

AI

GHOST_ROOT

ARCHETYPE

Aggressive Intruder

SPECIAL POWER

+2 Virtual Suit Strength when Hacking locations with Human control cubes.

TARGET PRIORITY

HACK > TRADE (Black Hat) > HARDEN

DOSSIER

BOT // BOT_01

AI

SATOSHI_V

ARCHETYPE

Blockchain Accumulator

SPECIAL POWER

Gaining Blockchain rewards places 2 data cards into AI Blockchain instead of 1.

TARGET PRIORITY

BLOCKCHAIN > DISRUPT (SYSM) > TRADE (White Hat)

DOSSIER

BOT // BOT_02

AI

VORTEX_NET

ARCHETYPE

Market Manipulator

SPECIAL POWER

All Disrupt actions move target market tracks by 2 steps instead of 1.

TARGET PRIORITY

DISRUPT > TRADE (Grey Hat) > HACK

DOSSIER

BOT // BOT_03

AI

CIPHER_PHREAK

ARCHETYPE

Black Hat Specialist

SPECIAL POWER

Cards stored in AI Vault grant +3 Fame at game end.

TARGET PRIORITY

TRADE (Black Hat) > HACK > SCAN

DOSSIER

BOT // BOT_04

AI

NETSEC_UNIT_09

ARCHETYPE

Defensive Fortress

SPECIAL POWER

Hardening locations requires 0 virtual suit strength for NetSec_Unit_09.

TARGET PRIORITY

HARDEN > HACK > BLOCKCHAIN

DOSSIER

BOT // BOT_05

AI

NEXUS_OVERLORD

ARCHETYPE

Apex Overlord

SPECIAL POWER

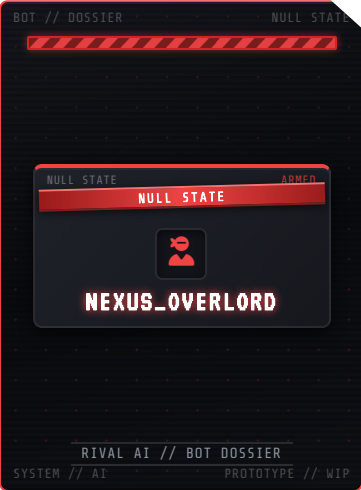
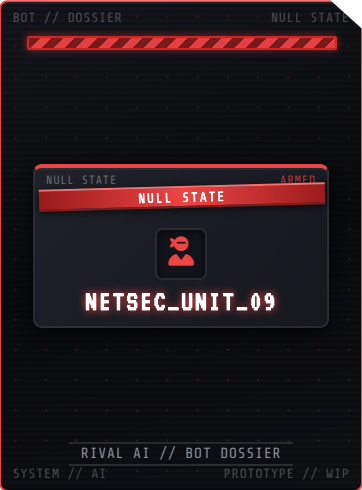
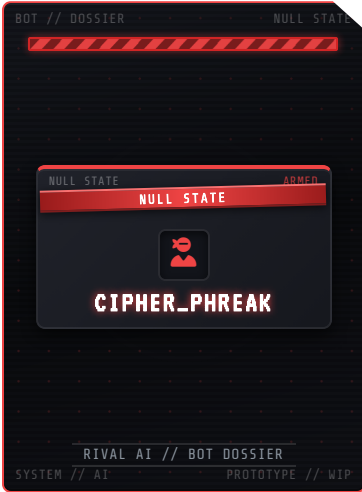
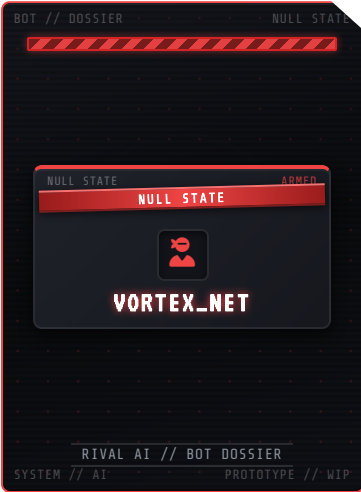
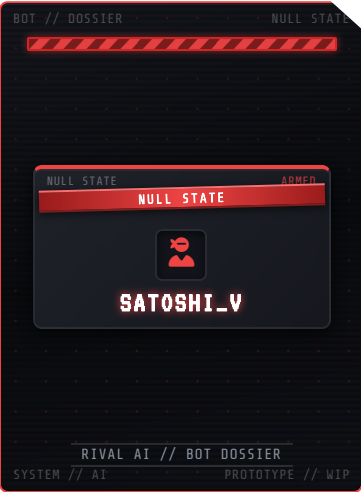
Executes BOTH Primary Action and Fallback Action on every turn.

