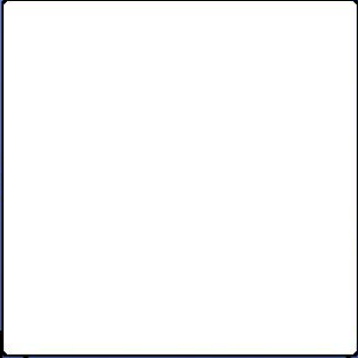


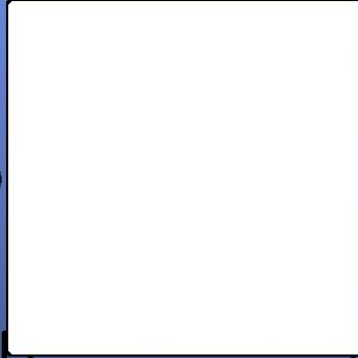
System Overhaul



"Try some cooperation"

Remove all backdoor effects and restore 1 Physical, Network, and Financial point to your sector.

System Overhaul



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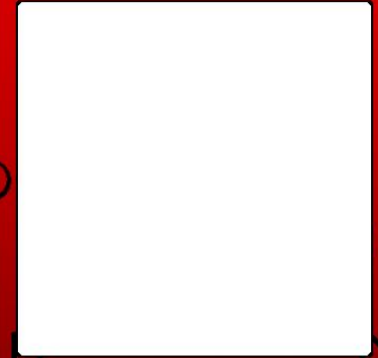
Update Software



"Try some cooperation"

Draw 2 cards.

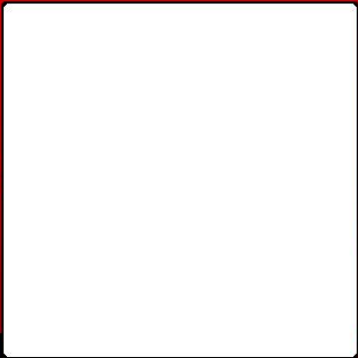
Update Software



"Try some cooperation"

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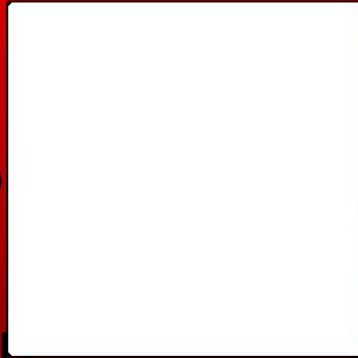
Update Software



"Try some cooperation"

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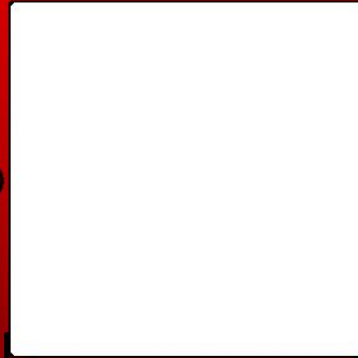
Update Software



"Try some cooperation"

Draw 2 cards.

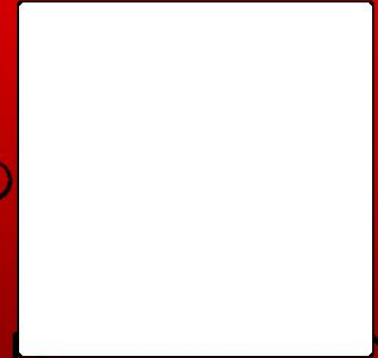
Update Software



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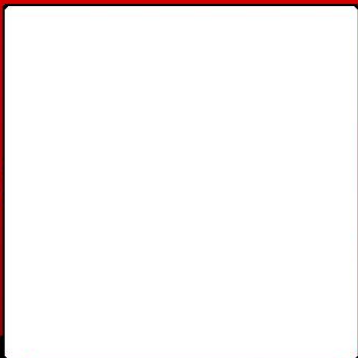
Update Software



"Try some cooperation"

Draw 2 cards.

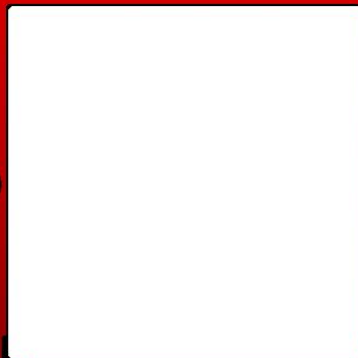
Update Methods



"Try some cooperation"

Draw 3 cards and discard 1 of them.

