CARBON NANOBOTS

B

RAM 3

CORES ▢ ▢ 2d6

> Nasty Bugs....

FILES-TCG · AVATAR

CORRUPT DRIVER

V

RAM 4

CORES ▢ ▢ ▢ 3d6

>

FILES-TCG · AVATAR

PIXELATED PICTURE

G

RAM 4

CORES ▢ ▢ ▢ 3d6

>

FILES-TCG · AVATAR

BETA VERSION 1.0

P

RAM 4

CORES ▢ ▢ ▢ ▢ 4d6

>

FILES-TCG · AVATAR

CODE ZERO

V

RAM 4

CORES ▢ ▢ 2d6

>

FILES-TCG · AVATAR

DATA LEAKER

G

RAM 2

CORES ▢ ▢ ▢ 3d6

>

FILES-TCG · AVATAR

BACKUP MACHINE

P

RAM 5

CORES ▢ ▢ ▢ 3d6

>

FILES-TCG · AVATAR

BROKEN BITS

B

RAM 5

CORES ▢ ▢ ▢ ▢ 4d6

>

FILES-TCG · AVATAR

6 RAM

RECURSIVE INFECTION



Whenever this Avatar damages an enemy Avatar, place an Infection counter on that Avatar. At 3 counters, destroy one Program installed on it.

FILES-TCG PROGRAM

5 RAM

MEMORY PARASITE



Enemy Avatars engaged with this Avatar have -1 RAM available for Programs.

FILES-TCG PROGRAM

6 RAM

REPLICATION ROUTINE



When this Program is installed, you may install a copy of another Virus you control onto this Avatar for 1 less RAM.

FILES-TCG PROGRAM

5 RAM

RESOURCE LEECH



Whenever this Avatar successfully attacks a Server, gain 1 RAM.

FILES-TCG PROGRAM

4 RAM

WORM PROTOCOL



After this Avatar breaches a Server, you may move it immediately to an adjacent Server.

FILES-TCG PROGRAM

6 RAM

PAYLOAD INJECTOR



The first Execution used by this Avatar each turn costs 1 less RAM.

FILES-TCG PROGRAM

6 RAM

PERSISTENT INFECTION



If this Avatar is destroyed, you may move this Program to the opposing Avatar involved in the battle. Its controller suffers its negative effect.

FILES-TCG PROGRAM

5 RAM

INFINITE LOOP



The first time this Avatar would leave its Server each turn, you may cancel that movement. Gain 1 RAM.

FILES-TCG PROGRAM

7 RAM

STACK OVERFLOW



This Avatar gains +1 core for each Program installed beyond the first two.

FILES-TCG PROGRAM

4 RAM

RACE CONDITION



When combat begins, both players secretly choose Attack or Defend. If you choose differently from your opponent, gain a combat bonus.

FILES-TCG PROGRAM

6 RAM

MEMORY LEAK



At the beginning of combat, the opposing Avatar temporarily loses 1 RAM for each Hardware installed on it.

FILES-TCG PROGRAM

5 RAM

NULL POINTER



Once per turn, when an opposing Program activates, resolve the game's uncertainty mechanic. On success, its ability does nothing.

FILES-TCG PROGRAM

4 RAM

DEADLOCK



Neither Avatar involved in combat may retreat until combat resolves.

FILES-TCG PROGRAM

5 RAM

OVERFLOW ERROR



When this Avatar is destroyed, destroy or disable one Hardware or Program attached to the opposing Avatar.

FILES-TCG PROGRAM

8 RAM

UNDEFINED BEHAVIOR



Once per turn, copy the triggered ability of another Program on this Avatar. Then disable this Program until your next turn.

FILES-TCG PROGRAM

6 RAM

PACKET LOSS



Opponent must discard a card after this Avatar successfully breaches a Server.

FILES-TCG PROGRAM

5 RAM

DESYNCHRONIZATION

Opposing Avatar loses one activated Program ability during this combat.

FILES-TCG PROGRAM

5 RAM

VISUAL ARTIFACT

The first attack against this Avatar each turn suffers a penalty or requires additional resources.

FILES-TCG PROGRAM

6 RAM

GHOST PROCESS

Once per turn, this Avatar may count as occupying an adjacent Server for targeting purposes without moving there.

FILES-TCG PROGRAM

7 RAM

FALSE POSITIVE

When an enemy Execution targets this Avatar, you may redirect it to another legal Avatar at the same Server.

FILES-TCG PROGRAM

6 RAM

FRAGMENTATION

Programs installed on opposing Avatars at this Server cost +1 RAM.

FILES-TCG PROGRAM

5 RAM

LATENCY SPIKE

The opposing Avatar cannot activate an Execution during the first combat step.

FILES-TCG PROGRAM

7 RAM

HOTFIX

The first Program belonging to this Avatar that would be destroyed each turn is instead disabled until your next turn.

