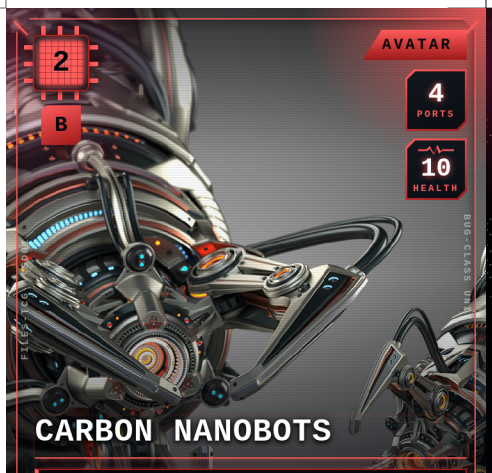
2
B
AVATAR
4 PORTS
10 HEALTH



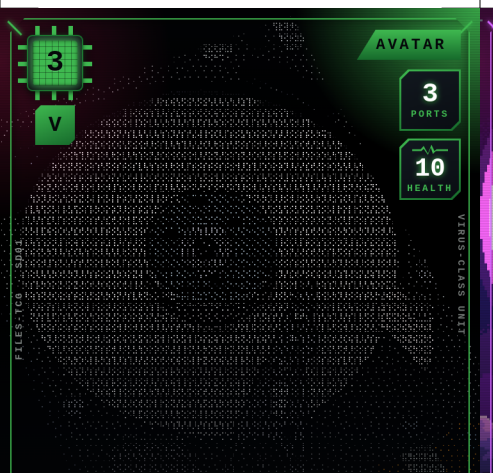
CARBON NANOBOTS

REPLICATE — 6 RAM

Avatar may create a copy of itself. Only one copy is allowed at a time. If the copy is defeated the original does not lose any hardware upgrades. If the original is defeated the replicate is as well.

Nasty little bugs...

3
V
AVATAR
3 PORTS
10 HEALTH



CORRUPT DRIVER

DRIVER FAULT — 4 RAM

Choose one Hardware on an enemy Avatar in combat with this Avatar. It is disabled until the end of your next command.

3
G
AVATAR
3 PORTS
10 HEALTH



PIXELATED PICTURE

LOW RESOLUTION — 3 RAM

Attacking Avatars have -1 cores against this Avatar.

4
P
AVATAR
2 PORTS
9 HEALTH

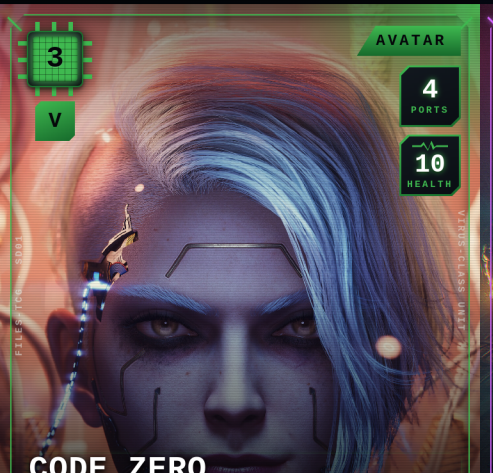


BETA VERSION 1.0

PUSH UPDATE — 4 RAM

While in combat an additional piece of hardware can be placed on this avatar until the end of your command. If there no ports available this can still be attached.

3
V
AVATAR
4 PORTS
10 HEALTH



CODE ZERO

PATIENT ZERO — 4 RAM

Place an Infection counter on every enemy Avatar in combat at this Server. While this Avatar is in play, an Avatar with 1+ Infection counters has -1 Core.

3
G
AVATAR
3 PORTS
10 HEALTH



DATA LEAKER

EXFILTRATE — 3 RAM

Look at your opponent's hand and choose one card in it. They must discard that card without gaining RAM. If this Avatar breached a Server this command, draw a card.

3
P
AVATAR
3 PORTS
10 HEALTH

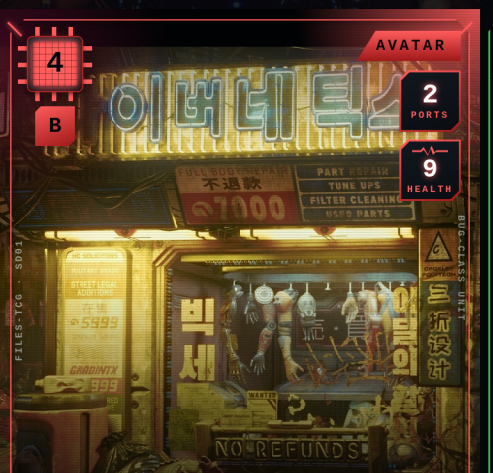


BACKUP MACHINE

RESTORE POINT — 5 RAM

Remove 3 damage from this Avatar, or return one Hardware or Program from your discard pile to your hand. If it is a Hardware and this Avatar has an open port, you may install it immediately for 2 less RAM.