Update Methods



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Update Methods



"Try some cooperation"

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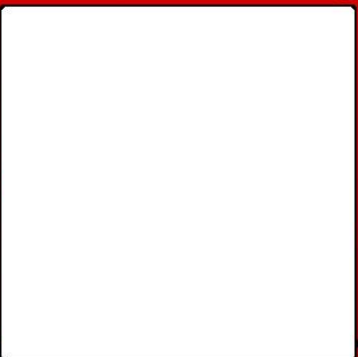
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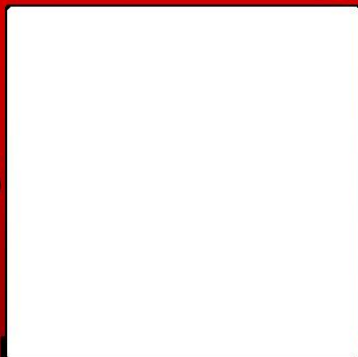
Brute Force



"Try some cooperation"

Add a Backdoor effect to all facilities within a sector.

Brute Force



"Try some cooperation"

Add a Backdoor effect to all facilities within a sector.

Update Methods



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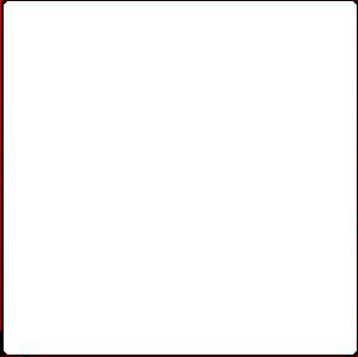
Update Methods



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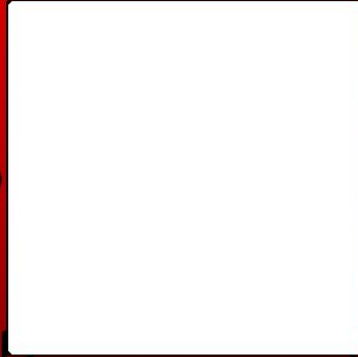
Brute Force



"Try some cooperation"

Add a Backdoor effect to all facilities within a sector.

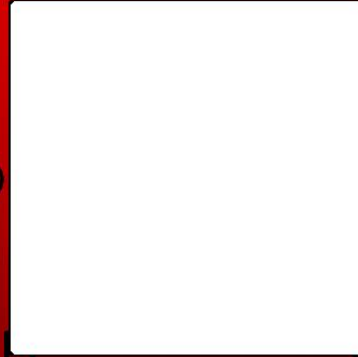
Brute Force



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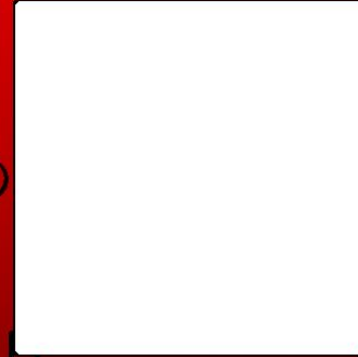
Brute Force



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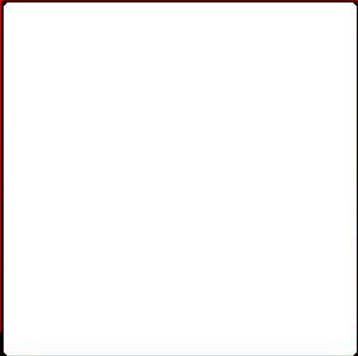
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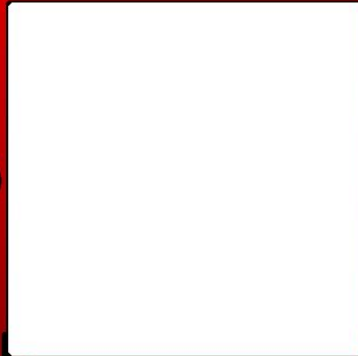
Lateral Movement



"Try some cooperation"

If a facility has a backdoor, add Backdoors to all facilities in the connected sectors. You can only play 1 Lateral movement per turn.

