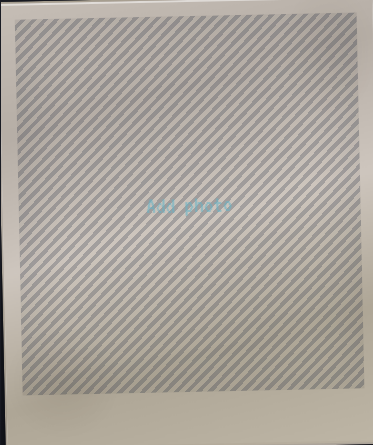


OPERATOR

*0xDEADBEEF*

## BACKSTORY

A lineman turned network restorer, 0xDEADBEEF

STACKS: 0x03

STACK\_CAP: 0x07

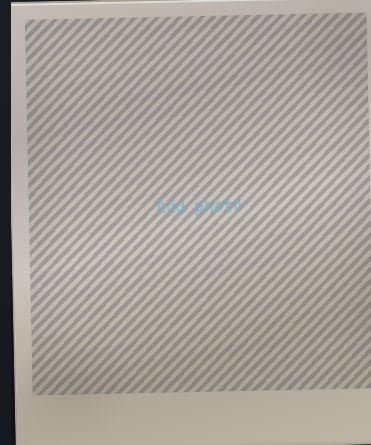
BUFF\_LIMIT: 0x07

## EXPLOIT

🎯 **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.

3E8CF148-53A2-5DA8-9CD2-E537107EF977

OPERATOR

*doc\_root*

## BACKSTORY

A librarian who decoded ancient data to restore the network. Now a guardian of knowledge, she knows every stack's secret.

STACKS: 0x03

STACK\_CAP: 0x07

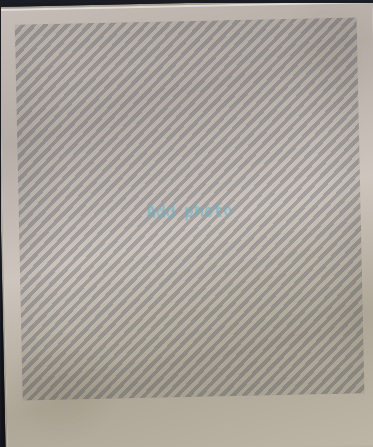
BUFF\_LIMIT: 0x07

## EXPLOIT

🎯 **Hack** : once per game, when you 🎯 **Hack** successfully, instead of placing your **control cube** on the hacked location, place it on any other revealed location (ignoring its requirements and required **suit value**).

33F023E4-F9BB-5F85-9D97-C553DE402690

OPERATOR

*null\_pointer*

## BACKSTORY

After a student taught her the ropes, she became a guardian of the network. Her lessons live on in the terminals.

STACKS: 0x03

STACK\_CAP: 0x07

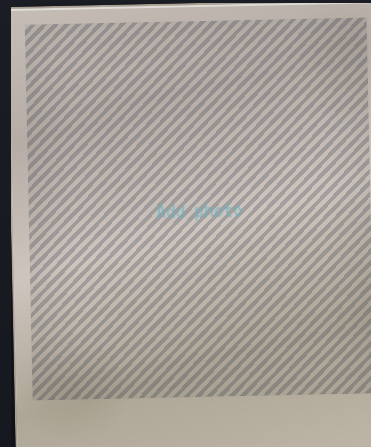
BUFF\_LIMIT: 0x07

## EXPLOIT

🎯 **Hack** : once per game, when you 🎯 **Hack**, you may swap the required fragment suit of the target location to match **your stack**'s primary suit (e.g., treat all [CRK] requirements as [HKT] for this 🎯 **Hack** only).

39986FCE-7E4C-5A90-A2A6-93CB1BDFD7FC

OPERATOR

*Echo\_Scan*

## BACKSTORY

A former nurse who learned to hack the network for the sake of the survivors. Echo adapts quickly, using what little knowledge is left.

STACKS: 0x03

STACK\_CAP: 0x07

BUFF\_LIMIT: 0x07

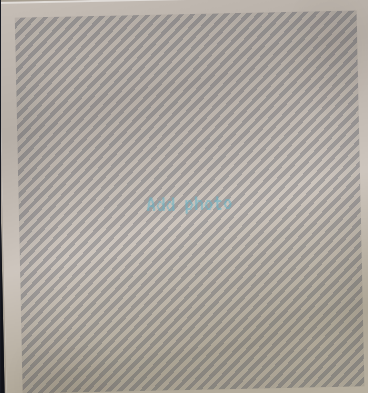
## EXPLOIT

🎯 **Hack** : once per game, if your 🎯 **Hack** fails, keep your **memory stack** in play instead of discarding it, **draw** 3 **data cards**, and immediately take another action.

303EA7C5-FFC6-5B5D-8200-A89E5EE4B329

OPERATOR

netrunner\_01



Add photo

## BACKSTORY

A farmer turned mechanic, netrunner\_01 learned to repair and secure the network from old manuals and practical experience. Survived by fixing damaged servers, they now protect



STACKS: 0x03



STACK\_CAP: 0x07



BUFF\_LIMIT: 0x07

## EXPLOIT

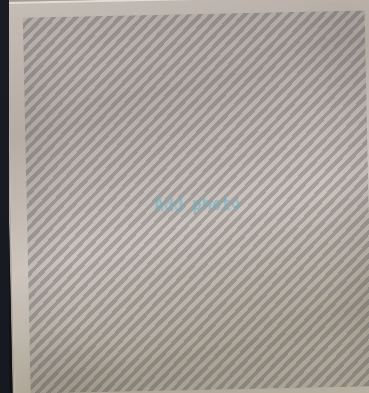


**Hack**: once per game, when your **Hack** successfully places a **control cube**, that location is locked. Opponents cannot take **Hack** or **Harden** actions on that location for the next two rounds.

3EC9CFDA-86F9-50AE-8DF8-1AB4AB53F441

OPERATOR

null



Add photo

## BACKSTORY

Grew up amidst the terminals, learned to restore the network by hand. Now a survivor, using scrap and savvy.



STACKS: 0x03



STACK\_CAP: 0x07



BUFF\_LIMIT: 0x07

## EXPLOIT



**Hack**: once per game, when you **Hack** successfully, **draw** your reward **data cards** from the general data discard pile instead of rolling the location's reward die.

35EA6918-89FF-58F4-8629-655ACE1178A6