

[OPERATOR // IDENTITY]

0XDEADBEEF

OPERATOR // CAM-01

NO FEED

STACKS: 0x03 MAX: 0x07 BUFFS: 0x07

>_ EXPLOIT // UNIQUE ABILITY

Hack: once per game, **Hack** a location using another player's active **memory stack** instead of your own. They keep their physical cards, but you use their stack's suit and fragments. If successful, you place your **control cube**, and they **draw** the rewards.

NULL STATE // OPERATOR DECK

38A06EB0-2D81-55CE-B688-75CC4A8CEE04

[OPERATOR // IDENTITY]

SWAP_BITCH

OPERATOR // CAM-01

NO FEED

STACKS: 0x03 MAX: 0x07 BUFFS: 0x07

>_ EXPLOIT // UNIQUE ABILITY

Disrupt: once per game, when you **Disrupt**, you may completely swap the positions (values 1-10) of any two **market tracks** on the board (no cards played).

NULL STATE // OPERATOR DECK

39531EC1-2584-5069-8F90-48F7B2A45C75

[OPERATOR // IDENTITY]

NULL_POINTER

OPERATOR // CAM-01

NO FEED

STACKS: 0x03 MAX: 0x07 BUFFS: 0x07

>_ EXPLOIT // UNIQUE ABILITY

Scan: once per game, when you **Scan**, look at the top 10 cards of the data deck. Keep 3 in your hand (ignoring **network scan** value) and place the other 7 back on top of the deck in any order you choose.

NULL STATE // OPERATOR DECK

368B38D0-E213-57E0-9FB2-6FF2AAB2B7E9

[OPERATOR // IDENTITY]

CODECRUNCH

OPERATOR // CAM-01

NO FEED

STACKS: 0x03 MAX: 0x07 BUFFS: 0x07

>_ EXPLOIT // UNIQUE ABILITY

</>Program: once per game, you may **</>Program** up to 3 cards from your hand into 3 different **memory stacks** as a single action.

NULL STATE // OPERATOR DECK

30F69529-F329-5C21-B6A8-06B3B0B97C95

[OPERATOR // IDENTITY]

SCRIPT_KIDDIE_99

OPERATOR // CAM-01


NO FEED

STACKS: 0x03 MAX: 0x07 BUFFS: 0x07

>_ EXPLOIT // UNIQUE ABILITY

Once per game, when you **Trade**, you may take the face-up market card from all three decks (Black, Grey, and White hat) in a single action, paying only the highest of the three market dice.

NULL STATE // OPERATOR DECK

3BC50526-74E9-5726-A89C-EB688F2CF6AA

[OPERATOR // IDENTITY]

NULL

OPERATOR // CAM-01


NO FEED

STACKS: 0x03 MAX: 0x07 BUFFS: 0x07

>_ EXPLOIT // UNIQUE ABILITY

Once per game, when you **Harden** a location, you may place 1 **control cube** on every location where you currently have at least one cube, without discarding any **data cards**.

NULL STATE // OPERATOR DECK

3CB996AA-F2F0-5B7E-A352-489EBB079EDF