

the
<BREACH/>

GENE.SYS





Gene.Sys is the large Database where the information that drives all aspects of modern society is stored. The Database is administered by the Achab Corporation, which controls its data flows and is responsible for its security. The Achab Corporation's control over Gene.Sys allows it to exercise unchallenged dominance over the entire planet. By thoroughly exploring Gene.Sys, the Breachers will be able to discover new aspects of this virtual space that they can use to devise new strategies.

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Ludus Magnus is extremely proud to present the **Gene.Sys Box** to you!

This exclusive expansion for **THE BREACH** is the result of the LMS team's work and more than 3100 backers who believed in the project. Inside, you will find **45 two-tone miniatures** with accompanying game materials, new modules that can be used individually or in combination, and the challenging Campaign Mode!

In addition, while you wait to meet other players and experience the

many new features, you can challenge the Algorithm, a virtual Avatar controlled by artificial intelligence programmed by the most famous Breachers in history, such as Whitefly.

We wish you **many hours** of fun enjoying all that this box has to offer, and we would like to thank all of you who backed this project and allowed us to make it happen.

COMPONENTS



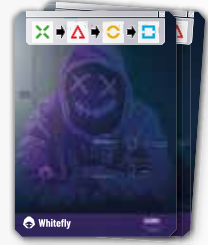
5 Avatar Sheets



1 Algorithm Avatar Sheet



3 Breacher Cards



2 Algorithm Breacher Cards



3 Guardian Sheets



9 I.C.E. Description Cards

3 x Guardian,
3 x Seeker,
3 x Bot



83 Activation Cards

35 x Guardian,
24 x Seeker,
24 x Bot



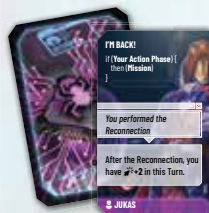
3 Bug Description Cards



1 Algorithm Reference Card



12 Algorithm Action Cards

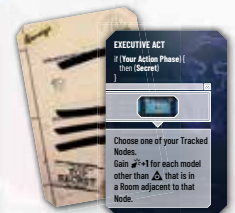


59 Malware Cards

35 x Avatar,
9 x Breacher,
15 x Bug



7 Goal Cards



16 Secret Cards



9 Reward Cards



2 Hard Disk Algorithm Tokens



6 Bug Research Tokens



2 Evanescent Rooms



3 Bug Breach Cards



16 Campaign Tokens
4 Bullfight, 6 Madness, 6 Vortex



24 Click Tokens



4 Algorithm Action Cubes

:/AVATAR MODELS



JUKAS



SHINIGAMI



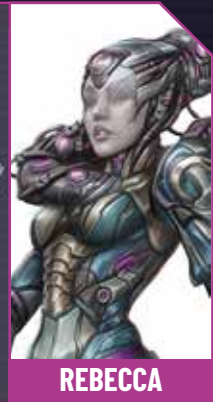
BLASKOVIC



IN.SYDIOUS



ARIANNA



REBECCA

:/BUG MODELS



K5UR

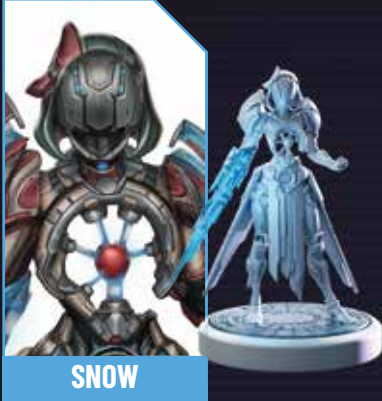


CYBER SUIT



MATTO

:/I.C.E. MODELS



SNOW



P_ANDROMEDA



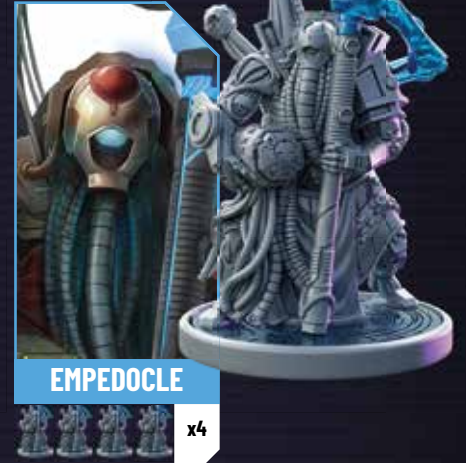
URIEL



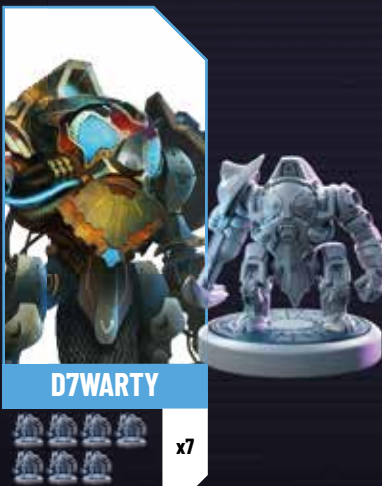
NEKO



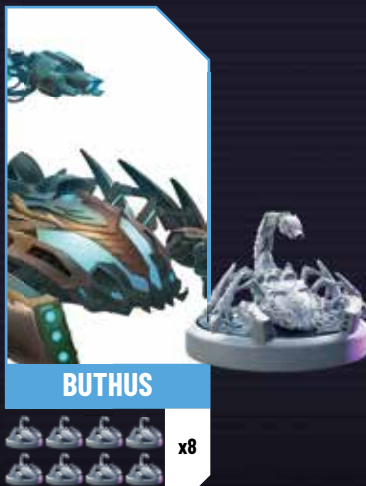
CHIMERA



EMPEDOCLE



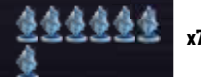
D7WARTY



BUTHUS



WRAITH



NEW COMPONENTS

This chapter provides the description and rules for using the new components contained in this expansion.

CLICK TOKENS



Players can use Click Tokens to keep track of the Clicks at their disposal. The colored side of a Click Token indicates that the Click is available, while the gray-tone side indicates that it has been

used. At the beginning of their Turn, each Breacher turns all the Click Tokens they use to the colored side. When a new Click Token is gained, it is gained on the colored side.

:/NEW AVATARS

The Avatars introduced in this expansion can be used in any game of **THE BREACH**. A player may choose any of the Avatars contained in this expansion as an Avatar in Step **4. Avatar Choice** during game setup. A player who selects one of these Avatars also takes the associated components:

- A** 1 Avatar Sheet
- B** 1 Avatar Model
- C** 6 Malware Cards
- D** 1 Program Malware Card

NOTE: In case the Avatar chosen is of the Sibling subtype, the player who chooses that Avatar must use the red-colored components for the game.



:/.../SIBLING AVATAR

A new Avatar subtype, the **Sibling**, is introduced in Gene.sys. A **Sibling Avatar** is a new subtype of Avatar that has two distinct models. The first has a circular base and is called a **Main**, while the second has a concave base and is called a **Twin**.

NOTE: Use the additional Sibling Screen Token provided in this expansion when performing Screen Action with both models of a Sibling Avatar model.

Sibling Avatars follow most of the Avatar rules described in the core

game rulebook, with some modifications listed below.

MODELS

The models of a Sibling Avatar start the game with the Twin model clipped to the Main model. When two models that make up the same Avatar Sibling are clipped, they are considered one model. If they are not clipped, they are considered two separate models. If an Effect that can target multiple models targets both models of a Sibling Avatar at the same time, that effect resolves only once. In case this effect is to be applied to a single model (for example: the target model is moved), the player resolving the effect chooses the model to which it should be applied.

RECONNECTION

When a Sibling Avatar is Connected, both of its models are deployed in the same Room, with the Twin model clipped to the Main model.



The Sibling Avatar contained in this expansion is **Rebecca & Arianna**. Rebecca is the Main model and Arianna is the Twin model.

DISCONNECTION

When any model of a Sibling Avatar becomes Disconnected, both of its models become Disconnected regardless of their location in the Database. When a Sibling Avatar model is Disconnected, its two models must be Clipped.

CLIPPING



The Main and Twin models of a Sibling Avatar can be Clipped to each other by placing their bases adjacent to each other. When this happens, the component is called Clipped.



All components Clipped to a model are considered part of that model and perform any Movement along with it when it moves, unless otherwise specified. A model Clipped to another model can be moved independently of the model to which it is Clipped. If this happens, the moving model is no longer considered Clipped and its base must be detached from that of the model to which it was Clipped.

Up to a maximum of **three components** can be Clipped to the Main model. If an effect would Clip an additional component to this type of model, that effect is ignored. **One component** can be Clipped to the Twin model. If an effect would Clip an additional component to a model of this type, that effect is ignored.

