

<div><div>Its getting hot.</div><div></div></div> <div><div>Increase Threat Level by 1.</div></div>	<div><div>Decrease threat level.</div><div></div></div> <div><div>Decrease Threat Level by 1.</div></div>	<div><div>Decrease threat level.</div><div></div></div> <div><div>Decrease Threat Level by 1.</div></div>	<div><div>Decrease threat level.</div><div></div></div> <div><div>Decrease Threat Level by 1.</div></div>
<div><div>Easy mode.</div><div></div></div> <div><div>Decrease Threat Level by 3.</div></div>	<div><div>Decrease threat level.</div><div></div></div> <div><div>Decrease Threat Level by 1.</div></div>	<div><div>Decrease threat level.</div><div></div></div> <div><div>Decrease Threat Level by 1.</div></div>	<div><div>Decrease threat level.</div><div></div></div> <div><div>Decrease Threat Level by 1.</div></div>
<div><div>Intense Action</div><div></div></div> <div><div>Increase Threat Level by 3 for 4 turns.</div></div>	<div><div>We can make it!</div><div></div></div> <div><div>Decrease Threat Level by 2.</div></div>	<div><div>We can make it!</div><div></div></div> <div><div>Decrease Threat Level by 2.</div></div>	<div><div>We can make it!</div><div></div></div> <div><div>Decrease Threat Level by 2.</div></div>
<div><div>Intense Action</div><div></div></div> <div><div>Increase Threat Level by 3 for 4 turns.</div></div>	<div><div>Silence...</div><div></div></div> <div><div>Decrease Threat level by 3 for 4 turns.</div></div>	<div><div>Silence...</div><div></div></div> <div><div>Decrease Threat level by 3 for 4 turns.</div></div>	<div><div>Silence...</div><div></div></div> <div><div>Decrease Threat level by 3 for 4 turns.</div></div>

<p><b>Click...</b></p> <hr/> <p><b>Breaks weapon holded by one player. Game Master can choose which one.</b></p> <p><i><u>Card used on GM demand</u></i></p>	<p><b>Stable situatuin.</b></p> <hr/> <p><b>Threat level is not increasing for 4 next turns.</b></p>	<p><b>Stable situatuin.</b></p> <hr/> <p><b>Threat level is not increasing for 4 next turns.</b></p>	<p><b>Stable situatuin.</b></p> <hr/> <p><b>Threat level is not increasing for 4 next turns.</b></p>
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<p><b>Click...</b></p> <hr/> <p><b>Breaks weapon holded by one player. Game Master can choose which one.</b></p> <p><i><u>Card used on GM demand</u></i></p>	<p><b>Nothing special.</b></p> <hr/> <p><b>Nothing special happend.</b></p>	<p><b>Nothing special.</b></p> <hr/> <p><b>Nothing special happend.</b></p>	<p><b>Nothing special.</b></p> <hr/> <p><b>Nothing special happend.</b></p>
<p><b>Click...</b></p> <hr/> <p><b>Breaks weapon holded by one player. Game Master can choose which one.</b></p> <p><i><u>Card used on GM demand</u></i></p>	<p><b>Nothing special.</b></p> <hr/> <p><b>Nothing special happend.</b></p>	<p><b>Delacorix advice.</b></p> <hr/> <p><b>Player can use this card to increase any Technical skill by 1 for 1 turn.</b></p> <p><i><u>Card used on Players demand</u></i></p>	<p><b>Delacorix advice.</b></p> <hr/> <p><b>Player can use this card to increase any Technical skill by 1 for 1 turn.</b></p> <p><i><u>Card used on Players demand</u></i></p>