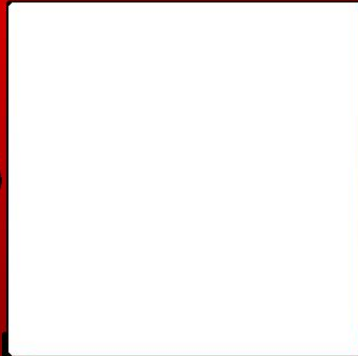
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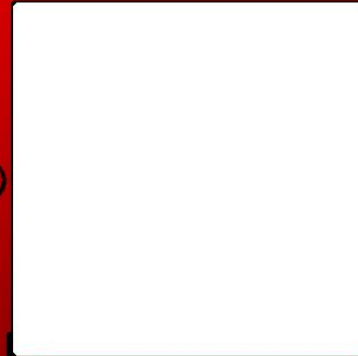
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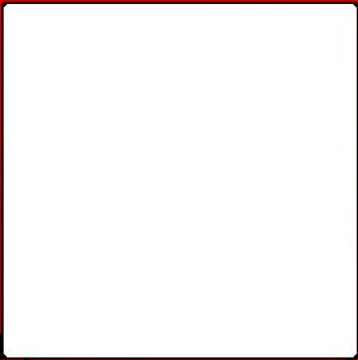
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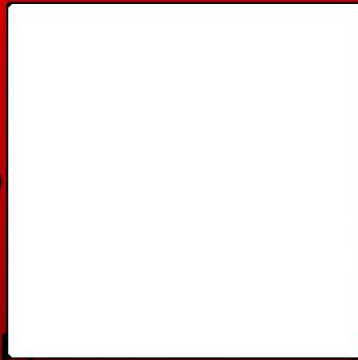
Phishing



"Try some cooperation"

Reduce 1 Network and Financial point of a facility.

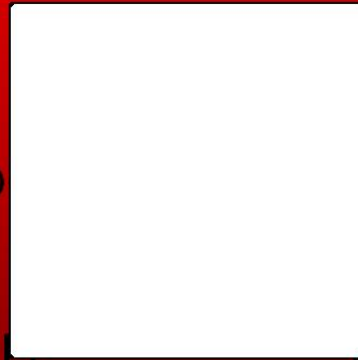
Phishing



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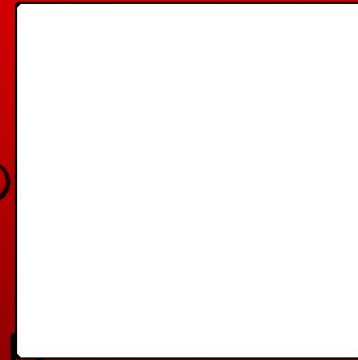
Phishing



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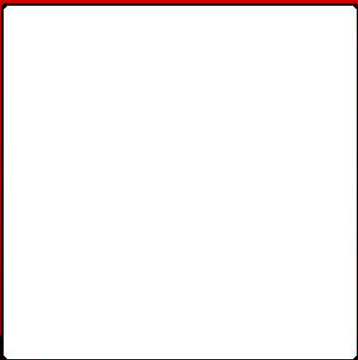
Phishing



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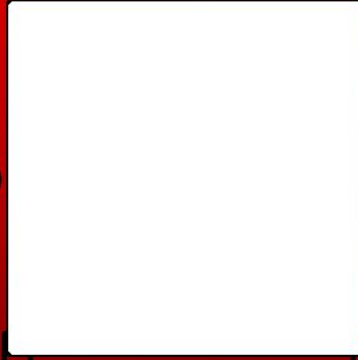
Phishing



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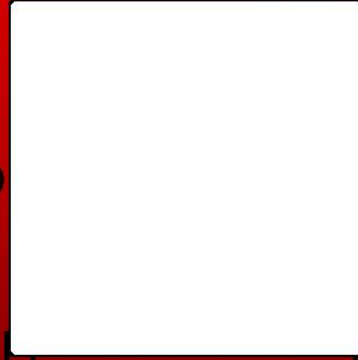
Phishing



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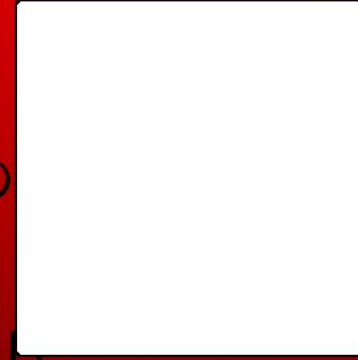
Phishing



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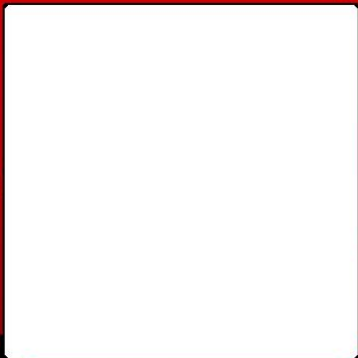
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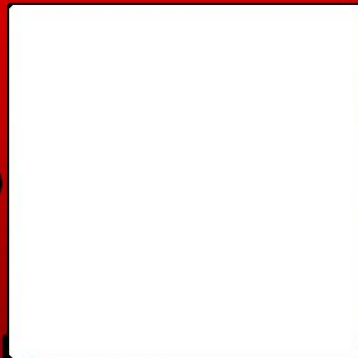
Denial of Service