When a Sibling Avatar model becomes Disconnected or is placed directly in a Room other than its own, the components Clipped to it are no longer considered Clipped to that model. If they are Tokens, they are discarded.

If the Sibling Avatar models are in the same Room at any time for any reason, the Twin model must be Clipped to the Main model before continuing play or continuing to resolve any ongoing effects.




Whenever the Main model is chosen to perform a  Move Action or a Shift , if the Twin model is clipped to it, it remains clipped throughout that movement.

Whenever the player declares they will perform a  Move Action or a Shift  with the Twin model, if it is clipped to the Main model, the Twin model moves while the Main model holds its position.

ACTIONS

Whenever the player who owns a Sibling Avatar resolves an Action and the two Models of that Avatar are not Clipped, the player must choose whether that Action is resolved in its entirety by the Main model or the Twin model. Sibling Avatars perform all Avatar Actions as described in the core game rulebook.

SIBLINGS' TWIN ACTIONS

Once per Turn, during their Action Phase, when the owner chooses to have a  Move,  Attack or  Screen performed by a single Sibling Avatar model, they can have that Action performed by both the Main and Twin models, if those models are not Clipped. If they do, the player chooses in what order to have the models perform the Action.

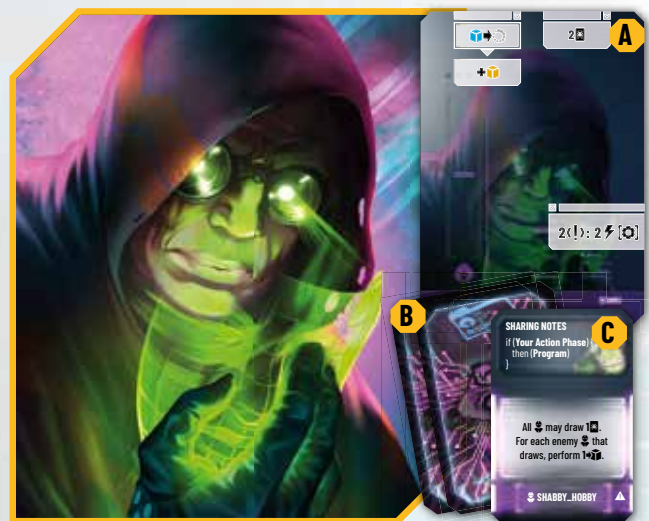
SCREEN

As long as at least the Main model or the Twin model is Screened, if the Twin is Clipped to the Main, then the Avatar Sibling is considered Screened.

:/NEW BREACHERS

The Breachers introduced in this expansion can be used in any game of THE BREACH. A player may choose to use any of the new Breachers provided in this expansion in Step **5. Breacher Choice** of the game setup. A player who selects one of these Breachers takes their associated components:

- A** 1 Breacher Card
- B** 2 Malware Cards
- C** 1 Malware Program Card

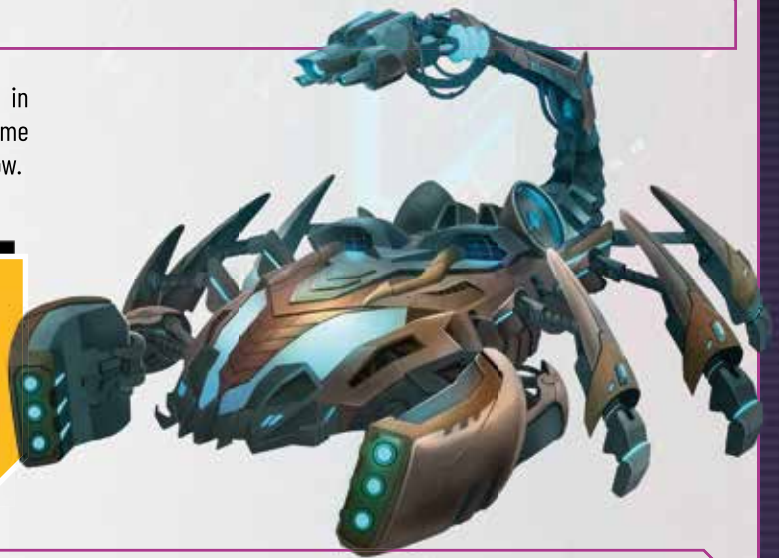


:/NEW I.C.E.s

⚠, 📺 and 🏠 I.C.E.s introduced in this expansion are usable in any game of THE BREACH, following what is stated in the core game rulebook, with the exception for I.C.E. Buthus, shown in the box below.

I.C.E. BUTHUS

Some of this I.C.E.'s Subroutines force players to place Viruses of their own color on Buthus's Description card. These Viruses can only be removed if an effect allows them to do so.



:/NEW ROOMS

You may use the Rooms contained in this expansion in the Competitive Mode games described in the core game rulebook to expand the variability of the Database.

To use these Rooms, after selecting the Rooms that make up the Database in Section 1. Database Setup, substitute two of these Rooms chosen randomly or by mutual agreement among the Players.

CONTROL - [CN]



Spend 2⚡. Increase your Threat value, then gain +1 to your Click value until the end of this Turn.

SOURCE - [SO]



Spend 2⚡. Assign 1 Firewall Virus to your Avatar. Then if your Avatar is not Disconnected, you gain 1 Code Cube of a color of your choice.

:/NEW REWARD CARDS

The Reward Cards introduced in this expansion can be used in any game of THE BREACH to expand the game's variability. To do so, before performing the Firewall Setup, shuffle these cards with the Reward Cards provided with the core game.



RESEARCH BAG

During **Point 12** of step **2. Firewall Setup** you may put the Research Tokens in this bag instead of placing them near the Firewall Board. When required, the Research Tokens will be drawn from the Research Bag.



GOAL CARDS

This new Malware card subtype gives access to more powerful effects than a regular Malware Card. A Goal Card is obtained by the player who succeeds first in meeting its Condition the number of times indicated by that card's Threshold.

:/SETUP

You can use these Goal Cards in a game in the Competitive Mode described in the core game rulebook. To do so, perform the Firewall Setup as well as the following:

- Shuffle the deck of Goal Cards and reveal 3 random cards from it by placing them next to the Firewall Board. Put the other Goal Cards back in the box.

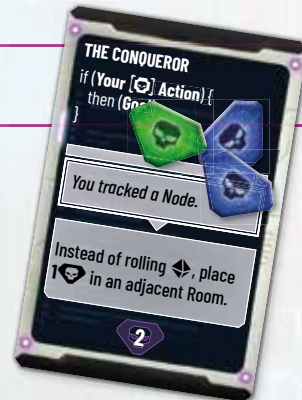
GOAL CARD ANATOMY

- A** Name
- B** Timing
- C** Card type
- D** Condition
- E** Effect
- F** Threshold



:/GAINING A GOAL CARD

Whenever a player fulfills the Condition stated on a Goal Card that is next to the Firewall Board, they may place 1 Token of their color on it. If in doing so they place a number of their own Virus Tokens on that card equal to the Threshold value of that card, they proceed to remove all Virus Tokens from it (returning them to their respective owners) and gain it, adding it to their hand.



:/PLAYING A GOAL CARD

A Goal Card can be played like any Malware Card, following the rules described on page 32 of the core game rulebook, with the following modifications:

- Goal Cards do not count in the limit of Malware Cards a player can have in their hand.
- There is no limit to the number of Goal Cards a player can play on their Turn.
- After playing a Goal Card, it should not be discarded but should be placed back in the box.

BUG

These civilian programs have long since completed the tasks for which they were designed. The Achab Corporation doesn't care, and the Bugs continue to roam the network, performing part of the routine for which they were programmed. Running into a bug is a very rare occurrence, but when it happens, remember that a bug won't tolerate being ignored.

Bugs are a new type of model and can offer advantages or disadvantages to Avatars who decide to interact or not interact with them. If Bugs are used in a game, take the associated components for each one:

- A** 1 Model
- B** 1 Bug Description Card
- C** 5 Malware Bug Cards
- D** 2 Bug Tokens
- E** 1 Bug Breach Card



Bugs cannot be targeted by the effects of players or the Firewall. You can only interact with a Bug through the rules described below.



MATTO

This well-known merchant of spatial fame roams the Rooms of Gene.Sys, offering its wares, which may be a bit outdated, but no less effective.



K5UR

This shady smuggler has long remained hidden in the gray areas of Gene.Sys. It interrupts the visitors' path to offer or dispose of its gadgets which are banned by the Achab Corporation.



CYBER-SENSEI

This ancient training program wanders within the Database. The techniques it can teach are among the most deadly and efficient ever developed.

