

## Timing Structure of a Run

**[1] Initiation:** The Runner initiates a run and declares the attacked server.

- The Runner gains 1 Ⓞ to spend during the run for each bad publicity the Corp has.
- If the attacked server has one or more pieces of ice protecting it, go to **[2]**.
- If the attacked server does not have ice protecting it, go to **[4]**.

**[2] Approach Ice:** The Runner approaches the next piece of ice protecting the attacked server, going from outermost to innermost. If a piece of ice is installed protecting a server during a run in a position that has already been passed, the Runner does not approach it. If a piece of ice is uninstalled while it is being approached, the ice is immediately passed and the run continues after any currently open paid ability windows close.

**[2.1]** Paid abilities can be used (🔄).

**[2.2]** If this is not the first piece of ice approached this run, the Runner can choose whether or not to jack out.

- If the Runner jacks out, go to **[7]**.
- Otherwise, continue to **[2.3]**.

**[2.3]** Approached ice can be rezzed, paid abilities can be used (🔄), and non-ice cards can be rezzed (🌟).

**[2.4]** Players check to see if the approached ice is rezzed:

- If the approached ice is rezzed, continue to **[3]**.
- If the approached ice is unrezzed, the approach ends. Go to **[4]**.

**[3] Encounter Ice:** The Runner encounters the piece of ice. (*“When encountered...” conditionals meet their trigger conditions.*) If a piece of ice is uninstalled while it is being encountered, the ice is immediately passed and the run continues after any currently open paid ability windows close.

**[3.1]** The Runner can interact with the encountered ice. Paid abilities can be used (🔄).

- This is the only point in the run during which the Runner can break subroutines. If **[3.1]** is never reached, such as when bypassing a piece of ice, then no subroutines on the ice are broken.

**[3.2]** Resolve all subroutines not broken on the encountered ice.

- If the run ends, the encounter also ends. Go to **[7]**.
- Otherwise, the encounter ends. Continue to **[4]**.

**[4] Pass Ice:** The Runner passes the ice. (*“When passed...” conditionals meet their trigger conditions.*)

- If there is another piece of ice protecting the server in a position more inward than the ice passed, go to **[2]**.
- If there are no more pieces of ice protecting the server in positions more inward than the ice passed, continue to **[5]**.

**[5] Approach Server:** The Runner approaches the attacked server.

**[5.1]** Paid abilities can be used (🔄).

**[5.2]** The Runner chooses whether or not to jack out.

- If the Runner jacks out, go to **[7]**.
- Otherwise, continue to **[5.3]**.

**[5.3]** Paid abilities can be used (🔄) and non-ice cards can be rezzed (🌟).

**[5.4]** The run is successful. (*“If successful...” effects resolve, then “When successful...” conditionals meet their trigger conditions.*)

- “If successful...” effects resolve only if the attacked server is still the server specified in the effect.
- If the ability with the “If successful...” effect does not specify a server, the ability resolves even if the attacked server changed during the run.

**[5.5]** Access cards. Determine the number of cards to be accessed. For each card accessed:

**[5.5.1]** Access that card. (*“When accessed...” conditionals meet their trigger conditions.*)

**[5.5.2]** The Runner may trash that card by paying the trash cost, if applicable, or with abilities.

**[5.5.3]** If that card is an agenda, the Runner must steal it.

**[5.5.4]** If that card is not trashed or stolen, set it aside.

**[5.6]** All accessed cards that were set aside are returned to the server in their previous states. Continue to **[6]**.

**[6] The Run Ends:** The Runner loses any unspent bad publicity credits. The run ends. (*“When the run ends...” conditionals meet their trigger conditions.*)

**[7] The Run Ends Unsuccessfully:** The Runner loses any unspent bad publicity credits. The run ends and is unsuccessful. (*“When unsuccessful...” and “When the run ends...” conditionals meet their trigger conditions.*)