"Try some cooperation"

Reduce 2 Network points to each facility with a backdoor in a Sector

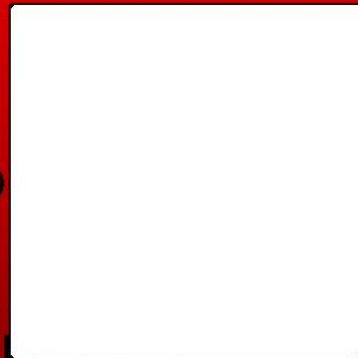
Denial of Service



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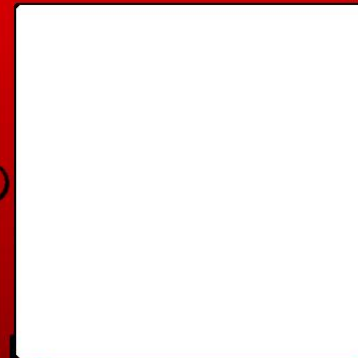
Denial of Service



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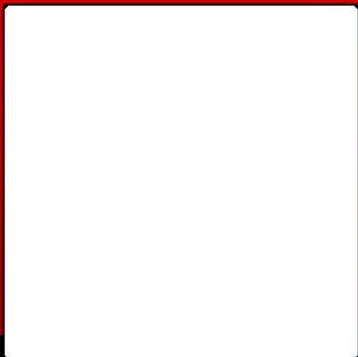
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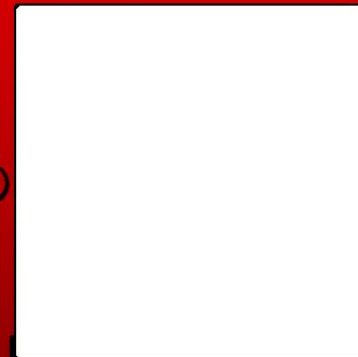
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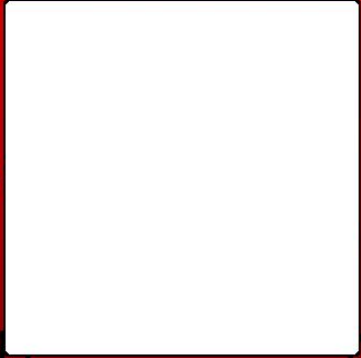
Denial of Service



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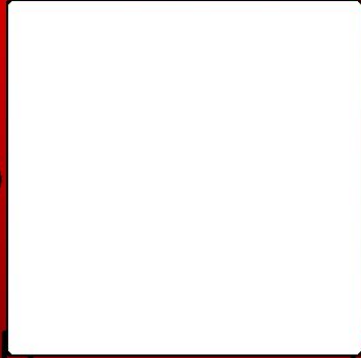
Keylogging



"Try some cooperation"

If a facility has a backdoor, reduce 1 Physical and Network point per turn from the targeted facility for 3 turns.