:/SETUP

You can include Bugs in a game of THE BREACH after performing Step 2. **Firewall Setup.** To do so, follow these instructions:

- Choose by mutual agreement among the players how many and which Bug models to add to the game. Place the Description cards of the chosen Bugs next to the Firewall Board.
- Place the models of the chosen Bugs next to the Firewall Board.
- Remove a number of Research Tokens from the Supply equal to the chosen Bugs.
- Add the Research Tokens associated with the chosen Bugs to the Supply and shuffle all the Tokens in the Supply.
- Add the Bug Breach Cards associated with the Bugs used to the cards contained in the core game. Shuffle all used Breach Cards before placing the corresponding deck next to the Firewall Board.
- Select the Malware Bug Cards associated with the chosen Bugs and sort them according to the Bug they belong to. Shuffle each Malware Bug Card deck used and place it face down next to the corresponding Description card.



://PLACING A BUG

A Bug model can be placed in the Database (or in other Rooms of the Database if it is already in it) from the Supply only due to the Effect of the Research Token or associated Breaches following these rules:

- It does not reveal Obscured Rooms when placed inside them.
- If the Bug is in the Supply, deploy the Bug model in the Room

where your Avatar is.

- If the Bug is in the Database, the player must place the Bug model in the Room where their Avatar is located.

://BUG DESCRIPTION CARD

The Bug Description Card indicates its distinctive features, the Spite and the Interaction.

BUG DESCRIPTION CARD ANATOMY

- A** Bug Name
- B** Interaction condition
- C** Spite



://MALWARE BUG CARD

A Malware Bug Card is a subtype of a Malware Card and can be added to a player's hand through the Interaction effect of a Bug. A Malware Bug Card follows all the rules for Malware Cards described on page 32 in the core rulebook, except as follows:

- A Malware Bug Card does not count toward the limit of cards in a player's hand.
- When a Malware Bug Card is played (or discarded), it is to be placed face up in the discard pile of the corresponding Bug.
- When the Malware Bug Deck runs out, shuffle the corresponding discard pile and form the deck again.

://SPITE

The Spite is a Subroutine shown by the Bug's Description Card. At the end of their Turn, each player must resolve the Effect of all the Spite Subroutines of each Bug in the Room their Avatar is in by targeting the latter.

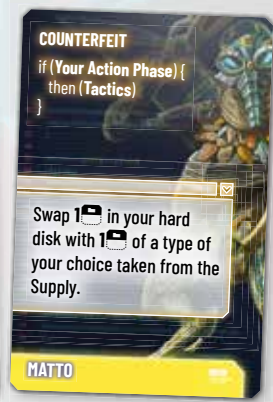
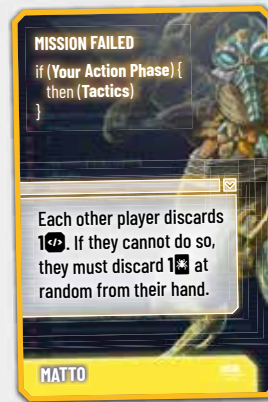


:/INTERACTION

During the Action Phase of their Turn, a player may perform the Interaction Operation by targeting a Bug that is in the same Room as them and that they have not already targeted during the current Action Phase. In order to do so, the player must be able to meet the Interaction condition stated in the Description card of the targeted Bug.

When an Avatar performs the Interaction Operation on a Bug, follow these steps in order:

1. Look at the first 2 Malware Cards from the deck associated with the target Bug.
2. Choose 1 of those cards to add to your hand, then place the other at the top or bottom of the same deck.
3. Place the Bug in a Room of your choice that is adjacent to that of your Avatar.



ALGORITHM

The Algorithm is a program designed to maneuver an Avatar through the Database just as a Breacher would.

The Algorithm represents a virtual player and replaces a real player. You can **only** use the Algorithm in a **Competitive Mode** game as described in the core game rulebook.

GOLDEN RULES

- The player who has the Password is in charge of operating the Algorithm's game components.
- At any time, if the Algorithm has to make a choice and the game rules are not sufficient to determine the outcome, that choice must be made by the player who has the Password.

:/THE ALGORITHM AND ITS COMPONENTS

The Algorithm introduces new dedicated components, similar to those used for player Avatars. Where not specified, the components of an Algorithm follow the rules of the Avatar components they replace as described in the core game rulebook. If an Algorithm is used in a game, take its associated components:

- A** 2 Algorithm Breacher Cards (Whitefly or T-2022)
- B** 2 Algorithm Hard Disk Tokens (one Whitefly and one T-2022)
- C** 12 Algorithm Action Cards
- D** 1 Algorithm Avatar Sheet
- E** 1 Algorithm Reference Card
- F** 4 Algorithm Action Cubes



:/../ALGORITHM BREACHER CARD

The Algorithm Breacher Card replaces the Breacher Card and determines its behavior with the Hash.

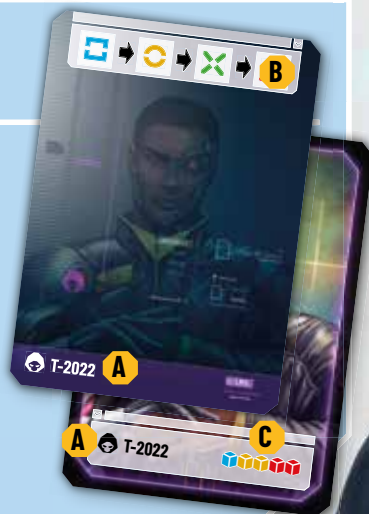
ALGORITHM BREACHER CARD ANATOMY

FRONT

- A** Breacher Name
- B** Hash

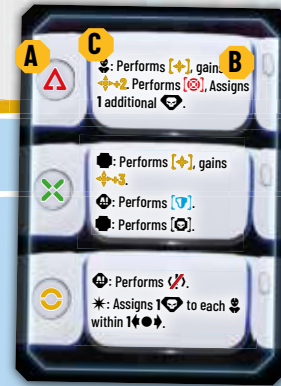
BACK

- A** Breacher Name
- C** Starting Equipment



:/../ALGORITHM ACTION CARD

The Algorithm Action Card determines the Actions performed by the Algorithm and is divided into three rows, each of which is in turn divided into two sections.



ALGORITHM ACTION CARD ANATOMY

- A Hash:** Shows which type of Hash activates the next Subroutine.
- B Subroutine:** The Effect that is resolved if the Subroutine is triggered.
- C Target:** The target of the Subroutine's effect.

:/../ALGORITHM AVATAR CARD

ALGORITHM AVATAR CARD ANATOMY

- A Name**
- B Movement Box**
- C Defense Box**
- D Attack Box**
- E Cache Box**



:/../HASH

The Hash of an Algorithm determines the priority according to which Subroutines shown by an Algorithm Action Card are chosen, shown in order from left to right. There are four different Hash, identified by their icons, to which different behaviors correspond:



AGGRESSOR

Offensive actions toward another Avatar.



PEACEMAKER

Action defending and countering I.C.E.



COLLECTOR

Actions that allow Viruses to be placed in Rooms.



CREATOR

Action to support the Algorithm Avatar or unique effects.



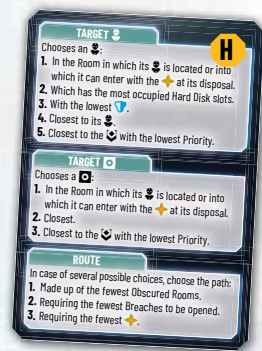
:/SETUP WITH ALGORITHM

Follow all Setup steps as described in the core game rulebook and remember to count the Algorithm as a participating player in the game. When **Interface Setup** is finished, perform this new step.

1. Randomly determine an Interface for the Algorithm from those still available. This also determines the color used by the Algorithm.
2. Place the Interface to the right of the player who has the Password. This determines the position of the Algorithm in the Turn order.
3. Place the **9 Virus Tokens A** of the Algorithm's color next to its Interface.
4. Choose an **Avatar model** from those not used by other players and attach the **Avatar Base** in the Algorithm color to that model **B**.
5. Shuffle the **12 Algorithm Action Cards** and place them next to its Interface. **C**.
6. Insert the **Algorithm Avatar Sheet** in the Interface **D**.
7. Randomly or by mutual agreement among the players, determine one **Algorithm Breacher Card** to use in this game from those available, put the others in the game box.
8. Take the Code Cubes indicated in the **Starting Equipment** on the

back of the Algorithm Breacher Card.

9. Place **Code Cubes** on the Skill Boxes of the Algorithm Avatar Sheet **E**.
10. Place the **Hard Disk Token** associated with the chosen Algorithm on the dedicated slot of the Algorithm Interface **F**, so that it shows the side with the game information.
11. Place the **Algorithm Breacher Card** face up on the dedicated slot of the Algorithm Interface. **G**.
12. Place the **Algorithm Reference Card** next to the Algorithm Interface. **H**.
13. Place **2 Action Cubes** on the Algorithm Breacher Card **I**. Set aside the other Action Cubes.



