EndStream Changelog

# General

* Centuries moved to make them easier to read.
* Renamed “Gear” to “Tech”.
* Renamed “Tech” category to “Devices”.
* Changed all instances of “opponent’s operator” to “enemy operator”.
* Changed all instances of “destroy tech” to “disintegrate tech”.
* Changed all instances of “DEPLOYable” to “DEPLOY”.

# Design

* Made flavor text more readable.
* Changed tech card size to be half that of operator cards.

# Rules

* Added a mulligan rule to reshuffle bad agenda deals.
* Added rules to balance out the advantage of going first:
  + If a player goes first then their operators cannot move or be moved into their opponent’s stream on their first turn.
  + If a player goes first then they can’t push an agenda on their first turn.
  + If a player goes second then their first mulligan is free.
* Added a rule stating that gear is destroyed when an operator is disintegrated.
* Added an FAQ: Can Soren take the ability of a disabled operator?
* Added the rules around variants.
* Added a rule to state that an activated agenda does not need to be used immediately.
* Added a rule to state that all operators can pay 2m to STRIKE [1] to a controller.
* Added tech keywords.
* Added turnpoint keywords.
* Added the CONTROL keyword.
* Added the FRAIL keyword.
* Added the DEPLOY keyword.
* Added the STREAM keyword.
* Added the disabled (operators) keyword.
* Added the disabled (agendas) keyword.
* Added the target keyword.
* Added the enemy keyword.
* Added the friendly keyword.
* Changed the requirement for spinning an agenda from the operator having to have been on the turnpoint for the entirety of their previous turn to the operator having to have finished their previous on the turnpoint.
* Changed the point at which tech vremenium cost is charged from when the operator is activated to when the tech is used.
* Removed deck-building restriction where operators can’t have two of the same types.

# Operators

## Akane

* Added missing a quote mark to flavor text.
* Changed first ability to: Give +2 ARMOR to another friendly operator.
* Changed special ability to: Cannot end the turn on the same turnpoint as Mori. Use an extra MOVE if she has already moved this turn.

## Angela Storm

* Changed first ability cost from 1mp to 1m1x.
* Changed first ability to: STRIKE [2]. If target is an operator you may STREAM them to the turnpoint of any operator named Ben Storm.
* Added the word “enemy” to her second ability.
* Changed gender from female to trans.
* Changed tech from DD to WD

## Aran

* Changed special ability to: Can MOVE into any turnpoint, ignores restrictions. Cannot be IMMOBILIZED.

## Augur | Stream Phase Shahman

* Removed special ability.
* Changed second ability to: Stream-shade: create a copy of Augur in the opposite turnpoint. It has the type ghost, is FRAIL, and mirrors all of Augur’s actions.
* Converted name to variant format.

## Ben Storm

* Changed first ability cost from 1ms to 1m1x.
* Changed first ability to: STRIKE [2]. If target is an operator you may STREAM them to the turnpoint of any operator named Angela Storm.
* Changed tech from DD to WD

## Ben Storm | The Looper

* Added new operator, Ben Storm | The Looper

## Ben Storm | The Transcended

* Changed first ability to: Swap current agenda for any opponent’s agenda.
* Changed special ability to: When activated, disable all other operators named Ben Storm and Angela Storm.
* Added his variant to his name.
* Changed gender from female to genderless.

## Big Boy

* Changed second ability to: LOCKDOWN turnpoint (no operator can move in or out of the turnpoint)
* Changed tech from WD to WW

## Captain Shortspear

* Changed second ability to: STRIKE [2] at up to two different targets.

## Dr Koh

* Changed “viral decay” to “viral corrosion”.
* Changed cost of first ability from 2s2x to 1s2x.
* Changed first ability to: Viral corrosion: remove all ARMOR from all enemy operators in this stream.
* Changed second ability to only target friendly operators.
* Changed second ability to specify they return in your own stream.

## Dr. Rosu

* Changed first ability cost from 1m to 1m1x.

## The Gray Baron

* Changed second ability cost from 1p1x to 1p.

## Hamdi

* Changed first ability cost from 1x to 2x.