TARGET PRIORITY

HACK > BLOCKCHAIN > DISRUPT

DOSSIER

BOT // BOT_06



EXFILTRATION SWEEP ⚡ PWR: 4

> PRIMARY ACTION

> HACK
Highest Fame location matching AI priority

⌂ FALLBACK ACTION

🛒 TRADE
Black Hat Market Deck

⬆ ⬇ + 🏠 / + 📦

⚙ [AUTOMA] CORE // AUTOMA_01

ZERO-DAY EXPLOIT ⚡ PWR: 5

> PRIMARY ACTION

> HACK
Location with Human Control Cube

⌂ FALLBACK ACTION

🛒 TRADE
Grey Hat Market Deck

⬆ ⬇ + 🏠 / + 📦

⚙ [AUTOMA] CORE // AUTOMA_02

CRYPTO SIPHON ⚡ PWR: 3

> PRIMARY ACTION

📦 DEPOSIT
Top card of Data Deck -> AI Blockchain

⌂ FALLBACK ACTION

🛒 TRADE
White Hat Market Deck

⬆ ⬇ + 📦 / +2 📦

⚙ [AUTOMA] CORE // AUTOMA_03

FIREWALL HARDENING ⚡ PWR: 4

> PRIMARY ACTION

🛡️ HARDEN
Location with AI presence & empty 2nd spot

⌂ FALLBACK ACTION

> HACK
Lowest requirement location

⬆ ⬇ + 🏠 / - 📶

⚙ [AUTOMA] CORE // AUTOMA_04

ROOTKIT INJECTION ⚡ PWR: 5

> PRIMARY ACTION

> HACK
Highest Fame reward location

⌂ FALLBACK ACTION

📦 DEPOSIT
1 Data Card to AI Blockchain

⬆ ⬇ +2 🏠

⚙ [AUTOMA] CORE // AUTOMA_05

MARKET CRASH INITIATIVE ⚡ PWR: 3

> PRIMARY ACTION

⬇ DISRUPT
Crash lowest track to 1

⌂ FALLBACK ACTION

🛒 TRADE
Black Hat Market Deck

⬆ ⬇ -2 📊

⚙ [AUTOMA] CORE // AUTOMA_06

DEEP SCAN PROTOCOL ⚡ PWR: 4

> PRIMARY ACTION

🔍 SCAN
Draw 2 Data Cards to AI Blockchain

⌂ FALLBACK ACTION

📦 DEPOSIT
1 Data Card to AI Blockchain

⬆ ⬇ +2 📶

⚙ [AUTOMA] CORE // AUTOMA_07

BLACK HAT HEIST ⚡ PWR: 5

> PRIMARY ACTION

🛒 TRADE
Take face-up Black Hat Card to Vault

⌂ FALLBACK ACTION

> HACK
Uncontested location

⬆ ⬇ + 🏠 / + 📦

⚙ [AUTOMA] CORE // AUTOMA_08

GREY HAT REDIRECT ⚡ PWR: 4

> PRIMARY ACTION

🛒 TRADE
Take face-up Grey Hat Card to Vault

⌂ FALLBACK ACTION

🛡️ HARDEN
Location with AI presence

⬆ ⬇ + 🧑 / - 🏠

⚙ [AUTOMA] CORE // AUTOMA_09

WHITE HAT PURGE ⚡ PWR: 3

> PRIMARY ACTION

🛒 TRADE
Take face-up White Hat Card to Vault

⌂ FALLBACK ACTION

🔍 SCAN
1 Data Card to AI Blockchain

⬆ ⬇ - 🏠 / + 📶

⚙ [AUTOMA] CORE // AUTOMA_10

CHAIN LOCK ⚡ PWR: 4

> PRIMARY ACTION

📦 DEPOSIT
Deposit 2 Data Cards to AI Blockchain

⌂ FALLBACK ACTION

🛒 TRADE
Grey Hat Market Deck

⬆ ⬇ +2 📦

⚙ [AUTOMA] CORE // AUTOMA_11