://ALGORITHM VICTORY

The Algorithm immediately wins the game when there is an Information Token in each Slot of its Hard Disk, regardless of the type of those Information Tokens.

://ALGORITHM RULES

The rules described below supplement or replace the Competitive Mode rules described in the core game rulebook.

FIRST CONNECTION

On its first Turn, place the Algorithm Avatar in a Room adjacent to a Gate, chosen respecting the following parameters in order:

- The Room adjacent to the greatest number of Information Tokens, if tied...
- The Room adjacent to the greatest number of Partial Information Tokens, if tied...
- The Room adjacent to the Gate with the lowest Priority value.

DISCONNECTION

When an Avatar is Disconnected in a game with the Algorithm, apply one of the following parameters as appropriate:

- When the Avatar controlled by the Algorithm is Disconnected, the other players can Copy an Information Token from the Algorithm's Hard Disk, or gain 1 Credit.
- When a player's Avatar is Disconnected, if the Algorithm has Assigned one or more Viruses to that Avatar, the Algorithm Copies the rightmost Information to the Hard Disk of the player controlling that Avatar. If it cannot, the Algorithm gains 1 Credit.

RECONNECTION

When the Algorithm performs the Reconnection, it places its Avatar in a Room chosen respecting the following parameters in order:

- The Room adjacent to its own Tracked Node or Gate, if tied...
- The Room adjacent to its own Tracked Node or its own Virus and adjacent to the greatest number of Information Tokens, if tied...
- The Room adjacent to the Gate with the lowest Priority value...

LOG OUT ACTION

The Algorithm cannot perform the Log-Out Action. Any effect that allows the Algorithm to perform this Action is ignored.

CONFIGURE ACTION

The Algorithm cannot perform the Configure Action. Any effect that allows the Algorithm to perform this Action is ignored.

OPERATION - ELUDE

The Algorithm performs this Operation whenever it should be assigned one or more Viruses, but only if by performing Operation it avoids being Eliminated.

GAINING A DROP

When the Algorithm eliminates an I.C.E., it gains only the Credit Tokens indicated by the Drop of that I.C.E. and ignores the rest.

RESEARCH TOKENS AND MALWARE CARDS

The Algorithm cannot gain Research Tokens and Malware Cards. Any effect that allows the Algorithm to gain any of these components is ignored.

PUSH

The Algorithm cannot perform Push. Any effect that allows the Algorithm to perform Push is ignored.

REVEALING A ROOM

When the Algorithm reveals a Room, it is flipped in a random direction.

GAINING INFORMATION

When an Algorithm gains an Information Token, it places it in the leftmost free Slot of its Hard Disk. When it does so, it gains the Code Cube indicated by the Hard Disk Slot that has been covered in this way. Place the obtained Code Cube in the Skill Box of the same color on its Algorithm Avatar Sheet. In addition to this, if the Click value is increased in this way, update the number of Algorithm Action Cubes by placing the obtained cubes on the Breacher Card.



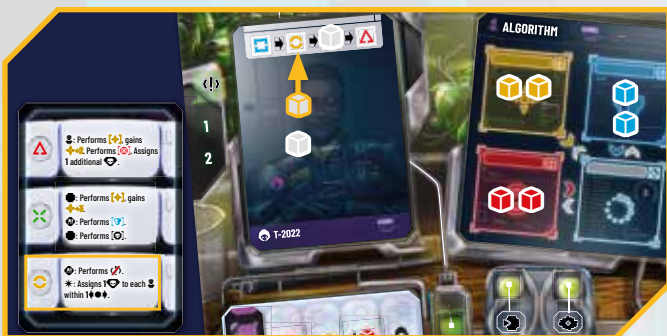
:/ALGORITHM TURN


The Algorithm is considered to be controlled by a virtual player, and its position in the Turn order (clockwise) is determined by the position of its own Interface relative to the other players' Interfaces.

:/.../ALGORITHM ACTION PHASE

In this phase, the Algorithm reveals and resolves, one at a time, a number of Algorithm Action Cards equal to its Click value, which allow it to perform Actions and Operations as shown in the cases to follow. Any targets of these Actions or Operations are always indicated in the Subroutines of the Algorithm Action Cards. An Algorithm performs an Action like a normal Avatar, except that **it never has to spend Code Cubes to perform it**. Code Cubes are only used to establish the Skill values available to the Algorithm. For each card, follow these steps in order:

1. Reveal an Algorithm Action Card, placing it to the right of the deck or to the right of the previous card.
2. Select the leftmost Hash icon among those shown on the Algorithm Breacher Card that is not covered by an Algorithm Action Cube and that corresponds to a Hash icon on the Algorithm Action Card.
3. Place 1 Algorithm Action Cube on the selected Hash icon on the Algorithm Breacher Card.
4. Perform the Subroutine corresponding to the selected Hash in this way.



The Algorithm then spends Credits  to purchase Reward Cards, chosen by meeting the following parameters in order:

1. The lowest cost card among those available and that it can purchase.
2. The card placed higher on the board.

If it does not purchase any Reward Cards in this way and has at least 4 Credits, the Algorithm discards 4 Credits and gains a random Partial Information taken from the Supply.

At the end of this Phase, discard the Algorithm Action Cards face up in the discard pile. Remove the Cubes from the Algorithm Breacher Card and Place on it the number of Action Cubes equal to the Algorithm's Click value.


The Turn of the Algorithm consists of three Phases, carried out in this order:

1. Algorithm Action Phase
2. Configuration Phase
3. Algorithm Tracking Phase




SELECTING A TARGET

The target of an Action of the Algorithm is always established by an icon, shown before the “:”. Identify each such target from among all possible targets by choosing the one that meets the greatest number of conditions, listed below in order of priority. Any enhancements to Skill values provided by a Subroutine should be taken into account in order to identify the target.

AVATAR TARGET

1. The Avatar who is in the Room where the Algorithm Avatar is located or in a Room where it can enter with the Movement Points at its disposal, if tied...
2. The Avatar with the most Hard Disk Slots occupied, if tied...
3. The Avatar with the lowest Defense value , if tied...
4. The closest Avatar, if tied...
5. The Avatar closest to the Gate with the lowest Priority value.

I.C.E. TARGET

1. The  I.C.E. who is in a Room that it can enter with the Movement Points available to it, if tied...
2. The closest  I.C.E., if tied...
3. The  I.C.E. closest to the Gate with the lowest Priority value.

ROOM TARGET

1. The Room it can enter with the Movement Points available to it, if tied...
2. The Room adjacent to at least 1 Information and without Viruses of its own color, if tied...
3. The Room adjacent to other Rooms with Viruses of its own color, if tied...
4. The closest Room, if tied...
5. The Room closest to the Gate with the lowest Priority value, if tied...
6. The Room closest to the second Gate with a lower Priority value.




It targets itself.

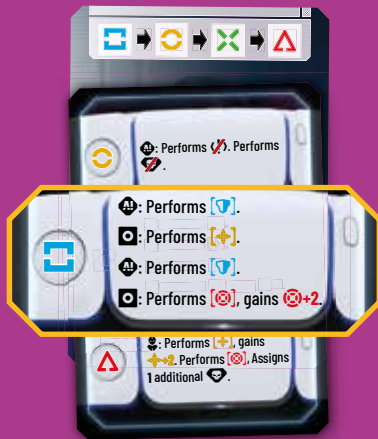
It targets itself.



It targets all elements listed in the Subroutine.

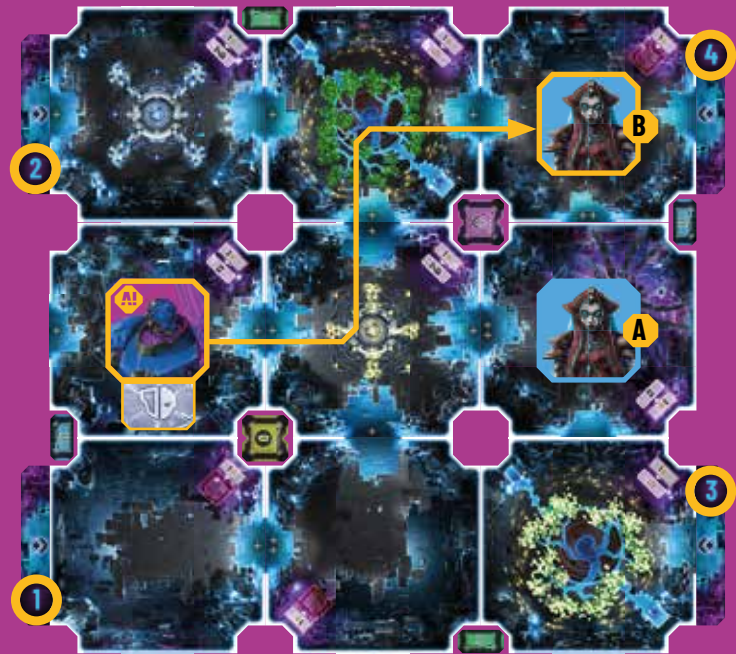
It targets all elements listed in the Subroutine.