Keylogging



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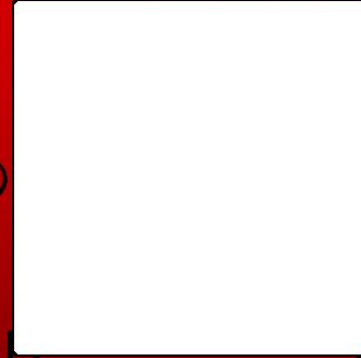
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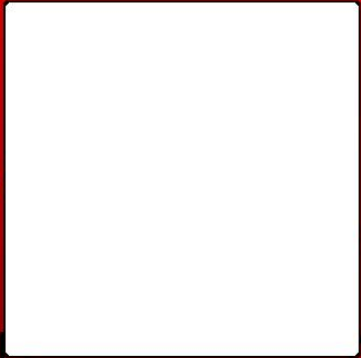
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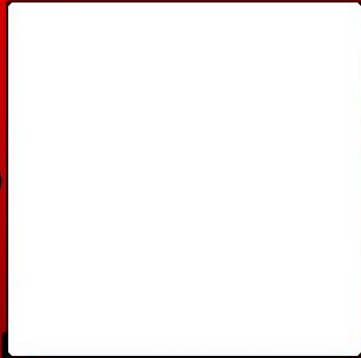
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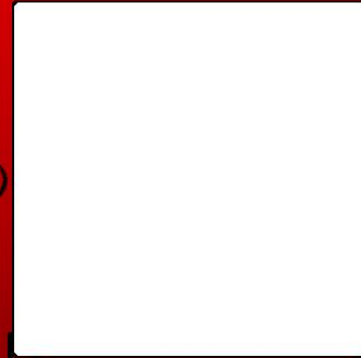
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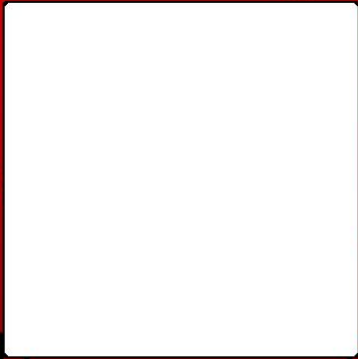
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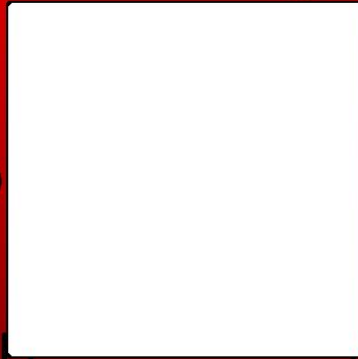
Physical Attack



"Try some cooperation"

If a facility has a backdoor, reduce 2 Physical points from the targeted facility.

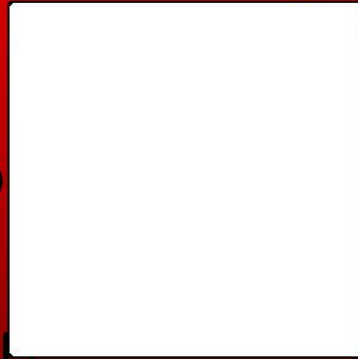
Physical Attack



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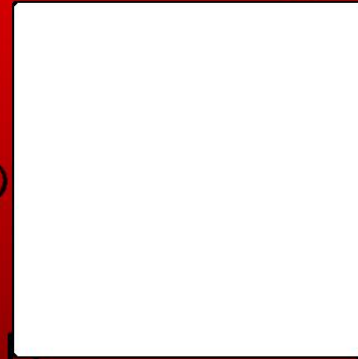
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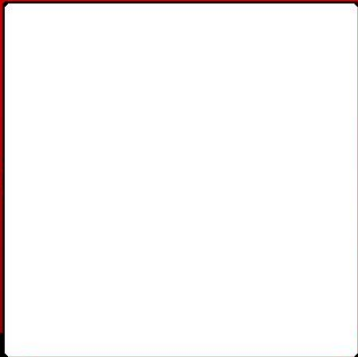
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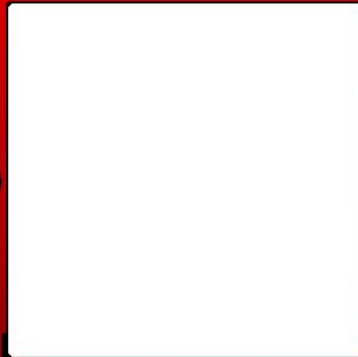
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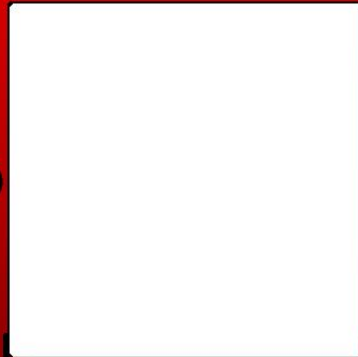
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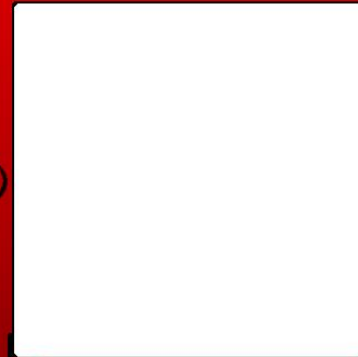
Physical Attack



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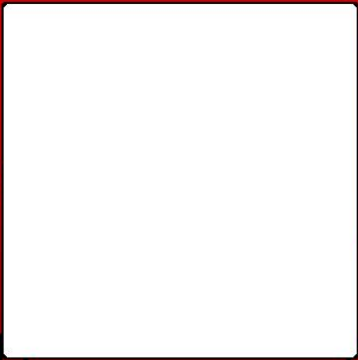
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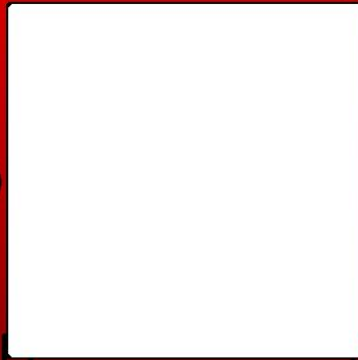
Backdoor Injection



"Try some cooperation"

Reduce 1 network point and add a Backdoor effect from a facility.