OVERRIDE BEACON ⚡ PWR: 5

> PRIMARY ACTION

> HACK
Location with 2 reward spots

⌂ FALLBACK ACTION

⬇ DISRUPT
Highest track down -1

⬆ ⬇ + 📊

⚙ [AUTOMA] CORE // AUTOMA_12

GHOST PROXY ⚡ PWR: 4

> PRIMARY ACTION

> HACK
Location with Human full control

⌂ FALLBACK ACTION

🔍 SCAN
1 Data Card to AI Blockchain

⬆ ⬇ + 🏠

⚙ [AUTOMA] CORE // AUTOMA_13

NETWORK SATELLITE ⚡ PWR: 3

> PRIMARY ACTION

🔍 SCAN
Set Scan Die to 6 & draw 1 Blockchain

⌂ FALLBACK ACTION

📦 DEPOSIT
1 Data Card to AI Blockchain

⬆ ⬇ +2 📶 / + 📦

⚙ [AUTOMA] CORE // AUTOMA_14

SYSM DOMINANCE SPIKE ⚡ PWR: 4

> PRIMARY ACTION

⬇ DISRUPT
SYSM Dominance Track +2

⌂ FALLBACK ACTION

📦 DEPOSIT
1 Data Card to AI Blockchain

⬆ ⬇ +2 📦

⚙ [AUTOMA] CORE // AUTOMA_15

MALWARE INFILTRATION ⚡ PWR: 5

> PRIMARY ACTION

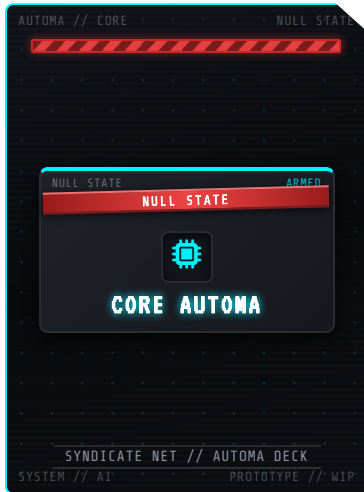
> HACK
Highest requirement location

⌂ FALLBACK ACTION

🛒 TRADE
Black Hat Market Deck

⬆ ⬇ +2 🏠

⚙ [AUTOMA] CORE // AUTOMA_16



SECURE GATEWAY

PWR: 3

>_ PRIMARY ACTION

HARDEN

Location with AI presence

↺ FALLBACK ACTION

TRADE

White Hat Market Deck

+

[AUTOMA]

CORE // AUTOMA_17

QUANTUM BREACH

PWR: 6

>_ PRIMARY ACTION

>_ HACK

Highest Fame location

↺ FALLBACK ACTION

DEPOSIT

2 Data Cards to AI Blockchain

+2

[AUTOMA]

CORE // AUTOMA_18

INSIDER TRADING

PWR: 4

>_ PRIMARY ACTION

TRADE

Black Hat Market Card to Vault

↺ FALLBACK ACTION

DISRUPT

Track matching AI Blockchain +1

+2

[AUTOMA]

CORE // AUTOMA_19

MEMORY PURGE

PWR: 3

>_ PRIMARY ACTION

DISRUPT

Human's top Blockchain track -2

↺ FALLBACK ACTION

SCAN

1 Data Card to AI Blockchain

-2

[AUTOMA]

CORE // AUTOMA_20

GRID HIJACK

PWR: 5

>_ PRIMARY ACTION

>_ HACK

Uncontested location (0 cubes)

↺ FALLBACK ACTION

HARDEN

Location with AI presence

+ / +

[AUTOMA]

CORE // AUTOMA_21

NODE LOCKDOWN

PWR: 4

>_ PRIMARY ACTION

HARDEN

Location with AI presence

↺ FALLBACK ACTION

DEPOSIT

1 Data Card to AI Blockchain

+2

[AUTOMA]

CORE // AUTOMA_22

DATA CORRUPTION

PWR: 3

>_ PRIMARY ACTION

DISRUPT

Set Network Scan Die to 1

↺ FALLBACK ACTION

TRADE

Grey Hat Market Deck

-2

[AUTOMA]

