



ACTION

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



PLANTED TREASON

YOU DID IT.

ACTION ORDER: 0

Some traitor has dumped the memory of their crimes in your coretech! You didn't do it but you've got the memories of committing Treason. If this card is ever revealed to the GM gain 2 Treason Stars.

(Order #34365109)

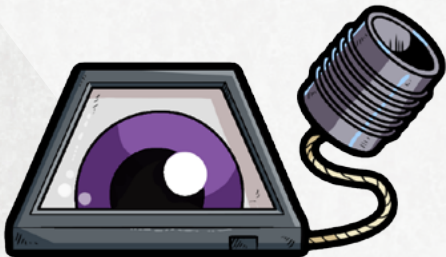


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DATA TAP

KNOWLEDGE IS POWER - ESPECIALLY IF YOU PLUG THE WIRE INTO THE WRONG CABLE AND ELECTROCUTE YOURSELF.

ACTION ORDER: 0

As long as you've got this card in hand, roll a Computer dice at the start of every combat round. If the result is even, draw a card. If this card is revealed to the Computer, gain 2 Treason Stars.

(Order #34365109)

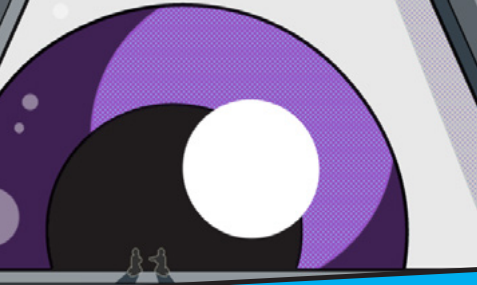


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MANDATORY TEAM REVIEW

WE'VE ALL MADE MISTAKES. EXCEPT ME.

ACTION ORDER: 4



All Troubleshooters must reveal their hands to the Computer (aka the GM).



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I'M FEELING LUCKY

INFORMATION SAYS IT WANTS TO BE FREE BUT IT GOT BRAINWASHED.

ACTION ORDER: 1

A quick search of the data networks and you learn something useful. When you play this card, you may ask one question of The Computer and get a straight, genuinely useful and informative answer (Security Clearance levels still apply). Gain a Treason Star for suspicious curiosity.

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CLONE EXPLOIT

LEVEL UP!

ACTION ORDER: 0

As long as you've got this card in hand, whenever you die, your next clone comes back at one Security Clearance level higher. You get to keep this card between clones. If this card is revealed to the Computer, gain 3 Treason Stars.

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BRAIN CLEANING

CLEANLINESS IS NEXT TO LOYALTINESS.

ACTION ORDER: 2



The team's Science Officer may examine any number of cards from one other Troubleshooter's hand and may show those cards to the Computer if the Science Officer wishes to do so.

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WIRETAPPING

THERE'S A 89% YOU'LL COMMIT TREASON IN THE FUTURE, SO WE'RE GOING TO TERMINATE 89% OF YOU PROPHYLACTICALLY.

ACTION ORDER: 2



The team's Happiness Officer may examine any number of cards from each other Troubleshooter's hand and may show those cards to the Computer if the Happiness Officer wishes to do so.



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INVASIVE QUESTIONING

THESE ARE VERY SIMPLE QUESTIONS, CITIZEN. ANSWER THEM
AND ALL WILL BE WELL.

ACTION ORDER: 2



The team's Combat Officer may examine the hand of another Troubleshooter nominated by you and may show those cards to the Computer if the Combat Officer wishes to do so.



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STUDIOUS NOTES

IF YOU WEREN'T GUILTY, YOU WOULDN'T BE HERE, RIGHT?

ACTION ORDER: 2



The team's Loyalty Officer may examine the hand of another Troubleshooter nominated by you and may show those cards to the Computer if the Loyalty Officer wishes to do so.

(Order #34365109)



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DOWNLOAD READOUTS

IT'S AMAZING HOW MUCH DATA CAN BE TAKEN FROM
YOUR EQUIPMENT.

ACTION ORDER: 2



The team's Equipment Officer may examine the hand of another Troubleshooter nominated by you and may show those cards to the Computer if the Equipment Officer wishes to do so.

(Order #34365109)

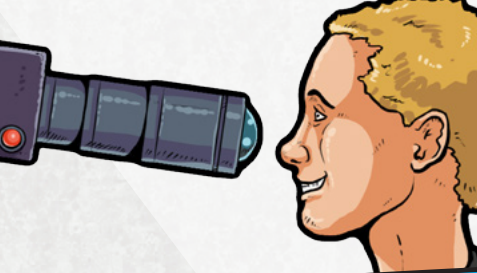


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THE COMPUTER IS YOUR FRIEND

HAPPINESS IS MANDATORY.

ACTION ORDER: 5



Pick another troubleshooter. The Computer examines two Action Cards at random from that Troubleshooter's hand.



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TRUST FRIEND COMPUTER NOW
LOVE THE COMPUTER OR ELSE.

ACTION ORDER: 5



Pick another troubleshooter. The Computer examines two Action Cards at random from that Troubleshooter's hand.



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REBOOT MY SKULL

CALL IT KINETIC PERSEPCTIVE REORIENTATION.

ACTION ORDER: 6



Discard your hand of Action Cards. Draw an equal number of Action Cards.



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INITIATE FILESHARING

THE FIRST ONE'S FREE...

ACTION ORDER: 2



Give an Action Card to the player to your left. They give a card to the player on their left and so on until it loops back around to you.

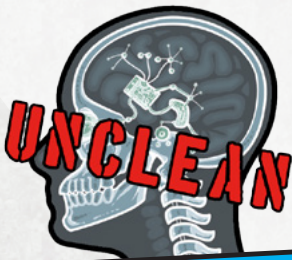


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VIRAL THOUGHT PATTERN

YOU JUST LOST THE GAME.

ACTION ORDER: 2

After your action, give this card and another Action Card from your hand to another player. Then draw an Action Card.

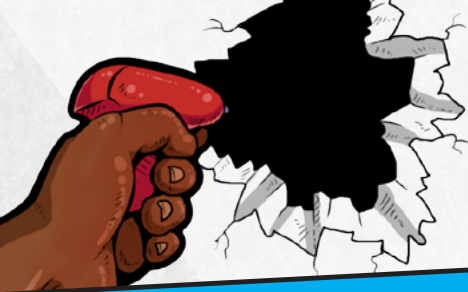


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LOADED TO EXPLODE

"WHEN IT WORKS, IT REALLY REALLY WORKS!"

ACTION ORDER: 0



Play after someone has rolled but before the GM describes the outcome. Gain one bonus die for each rolled die from that NODE showing '6'. Bonus dice are included in this NODE as normal and are rolled right now before anyone else takes their turn.

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MAGNETIC FLUX

THAT SUPERCONDUCTOR IN THE WALL MIGHT NEED ADJUSTING.

ACTION ORDER: 2



A nearby surface suddenly becomes strongly magnetic. Things with metal in it (bots, pistols, dental fillings, support beams) are either pulled and stuck to the surface or sent flying in the opposite direction. This lasts as long as the GM thinks it's funny

(Order #34365109)