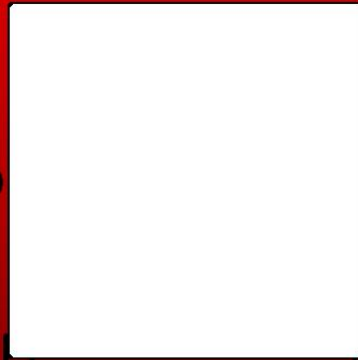
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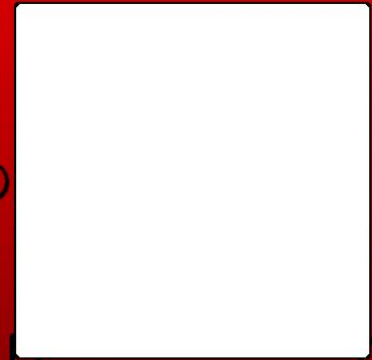
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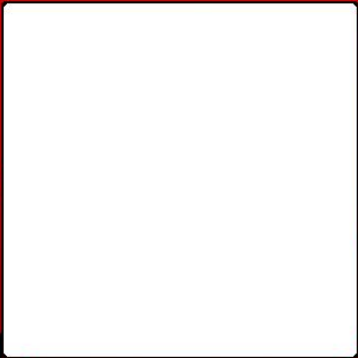
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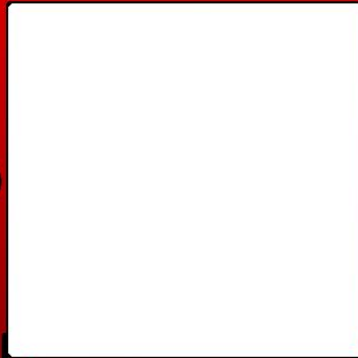
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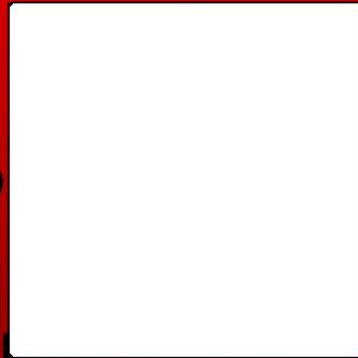
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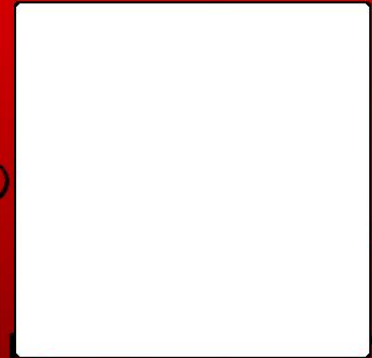
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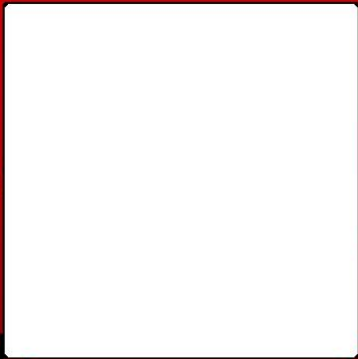
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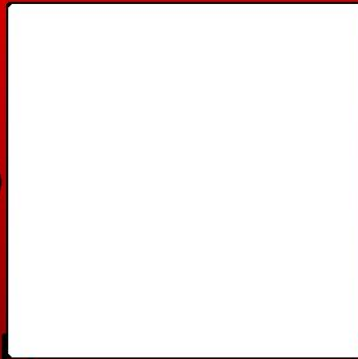
MITM - Attack



"Try some cooperation"

If a facility has a Backdoor, reduce 2 Financial points from the targeted facility.

MITM - Attack



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If a facility has a Backdoor, reduce 2 Financial points from the targeted facility.