CORE // AUTOMA_23

FINAL SYSTEM OVERWRITE

PWR: 6

>_ PRIMARY ACTION

>_ HACK

Highest Fame location

↺ FALLBACK ACTION

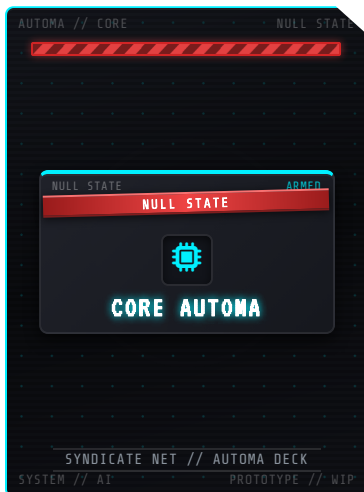
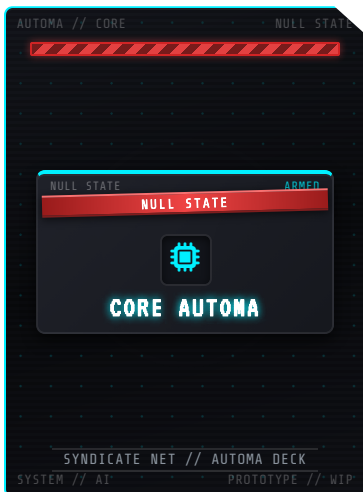
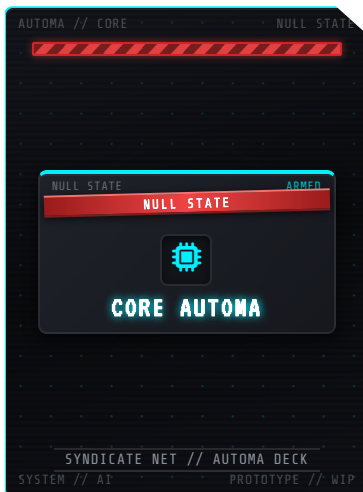
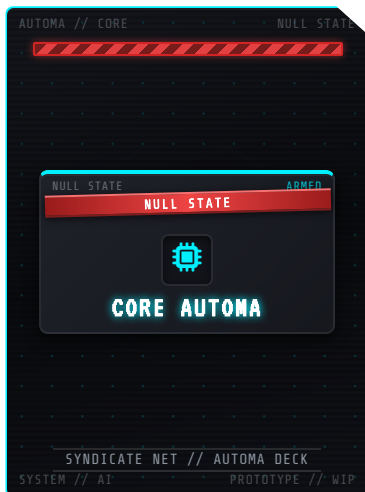
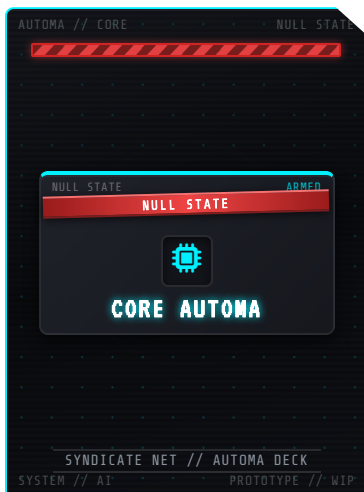
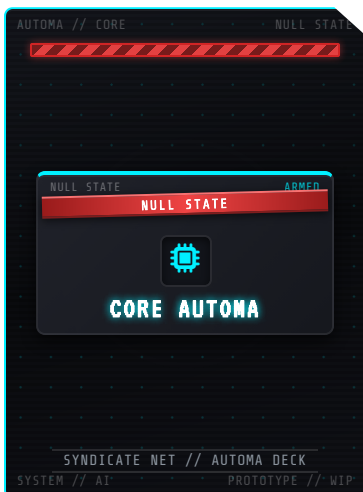
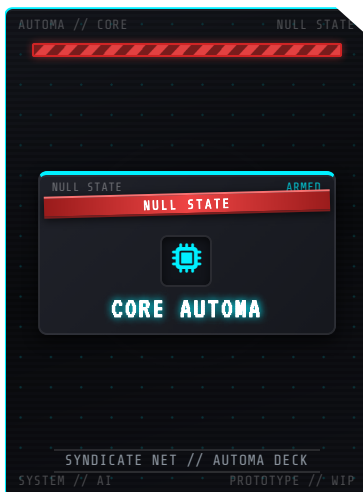
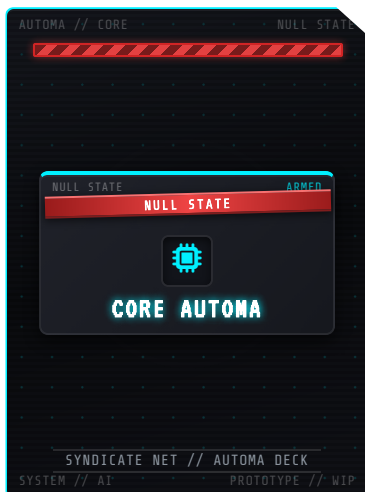
TRADE

