

BLACK HAT

NODE://0xA285

## REVERSE PATCH

- > May move any player's moved market track 1 step in the opposite direction.

*/\* Your "backdoor" is always ready to strike, even when others think they've secured their systems.*

∞ PERM

⌚ WHEN ANOTHER  
PLAYER MOVES A  
MARKET TRACK

DECK\_SECURE\_V01 2A8D4980-C010-5EC2-8676-21A2BDE3A285

BLACK HAT

NODE://0x85A2

## PHANTOM PULSE

- > When another player plays Disrupt, discard two data cards from their hand.

*/\* A flicker of false signals confounds the foe.*

⚡ INSTANT

⌚ WHEN AN  
OPPONENT  
PLAYS  
DISRUPT

DECK\_SECURE\_V01 2DD9F984-7916-5FED-847C-1B38EAA585A2

BLACK HAT

NODE://0x8B84

## SHADOW NET

- > When another player plays Disrupt, target opponent discards the top 2 data cards of their most compiled memory stack.

*/\* Even in chaos, the shadows still communicate.*

⚡ INSTANT

⌚ WHEN AN  
OPPONENT  
PLAYS  
DISRUPT

DECK\_SECURE\_V01 2B983877-EC22-59E9-8FF3-AA67A8588B84

BLACK HAT

NODE://0xD2D9

## OPERATION BLACKOUT

- > Choose an opponent and remove up to 2 control cubes from one of their location's stacks.

*/\* Shut them down before they can execute their hack...*

⚡ INSTANT

⌚ WHEN ANOTHER  
PLAYER  
DECLARES A  
HACK, BEFORE  
THEY RESOLVE  
IT

DECK\_SECURE\_V01 2DC46E33-49A8-5114-BDF1-7AF28C4AD2D9

BLACK HAT

NODE://0xAD23

## CHAOS INJECTION

- > When another player declares a Trade, steal 1 data card from their hand before resolving.

*/\* Disrupt their trade and snatch their secrets in one fell swoop.*

⚡ INSTANT

⌚ WHEN ANOTHER  
PLAYER  
DECLARES A  
TRADE

DECK\_SECURE\_V01 2345059E-3347-576B-9820-08795798AD23

BLACK HAT

NODE://0xEDE4

## BACKDOOR BOUNCER

- > When any player moves a market track, you may move that same track 1 step in the opposite direction.

*/\* Keep the door open for chaos to flow through... but only if it suits your interests.*

∞ PERM

⌚ ANY TIME,  
INCLUDING  
DURING OTHER  
PLAYERS' TURNS

DECK\_SECURE\_V01 24DE6558-B0D2-5370-BF40-2FC6E8BCEDE4

BLACK HAT

NODE://0x32C3

## MEMORY FLUSH

- > When another player declares a Blockchain, before they resolve it, target opponent must discard one card from their public blockchain pile.

*/\* LOG\_FRAClearing the noise to gain an edge.*

⚡ INSTANT

⌚ WHEN ANOTHER  
PLAYER  
DECLARES A  
BLOCKCHAIN,  
BEFORE THEY  
RESOLVE IT

DECK\_SECURE\_V01 2B4BEF8F-D57D-5A08-AB4E-AF7C1AF532C3

BLACK HAT

NODE://0xFA0C

## PANDEMIC PROTOCOL

- > Move the Financial track down by 3 when an opponent plays Disrupt.

*/\* The worm has spread too far; now it must be contained at any cost.*

⚡ INSTANT

⌚ WHEN ANOTHER  
PLAYER PLAYS  
DISRUPT,  
BEFORE THEY  
RESOLVE IT

DECK\_SECURE\_V01 2856B5C8-0BA6-5914-B055-E8874627FA0C

BLACK HAT

NODE://0x5A62

## PHANTOM DOWNTIME

- > Move the Market Intel track down by 3 when another player plays Disrupt.

*/\* The shadows lengthen as market intel evaporates in a single move of betrayal.*

⚡ INSTANT

⌚ WHEN ANOTHER  
PLAYER PLAYS  
DISRUPT,  
BEFORE THEY  
RESOLVE IT

DECK\_SECURE\_V01 24356400-4F2F-564A-B190-5BC81C075A62



BLACK HAT

NODE://0xF22D

## RULE BENDER

- > Bend the rules: set the network scan value to 1, restricting data card draws.

/\* LOG\_FRAG \*Subvert protocol. Bend reality.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 2CFDC4AD-6906-5971-8886-  
AF3C6C01F22D

BLACK HAT

NODE://0x9615

## SHADOW TAP

- > Opponents must pay 2 extra suit points to Hack this location until the start of your next turn.

/\* A shadowy hand reaches out, intercepting data streams and demanding payment for passage.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
DECLARING A  
HACK ACTION

DECK\_SECURE\_V01 2336F924-0094-55BF-99B0-  
7F2FECC19615

BLACK HAT

NODE://0xEBAF

## OPERATION RAZE

- > Steal 1 data card from an opponent's Hack reward and add it to your hand.