FILES-TCG PROGRAM

5 RAM

ERROR CORRECTION

Remove one negative counter or status from this Avatar at the beginning of your turn.

FILES-TCG PROGRAM

6 RAM

GARBAGE COLLECTION

Once per turn, discard one Program you control to recover 2 RAM.

FILES-TCG PROGRAM

5 RAM

VERSION CONTROL

When this Avatar is destroyed, return one Program installed on it to your hand.

FILES-TCG PROGRAM

4 RAM

ROLLBACK ROUTINE

Once per turn, undo the most recent temporary stat reduction applied to this Avatar.

FILES-TCG PROGRAM

6 RAM

COMPATIBILITY LAYER

This Avatar may install one Program whose normal Core requirement exceeds its capacity by 1.

FILES-TCG PROGRAM

HW

RAM EXPANSION

5 RAM

U1

Avatar gains +2 RAM capacity.

FILES-TCG HARDWARE

HW

ADDITIONAL CORE

5 RAM

U1

Avatar gains +1 Core.

FILES-TCG HARDWARE

HW

OVERCLOCKED CPU

6 RAM

U1

Avatar gains +2 Cores during combat, but one installed Program becomes disabled afterward.

FILES-TCG HARDWARE

HW

SOLID-STATE CACHE

6 RAM

U1

The first Program installed on this Avatar each turn costs 1 less RAM.

FILES-TCG HARDWARE

HW **REDUNDANT POWER SUPPLY**

8 RAM

U1

The first time this Avatar would be destroyed, destroy this Hardware instead and leave the Avatar active.

FILES-TCG HARDWARE

HW **NETWORK INTERFACE UPGRADE**

4 RAM

U1

Moving between adjacent Servers costs 1 less resource or may occur once per turn for free.

FILES-TCG HARDWARE

HW **DEDICATED GPU**

6 RAM

U1

Executions performed by this Avatar receive +1 effectiveness or combat strength.

FILES-TCG HARDWARE

HW **ECC MEMORY**

5 RAM

U1

Opponents cannot place Bug counters or Bug status effects on this Avatar.

FILES-TCG HARDWARE

HW **COOLING SYSTEM**

6 RAM

U1

Prevent penalties caused by Overclocking Hardware or allow one Hardware to activate twice per turn.

FILES-TCG HARDWARE

HW **RAID ARRAY**

5 RAM

U1

When a Program on this Avatar is destroyed, resolve the game's uncertainty mechanic. On success, return it to your hand.

FILES-TCG HARDWARE

HW **PACKET ACCELERATOR**

4 RAM

U1

This Avatar acts first when it initiates combat.

FILES-TCG HARDWARE

HW **FIREWALL APPLIANCE**

6 RAM

U1

The first hostile Program or Execution targeting this Avatar each turn costs the opponent +1 RAM.

FILES-TCG HARDWARE

HW **HARDWARE SANDBOX**

7 RAM

U1

Choose one Program installed on this Avatar. It cannot be targeted by opponents.

FILES-TCG HARDWARE

HW **DIAGNOSTIC MODULE**

4 RAM

U1

Look at one facedown or hidden card associated with an opposing Avatar or Server once per turn.

FILES-TCG HARDWARE

HW **HOT-SWAP BAY**

6 RAM

U1

Once per turn, return one Hardware to your hand and install another Hardware from your hand, paying the difference in cost.

FILES-TCG HARDWARE

HW **QUANTUM COPROCESSOR**

9 RAM

U1

Once per turn when this Avatar uses an Execution, you may copy that Execution's effect with a different legal target, then disable this Hardware until your next turn.