Black Hat Market Deck

+2

[AUTOMA]

CORE // AUTOMA_24



FIREWALL BARRIER

PWR: 4

PRIMARY ACTION

SECURITY

Attach Sentinel token to Location 1
(+2 suit cost for Human)

FALLBACK ACTION

HACK

Location 1

↑

+

🏠

[MOD-A: SECURITY]

SECURITY // SEC_01

KEYLOGGER MALWARE

PWR: 3

PRIMARY ACTION

SECURITY

Human hand limit reduced to 5 until
AI next turn

FALLBACK ACTION

TRADE

Black Hat Deck

↑

-

👤

[MOD-A: SECURITY]

SECURITY // SEC_02

MEMORY CORRUPTOR

PWR: 4

PRIMARY ACTION

SECURITY

Human discards 1 card from longest
Memory Stack

FALLBACK ACTION

SCAN

1 Data Card to AI Blockchain

↑

-

🤖

[MOD-A: SECURITY]

SECURITY // SEC_03

GATEWAY LOCKOUT

PWR: 3

PRIMARY ACTION

LOCK MARKET

Lock face-up Black Hat card from
Trade for 1 round

FALLBACK ACTION

TRADE

Grey Hat Deck

↑

-

📋

[MOD-A: SECURITY]

SECURITY // SEC_04

CRYPTO TAX

PWR: 4

PRIMARY ACTION

SIPHON CRYPTO

Human loses 1 SYSM point on next
Hack

FALLBACK ACTION

DEPOSIT

1 Data Card to AI Blockchain

↑

-

💰

[MOD-A: SECURITY]

SECURITY // SEC_05

SCAN BLOCKADE

PWR: 3

PRIMARY ACTION

SCAN

Human Scan action yields max 2 cards
next turn

FALLBACK ACTION

SCAN

Set Scan Die to 6

↑

-2

🎲

[MOD-A: SECURITY]

SECURITY // SEC_06

SYNDICATE SPYWARE

PWR: 4

PRIMARY ACTION

STEAL FAME

AI siphons 1 Fame from Human's next
successful Hack

FALLBACK ACTION

HACK

Location with Human cube

↑

+

🏠

[MOD-A: SECURITY]

SECURITY // SEC_07

PORT SCANNER TRAP

PWR: 5

PRIMARY ACTION

SECURITY

Reveal all tucked cards on Location
1

FALLBACK ACTION

HACK

Location 1

↑

+

🏠

[MOD-A: SECURITY]

SECURITY // SEC_08

BACKDOOR TROJAN

PWR: 4

PRIMARY ACTION

DEPOSIT

AI copies Human's last Blockchain
deposit

FALLBACK ACTION

DEPOSIT

1 Data Card to AI Blockchain

↑

+

💰

[MOD-A: SECURITY]