/\* Data theft is just business as usual in the shadows.

⚡ INSTANT

⌚ WHEN ANOTHER  
PLAYER  
SUCCESSFULLY  
HACK A  
LOCATION,  
BEFORE THEY  
RESOLVE  
THEIR REWARD

DECK\_SECURE\_V01 2F505A1C-79B1-5B54-8F07-  
55E0D838EBAF

GREY HAT

NODE://0x1E49

## PHANTOM HACK

- > When any player uses Disrupt to move a market track, you may immediately move that same track in the opposite direction.

/\* A phantom hack lurks in the shadows, ready to twist fate against those who dare disrupt your plans.

∞ PERM

⌚ ANY TIME,  
INCLUDING  
DURING OTHER  
PLAYERS' TURNS

DECK\_SECURE\_V01 2CB99614-C245-5E95-B0B8-  
CE99FA391E49

GREY HAT

NODE://0x2841

## DATA SHUFFLER

- > Each player passes one data card to the player on their left.

/\* The flow of information is always in motion; manipulate it for your advantage.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
YOU TAKE ANY  
ACTION

DECK\_SECURE\_V01 299F1021-9AE3-592F-A1D0-  
E6B900AA2841

GREY HAT

NODE://0xC060

## MARKET SABOTAGE

- > When another player plays Disrupt, all players secretly choose a market track; reveal. The track with the most votes moves up by 2 (tie: choose one).

/\* The shadows of the market whisper secrets and betrayals.

⚡ INSTANT

⌚ WHEN AN  
OPPONENT  
PLAYS  
DISRUPT

DECK\_SECURE\_V01 2DC1ECA4-04C5-554C-967D-  
1430578EC060

GREY HAT

NODE://0xD312

## OPERATION ECHO REVERSE

- > When an opponent plays Disrupt, you may play this: move that same track in the opposite direction by 2 (reaction).

/\* LOG\_FRAG \*Reversing the tide: a swift counter to disruption.

⚡ INSTANT

⌚ WHEN ANOTHER  
PLAYER PLAYS  
DISRUPT

DECK\_SECURE\_V01 2C43EA2B-1F7C-584C-98D1-  
E3B88C25D312

GREY HAT

NODE://0xBC08

## CROSSTRACK NEGOTIATOR

- > Negotiate with another player to swap the values of any two market tracks.

/\* Breach and balance. The art of negotiation in the digital realm.

⚡ INSTANT

⌚ WHEN ANOTHER  
PLAYER  
DECLARES A  
HACK, BEFORE  
THEY RESOLVE  
IT

DECK\_SECURE\_V01 287E4F20-1E19-5631-92E1-  
6181BC8CBC08

GREY HAT

NODE://0xE3F1

## SCAM KIT

- > While this card is in play, the SYSM die is treated as 1 higher (max 6) for your blockchain scoring only.

/\* Spoofing the system to boost your score at any cost.

∞ PERM

⌚ ON YOUR TURN,  
BEFORE OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 283898FB-1D83-50DE-A93D-  
C4414639E3F1



GREY HAT

NODE://0xEFC8

## TRADE BROKER

- > Negotiate to swap one face-up market card in play with another player.

/\* LOG\_FRAAE \*/  
Negotiate the flow of data and commerce,  
shifting the balance at will.

⚡ INSTANT



WHEN ANOTHER  
PLAYER  
DECLARES A  
TRADE,  
BEFORE THEY  
RESOLVE IT

DECK\_SECURE\_V01 226A0A75-9C2B-5370-ACCF-  
22C76606EFC8

GREY HAT

NODE://0xD63B

## SHADOW TAP

- > Reduce the Wildcard track by 1 when another player declares a Hack.

/\* A shadow tap, whispering to the darkness...  
reducing your risk at their expense.

⚡ INSTANT



WHEN ANOTHER  
PLAYER  
DECLARES A  
HACK, BEFORE  
THEY RESOLVE  
IT

DECK\_SECURE\_V01 2ECCB535-309D-5A13-BE93-  
0B2124CFD63B

GREY HAT

NODE://0x3F0A

## ZERO-DAY INJECTION

- > All players draw 1 data card.  
You draw an additional data card.

The latest exploit, zero-day and unpatched. It  
whispers through the air, seeking its target  
with deadly precision.

⚡ INSTANT



ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 261A0CBF-1931-5373-9BCD-  
ECBE285B3F0A

GREY HAT

NODE://0x0B15

## MARKET VORTEX

- > When another player plays Disrupt, move one market track of your choice up by 1 and another down by 1.

/\* LOG\_FRAAE \*/  
The markets twist and turn on their axis,  
disrupting equilibrium with every Disruptive  
act.

⚡ INSTANT



WHEN ANOTHER  
PLAYER PLAYS  
DISRUPT

DECK\_SECURE\_V01 2E975BF1-7BE1-5758-843F-  
7B6A2F3A0B15

GREY HAT

NODE://0x5A37

## NETWORK FLUCTUATION

- > Negotiate to set the network scan value to any level from 1 to 6.