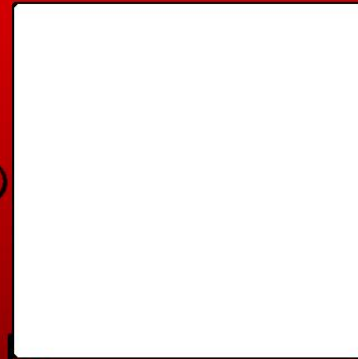
MITM - Attack



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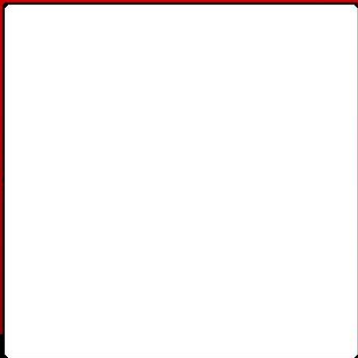
MITM - Attack



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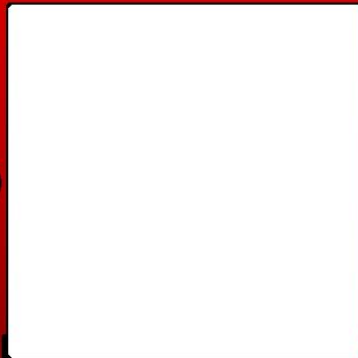
MITM - Attack



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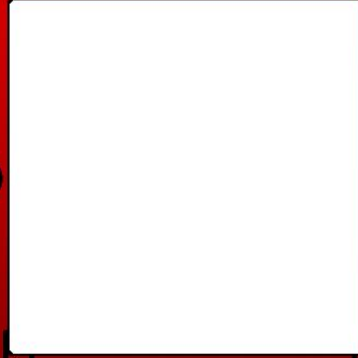
MITM - Attack



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If a facility has a Backdoor, reduce 2 Financial points from the targeted facility.

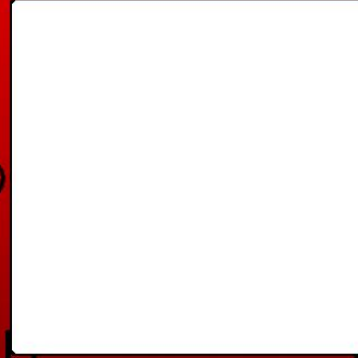
SQL Injection



"Try some cooperation"

Remove 1 effect from play.

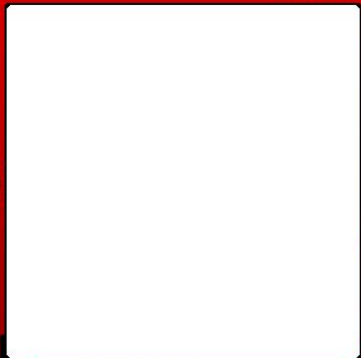
SQL Injection



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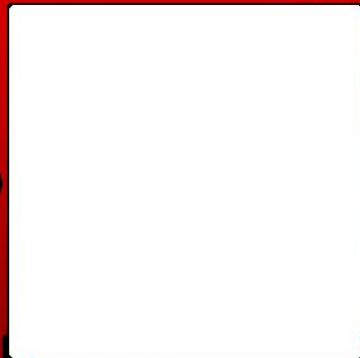
SQL Injection



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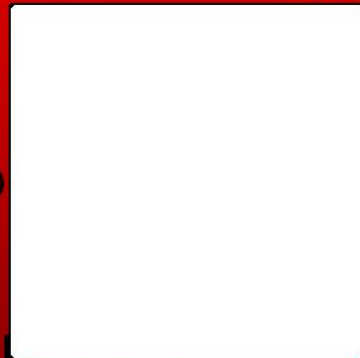
SQL Injection



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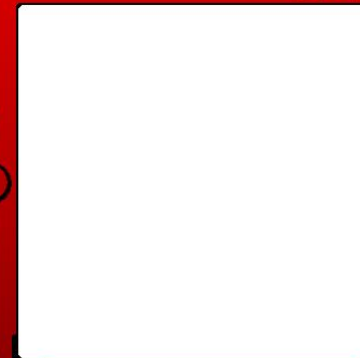
SQL Injection



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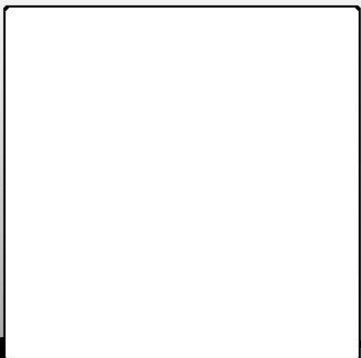
SQL Injection



"Try some cooperation"

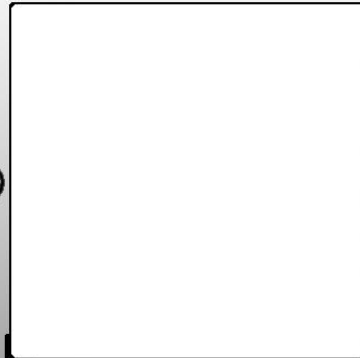
Remove 1 effect from play.