<b>Strong Metacreative Barrier</b> <hr/> <p>Create one 3 squares wide Metacreative Barrier[30HP] anywhere you want.</p> <p><u>Card used on GM demand</u></p>	<b>Metacreative Barrier</b> <hr/> <p>Create one 2 squares wide Metacreative Barrier[15HP] anywhere you want.</p> <p><u>Card used on GM demand</u></p>	<b>Metacreative Barrier</b> <hr/> <p>Create one 2 squares wide Metacreative Barrier[15HP] anywhere you want.</p> <p><u>Card used on GM demand</u></p>	<b>Metacreative Barrier</b> <hr/> <p>Create one 2 squares wide Metacreative Barrier[15HP] anywhere you want.</p> <p><u>Card used on GM demand</u></p>
<b>Fatigue of the material</b> <hr/> <p>Break one element on board. It can be repaired: Require skill 1, Nanite 2, Diffiulty 5</p> <p>Cannot break quest items/devices.</p> <p><u>Card used on GM demand</u></p>	<b>Fatigue of the material</b> <hr/> <p>Break one element on board. It can be repaired: Require skill 1, Nanite 2, Diffiulty 5</p> <p>Cannot break quest items/devices.</p> <p><u>Card used on GM demand</u></p>	<b>Fatigue of the material</b> <hr/> <p>Break one element on board. It can be repaired: Require skill 1, Nanite 2, Diffiulty 5</p> <p>Cannot break quest items/devices.</p> <p><u>Card used on GM demand</u></p>	<b>Serious fatigue of the material</b> <hr/> <p>Break one element on board. It can be repaired: Require skill 2, Nanite 3, Diffiulty 7</p> <p>Cannot break quest items/devices.</p> <p><u>Card used on GM demand</u></p>
<b>Lights off</b> <hr/> <p>Turn lights off in room of your choice for 2 turns.</p> <p><u>Card used on GM demand</u></p>	<b>Lights off</b> <hr/> <p>Turn lights off in room of your choice for 2 turns.</p> <p><u>Card used on GM demand</u></p>	<b>Lights off</b> <hr/> <p>Turn lights off in room of your choice for 2 turns.</p> <p><u>Card used on GM demand</u></p>	<b>Darknes</b> <hr/> <p>Permanently destroys lights in room of your choice.</p> <p><u>Card used on GM demand</u></p>
<b>Psionic scream</b> <hr/> <p>At turn when card is played, all players instantly lose 1AP.</p> <p><u>Card used on GM demand</u></p>	<b>Random psionic scream</b> <hr/> <p>All instantly players instantly loses 1AP.</p> <p><u>Card used on GM demand</u></p>	<b>Psionic interference</b> <hr/> <p>All creatures on the board[not players], has 2AP less for 2 turns.</p>	<b>Psionic interference</b> <hr/> <p>All creatures on the board[not players], has 2AP less for 2 turns.</p>

<p><b>Alarm!</b></p> <hr/> <p>Activate security alarm for 12 turns. Can be deactivated by hacking any security station.</p> <p><i>Card used on GM demand</i></p>	<p><b>Random alarm!</b></p> <hr/> <p>This card instantly activate security alarm for 12 turns. Can be deactivated by hacking any security station.</p>	<p><b>Good coincidence.</b></p> <hr/> <p>Players can see 3 next action cards and move one to the bottom of the deck.</p>	<p><b>Bad coincidence.</b></p> <hr/> <p>Game Master can see 3 next action cards and move one to the bottom of the deck.</p>
<p><b>Double action!</b></p> <hr/> <p>Throw this card away, and immediately draw 2 action cards at once.</p>	<p><b>Double action!</b></p> <hr/> <p>Throw this card away, and immediately draw 2 action cards at once.</p>	<p><b>Double action!</b></p> <hr/> <p>Throw this card away, and immediately draw 2 action cards at once.</p>	<p><b>Silence before storm...</b></p> <hr/> <p>Throw this card away, and at next time draw 3 action cards instead of 1.</p>
<p><b>Chance to survie.</b></p> <hr/> <p>Remove all Game Master Biological Creature Point [BCP].</p>	<p><b>Chance to survie.</b></p> <hr/> <p>Remove all Game Master Biological Creature Point [BCP].</p>	<p><b>Chance to survie.</b></p> <hr/> <p>Remove all Game Master Mechanical Creature Point [MCP].</p>	<p><b>Chance to survie.</b></p> <hr/> <p>Remove all Game Master Mechanical Creature Point [MCP].</p>
<p><b>Arachnid Egg</b></p> <hr/> <p>Game Master can instantly place Arachnid Egg on the board.</p> <p><i>Card used on GM demand</i></p>	<p><b>Not yet.</b></p> <hr/> <p>Playing this card Game Master can extend one player action for 1 turn. Only actions counted in turns can be extended [eg. Research, using Medical Units, opening blast doors]</p> <p><i>Card used on GM demand</i></p>	<p><b>Not yet.</b></p> <hr/> <p>Playing this card Game Master can extend one player action for 1 turn. Only actions counted in turns can be extended [eg. Research, using Medical Units, opening blast doors]</p> <p><i>Card used on GM demand</i></p>	<p><b>Real chance to survie.</b></p> <hr/> <p>Remove ALL Game Master creature points.</p>

