it gains "↳ Trace[3]. If successful, end the run." after its other subroutines.

"I don't know how Skorpios gets these designs past Brand Management."
—Liz Campbell, VP Project Security

4

2024 Null Signal Games Illus. Niscapell/Navigators

0 **ARGUS CRACKDOWN**

OPERATION: Lockdown - Gray Ops

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

Whenever the Runner makes a successful run on a server protected by ice, do 2 meat damage.

"If it moves, shoot it. Then shoot it again."
—Chief Slee

4

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3 **CAYAMBE GRID**



UPGRADE: Region

When your turn begins, place 1 advancement counter on a piece of ice protecting this server.

Whenever the Runner approaches this server, end the run unless they pay 2C for each advanced piece of ice protecting this server.

Limit 1 **region** per server.

The Apu spirits of the great mountains bridge this world and the realm above.

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CYBERDEX SANDBOX **4**



AGENDA: Security

The first time each turn you purge virus counters, gain 4C.

When you score this agenda, you may purge virus counters.

"All Dragon-rated threats should only be stored in a single clean-start air-gapped server, in a shielded room, under at least 200 metres of bedrock[...]"
—Section 5.18.4, Cyberdex Employee Handbook

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FALSE LEAD **3**



AGENDA: Security

Forfeit this agenda: If the Runner has 2 or more C remaining, they lose CC.

"Begin a voice message to Steve: I'm in some random city staring at yet another empty room. This hot insider scoop of yours feels distinctly chilly."

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0 **NAPD CORDON**



OPERATION: Lockdown

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

As an additional cost to steal an agenda, the Runner must pay 4C plus 2C for each advancement counter on that agenda.

Crisis is the true test of loyalty. Kick the anthill and see where the ants swarm.

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