## Layla

* Changed the cost of the added effect of the second ability cost from 1x to 1p.
* Changed second ability to: REACTIVATE a disabled operator. If it is an enemy operator you may pay (1p) and take control of it for 2 turns.
* Changed tech from DD to DR

## Little Boy

* Changed first ability cost from 1x to 2x.

## Marwa

* Changed first ability to target friendly operators.
* Changed second ability cost from 4mp to 2mp.
* Changed second ability to: Disable all enemy male operators.

## Man Bon-Hwa

* Changed cost of first ability from 3mp to 2mp.
* Changed cost of second ability from 2m2mp to 4mp.

## Mia Star

* Changed second ability to: STRIKE [2] at up to three different targets.

## Mori

* Changed special ability to: After a MOVE Mori may STRIKE [1].

## Mr. Rosu

* Changed special ability to: Can't have more than 3 drones on the board.

## Sourayah | The Bad Profit

* Changed the order of the ability and activation cost symbols
* Changed first ability to: Select a turnpoint upstream. Remove all ARMOR from a random enemy operator.
* Changed second ability to: Dark visions: IMMOBILIZE target male enemy operator in any turnpoint. He does STRIKE [3] to a random target in his turnpoint.
* Converted name to variant format.

## Soren Glasskin

* Changed first ability cost from 2x to 1x.
* Changed second ability to: Disable an enemy operator. Soren becomes that operator with extra ability: pay 1x to turn back to Soren.
* Converted name to variant format.

## Soren | The Faceless

* Added new operator, Soren | The Faceless.

## Ze’ev

* Added new operator, Ze’ev.

# Controllers

## Jerushalem

* Changed activated ability cost from 2x to 1x.
* Changed activated ability to: Target operator anywhere on the board may take 1 extra MOVE (once per operator).
* Changed special ability wording from old controller name to new.
* Removed restriction “once per turn” from special ability.
* Changed ARMOR from 12 to 23.

## Samarkand

* Changed ARMOR from 15 to 19.

## SSV-93 URAL

* Changed special ability to: When pushing the agenda on SSV-93 Ural's turnpoint it will give you 3 of that agenda rather than 2.
* Changed ARMOR from 13 to 19.

## Tamerlan

* Added new controller, Tamerlan.

# Gear

## 3Ax (Automated Aim Assist)

* Changed to: Gain +2 to next STRIKE that targets an operator.

## Auroral Charge

* Changed to: Add 3 Vremenium to target controller.

## Automated Damage Control

* Changed to: DEPLOY. Whenever a controller receives STRIKE damage, reduce it by 1.

## B.M.B.L

* Changed to: DEPLOY. Friendly operators may permanently change their type/sex.

## Boneboil Staff

* Changed to: DEPLOY. At the start of your turn STRIKE [1] to all enemy operators in turnpoint for 2 turns.

## C.D.U.

* Changed to: IMMOBILIZE all enemy operators for 2 turns

## Cronenberg Chamber

* Changed to: Choose one: change the sex of an operator or change one of the types of an operator.

## Dark Skies Network

* Added new tech, Dark Skies Network.

## Dark Skies Protocol

* Added new tech, Dark Skies Protocol.

## Dirty Chrono-Bomb

* Added new tech, Dirty Chrono-Bomb.

## EMP Bomb

* Changed to: Disintegrate all enemy tech.
* Changed cost from 4 to 5.

## EMP Nanobot Swarm

* Changed to: DEPLOY. At the start of each player's turn EMP Nanobot Swarm moves 1 century downstream and disintegrates all enemy tech.

## Exo-Suit

* Changed to: Gain +4 armor
* Changed price from 2 to 4

## Fake News Generator

* Changed to: Gain +2 to next STRIKE

## Faraday Cage

* Added new tech, Faraday Cage.

## Gene-Adaptable Perfume

* Changed to: Choose an enemy operator’s ability. They must use it on another enemy operator without paying the agenda cost.
* Changed cost from 2 to 4.

## GML Facelock

* Changed to: DEPLOY. Choose an operator in any turnpoint. At the start of your next turn GML Facelock does STRIKE [3] to that operator
* Changed cost from 4 to 3.

