

<div>Short-Circuit</div> <div>Modules are ineffective this turn. Crash the Active Player's most recently installed module.</div>	<div>Short-Circuit</div> <div>Modules are ineffective this turn. Crash the Active Player's most recently installed module.</div>	<div>Smokescreen</div> <div>Move a single trashed Static to the top of the Server deck.</div>
<div>Smokescreen</div> <div>Move a single trashed Static to the top of the Server deck.</div>	<div>Smokescreen</div> <div>Move a single trashed Static to the top of the Server deck.</div>	<div>Feedback</div> <div>All players discard 1 card. Active player loses 1 health.</div>
<div>Feedback</div> <div>All players discard 1 card. Active player loses 1 health.</div>	<div>Refrag</div> <div>Shuffle the Server.</div>	<div>Refrag</div> <div>Shuffle the Server.</div>

<div>Corp Review</div> <div>Reveal the top card of the Server. If it's Data, move it to the bottom of the deck, and Advance 1.</div>	<div>Innovate</div> <div>Advance 1</div>	<div>Innovate</div> <div>Advance 1</div>
<div>Discord</div> <div>Put your hand in your discard pile and draw back up to your hand size.</div>	<div>Discord</div> <div>Put your hand in your discard pile and draw back up to your hand size.</div>	<div>Breakthrough</div> <div>Advance 1, activate another action card.</div>