4
B
AVATAR
2 PORTS
9 HEALTH



BROKEN BITS

BIT FLIP — 4 RAM

During a combat at this Server, reroll any number of this Avatar's Core dice.

RECURSIVE INFECTION

V

> run /srv/v/program — 6 RAM

proc>
Whenever an enemy Avatar attacks or breaches this Server, place an Infection counter on it. An Avatar with 3+ Infection counters has -2 Core.

RUNS ON SERVER

FILES-TC6 · PROGRAM

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

MEMORY PARASITE

V

> run /srv/v/program — 5 RAM



proc>
Enemy Avatars attacking this Server have 1 hardware component disabled of the owners choosing.

RUNS ON SERVER — FILES-TCG · PROGRAM

REPLICATION ROUTINE

V

> run /srv/v/program — 6 RAM



proc>
When you install a Virus Program on this Server, you may install a second Virus Program from your hand here for no RAM cost.

RUNS ON SERVER — FILES-TCG · PROGRAM

RESOURCE LEECH

V

> run /srv/v/program — 5 RAM



proc>
Whenever an enemy Avatar takes damage while attacking this Server, gain 3 RAM.

RUNS ON SERVER — FILES-TCG · PROGRAM

WORM PROTOCOL

V

> run /srv/v/program — 4 RAM



proc>
The localized effects of your other Programs on this Server also apply at one adjacent Server you choose when this is installed.

RUNS ON SERVER — FILES-TCG · PROGRAM

PAYLOAD INJECTOR

V

> run /srv/v/program — 6 RAM



proc>
The first Execution you play targeting this Server each round costs 2 less RAM.

RUNS ON SERVER — FILES-TCG · PROGRAM

PERSISTENT INFECTION

V

> run /srv/v/program — 6 RAM



proc>
Whenever an enemy Avatar takes damage at this Server, place an Infection counter on it permanently.

RUNS ON SERVER — FILES-TCG · PROGRAM

INFINITE LOOP

B

> run /srv/b/program — 5 RAM



proc>
If the attacking Avatar is controlled by the owner of this Program, it may attack a second adjacent Server in the same command.

RUNS ON SERVER — FILES-TCG · PROGRAM

STACK OVERFLOW

B

> run /srv/b/program — 7 RAM



proc>
Avatars you control defending this Server gain +1 Core for each Program installed on this Server (including this one).

RUNS ON SERVER — FILES-TCG · PROGRAM

RACE CONDITION

B

> run /srv/b/program — 4 RAM



proc>
During any combat at this Server, both players secretly choose Attack or Defend. If the choices differ, the defender gains a combat bonus of +2 Cores.

RUNS ON SERVER — FILES-TCG · PROGRAM

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

MEMORY LEAK

B

> run /srv/b/program

6 RAM



proc>
At the start of any combat at this Server, the attacking Avatar loses 1 Core for each Hardware installed on it.

RUNS ON SERVER

FILES-TCG · PROGRAM

NULL POINTER

B

> run /srv/b/program

5 RAM



proc>
Once per round, when an enemy Execution would resolve at this Server, it's effect does not occur.

RUNS ON SERVER

FILES-TCG · PROGRAM

STOCK RICE

B

> run /srv/b/program

4 RAM



proc>
Neither Avatar in a combat that takes place at this Server may use any Hardware bonuses.

RUNS ON SERVER

FILES-TCG · PROGRAM

OVERFLOW ERROR

B

> run /srv/b/program

5 RAM



proc>
When an enemy Avatar takes damage while attacking this Server, disable one Program its controller has in play until their next command. If the Avatar was destroyed, you may destroy that Program instead.

RUNS ON SERVER

FILES-TCG · PROGRAM

UNDEFINED BEHAVIOR

B

> run /srv/b/program

8 RAM



proc>
Once per round, copy the localized effect of another Program on another Server. Then disable this Program until your next command.

RUNS ON SERVER

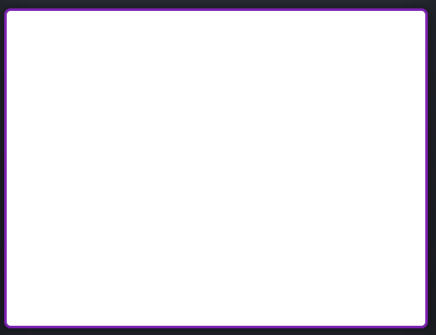
FILES-TCG · PROGRAM

PACKET LOSS

G

> run /srv/g/program

6 RAM



proc>
When an enemy successfully breaches this Server, its controller discards a card at random.

RUNS ON SERVER

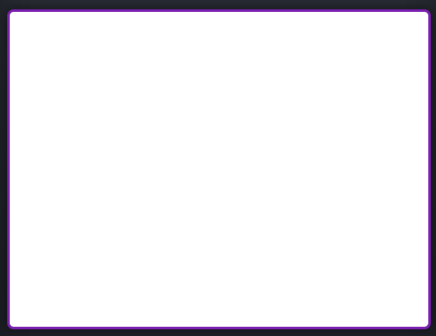
FILES-TCG · PROGRAM

DESYNCHRONIZATION

G

> run /srv/g/program

5 RAM



proc>
Enemy Avatars attacking this Server cannot use their Hardware's "once per round" abilities during that combat.