Emergency Budget Infusion



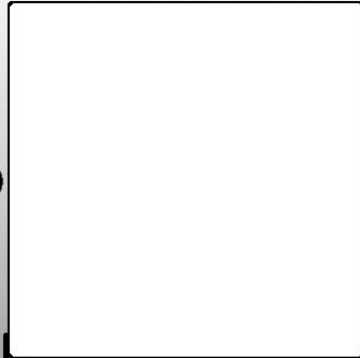
All sectors gain 2 meeples of their choice.

Federal and state relief



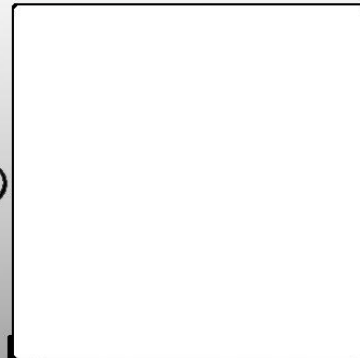
All sectors gain 1 meeple of each color

State of Emergency



All sectors regain 1 overtime charge

New Management



All sectors add 5 random cards from their discard pile into their deck.

Algae Bloom

"A heat wave is a silent killer"

Water and Healthcare sectors roll a die. If a sector rolls under a 5 then all of their facilities lose 1 physical point.

Drought

"Droughts can cause massive amounts of damage to multiple sectors and states"

Energy, Water, Healthcare, and Agriculture all roll a die. If a sector rolls under a 3 then all of their facilities lose 1 physical and financial point

Fatberg

"People have to clean up this mess you know?"

Water Sector roll a die. If they roll under a 5 then reduce the amount of black and purple meeple the water sector is able to use by half for 2 turns

Heat Wave

"A heat wave is a silent killer"

Water, Energy, Transport, and Healthcare sectors roll a die. If a sector rolls under a 3 then all of their facilities lose 1 physical point.

Strike

"The workers are upset again"

All Sectors roll a die. If a sector rolls under a 3 then they lose 1 meeple of each color for 2 turns.

Raw Sewage

"Raw sewage has accidentally gotten into the pipes!"

Water and Health sectors roll a die. If a sector rolls under a 3 then all of their facilities lose 2 physical points

Ice Storm

"Ice storms can knock down telecom poles and damage important energy sites"

Energy and Communications sectors roll a die. If a sector rolls under a 4 then all of their facilities lose 2 physical points

Hurricane

"Hurricanes can cause water damage and destroy things that are critical to your network"

All Sectors roll a die. If a sector rolls under a 4 then all facilities within that sector lose 1 Physical point

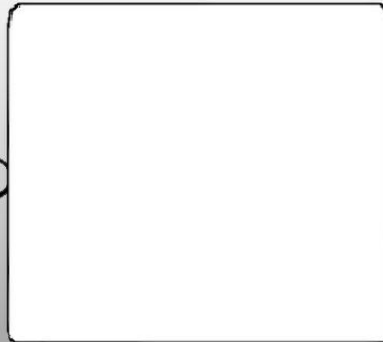
Tornado



"A tornado can cause severe damage to any building in its wake"

All sectors roll a die for each facility in their sector. If a facility rolls under a 2 then it loses 2 financial points and all physical points

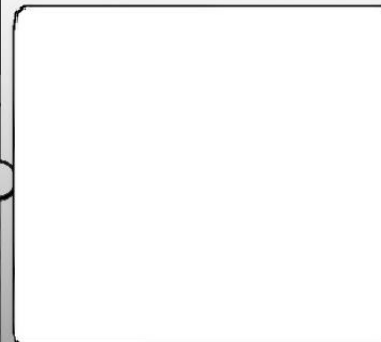
Train Derailment



"Train derailments can cause financial issues as the movement of cargo is slowed down"

All Sectors roll a die. If a sector rolls under a 2 then the transmission within that sector loses 2 financial points

Wind Storm



"Wind storms can knock down telecom poles and damage important energy sites"

Energy and Communications sectors roll a die. If a sector rolls under a 5 then all of their facilities lose 1 physical points