EXAMPLE: TARGET SELECTION

1. The Algorithm activates the subroutine of the  Hash, which contains four different effects.
2. The Algorithm performs the first effect, which targets itself, and clips a Screen to its Avatar.
3. The target of the second effect of the subroutine must be a  I.C.E. Following the directions on page 18 (Target -  I.C.E.), the Algorithm identifies the two **A** and **B** targets that meet conditions 1 and 2.





4. The Algorithm then chooses the  I.C.E. as its target **B**, as it is closer to the Gate with Priority Value 4.
5. The Avatar performs the movement and moves on to resolve the next effect. Since it has lost its Screen by moving, it clips one back to its Avatar's base.
6. Now, as before for the second effect, the Algorithm must choose the target for the last effect of the Subroutine. It chooses the  I.C.E. again **B**, as it is still the target that meets the most target choice conditions.



ESTABLISHING A ROUTE


When establishing a target, if the target is in a Room other than the one in which the Algorithm Avatar is located, the path the Algorithm Avatar will have to perform to reach that target must also be established. When this is necessary, the possibility for the Algorithm to perform the **Open a Breach** Effect on closed Links and thus create a path to the possible target with the Movement points at its disposal should also always be calculated. Identify the path from among all possible paths by choosing the one that **meets the greatest number of conditions**, given below in order of priority.



1. The route made up of fewer Obscured Rooms, if tied...
2. The route that requires opening fewer Breaches, if tied...
3. The route that requires the least  Movement Points.

NOTE: When calculating the Movement Points needed to reach the target, remember to also calculate the  Movement Points necessary to cross a possible Breach.

MOVE ACTION

Once it has identified the target toward which it is to perform its Movement Action, to perform the Move Action, the Algorithm performs these steps in order:

1. The Algorithm gains  Movement Points.

2. Establish the shortest path the Algorithm must take to reach the target, calculating only  Movement Points required by Revealed Rooms.
3. The Algorithm spends the  required.
4. Reveal any Obscured Rooms along the route. In the event that the route now has Closed Links, place a Breach on each of those Links for free.
5. Calculate whether the Algorithm can reach its target with the Movement Points still available to it. Then, proceed by following one of these two cases:
 - If this is not possible, the Avatar of the Algorithm does not Move and the effect of the subroutine is ignored.
 - If this is possible, move the Algorithm model to the target.

In case there are multiple routes available to reach the target, choose the route:

1. Made up of the fewest Obscured Rooms
2. Which crosses the fewest closed Links.
3. Which requires the least MP.

:/.../CONFIGURATION PHASE

In this Step, the Algorithm moves all Code Cubes in its Interface to their respective Box.

:/.../ALGORITHM TRACKING PHASE

In this Phase, the Algorithm must Track a Node if it can do so and if an Information Token is contained within it. The Algorithm can Track a Node if there is a Virus of its own color in each Room that makes up that Node (2 Rooms for an Outer Node and 4 Rooms for a Central Node). To Track a Node, the Algorithm identifies the Node to Track from among all possible Nodes by choosing the one that meets the greatest number of conditions, given below in order of priority.

1. The Node that is composed of the largest number of Rooms closest to the Gate with the lowest priority, if tied...
2. The Node that is composed of the largest number of Rooms closest to the Gate with the priority immediately above the Node with the lowest priority value , if tied...
3. The most central Node.

Once the Node is chosen, perform these steps:

1. The Algorithm removes 1 Virus of its own color from each Room that makes up that Node.
2. The Algorithm gains the Information Token contained in the Tracked Node, and places it in the leftmost empty Slot of its Hard Disk.
3. The Algorithm places 1 Virus of its own color in the Tracked Node (even if Viruses of other players are already present in it).
4. The Algorithm adds the Code Cube of the type covered in this way on the slot of its Hard Disk Token to the corresponding Box.

:/FIREWALL TURN

Players perform the Firewall Turn according to the core game rulebook, applying the following additional rules for the Algorithm.

:/.../PASSWORD PHASE

During the Password Phase of the Firewall Turn, the Algorithm cannot gain the Password Token. If the Algorithm is about to gain the Password Token, it is instead given to the next player counterclockwise.

:/.../ACTIVATION PHASE

If its Avatar is Connected during the Activation Phase of the Firewall Turn, the Algorithm must reveal and resolve Activation Cards as a player would. When it resolves an Activation Card, it chooses to activate an I.C.E. of the category indicated by the Activation Card. If there are multiple Avatars that can be chosen as the target of the activated model, check the following parameters in order until a single target is identified:

- The Avatar controlled by the first player clockwise from the player who has the Password, excluding the Avatar controlled by the Algorithm.
- The Avatar controlled by the Algorithm.



CAMPAIGN MODE

In Campaign Mode, the same group of players will face each other in a series of consecutive games, called **Scenarios**. During the course of the Campaign, each player will be able to Gain **Patches**—a useful bonus to increase their chances of victory.

Each Scenario that makes up a Campaign has its own setup and rules, described in its own section.

://WINNING A CAMPAIGN

At the end of the last Scenario of a Campaign, each player's Campaign Points are counted and the one with the most of these points is declared the winner. In case of a tie between several players, the winner is the player among the tied players who gained the most Campaign Points in the last Scenario played. In case of further ties, continue with the previous Scenario and so on.

://BREACHER AND AVATAR CHOICE

To play the Campaign Mode, as a first step, participating players will choose a Breacher and two Avatars to accompany them for all Campaign Scenarios. The Avatars and Breachers chosen will be referred to as **playable**, while those not chosen will be referred to as **non-playable**.

To choose Avatars and Breachers, players perform the following steps:

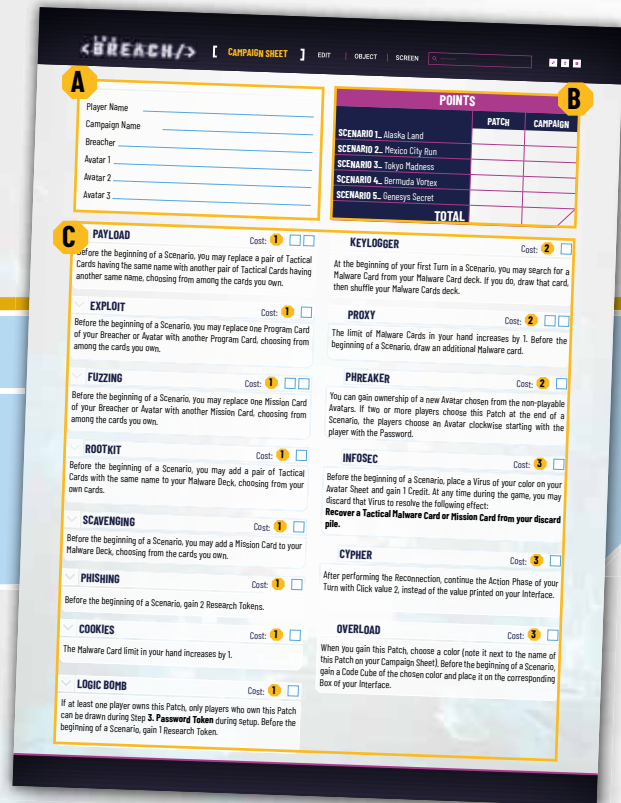
1. Assign the Password Token to a player randomly or by mutual agreement.
2. Starting with the player with the Password and continuing clockwise, each player chooses their Breacher from those available.
3. Once all players have chosen their Breacher, each player chooses an Avatar from those available, starting with the player to the right of the one with the Password and continuing counterclockwise.
4. Once all players have chosen their first Avatar, each player chooses an Avatar from those available, starting with the player with the Password and continuing clockwise.

NOTE: All components of a playable Avatar or Breacher are considered the property of the player who chose them.



:/CAMPAIGN SHEET

This sheet contains all the information about the current Campaign and its progress. We recommend that you print a copy of the Campaign Sheet for each player participating in the Campaign (you can find the Campaign Sheet on page 34 of this rulebook or in a digital version on the Ludus Magnus Studio website). When each player has a Campaign Sheet, they note their name, the name of their Breacher, the name of their Avatars, and the Campaign name in the slots provided.