RUNS ON SERVER

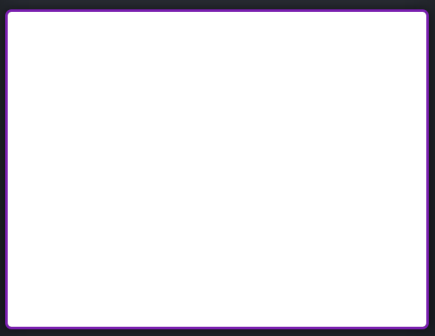
FILES-TCG · PROGRAM

VISUAL ARTIFACT

G

> run /srv/g/program

5 RAM



proc>
The first attack made against an Avatar you control at this Server suffers -1 Core.

RUNS ON SERVER

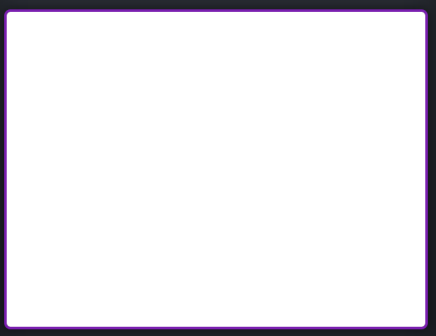
FILES-TCG · PROGRAM

GHOST PROCESS

G

> run /srv/g/program

6 RAM



proc>
Your Executions played targeting this Server may also affect Avatars, Programs, and Hardware at one adjacent Server.

RUNS ON SERVER

FILES-TCG · PROGRAM

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

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CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



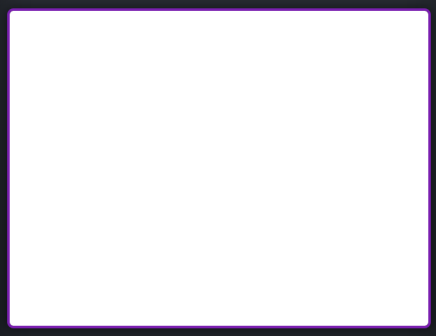
CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FALSE POSITIVE

G

> run /srv/g/program — 7 RAM



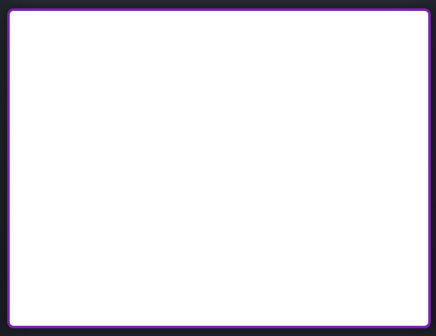
proc>
When an enemy Execution targets an Avatar you control at this Server, you may redirect it to another legal Avatar at another Server.

RUNS ON SERVER — FILES-TCG · PROGRAM

FRAGMENTATION

G

> run /srv/g/program — 6 RAM



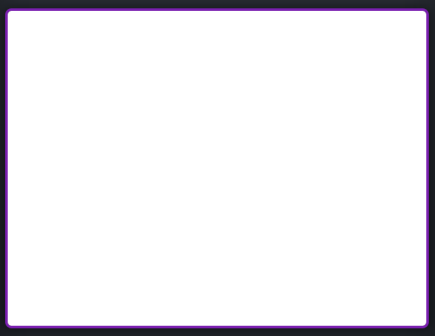
proc>
Executions your opponents play targeting this Server cost +2 RAM.

RUNS ON SERVER — FILES-TCG · PROGRAM

LATENCY SPIKE

G

> run /srv/g/program — 5 RAM



proc>
The attacking player cannot play Executions during the first step of any combat at this Server.

RUNS ON SERVER — FILES-TCG · PROGRAM

HOTFIX

P

> run /srv/p/program — 7 RAM



proc>
The first Program on this Server that would be destroyed each round is instead disabled until your next command.

RUNS ON SERVER — FILES-TCG · PROGRAM

ERROR CORRECTION

P

> run /srv/p/program — 5 RAM



proc>
At the beginning of your first command each round, remove one negative counter or status from each Avatar you control at this Server.

RUNS ON SERVER — FILES-TCG · PROGRAM

GARBAGE COLLECTION

P

> run /srv/p/program — 6 RAM



proc>
Once per round, sacrifice one Program installed on this Server to recover its printed RAM value.

RUNS ON SERVER — FILES-TCG · PROGRAM

VERSION CONTROL

P

> run /srv/p/program — 5 RAM



proc>
When a Program on this Server would be destroyed, or when this Server is captured, return one Program from this Server to your hand instead of discarding it.

RUNS ON SERVER — FILES-TCG · PROGRAM

ROLLBACK ROUTINE

P

> run /srv/p/program — 4 RAM



proc>
Once per round, undo the most recent temporary stat reduction applied to an Avatar you control at this Server.