FILES-TCG HARDWARE

HIGH EFFICIENCY RAM…

SYS >
Add additional 4 RAM to resource total

PWR FILES-TCG · SERVER

MULTICORE SERVER

SYS >
Add 2 Cores to any Avatars

PWR FILES-TCG · SERVER

CLUSTER SERVER

SYS >
Up to 2 Avatars can defend this Server

PWR FILES-TCG · SERVER

POWER SERVER

SYS >
Add additional 4 RAM to resource total

PWR FILES-TCG · SERVER

BACKUP SERVER

SYS >
Duplicate Avatar based at this Server

PWR FILES-TCG · SERVER

SERVER FARM

SYS >
Add 4 RAM to resource total and 2 Cores to any Avatar

PWR FILES-TCG · SERVER

UPGRADED HARDWARE

SYS >
Hardware upgrades cost 2 less RAM to install

PWR FILES-TCG · SERVER

NETWORK THROTTLE

SYS >
Firewalls cost 1 less RAM to install

PWR FILES-TCG · SERVER

CLOUD COMPUTE

SYS >
Add 4 Cores to any Avatars

PWR FILES-TCG · SERVER

DUPLICATE SERVER

SYS >
Copy one adjacent Server ability

PWR FILES-TCG · SERVER

PINGABLE SERVER

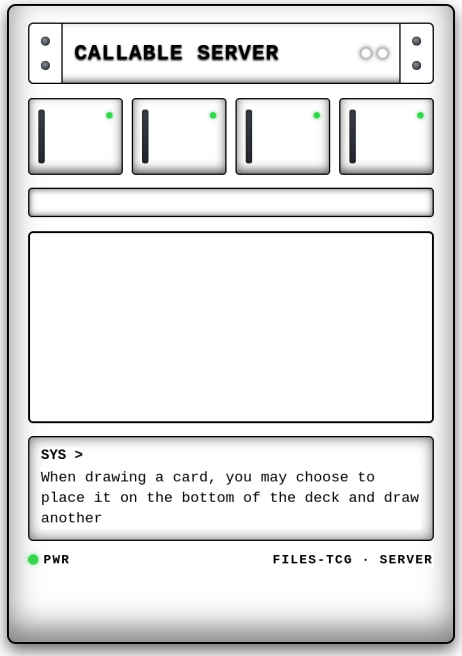
SYS >
Up to 2 Avatars can defend this Server

PWR FILES-TCG · SERVER

PROTECTED SERVER

SYS >
Add 2 RAM if defending this Server

PWR FILES-TCG · SERVER



4 RAM

Execute: Disconnect

Remove your Avatar from combat and move it to an adjacent Server.

7 RAM

Execute: Sabotage

Destroy or disable one Hardware on an opposing Avatar at this Server.

5 RAM

Execute: Kill Process

Disable one Program until its controller's next turn.

5 RAM

Execute: Force Reboot

Remove all temporary bonuses and penalties from an Avatar. That Avatar cannot execute another command this turn.

7 RAM

Execute: Fork

Copy the effect of one Program on your Avatar until end of turn.

4 RAM

Execute: Ping Sweep

Look at the Programs and Hardware attached to every Avatar on one Server and draw a card.

5 RAM

Execute: Trace Route

Move your Avatar to any adjacent Server. If an opposing Avatar is there, gain +1 Core for the resulting combat.

5 RAM

Execute: Override

Choose one opposing Program at this Server. Ignore its text until the end of turn.

4 RAM

Execute: Memory Dump

Draw 2 cards, then discard 1 card.

4 RAM

Execute: Rollback

Return one Program or Hardware installed this turn to its owner's hand.

4 RAM

Execute: Root Access

Until end of turn, your Avatar may target protected Programs and Hardware as though they were unprotected.

5 RAM

Execute: Packet Flood

Opposing Avatar at this Server cannot move until the start of its controller's next turn.

6 RAM

Execute: Emergency Shutdown

End the current combat immediately. Both Avatars remain at the Server and become Disabled until end of turn.

7 RAM

Execute: Process Clone

Choose one Program installed on your Avatar. Treat it as though a second copy were installed until end of turn.

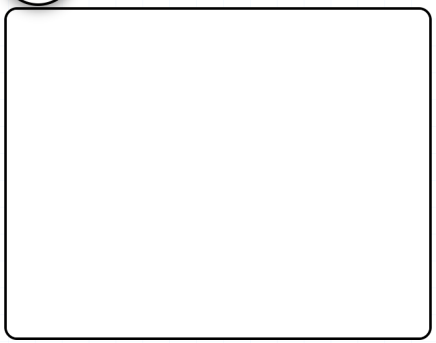
4 RAM

Execute: Defragment

Re-enable one Disabled Program or Hardware on your Avatar.

Execute: Remote Access

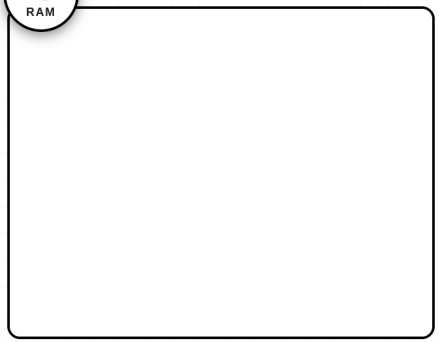
6 RAM



Activate one Program on your Avatar as though your Avatar were located at an adjacent Server.

Execute: Purge

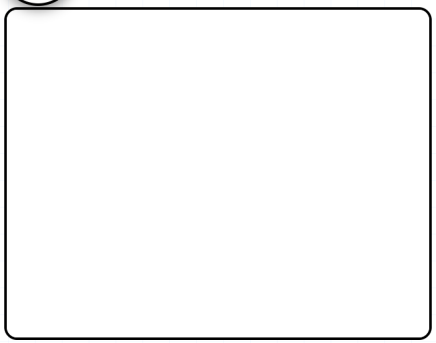
4 RAM



Remove all Virus/Infection counters and hostile persistent effects from your Avatar.

Execute: Hard Reset

6 RAM



Uninstall any number of Programs from your Avatar. For each card returned to your hand this way, recover 1 RAM.