CAMPAIGN SHEET ANATOMY

- A** Player info
- B** Campaign progress
- C** Patches

:/SCENARIO RESULTS

Each Scenario in a Campaign awards players a number of Campaign Points and Patch Points that are noted on the Campaign Sheet.

Campaign Points accumulate and are used to determine the Campaign's winner at the end of the last Scenario. **Patch Points**, on the other hand, can be spent to purchase Patches between Scenarios. At the end of a Scenario, these points are assigned to players based on their ranking position and are to be noted on the Campaign Sheet.

PLAYER VICTORY

When the game ends, if the winner is a player, a Scenario ranking is made. For the purpose of the ranking, a player is considered:

- **Winner:** The player who first meets the victory conditions.
- **Last:** The player who has the fewest number of slots occupied by an Information Token in their Hard Disk at the end of the Scenario.
- **Contender:** Any other player who at the end of the Scenario is neither Winner nor Last.

Once the ranking is established, proceed to assign Campaign and Patch Points to the players according to the results chart of that Scenario.

GUARDIAN VICTORY

In all scenarios where an I.C.E. Guardian is used, apply the following additional rule for calculating the Scenario ranking.

When all Gates have been removed, the game ends immediately. If this happens, no player is considered the Winner. Assign Campaign Points and Patch Points to each player considering their ranking position in accordance with what is reported in the "Player Victory" section.

:/PATCH

Among the Campaign Scenarios, players will be able to purchase enhancements for their Avatar, which are called Patches. All Patches and their effects can be found in the Campaign Sheet on page 34 of this rulebook. The effects of a Patch may be passive or may activate before the start of a Scenario. In the latter case, Patch effects are applied after the setup is finished and before the start of the first play Turn.

PATCH POINTS

Patch Points are used to purchase Patches and are earned by players at the end of each Scenario, as indicated in it. Patch Points earned by a player must always be noted on the Campaign Sheet and are kept until the end of the Campaign or until they are spent.

PURCHASING A PATCH

At the end of each Scenario, after gaining the expected Patch Points, players can spend Patch Points and purchase new Patches. This is done secretly and at the same time by all players.

A Patch can be purchased by the same player a number of times equal to the icons given on the Patch's description.

When purchasing a Patch, the player must cross out the corresponding icon on their own Campaign Sheet.

:/SCENARIO SETUP

Unless otherwise specified, follow the core game's Competitive Mode setup when setting up a Scenario, keeping in mind that you can only choose Avatars and Breachers (with their components) that you own. Always remember to apply any changes made by Patches purchased by players.



SCENARIO 1 - ALASKA LAND

This Server simulates an Arctic region ravaged by a relentless blizzard. Moving within it is a particularly daunting task, and the ice and blizzard will limit movement, raising the level of challenge for this raid. In Alaska Land, the Nodes are represented by piles of snow and ice that the Breachers will have to dig through to extract one of the many Information Tokens hidden beneath them.

:/SETUP CHANGES

In this Scenario, apply the following changes to the setup indicated in the core game.

:/.../1. DATABASE SETUP

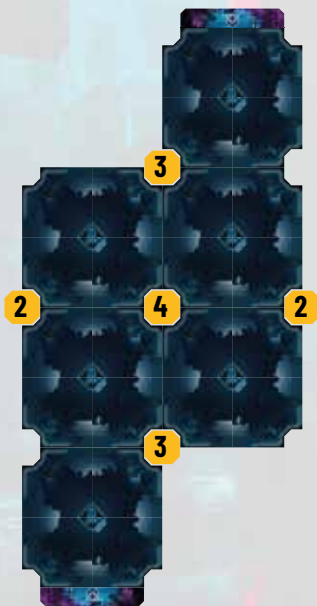
Follow the instructions under **Advanced Setup - Database Setup** on page 37 of the core game rulebook by performing these changes:

- Do not use Rooms TW1 and TW2.
- The selection of Rooms that make up the Database must be random, but the number of Empty Rooms listed below must be used among them:
 - **2 players:** 0 Empty Room
 - **3 players:** 1 Empty Room
 - **4 players:** 2 Empty Rooms
- Full Information Tokens are not used in this Scenario. Put those

Tokens back in the box.

- According to the number of players, select the necessary Information Tokens as shown in the layouts below. The number of Partial Information Tokens that are to be placed face down is indicated within each Node.
- These Tokens should be randomly selected and placed face down in their respective Nodes.

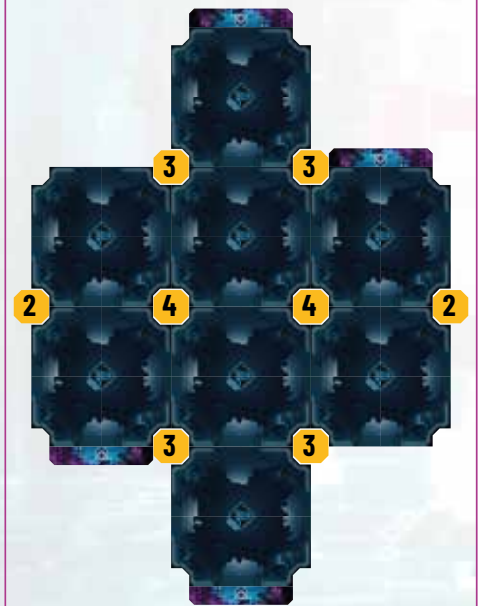
2-PLAYER Database



3-PLAYER Database








4-PLAYER Database



:/.../2. FIREWALL SETUP

In Step 2. Firewall Setup, perform these changes:

- For each category, select the type of I.C.E. and the side of the I.C.E. Track as shown below:
 - **Bot Category** DWARFY /  I.C.E. Track Side A
 - **Seeker Category** KYNODONTHAS /  I.C.E. Track Side A
 - **Guardian Category** SNOW /  I.C.E. Track Side B
- Place the I.C.E. Cube of the  Track on slot 2.
- Place the Firewall Die on value 1.
- **Step 11.** Shuffle and reveal 4 Reward Cards, selecting them exclusively from those provided with the Gene.sys expansion, recognizable by the  icon. Then place them on the dedicated slots and put the remaining cards back in the box.



:/SCENARIO RULES

In this Scenario, apply the following additional rules.



:/.../TRACKING PHASE

During this Phase, when a player Tracks a Node, use the following procedure in place of the one given in the core game:

1. Declare which Node you want to Track.
2. Remove 1 Virus of your color from each Room that makes up that Node.
3. Look at all Partial Information Tokens on that Node, without showing them to other players.
4. Choose one of those Information Tokens and place it in your Hard Disk, then place any Tokens not chosen in this way face down in the Node from which you took them, making sure not to reveal them to other players.
5. Discard any blank Information Tokens among those Tokens and gain 1 Research Token for each Blank Information Token discarded in this way.
6. Place 1 Virus of your color in the Tracked Node.



:/.../SNOWBALL

In this Scenario, each Code Cube found in the Movement box has value 1 for the purpose of calculating  **Movement Points** (this also applies to the .

:/SCENARIO RESULTS

SCENARIO 1. Alaska Land	WINNER	LAST	CONTENDER
Campaign Points	4	1	2
Patch Points	1	3	2

SCENARIO 2 - MEXICO CITY RUN

In this Server simulating a rocky desert, a herd of buggy, out-of-control I.C.E.s moves through, sweeping away anything in its path. Avatars who are caught unprepared when the virtual herd crosses their Rooms will suffer hard blows. In this Server, the Breachers will have to choose whether to take advantage of areas where the herd might inflict damage in order to gain an advantageous position over their opponents and accept to pay the consequences, or to turn away from them and lose some control over the Database.






:/SETUP CHANGES


In this Scenario, apply the following changes to the setup indicated in the core game.

:/.../2. FIREWALL SETUP

In Step 2. Firewall Setup, perform these changes:

- For each category, select the type of I.C.E. and the side of the I.C.E. Track as shown below:
 - **Bot Category** BUTHUS /  I.C.E. Track Side A
 - **Seeker Category** CHIMERA /  I.C.E. Track Side A
 - **Guardian Category** NESSUNO /  I.C.E. Track Side B

Then add the following points:



15. Shuffle the Bullfighting Tokens and place them face down on the Firewall Board's  slot.
16. Reveal a Bullfight Token and place it on top of the Activation Card deck.

:/SCENARIO RULES

In this Scenario, apply the following additional rules.