RUNS ON SERVER — FILES-TCG · PROGRAM

COMPATIBILITY LAYER

P

> run /srv/p/program — 6 RAM



proc>
This Server may hold one additional Program beyond the normal limit, and Patch Programs installed here cost 2 less RAM.

RUNS ON SERVER — FILES-TCG · PROGRAM

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



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FILES-TCG

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FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

HW **RAM EXPANSION** — 5 RAM

EXPANSION MODULE — PWR ACT



spec>
Avatar gains +2 Health.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **ADDITIONAL CORE** — 5 RAM

EXPANSION MODULE — PWR ACT



spec>
Avatar gains +1 Core.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **OVERCLOCKED CPU** — 6 RAM

EXPANSION MODULE — PWR ACT



spec>
Avatar gains +2 Cores during combat, but one installed Program at the current server becomes disabled afterward for 2 commands.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **SOLID-STATE CACHE** — 6 RAM

EXPANSION MODULE — PWR ACT



spec>
The first Program installed on the occupied Server each round costs 3 less RAM.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **REDUNDANT POWER SUPPLY** — 8 RAM

EXPANSION MODULE — PWR ACT



spec>
The first time this Avatar would be destroyed, do not destroy the Hardware.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **NETWORK INTERFACE UPGRADE** — 4 RAM

EXPANSION MODULE — PWR ACT



spec>
This Hardware can be played without taking an upgrade port on the Avatar.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **DEDICATED GPU** — 6 RAM

EXPANSION MODULE — PWR ACT



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

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **ECC MEMORY** — 5 RAM

EXPANSION MODULE — PWR ACT



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

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **COOLING SYSTEM** — 6 RAM

EXPANSION MODULE — PWR ACT



spec>
Allow one Hardware to activate twice per round.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

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CONTROL. DEPLOY. EXECUTE.

FILES-TCG

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CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

HW **RAID ARRAY** 5 RAM

EXPANSION MODULE PWR ACT



spec>
When this Avatar is destroyed, all hardware can be kept by paying half the RAM cost.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **PACKET ACCELERATOR** 4 RAM

EXPANSION MODULE PWR ACT



spec>
This Avatar gains +1 Core hen attacking.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **FIREWALL APPLIANCE** 6 RAM

EXPANSION MODULE PWR ACT



spec>
The first hostile Program or Execution targeting this Avatar each round costs the opponent +3 RAM.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **HARDWARE SANDBOX** 7 RAM

EXPANSION MODULE PWR ACT



spec>
Choose one Program installed on the occupied Server. It cannot be targeted by opponents.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **DIAGNOSTIC MODULE** 4 RAM

EXPANSION MODULE PWR ACT



spec>
Look at one face down card in your draw pile. You may place it at the bottom and draw another to start your first command each round.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **HOT-SWAP BAY** 6 RAM

EXPANSION MODULE PWR ACT



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

INSTALLS ON AVATAR FILES-TCG · HARDWARE

HW **QUANTUM COPROCESSOR** 9 RAM

EXPANSION MODULE PWR ACT



spec>
Once per round when this Avatar uses an Execution, you may copy that Execution's effect with a different legal target, then disable this Hardware.

INSTALLS ON AVATAR FILES-TCG · HARDWARE

ONLINE SERVER

FILES-TCG · SD01

HIGH EFFICIENCY RAM SERVER

SYS > Add additional 4 RAM to resource total

ONLINE SERVER

FILES-TCG · SD01

MULTICORE SERVER

SYS > Add 2 Cores to any Avatars

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



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FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

ONLINE

SERVER

CLUSTER SERVER

SYS > Up to 2 Avatars can defend this Server

FILES-TC6 · SD01

ONLINE

SERVER

POWER SERVER

SYS > Add additional 4 RAM to resource total

FILES-TC6 · SD01

ONLINE

SERVER

BACKUP SERVER

SYS > Duplicate Avatar based at this Server

FILES-TC6 · SD01

ONLINE

SERVER

SERVER FARM

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

FILES-TC6 · SD01

ONLINE

SERVER

UPGRADED HARDWARE

SYS > Hardware upgrades cost 2 less RAM to install

FILES-TC6 · SD01

ONLINE

SERVER

NETWORK THROTTLE

SYS > Firewalls cost 1 less RAM to install

FILES-TC6 · SD01

ONLINE

SERVER

CLOUD COMPUTE

SYS > Add 4 Cores to any Avatars

FILES-TC6 · SD01

ONLINE

SERVER

DUPLICATE SERVER

SYS > Copy one adjacent Server ability

FILES-TC6 · SD01

ONLINE

SERVER

PINGABLE SERVER

SYS > Up to 2 Avatars can defend this Server

FILES-TC6 · SD01

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

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CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

ONLINE

SERVER

FILES-TCG · SD01

PROTECTED SERVER

SYS > Add 2 RAM if defending this Server

ONLINE

SERVER

FILES-TCG · SD01

CALLABLE SERVER

SYS > When drawing a card, you may choose to place it on the bottom of the deck and draw another