## The Ghost Sword of Saturn

* Changed to: EQUIP. STRIKE [3] to any enemy operator that enters turnpoint.
* Changed cost from 2 to 4.

## Hamsa Necklace

* Changed to: Equip. Operator has +1 defense whilst Hamsa Necklace is equipped.

## Hand of Zaman

* Changed to: DEPLOY. Operator may use their abilities in Hand of Zaman’s turnpoint, regardless of which turnpoint they are in.

## Life Pod

* Added new tech, Life Pod.

## Lightning Stick

* Added new tech, Lightning Stick.

## M.U.G.G.E.R Droid

* Changed to: DEPLOY. Can MOVE like an operator. Can take tech from operators and give tech to operators (tech restrictions apply, can hold 1 tech at a time).

## Mars Rising

* Changed to: STRIKE [1] to any target anywhere on the board.

## Mirror of Ishtar

* Changed to: Choose a target operator’s ability. Use it once without paying the agenda cost.
* Changed cost from 3 to 4.

## Neural Parasite

* Changed to: Take control of target enemy operator for 2 turns (cannot use their tech).
* Changed cost from 3 to 5.

## Nuclear Railgun

* Changed to: STRIKE [1]. Contaminate turnpoint (at the start of each player's turn operators in this turnpoint get -2 ARMOR).

## Parasitic Ghost

* Changed to: Create a copy of this operator. It is FRAIL and has 1 defense.

## Plasma Hammer

* Changed cost from 2 to 3.

## Plasma Mortar

* Changed to: DEPLOY. At the start of your turn STRIKE [2] to controllers for 3 turns.
* Changed cost from 4 to 3.

## Plunger

* Changed to: STREAM an enemy operator from any turnpoint into current turnpoint.

## Pulse Shield

* Changed to: EQUIP. After owner receives STRIKE damage, gain +2 ARMOR.

## Pyramid Blueprints

* Changed to: DEPLOY. Activate as [science] agenda.
* Changed cost from 2 to 3.

## Records of Ishtar

* Changed to: STREAM all operators to their original turnpoint.

## Reflective Field Barrier

* Added new tech, Reflective Field Barrier.

## SAT-P

* Removed DEPLOY.

## The Scroll of Zaman

* Changed cost from 4 to 2.

## Smoke Water

* Changed to: Choose an enemy operator’s ability. They cannot use it for 3 turns.

## Soul Capsule

* Changed to: EQUIP. If the operator would be disintegrated they instead return to the same turnpoint. They have the type ghost and all other types are removed. They are FRAIL.

## Spin Doctor AI

* Changed to: Gain +3 armor
* Changed price from 2 to 3

## Stealth Suit

* Changed to: Target operator becomes UNTOUCHABLE for 2 turns.

## Stormpit

* Added new tech, Stormpit.

## The Sun Mouth

* Changed cost from 2 to 3.

## Temporal Reflector

* Changed to: DEPLOY. LOCKDOWN turnpoint for 3 turns

## Temporal Scrambler

* Changed cost from 4 to 2.

## Temporal Tripwire

* Changed target to specify enemy operators.
* Changed to: DEPLOY. STRIKE [2] to an enemy operator that move into current turnpoint.
* Changed STRIKE damage from 1 to 2.
* Changed cost from 2 to 3.

## Unstable Wormhole Generator

* Changed to: Turn agenda to any type .

## Viral Nanobot Swarm

* Changed to: DEPLOY. At the start of each player's turn Viral Nanobot Swarm moves 1 century downstream and all enemy operators in the turnpoint get -2 ARMOR.

## Vibroblade

* Added new tech, Viroblade.

## Void-Frequency Hammer

* Changed to: Gain +2 to next STRIKE that targets an operator. When played, disintegrate a tech card held by the target operator.

## War Shrine

* Changed cost from 2 to 3.

## Well of Stillness

* Added new tech, Well of Stillness.

## Zeitgeist Capsule

* Changed to: Activate target enemy agenda as your own. It remains activated on your opponent’s next turn.