:/.../FIREWALL TURN


Proceed with resolving the Firewall Turn by adding these rules to those given in the core game:

- At the end of the Activation Phase, after the Password Token has been given to the next player, players whose Avatar is Connected must resolve the Activated Bullfight Tokens placed at the top of the Activation Card Deck. To do this, starting with the player who has the Password Token and proceeding clockwise, each player must resolve the effect of each Active Bullfight Token, one at a time and in the order they prefer. When all players have performed this, the Activate Bullfight Tokens must be flipped face down and placed on the Firewall Board's  slot.
- At the end of the Activation Phase, place all revealed Bullfight Tokens present on the Firewall Board's  slot at the top of the Activation Deck. These are called Active Bullfight Tokens and must be resolved in the next Round.



:/.../ BULLFIGHT TOKENS



Each time a player moves the I.C.E. Cube on the track by one slot, they must reveal a Bullfight Token from among the face down ones on the Firewall Board's  slot. Tokens revealed in this way will be active in the next Round.

Bullfight Tokens indicate a Bullfight Layout, based on the icon among those described.



Indicates to perform a Shift to the Inner Room indicated in the Layout - Inner.



Indicates to perform a Shift to an Outer Room indicated in the Layout - Outer.



Indicates to perform a Shift to a Room indicated in the Layout - Clockwise.

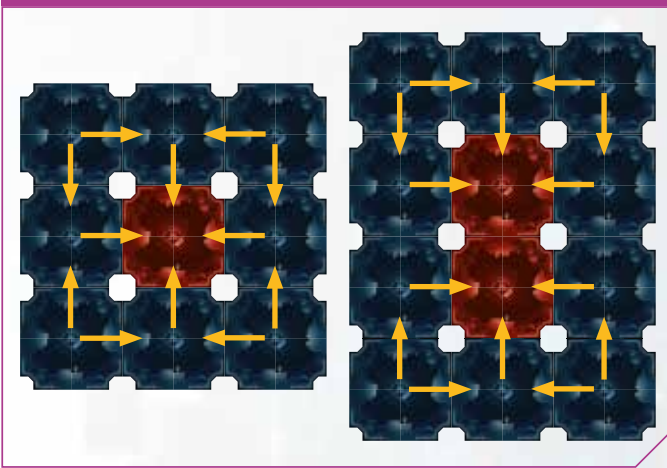


Indicates to perform a Shift to a Room indicated in the Layout - Counterclockwise.

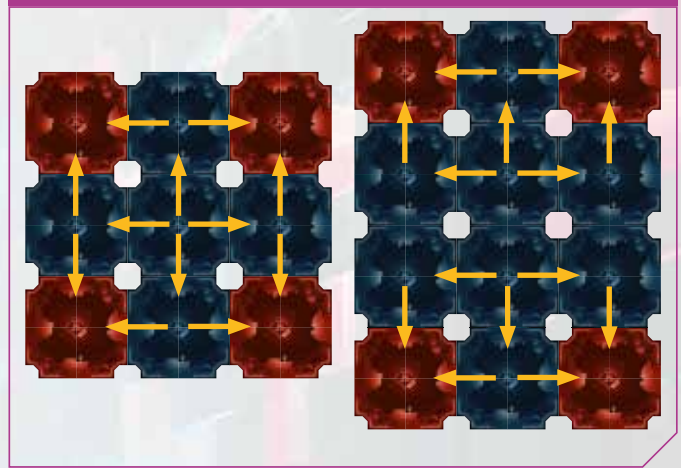
:/.../ BULLFIGHT LAYOUTS

The Layouts according to which your Avatar will perform a Shift when resolving the effect of a Bullfight Token are as follows:

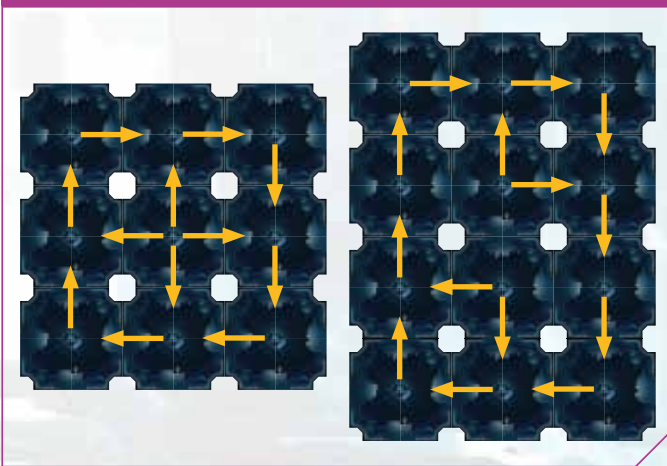
LAYOUT - INNER



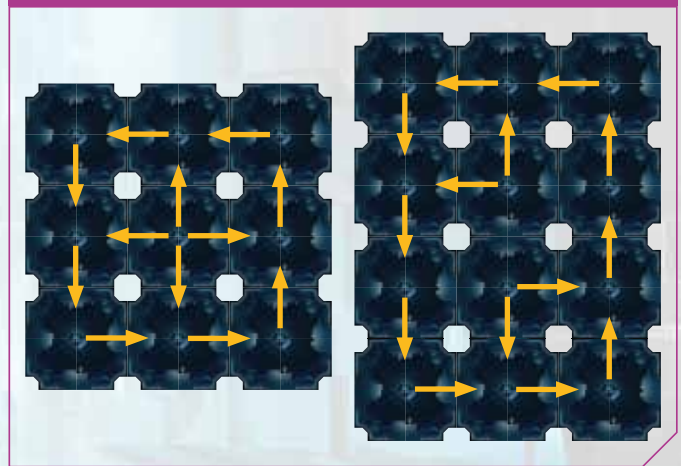
LAYOUT - OUTER



LAYOUT - CLOCKWISE



LAYOUT - COUNTERCLOCKWISE



Each Bullfight Layout represents the Database and has Rooms highlighted in red, called **Dangerous**, and arrows. Based on the position of their Avatar in the Database, the player can perform a Shift only if there are arrows coming out of that Room in the same Room of the Bullfight Layout.

When an Avatar performs a Shift in this way, keep in mind that:

- If the Avatar **is** in a Dangerous Room, they gain 2 Firewall Viruses. The Breacher controlling the Avatar can choose Elude to avoid gaining one of those Tokens, then the Bullfight Token is resolved.
- If the Avatar **is not** in a Dangerous Room, they must perform a Shift in a direction indicated by an arrow of their choice, then the Bullfight Token is resolved.

EXAMPLE: BULLFIGHT MOVEMENTS



Hugo is assigned 2 being in a Dangerous Room and being unable to perform the required Shift.

:/SCENARIO RESULTS

SCENARIO 2_ Mexico City Run	WINNER	LAST	CONTENDER
Campaign Points	4	1	2
Patch Points	1	3	2

SCENARIO 3 - TOKYO MADNESS

Gaining Information here may seem simple, but this is a mere illusion. This Server will disorient the Breachers, forcing them to take unusual and unexpected actions. In this Scenario, Breachers who understand that the best weapon against madness is versatility will be able to keep their sanity and come out safe and sound.

:/SETUP CHANGES

In this Scenario, apply the following changes to the setup indicated in the core game.

:/.../2. FIREWALL SETUP

In Step 2. **Firewall Setup, perform** these changes:

- For each category, select the type of I.C.E. and the side of the I.C.E. Track as shown below:
 - **Bot Category** WRAITH / I.C.E. Track Side A
 - **Seeker Category** ECHO / I.C.E. Track Side B
 - **Guardian Category** NONE / I.C.E. Track Side B

Then add the following points:

15. Shuffle the Madness Tokens and place them face down on the Firewall Board's slot.
16. Randomly reveal one of the Madness Tokens and place it on top of the Activation Card Deck.

:/.../6. INTERFACE SETUP

Stick to the setup given in the core game rulebook **while ignoring Step 12.**



:/SCENARIO RULES

In this Scenario, apply the following additional rules.

:/.../HIGHWAY KING

When a player has at least one Information Token per type, the game ends and that player is declared the Winner.

:/.../ESCALATION

Whenever a player moves the I.C.E. Cube by one slot on the  track, they must reveal a Madness Token from among the face down ones on the Firewall Board's  slot. Place tokens revealed in this way on top of the Activation Card Deck.

:/.../ACTION PHASE

In this Scenario, the player must meet the requirements of as many Revealed Madness Tokens as they can during their Action Phase if their Avatar is Connected. To do so, apply the following rules:

- If the player cannot perform enough Actions that are required by the Madness Tokens, they must choose which Actions to perform to fulfill as many Madness Tokens as possible.
- If an effect prevents the player from performing one of the Actions required by the Madness Tokens, the player must perform

:/.../MADNESS TOKENS

Madness Tokens have a common back and feature a request on the front, i.e., they indicate an Action that players **must** perform in the Action Phase, if it is possible for them.



the Action to fulfill the request, but the Action has no effect.