EXECUTE: DISCONNECT

4 RAM

root@files:~$ sudo execute --now

[stdout]
Move one Avatar you control at the target Server to an adjacent Server, removing it from any combat there.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: SABOTAGE

7 RAM

root@files:~$ sudo execute --now

[stdout]
Destroy or disable one Hardware on an enemy Avatar in combat at the target Server.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: KILL PROCESS

5 RAM

root@files:~$ sudo execute --now

[stdout]
Disable one Program installed on the target Server until its controller's next command.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: FORCE REBOOT

5 RAM

root@files:~$ sudo execute --now

[stdout]
Remove all temporary bonuses and penalties from one Avatar you control at the target Server, or one Avatar attacking it. That Avatar cannot play another Execution until end of current command.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: FORK

7 RAM

root@files:~$ sudo execute --now

[stdout]
Copy the localized effect of one Program installed on the target Server until end of current command.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: PING SWEEP

4 RAM

root@files:~$ sudo execute --now

[stdout]
You may draw 2 cards from the top of your deck.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: TRACE ROUTE

5 RAM

root@files:~$ sudo execute --now

[stdout]
Move one Avatar you control from an adjacent Server to the target Server. If the target Server is enemy-controlled, your Avatar attacks it with +1 Core for the resulting combat.

TARGET: SERVER

FILES-TCG · EXECUTION

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

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FILES-TCG

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CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

EXECUTE: OVERRIDE

5 RAM

root@files:~$ sudo execute --now



[stdout]
Choose one enemy Program installed on the target Server. Ignore its text until end of current command.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: MEMORY DUMP

4 RAM

root@files:~$ sudo execute --now



[stdout]
Draw 2 cards, then discard 1. If you control the target Server, draw 1 extra card instead of discarding.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: ROLLBACK

4 RAM

root@files:~$ sudo execute --now



[stdout]
Return one Program or Hardware installed at the target Server this command to its owner's hand.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: ROOT ACCESS

4 RAM

root@files:~$ sudo execute --now



[stdout]
Until end of current command, your Programs and Executions at the target Server may target protected Programs and Hardware as though they were unprotected.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: PACKET FLOOD

5 RAM

root@files:~$ sudo execute --now



[stdout]
Avatars based at the target Server cannot move or retreat until the start of their controller's next command.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: EMERGENCY SHUTDOWN

6 RAM

root@files:~$ sudo execute --now



[stdout]
End any combat at the target Server immediately. All Avatars there remain and become Disabled until end of current command.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: PROCESS CLONE

7 RAM

root@files:~$ sudo execute --now



[stdout]
Choose one Program installed on the target Server you control. Treat it as though a second copy were installed there until end of current command.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: DEFRAGMENT

4 RAM

root@files:~$ sudo execute --now



[stdout]
Re-enable one Disabled Program on the target Server, or one Disabled Hardware on an Avatar there.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: REMOTE ACCESS

6 RAM

root@files:~$ sudo execute --now



[stdout]
Activate one Program installed on a Server adjacent to the target Server as though it were installed on the target Server, until end of current command.

TARGET: SERVER

FILES-TCG · EXECUTION

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

EXECUTE: PURGE

4 RAM

root@files:~$ sudo execute --now

[stdout]
Remove all Virus/Infection counters and hostile persistent effects from every Avatar you control at the target Server.

TARGET: SERVER

FILES-TC6 · EXECUTION

EXECUTE: HARD RESET

6 RAM

root@files:~$ sudo execute --now

[stdout]
Uninstall any number of Programs from the target Server you control. For each card returned to your hand this way, recover 1 RAM.

TARGET: SERVER

FILES-TC6 · EXECUTION

TURN SEQUENCE

SYS

round@files: run --commands 2 --each

// COMMAND ORDER · P1 LEADS EVERY ROUND

EVERY RND: P1 P2 P2 P1

// YOUR FIRST COMMAND EACH ROUND

Draw a Card | Refresh Avatars

// EACH COMMAND

1. Place or Recall, then Advance One
2. Play Cards from Hand
3. Attack with One (if no advance)
4. Resolve (loser takes damage)
5. Play Additional Cards

1 ADVANCE OR 1 ATTACK PER COMMAND
EACH AVATAR ACTS ONCE PER ROUND

1D6 PER CORE · LOSER TAKES THE DIFFERENCE
TIE = STALEMATE · DAMAGE ≥ HEALTH = DESTROYED
DESTROYED → SLOT, HARDWARE LOST
LAST DEFENDER DESTROYED = CAPTURE