/\* The network whispers your commands, shifting  
its focus at your bidding.

⚡ INSTANT



WHEN ANOTHER  
PLAYER  
DECLARES A  
HACK, BEFORE  
THEY RESOLVE  
IT

DECK\_SECURE\_V01 2F3F945D-6F3B-58DF-BE4F-  
B79A187B5A37

GREY HAT

NODE://0x3886

## OPERATION SHADOW SWAP

- > When another player plays Disrupt, you may draw 2 data cards and each other player draws 1.

/\* LOG\_F Dark nets twist in the shadows; every  
disruption is a chance to rewire.

⚡ INSTANT



WHEN ANOTHER  
PLAYER PLAYS  
DISRUPT

DECK\_SECURE\_V01 2DFBFF5C-9221-5922-BAEC-  
F3CE3E233886

WHITE HAT

NODE://0x3773

## PHISHING VECTOR

- > At the start of your turn, you may move one market track up or down by 1.

/\* LOG\_FRAAE \*/  
Social engineering is just a fancy word for  
making bad guys do what you want.

∞ PERM



AT THE START OF  
YOUR TURN

DECK\_SECURE\_V01 2AFFC537-3C61-58F4-A417-  
9F58D68C3773

WHITE HAT

NODE://0x97CE

## MEMORY EXPANDER

- > Your memory stacks can hold up to 12 cards each for the rest of your turn.

Expanding the canvas, you can see more clearly  
through the noise.

⚡ INSTANT



ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 27DD1485-8E4E-54F3-A53D-  
4EFF954E97CE

WHITE HAT

NODE://0x52DF

## DATA DELUGE

- > Draw 3 data cards from the market feed.

The servers overflow with too much information,  
tripping every filter.

⚡ INSTANT



ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 299B2B94-4CED-5C43-A9F4-  
573F820152DF



WHITE HAT

NODE://0x4CF5

## OPERATION APEX

- > Increase the suit value of your next Hack by +2.

/\* Elevate your hack's potency with a strategic boost.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
YOU DECLARE  
A HACK

DECK\_SECURE\_V01 21D05F8B-0971-5DC2-A5AB-503B4CAB4CF5

WHITE HAT

NODE://0xBCB7

## DATA SAFEGUARD

- > Gain one data card from the market during your next Hack action.

/\* LOG Fortify your defenses with every bit of intelligence.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
RESOLVING A  
HACK ACTION

DECK\_SECURE\_V01 24C6C41C-6E8E-57DE-AEF9-EEAEAC82BCB7

WHITE HAT

NODE://0xDAB7

## MARKET MANIPULATOR

- > At the start of your turn, you may move one market track of your choice up or down by 1.

/\* Shift the odds in your favor. The market is just another hack away from reality.

∞ PERM

⌚ AT THE START OF  
YOUR TURN

DECK\_SECURE\_V01 259A5969-880C-5554-B760-9D06B055DAB7

WHITE HAT

NODE://0x31A4

## MEMORY SWEEP

- > Return up to two data cards from the general discard pile to your hand during your turn.

/\* LOG Clearing the noise to find what we need.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 25EFF0E8-3971-53BC-8B46-3C4D017E31A4

WHITE HAT

NODE://0xB3C1

## SHADOW PULSE

- > Move the AI Intel track up by 2.

/\* A shadowy pulse disrupts the network defenses, pushing the AI's awareness beyond its current limits.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 280AAF05-31D4-5497-BC51-0AEC03CBB3C1

WHITE HAT

NODE://0x552C

## EXPLOIT GATEWAY

- > Move the network scan value up by 2 (max 6) on your turn, before any actions.

/\* A backdoor left open for a moment can be an opportunity seized at dawn.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 278FC682-31F8-5DA1-B1B8-76C29B4B552C

WHITE HAT

NODE://0x8D62

## DATA SNARE

- > Draw 2 data cards; then discard 1 from hand.

/\* The snare closes on its target, trapping vital information in its grasp.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 21EE45C3-6BB4-579B-9ED5-C80BD0FC78D62

WHITE HAT

NODE://0x6ECE

## HACKER'S HAVEN

- > When you Scan, draw 1 additional data card.

/\* In the shadows of the digital realm, where whispers become codes and glimmers lead to gold, a haven for the skilled hacker arises. Dive deeper, uncover more.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
RESOLVING A  
SCAN ACTION

DECK\_SECURE\_V01 24C2640F-4574-52B7-85C6-5118BD196ECE

WHITE HAT

NODE://0x6408

## OPERATION IRON SHIELD

- > Your next Harden does not require discarding a card.

/\* LOG A line of code at a time... securing the perimeter.

⚡ INSTANT

⌚ ON YOUR  
TURN, BEFORE  
OR AFTER  
YOUR ACTION

DECK\_SECURE\_V01 25AC26DE-4052-52B0-A125-757EEF816408