:/SCENARIO RESULTS

SCENARIO 3_ Tokyo Madness	WINNER	LAST	CONTENDER
Campaign Points	4	1	2
Patch Points	1	3	2

SCENARIO 4 - BERMUDA VORTEX




In this Server, electromagnetic instability is at an all-time high and communication with the outside world is down. The energy flow is such that Avatars wandering around inside the Server can generate magnetic Vortexes that draw the attention of I.C.E.s into high-voltage traps. In this scenario, the fact that their Avatars are near I.C.E.s may not be a disadvantage to Breachers.

:/SETUP CHANGES


In this Scenario, apply the following changes to the setup indicated in the core game.

:/.../2. FIREWALL SETUP

In Step 2. **Firewall Setup**, perform these changes:

- For each category, select the type of I.C.E. and the side of the I.C.E. Track as shown below:
 - **Bot Category** WORM /  I.C.E. Track Side B
 - **Seeker Category** NEKO /  I.C.E. Track Side B
 - **Guardian Category** NONE /  I.C.E. Track Side A


Then add the following points:

15. Shuffle the Vortex Tokens and place them face down on the Firewall Board's  slot. If there are fewer than 4 players in the game, use only 4 of the 6 Tokens provided, choosing them randomly. Put the unused Tokens back in the box.
16. The player with the Password places a Vortex Token in a Room of their choice without revealing it.

:/SCENARIO RULES

In this Scenario, apply the following additional rules.

:/.../HYPESTORM

Whenever a player moves the I.C.E. Cube by one slot on the  Track, they must place a Vortex Token (taken from the Firewall Board) face down in the Room where their Avatar is located.

:/.../ACTION PHASE

In this Scenario, at the end of their Action Phase, the player must reveal any Vortex Token present in the Room in which their Avatar is located. If they reveal a Vortex Token in this way, they resolve its effect.

:/.../FIREWALL TURN

Proceed with the resolution of the Firewall Turn by following the core game rulebook, with the following addition:

- At the beginning of the Firewall Turn, remove all face up Tokens in the Database. Then turn all the Tokens removed in this way face down, shuffle them, and place them face down next to the Firewall Board.



:/.../VORTEX TOKENS

Vortex Tokens have a common back and feature an icon on their front, associated with an effect for the player who reveals them. Vortex Tokens follow these rules:

- No more than 1 Vortex Token can be placed in a Room.
- If all Vortex Tokens are already placed in the Database, ignore effects that place other Vortex Tokens. Obscured Rooms with a Vortex Token inside cannot be revealed. An Avatar may move into an Obscured Room with a Vortex Token inside as if this were a Revealed Room, with no activation effect and with all Links open.
- When a Vortex Token is to be placed in the Database, it is always placed in the Room where the player's Avatar is located. If this is not possible, the player who is placing that Token places it in a Room adjacent to the Room in which that Avatar is located. If this is also not possible, ignore the effect and do not place any Vortex Tokens.
- When a Vortex Token is placed in a Room, turn that Room to the Obscured side. Any Research Tokens present in that Room are

- removed.
- When an Avatar enters a Room with a Vortex Token inside, the player controlling that Avatar proceeds to reveal the Vortex Token and resolve its effect.



:/SCENARIO RESULTS

SCENARIO 4_ Bermuda Vortex	WINNER	LAST	CONTENDER
Campaign Points	4	1	2
Patch Points	1	3	2



SCENARIO 5 - GENESYS SECRET



After visiting the world's most important Servers, the Breachers return to the Gene.Sys. This time, however, they must complete a task that could change the fate of society forever: plundering the Server of Information, which is guarded by URIEL, a formidable and legendary Guardian. URIEL fears no enemy and faces everyone head-on, but this aggressiveness can be used to the advantage of the bravest Breachers.

:/ SETUP CHANGES

In this Scenario, apply the following changes to the setup indicated in the core game.

:/.../2. FIREWALL SETUP

In Step 2. **Firewall Setup**, perform these changes:

- For each category, select the type of I.C.E. and the side of the I.C.E. Track as shown below:
 - **Bot Category** TENTACLE / I.C.E. Track Side B

- **Seeker Category** EMPEDOCLE / I.C.E. Track Side B
- **Guardian Category** URIEL / I.C.E. Track Side B

:/.../6. INTERFACE SETUP

Then add the following points:

14. Shuffle the **Secret Cards** deck and place it next to the Firewall Board.
15. Starting with the player who has the Password and continuing counterclockwise, each player draws two cards from the Secret

Card Deck. When everyone has drawn two cards, each player chooses one of those cards and places the other at the bottom of the deck, again starting with the player who has the Password and continuing counterclockwise.

:/ SECRET CARDS

Secret Cards are a subtype of Malware Cards used in this Campaign Scenario.

Secret Cards follow all the rules for Malware Cards described in the core game rulebook, with the following additions:

- Secret Cards do not count in the limit of Malware Cards a player can have in their hand.
- There is no limit to the number of Secret Cards a player can play in their Turn.
- In order to play a Secret Card, the player must have at least one Information of the type listed in the Card Requirement **D** in their Hard Disk.
- When a Secret Card is played or discarded, it must always be removed from the game and placed back in the box.

SECRET CARD ANATOMY



- A** Card name
- B** Timing
- C** Card type
- D** Card requirement
- E** Card effect



:/SCENARIO RULES

In this Scenario, apply the following additional rule.

:/.../ESPIONAGE

After the effect of the First Advancement  or Second Advancement  icon has been resolved, each player draws two cards from the Secret Card Deck, starting with the player who has the Password and continuing counterclockwise. When everyone has drawn two cards, each player chooses one of those cards and places the other at the bottom of the deck, again starting with the player who has the Password and continuing counterclockwise.



:/SCENARIO RESULTS

SCENARIO 5_ Genesys Secret	WINNER	LAST	CONTENDER
Campaign Points	4	1	2
Patch Points	1	3	2



Player Name _____

Campaign Name _____

Breacher _____

Avatar 1 _____

Avatar 2 _____

Avatar 3 _____

POINTS

	PATCH	CAMPAIGN
SCENARIO 1_ Alaska Land		
SCENARIO 2_ Mexico City Run		
SCENARIO 3_ Tokyo Madness		
SCENARIO 4_ Bermuda Vortex		
SCENARIO 5_ Genesys Secret		
TOTAL		

▼ PAYLOAD Cost: 1

Before the beginning of a Scenario, you may replace a pair of Tactical Cards having the same name with another pair of Tactical Cards having another same name, choosing from among the cards you own.

▼ EXPLOIT Cost: 1

Before the beginning of a Scenario, you may replace one Program Card of your Breacher or Avatar with another Program Card, choosing from among the cards you own.

▼ FUZZING Cost: 1

Before the beginning of a Scenario, you may replace one Mission Card of your Breacher or Avatar with another Mission Card, choosing from among the cards you own.

▼ ROOTKIT Cost: 1

Before the beginning of a Scenario, you may add a pair of Tactical Cards with the same name to your Malware Deck, choosing from your own cards.

▼ SCAVENGING Cost: 1

Before the beginning of a Scenario, you may add a Mission Card to your Malware Deck, choosing from the cards you own.

▼ PHISHING Cost: 1

Before the beginning of a Scenario, gain 2 Research Tokens.

▼ COOKIES Cost: 1

The Malware Card limit in your hand increases by 1.

▼ LOGIC BOMB Cost: 1

If at least one player owns this Patch, only players who own this Patch can be drawn during Step 3. **Password Token** during setup. Before the beginning of a Scenario, gain 1 Research Token.

▼ KEYLOGGER Cost: 2

At the beginning of your first Turn in a Scenario, you may search for a Malware Card from your Malware Card deck. If you do, draw that card, then shuffle your Malware Cards deck.

▼ PROXY Cost: 2

The limit of Malware Cards in your hand increases by 1. Before the beginning of a Scenario, draw an additional Malware card.

▼ PHREAKER Cost: 2

You can gain ownership of a new Avatar chosen from the non-playable Avatars. If two or more players choose this Patch at the end of a Scenario, the players choose an Avatar clockwise starting with the player with the Password.

▼ INFOSEC Cost: 3

Before the beginning of a Scenario, place a Virus of your color on your Avatar Sheet and gain 1 Credit. At any time during the game, you may discard that Virus to resolve the following effect:
Recover a Tactical Malware Card or Mission Card from your discard pile.

▼ CYPHER Cost: 3

After performing the Reconnection, continue the Action Phase of your Turn with Click value 2, instead of the value printed on your Interface.

▼ OVERLOAD Cost: 3

When you gain this Patch, choose a color (note it next to the name of this Patch on your Campaign Sheet). Before the beginning of a Scenario, gain a Code Cube of the chosen color and place it on the corresponding Box of your Interface.

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THE BREACH

Rulebook v.1.0

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