↺ 2 COMMANDS EACH ROUND

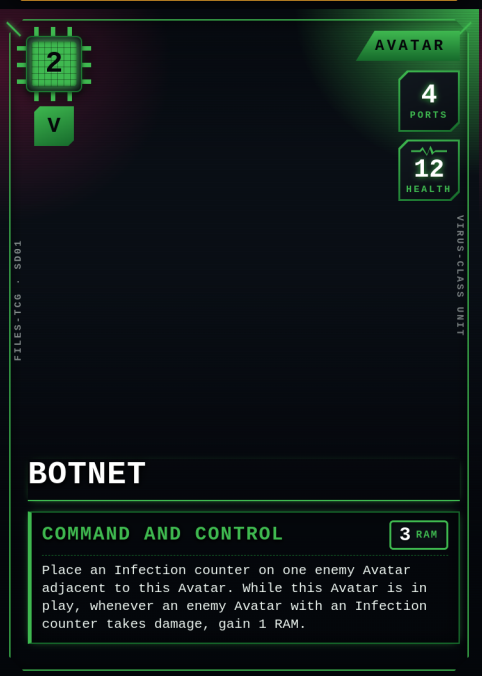
FILES-TC6 · TURN ORDER



RANSOMWARE

EXTORTION — 4 RAM

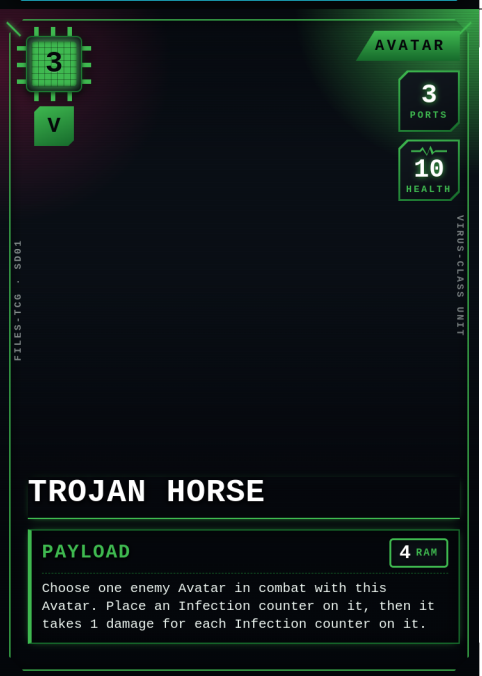
Choose one enemy Avatar in combat with this Avatar. Its controller either pays you 2 RAM for each Hardware on it, or discards one of its Hardware.



BOTNET

COMMAND AND CONTROL — 3 RAM

Place an Infection counter on one enemy Avatar adjacent to this Avatar. While this Avatar is in play, whenever an enemy Avatar with an Infection counter takes damage, gain 1 RAM.



TROJAN HORSE

PAYLOAD — 4 RAM

Choose one enemy Avatar in combat with this Avatar. Place an Infection counter on it, then it takes 1 damage for each Infection counter on it.



FUZZER

FUZZ INPUT — 3 RAM

Place a Bug counter on each enemy Avatar in combat with this Avatar.



OFF BY ONE

BOUNDARY ERROR — 4 RAM

After the roll in a combat at this Server, set one of this Avatar's dice to 6, or one enemy die to 1.



HEISENBUG

OBSERVER EFFECT — 3 RAM

Once per round, when this Avatar takes damage, prevent 2 of that damage and place a Bug counter on the enemy Avatar that dealt it.

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



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FILES-TCG

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FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

3

G

AVATAR

3 PORTS

10 HEALTH

FILES-TCG · SD01

GLITCH-CLASS UNIT

SCREEN TEAR

TEAR — 4 RAM

This command, this Avatar may attack a location two lines away as though it were adjacent, crossing at most one Firewall.

2

G

AVATAR

4 PORTS

12 HEALTH

FILES-TCG · SD01

GLITCH CLASS UNIT

PHANTOM CURSOR

HAUNT — 3 RAM

Look at the top 2 cards of your opponent's Server pile and put one of them on the bottom. If this Avatar breached a Server this command, draw a card.

4

G

AVATAR

2 PORTS

9 HEALTH

FILES-TCG · SD01

GLITCH-CLASS UNIT

DEAD PIXEL

BLACKOUT — 3 RAM

Until your next command, the Server this Avatar stands on counts as adjacent to nothing for enemy Executions and Programs.

3

P

AVATAR

3 PORTS

10 HEALTH

FILES-TCG · SD01

PATCH-CLASS UNIT

SERVICE PACK

ROLL OUT — 4 RAM

Re-enable all of your disabled Hardware and Programs at this Server, and remove 2 damage from this Avatar.

4

P

AVATAR

2 PORTS

9 HEALTH

FILES-TCG · SD01

PATCH CLASS UNIT

LONG TERM SUPPORT

STABLE BRANCH — 3 RAM

Until your next command, each time this Avatar would take damage, it takes 2 less.

2

P

AVATAR

4 PORTS

12 HEALTH

FILES-TCG · SD01

PATCH-CLASS UNIT

CHECKSUM

REBUILD — 4 RAM

Move one Hardware from an Avatar you control at an adjacent Server onto this Avatar. It must fit its ports.

ZERO-DAY

V

> run /srv/v/program — 5 RAM

proc>
When your Avatar attacks from this Server, place an Infection counter on each defender before the roll.