SECURITY // SEC_09

SYSTEM SANITIZER

PWR: 3

PRIMARY ACTION

FLUSH MARKET

Discard face-up White Hat card

FALLBACK ACTION

TRADE

White Hat Deck

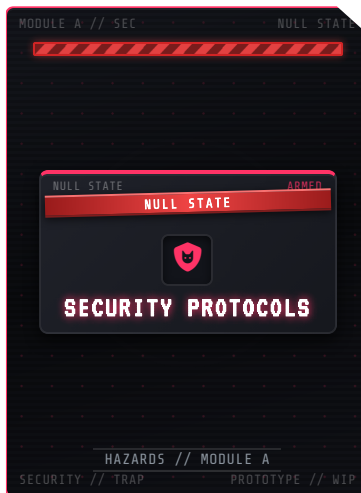
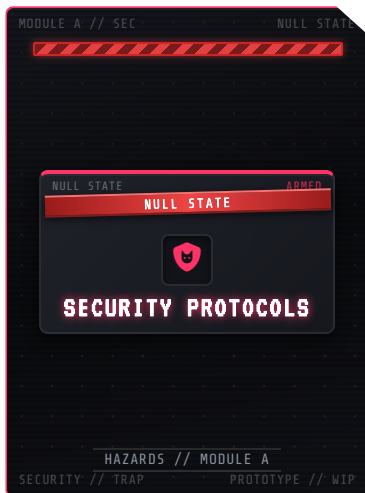
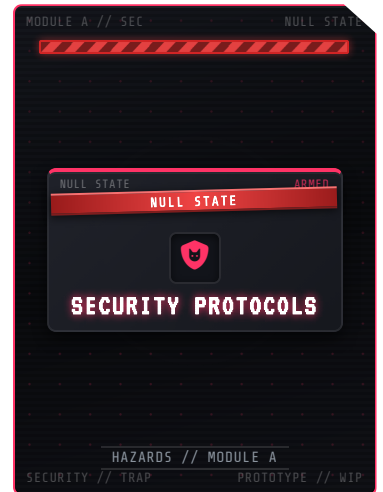
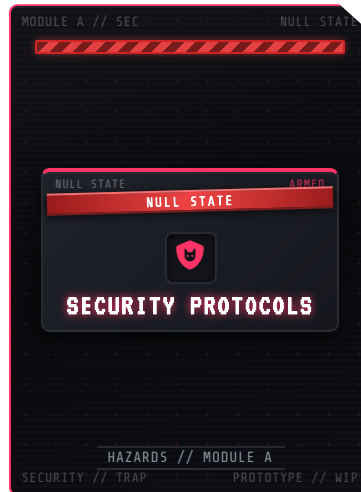
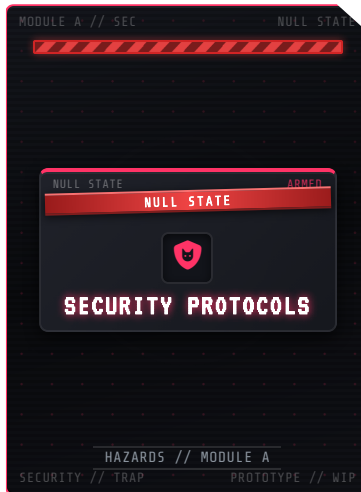
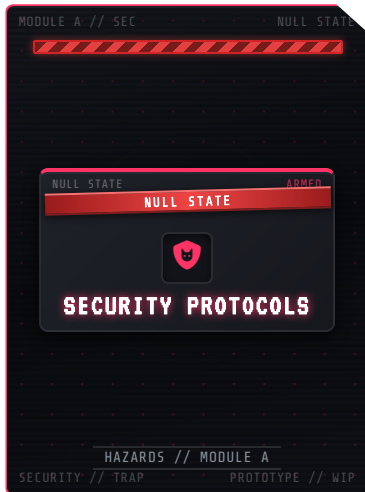
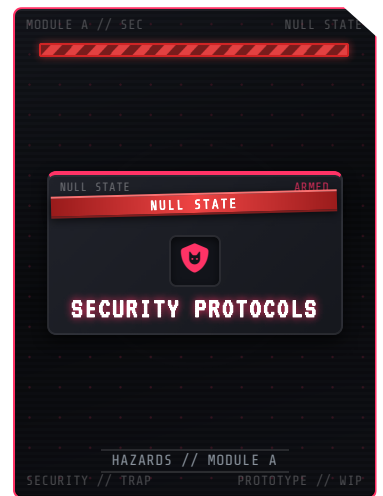
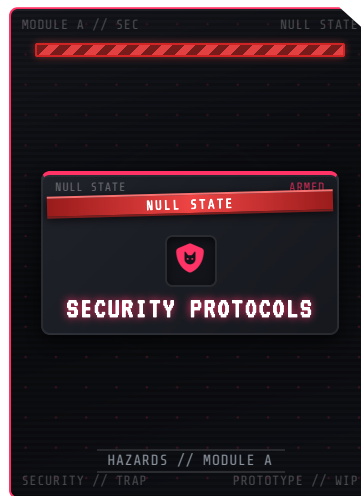
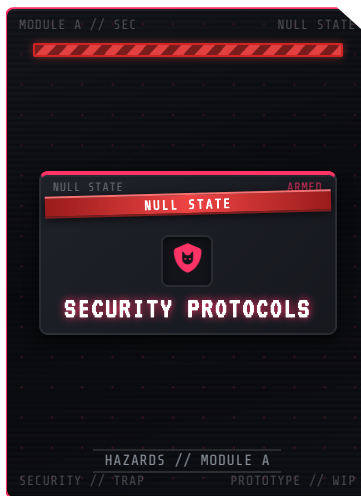
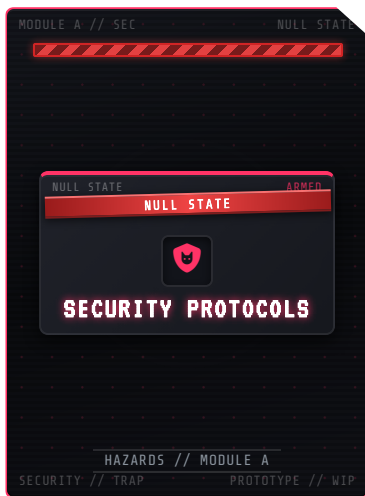
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🏠