<p><b>Arachnid Egg</b></p> <hr/> <p>Game Master can instantly place Arachnid Egg on the board.</p> <p><i>Card used on GM demand</i></p>	<p><b>Minor Mechanical threat</b></p> <hr/> <p>Game Master gain 2 Mechanical Creature Point [MCP].</p>	<p><b>Minor Mechanical threat</b></p> <hr/> <p>Game Master gain 2 Mechanical Creature Point [MCP].</p>	<p><b>Minor Mechanical threat</b></p> <hr/> <p>Game Master gain 2 Mechanical Creature Point [MCP].</p>
<p><b>Arachnid Eggs</b></p> <hr/> <p>Game Master can instantly place two Arachnid eggs on the board.</p> <p><i>Card used on GM demand</i></p>	<p><b>Mechanical threat</b></p> <hr/> <p>Game Master gain 5 Mechanical Creature Point [MCP].</p>	<p><b>Mechanical threat</b></p> <hr/> <p>Game Master gain 5 Mechanical Creature Point [MCP].</p>	<p><b>Serious Mechanical threat</b></p> <hr/> <p>Game Master gain 10 Mechanical Creature Point [MCP].</p>
<p><b>Swarm Egg</b></p> <hr/> <p>Game Master can instantly place Swarm Egg on the board.</p> <p><i>Card used on GM demand</i></p>	<p><b>Minor Annelid threat</b></p> <hr/> <p>Game Master gain 2 Biological Creature Point [BCP].</p>	<p><b>Minor Annelid threat</b></p> <hr/> <p>Game Master gain 2 Biological Creature Point [BCP].</p>	<p><b>Minor Annelid threat</b></p> <hr/> <p>Game Master gain 2 Biological Creature Point [BCP].</p>
<p><b>Swarm Egg</b></p> <hr/> <p>Game Master can instantly place Swarm Egg on the board.</p> <p><i>Card used on GM demand</i></p>	<p><b>Annelid threat</b></p> <hr/> <p>Game Master gain 5 Biological Creature Point [BCP].</p>	<p><b>Annelid threat</b></p> <hr/> <p>Game Master gain 5 Biological Creature Point [BCP].</p>	<p><b>Serious Annelid threat</b></p> <hr/> <p>Game Master gain 10 Biological Creature Point [BCP].</p>

<b>Swarm Eggs</b>  <b>Game Master can instantly place two Swarm eggs on the board.</b>  <i>Card used on GM demand</i>	<b>Pipe hybrid</b>  <b>Game Master can instantly place Pipe hybrid on the board.</b>  <i>Card used on GM demand</i>	<b>Pipe hybrid</b>  <b>Game Master can instantly place Pipe hybrid on the board.</b>  <i>Card used on GM demand</i>	<b>Shotgun hybrid</b>  <b>Game Master can instantly place Shotgun hybrid on the board.</b>  <i>Card used on GM demand</i>
<b>Protocol Droid</b>  <b>Game Master can instantly place Protocol Droid on the board.</b>  <i>Card used on GM demand</i>	<b>Double Deploy</b>  <b>If this card is played, Game Master can instantly place two creatures at once on the board.</b>  <i>Card used on GM demand</i>	<b>Double Deploy</b>  <b>If this card is played, Game Master can instantly place two creatures at once on the board.</b>  <i>Card used on GM demand</i>	<b>Nope.</b>  <b>When Game Master is using action card, players can play "Nope." card, to instantly discard Game Master card.</b>  <i>Card used on Players demand</i>
<b>Cyber Modules!</b>  <b>All Players instantly gains Cyber Modules in amount as for completing task.</b>	<b>Security Lockdown</b>  <b>Activates all turrets and decreases Security Cameras alarm initiation time by 1 turn.</b>  <i>Card used on GM demand</i>	<b>Random Security Lockdown</b>  <b>Instantly activates all turrets and decreases Security Cameras alarm initiation time by 1 turn.</b>  <i>Card used on GM demand</i>	<b>Nope.</b>  <b>When Game Master is using action card, players can play "Nope." card, to instantly discard Game Master card.</b>  <i>Card used on Players demand</i>
<b>Some Cyber Modules!</b>  <b>All Players instantly gains 2 Cyber Modules.</b>	<b>Some Cyber Modules!</b>  <b>All Players instantly gains 2 Cyber Modules.</b>	<b>Nanites!</b>  <b>All Players instantly gains 10 nanites.</b>  <b>[Affected by difficulty and Palyers amount moddifiers]</b>	<b>Nanites!</b>  <b>All Players instantly gains 10 nanites.</b>  <b>[Affected by difficulty and Palyers amount moddifiers]</b>