RUNS ON SERVER

FILES-TCG · PROGRAM

KEYLOGGER

V

> run /srv/v/program — 5 RAM

proc>
Whenever an enemy Avatar with an Infection counter attacks this Server, look at its controller's hand and choose a card. They discard it unless they pay 2 RAM.

RUNS ON SERVER

FILES-TCG · PROGRAM

ROOTKIT

V

> run /srv/v/program — 6 RAM

proc>
At the start of your first command each round, each enemy Avatar with an Infection counter that is adjacent to this Server takes 1 damage.

RUNS ON SERVER

FILES-TCG · PROGRAM

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



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FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

DRIVE-BY DOWNLOAD

V

> run /srv/v/program

4 RAM



proc>
When an enemy Avatar breaches this Server, place 2 Infection counters on it.

RUNS ON SERVER

FILES-TCG · PROGRAM

SEGMENTATION FAULT

B

> run /srv/b/program

5 RAM



proc>
Enemy Avatars with 2 or more Bug counters attacking this Server roll one die fewer.

RUNS ON SERVER

FILES-TCG · PROGRAM

UNHANDLED EXCEPTION

B

> run /srv/b/program

4 RAM



proc>
When a combat at this Server ends in a stalemate, place a Bug counter on the attacker and gain 2 RAM. When an Avatar attacking this Server loses the roll by exactly 1, it takes 1 more damage.

RUNS ON SERVER

FILES-TCG · PROGRAM

HEAP CORRUPTION

B

> run /srv/b/program

5 RAM



proc>
When your Avatar attacks from this Server, place a Bug counter on each defender before the roll.

RUNS ON SERVER

FILES-TCG · PROGRAM

BIT ROT

B

> run /srv/b/program

5 RAM



proc>
At the start of your first command each round, place a Bug counter on each enemy Avatar adjacent to this Server that already has one.

RUNS ON SERVER

FILES-TCG · PROGRAM

TUNNEL

G

> run /srv/g/program

5 RAM



proc>
Your Avatars may advance and attack along Firewalled lines touching this Server as though the Firewalls were not there.

RUNS ON SERVER

FILES-TCG · PROGRAM

MIRROR SITE

G

> run /srv/g/program

6 RAM



proc>
When you install this, choose a location that is not adjacent to this Server. For your Avatars, this Server counts as adjacent to it.

RUNS ON SERVER

FILES-TCG · PROGRAM

SESSION HIJACK

G

> run /srv/g/program

4 RAM



proc>
Whenever an enemy Avatar adjacent to this Server is recalled, draw a card.

RUNS ON SERVER

FILES-TCG · PROGRAM

PACKET SNIFFER

G

> run /srv/g/program

4 RAM



proc>
When an enemy Avatar breaches this Server, look at its controller's hand and draw a card.

RUNS ON SERVER

FILES-TCG · PROGRAM

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



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CONTROL. DEPLOY. EXECUTE.

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FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

UPTIME MONITOR

P

> run /srv/p/program — 5 RAM



proc>
At the start of your first command each round, gain 1 RAM for each Patch Program you control, up to 3.

RUNS ON SERVER — FILES-TCG · PROGRAM

WARM STANDBY

P

> run /srv/p/program — 5 RAM



proc>
When your Avatar defending this Server is destroyed, it may be placed again this round.

RUNS ON SERVER — FILES-TCG · PROGRAM

HOT PATCH

P

> run /srv/p/program — 5 RAM



proc>
At the start of your first command each round, remove 1 damage from each Avatar you control at this Server, or 2 from each Patch Avatar.

RUNS ON SERVER — FILES-TCG · PROGRAM

FAILOVER

P

> run /srv/p/program — 4 RAM



proc>
When your Avatar defending this Server is destroyed, return one of its Hardware to your hand instead of discarding it.

RUNS ON SERVER — FILES-TCG · PROGRAM

SANDBOX MODE

P

> run /srv/p/program — 5 RAM



proc>
Avatars you control at this Server cannot receive Infection or Bug counters.

RUNS ON SERVER — FILES-TCG · PROGRAM

HW PAYLOAD MODULE

5 RAM

EXPANSION MODULE — PWR ACT



spec>
When this Avatar wins a roll, place an Infection counter on each enemy Avatar adjacent to it.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW EXPLOIT KIT

5 RAM

EXPANSION MODULE — PWR ACT



spec>
This Avatar has +1 Core in combat against an Avatar with an Infection counter.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW WATCHDOG TIMER

5 RAM

EXPANSION MODULE — PWR ACT



spec>
Once per round, in a combat this Avatar is in, one of its dice showing 1 counts as 6.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW BUG INJECTOR

4 RAM

EXPANSION MODULE — PWR ACT



spec>
When this Avatar attacks, place a Bug counter on one defender before the roll.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

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FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

HW **SPOOFED MAC** — 5 RAM

EXPANSION MODULE — PWR ACT



spec>
Enemy Programs do not treat this Avatar as attacking their Server.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **PROXY RELAY** — 4 RAM

EXPANSION MODULE — PWR ACT



spec>
Level 1 Firewalls do not block this Avatar.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **SURGE PROTECTOR** — 5 RAM

EXPANSION MODULE — PWR ACT



spec>
The first Core penalty on this Avatar each round is ignored. If a Patch Avatar wears this, the second is too.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

HW **HEAT SINK** — 6 RAM

EXPANSION MODULE — PWR ACT



spec>
This Avatar has +2 Health, or +4 if it is a Patch Avatar.