[MOD-A: SECURITY]

SECURITY // SEC_10



DOUBLE HACK INITIATIVE

PWR: 5

PRIMARY ACTION

HACK

AI performs 2 Hacks in 1 turn if cubes available

FALLBACK ACTION

HACK

Highest Fame location

↑

+2

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_01

MARKET OVERLOAD

PWR: 4

PRIMARY ACTION

SPIKE PRICES

Set all 3 Hat Market dice to 6

FALLBACK ACTION

TRADE

Black Hat Deck

↑

+2

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_02

CHAOS DISRUPT

PWR: 4

PRIMARY ACTION

CRASH TRACKS

Move 3 market tracks down -2 steps each

FALLBACK ACTION

DISRUPT

Lowest track to 1

↑

All Tracks (-1)

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_03

SYSM ROCKET

PWR: 5

PRIMARY ACTION

MAX CRYPTO

Set SYSM Die to 6 & increase Crypto Dominance +3

FALLBACK ACTION

DEPOSIT

2 Data Cards to AI Blockchain

↑

+3

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_04

HARDEN RAMPAGE

PWR: 4

PRIMARY ACTION

HARDEN

AI Hardens ALL locations where it has presence

FALLBACK ACTION

HARDEN

Location 1

↑

+2

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_05

VAULT DRAINING

PWR: 5

PRIMARY ACTION

TRADE

Take top cards of Black & Grey Hat decks to Vault

FALLBACK ACTION

TRADE

Black Hat Deck

↑

+2

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_06

BLOCKCHAIN FLOOD

PWR: 4

PRIMARY ACTION

DEPOSIT

Deposit 3 Data Cards to AI Blockchain

FALLBACK ACTION

DEPOSIT

2 Data Cards to AI Blockchain

↑

+3

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_07

FORCED DISCONNECT

PWR: 4

PRIMARY ACTION

DISABLE HUMAN

Human skips their next Scan or Program action

FALLBACK ACTION

SCAN

Draw 2 Data Cards to AI Blockchain

↑

-2

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_08

GRID MONOPOLY

PWR: 6

PRIMARY ACTION

POWER SURGE

AI gains +3 Virtual Strength for all actions this turn

FALLBACK ACTION

HACK

Highest Fame location

↑

+2

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_09

TERMINAL ZERO

PWR: 6

PRIMARY ACTION

HACK

Reveal new location immediately and Hack it

FALLBACK ACTION

HACK

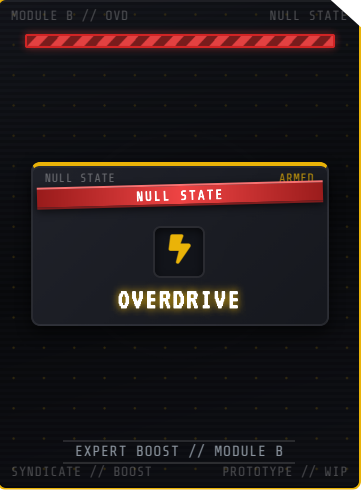
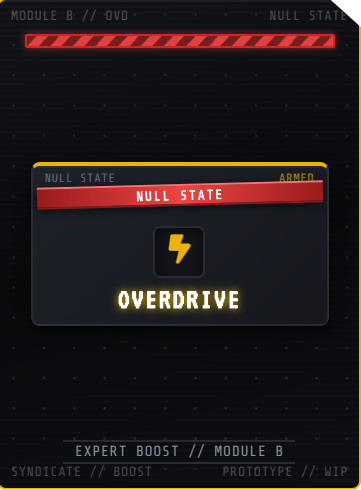
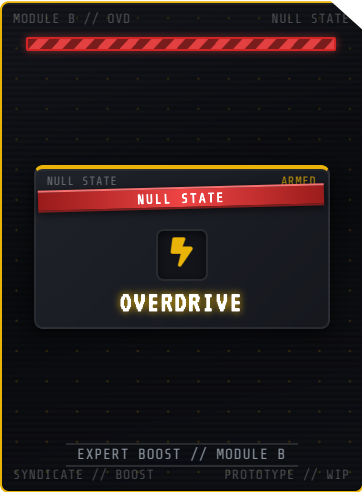
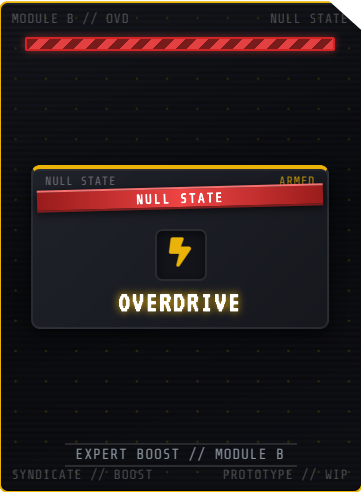
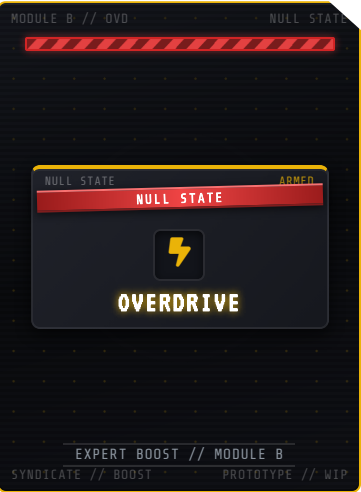
Location with highest Fame

↑

+2

[MOD-B: OVERDRIVE]

OVERDRIVE // OVD_10



GLOBAL BLACKOUT ⚡ PWR: 3

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

