


// OPERATOR TERMINAL: 0xDEADBEEF

SYS_LINK // ST.LOUIS_4P

"A lineman turned network restorer, 0xDEADBEEF learned to manipulate the very circuits that power the city. Now, they step into the shadows, restoring connections where others fear to tread."

 **EXPLOIT PROTOCOL: ONCE PER GAME**

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.

RAM STACKS	3x 7-CARD
CHAIN TARGET	10 MAX
SECURE LINK	ESTABLISHED
NODE HOST	3E8CF148

MEMORY_STACK_01B_01

STACK_01
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XAF42
CAP: 7_CARDS

MEMORY_STACK_02B_02

STACK_02
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XB0B0
CAP: 7_CARDS

MEMORY_STACK_03B_03

STACK_03
BASE CARD

1

2

3

4


5

6

7

SYS_RAM // 0XCF32
CAP: 7_CARDS

PUBLIC_BLOCKCHAINCHAIN_LINK



BLOCKCHAIN PILE
SPREAD OUT CARDS

// BLOCKCHAIN SCORING

- Holds completed programs from successful Hacks.
- Max capacity: **10 data cards** in the pile.
- At game end: Multiply track position by matching fragment count to score fame.

P T S D


POST TRAUMATIC SYSTEM DISORDER

TERMINAL 01

// OPERATOR TERMINAL: DOC_ROOT

SYS_LINK // ST.LOUIS_4P

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

 **EXPLOIT PROTOCOL: ONCE PER GAME**
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).

RAM STACKS	3x 7-CARD
CHAIN TARGET	10 MAX
SECURE LINK	ESTABLISHED
NODE HOST	33F023E4

MEMORY_STACK_01

B_01

1

2

3

4

5

6

7



STACK_01
BASE CARD

SYS_RAM // 0XAF42

CAP: 7_CARDS

MEMORY_STACK_02

B_02

1

2

3

4

5

6

7



STACK_02
BASE CARD

SYS_RAM // 0XBFB8

CAP: 7_CARDS

MEMORY_STACK_03

B_03

1

2

3

4

5

6

7




STACK_03
BASE CARD

SYS_RAM // 0XCF12

CAP: 7_CARDS

PUBLIC_BLOCKCHAIN

CHAIN_LINK



BLOCKCHAIN PILE
SPREAD OUT CARDS

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P T S D


POST TRAUMATIC SYSTEM DISORDER

TERMINAL 01

// OPERATOR TERMINAL: NULL_POINTER

SYS_LINK // ST.LOUIS_4P

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

 **EXPLOIT PROTOCOL: ONCE PER GAME**
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).

RAM STACKS 3x 7-CARD

CHAIN TARGET 10 MAX

SECURE LINK ESTABLISHED

NODE HOST 39986FCE

MEMORY_STACK_01

B_01



STACK_01
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XAF42
CAP: 7_CARDS

MEMORY_STACK_02

B_02



STACK_02
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XBFB8
CAP: 7_CARDS

MEMORY_STACK_03

B_03



STACK_03
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XCF12
CAP: 7_CARDS

PUBLIC_BLOCKCHAIN

CHAIN_LINK



BLOCKCHAIN PILE
SPREAD OUT CARDS

// BLOCKCHAIN SCORING

- Holds completed programs from successful Hacks.
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- At game end: Multiply track position by matching fragment count to score fame.

PTSD


POST TRAUMATIC SYSTEM DISORDER

TERMINAL 01

// OPERATOR TERMINAL: ECHO_SCAN

SYS_LINK // ST.LOUIS_4P

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

 **EXPLOIT PROTOCOL: ONCE PER GAME**
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.

RAM STACKS	3x 7-CARD
CHAIN TARGET	10 MAX
SECURE LINK	ESTABLISHED
NODE HOST	303EA7C5

MEMORY_STACK_01

B_01

STACK_01
BASE CARD

1234567

SYS_RAM // 0XAF42
CAP: 7_CARDS

MEMORY_STACK_02

B_02

STACK_02
BASE CARD

1234567

SYS_RAM // 0XBFB8
CAP: 7_CARDS

MEMORY_STACK_03

B_03


STACK_03
BASE CARD

1234567

SYS_RAM // 0XCF12
CAP: 7_CARDS

PUBLIC_BLOCKCHAIN

CHAIN_LINK



BLOCKCHAIN PILE
SPREAD OUT CARDS

// BLOCKCHAIN SCORING

- Holds completed programs from successful Hacks.
- Max capacity: **10 data cards** in the pile.
- At game end: Multiply track position by matching fragment count to score fame.

PTSD


POST TRAUMATIC SYSTEM DISORDER

TERMINAL 01

// OPERATOR TERMINAL: NETRUNNER_01

SYS_LINK // ST.LOUIS_4P

"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 critical locations."

 **EXPLOIT PROTOCOL: ONCE PER GAME**
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.

RAM STACKS 3x 7-CARD

CHAIN TARGET 10 MAX

SECURE LINK ESTABLISHED

NODE HOST 3EC9CFDA

MEMORY_STACK_01

B_01



STACK_01
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XAF42
CAP: 7_CARDS

MEMORY_STACK_02

B_02



STACK_02
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XBFB8
CAP: 7_CARDS

MEMORY_STACK_03

B_03



STACK_03
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XCF12
CAP: 7_CARDS

PUBLIC_BLOCKCHAIN

CHAIN_LINK



BLOCKCHAIN PILE
SPREAD OUT CARDS

// **BLOCKCHAIN SCORING**

- Holds completed programs from successful Hacks.
- Max capacity: **10 data cards** in the pile.
- At game end: Multiply track position by matching fragment count to score fame.

P T S D


POST TRAUMATIC SYSTEM DISORDER

TERMINAL 01

// OPERATOR TERMINAL: NULL

SYS_LINK // ST.LOUIS_4P

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

 **EXPLOIT PROTOCOL: ONCE PER GAME**
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.

RAM STACKS 3x 7-CARD

CHAIN TARGET 10 MAX

SECURE LINK ESTABLISHED

NODE HOST 35EA6918

MEMORY_STACK_01

B_01


STACK_01
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XAF42
CAP: 7_CARDS

MEMORY_STACK_02

B_02


STACK_02
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XBFB8
CAP: 7_CARDS

MEMORY_STACK_03

B_03


STACK_03
BASE CARD

1

2

3

4

5

6

7

SYS_RAM // 0XCF12
CAP: 7_CARDS

PUBLIC_BLOCKCHAIN

CHAIN_LINK


BLOCKCHAIN PILE
SPREAD OUT CARDS

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POST TRAUMATIC SYSTEM DISORDER

TERMINAL 01