INSTALLS ON AVATAR — FILES-TCG · HARDWARE

EXECUTE: QUARANTINE — 4 RAM

root@files:~$ sudo execute --now



[stdout]
Choose one enemy Avatar with an Infection counter at the target Server. It cannot advance or attack until its controller's next command. If a Virus Avatar you control is at the target Server, it also has -1 Core this combat.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: DATA SIPHON — 4 RAM

root@files:~$ sudo execute --now



[stdout]
Gain 1 RAM for each Infection counter on enemy Avatars at the target Server, up to 5.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: FUZZ — 4 RAM

root@files:~$ sudo execute --now



[stdout]
After the roll in a combat at the target Server, reroll every die showing 1 on one side. If a Bug Avatar you control is in the combat you choose the side; otherwise your opponent does.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: SEGFAULT — 4 RAM

root@files:~$ sudo execute --now



[stdout]
Deal 2 damage to one Avatar at the target Server, or 3 if a Bug Avatar you control is in combat there.

TARGET: SERVER — FILES-TCG · EXECUTION

EXECUTE: PORT SCAN — 3 RAM

root@files:~$ sudo execute --now



[stdout]
Look at one of your opponent's face-down Avatars. If a Glitch Avatar you control is at the target Server, draw a card.

TARGET: SERVER — FILES-TCG · EXECUTION

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

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CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

EXECUTE: LAG SPIKE

4 RAM

root@files:~$ sudo execute --now

[stdout]
One enemy Avatar at the target Server cannot be recalled or placed until its controller's next command. If a Glitch Avatar you control is at the target Server, it also takes 1 damage.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: SNAPSHOT

4 RAM

root@files:~$ sudo execute --now

[stdout]
Until the end of the current command, one Hardware on an Avatar you control at the target Server is protected.

TARGET: SERVER

FILES-TCG · EXECUTION

EXECUTE: SNAPSHOT RESTORE

4 RAM

root@files:~$ sudo execute --now

[stdout]
Remove 4 damage from one Avatar you control at the target Server. If it is a Patch Avatar, also re-enable its disabled Hardware.

TARGET: SERVER

FILES-TCG · EXECUTION

ONLINE

SERVER

FILES-TCG · SD01

QUARANTINE HOST

SYS > Virus Programs installed here cost 2 less RAM

ONLINE

SERVER

FILES-TCG · SD01

TEST BENCH

SYS > When a combat starts here, place a Bug counter on the attacker if a Bug Program is installed here

ONLINE

SERVER

FILES-TCG · SD01

PROXY NODE

SYS > Executions you play targeting this Server may target an adjacent Server instead

ONLINE

SERVER

FILES-TCG · SD01

STABLE RELEASE

SYS > Patch Programs installed here cannot be disabled

ONLINE

SERVER

FILES-TCG · SD01

CACHE SERVER

SYS > Gain 2 RAM when you capture this Server back from an enemy

ONLINE

SERVER

FILES-TCG · SD01

HONEYPOT

SYS > The first Avatar to attack this Server each round has -1 Core

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

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CONTROL. DEPLOY. EXECUTE.

FILES-TCG

FILES-TCG



CONTROL. DEPLOY. EXECUTE.

FILES-TCG

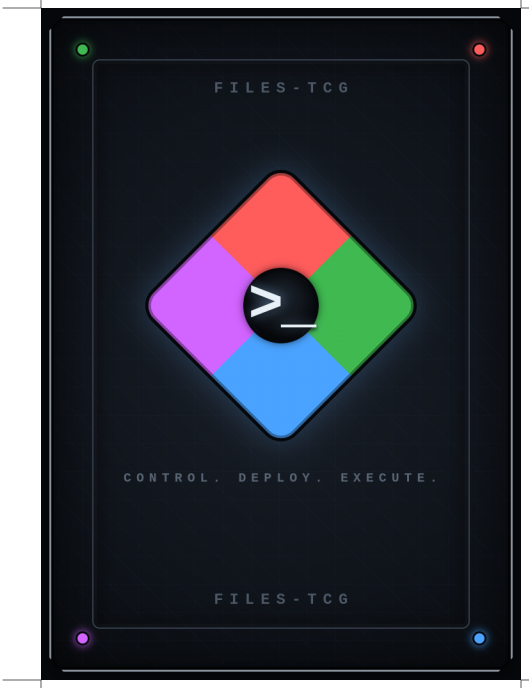
ONLINE

SERVER

FILES-TCG · SD01

LOAD BALANCER

SYS > Once per round, your Avatar here may swap places with another Avatar you control at an adjacent Server


FILES-TCG
CONTROL. DEPLOY. EXECUTE.
FILES-TCG