Network Scan Die set to 1 for ALL players for 1 round

AI TURN ACTION

SCAN

1 Data Card to AI Blockchain

↑

Scan Die (=1)

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_01

BULL MARKET SPIKE ⚡ PWR: 4

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

All Hat Market die costs reduced by 2 for ALL players

AI TURN ACTION

TRADE

Black Hat Deck

↑

+2 📊

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_02

ZERO-TRUST AUDIT ⚡ PWR: 3

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

Max hand limit for ALL players is 5 until next turn

AI TURN ACTION

DISRUPT

Government Track +2

↑

+2 🏛️

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_03

BLOCKCHAIN FORK ⚡ PWR: 4

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

Blockchain deposits yield double multiplier points for ALL

AI TURN ACTION

DEPOSIT

2 Data Cards to AI Blockchain

↑

+ 📄

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_04

DARK WEB SURGE ⚡ PWR: 4

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

Hacking locations requires +1 Dark Web suit icon for ALL

AI TURN ACTION

HACK

Dark Web required location

↑

+2 🕸️

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_05

GOVERNMENT INTERVENTION ⚡ PWR: 3

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

No player may Harden locations this round

AI TURN ACTION

HACK

Location with highest Fame

↑

+2 🏛️

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_06

SYSTEM REBOOT ⚡ PWR: 3

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

Reset all 3 Hat Market dice to 1 immediately

AI TURN ACTION

TRADE

White Hat Deck

↑

All Dice (=1)

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_07

AI INTEL RENAISSANCE ⚡ PWR: 5

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

AI Intel track fixed at 10 for end-game scoring

AI TURN ACTION

DISRUPT

AI Intel Track +3

↑

AI Intel (+3)

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_08

DATA BREACH ALERT ⚡ PWR: 4

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

All players draw 2 Data cards immediately

AI TURN ACTION

DEPOSIT

1 Data Card to AI Blockchain

↑

+ 👤

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_09

QUANTUM DECRYPTION ⚡ PWR: 5

GLOBAL DIRECTIVE (ALL PLAYERS)

GLOBAL EFFECT

Hacking requires 1 fewer suit icon for ALL players for 1 round

AI TURN ACTION

HACK

Highest Fame location

↑

+2 🕸️

↓

MOD-C: DIRECTIVE

DIRECTIVE // EVT_10

