UMBRA:Cyberspace

Begin Process

Hello Commander.

I have troubling news.

It appears that our enemies have discovered that our digital defences are... inadequate.

If they are allowed to enter our cyberscape unchallenged, they will be able to:

- Shut Down our Security Systems

- Take Over our Robotic Units

- Open our Barricades

- Lock our Units in their Rooms

- And worse

We must build up our cyberscape. Build defences, create programs, and be prepared to protect ourselves from them.

Good luck Commander.

Getting Started

To start this expansion:

• Take a new sheet of grid paper

• Mark out 6 Rows and 6 Columns and remove the rest

• Draw your computer's Mainframe in the four central grid spaces.

As you play, you will be able to switch over and add Defences, create Programs, and Test your system during the main game's Build Phase.

Unlike the base building of UMBRA or Stations, you are not limited to one Room per turn but you are limited by space as you can only ever have 1 sheet per Cyberscape (6 x 6 Grid, black out or cut off any excess)

Instead, you may take one of the following actions for each Hacker you have in your colony. More Hackers = More Actions.

1) Build a System - Cyberspace's equivalent to Rooms

2) Build a Defence - Cyberspace's Security Systems

3) Create a Program - Cyberspace's equivalent to Units

4) Test the System (page 7)

Once you have taken a number of Actions equal to the number of available Hackers or wish to end your turn, return to your UMBRA colony and continue.

Options For Play

Much like Stations, you have a choice of how involved you want this expansion to be.

Real Time

Expanding your cyberscape and dealing with digital threats is a constant requirement. The general turn order becomes: Colony Actions (Explore, Resolve, Trade, Build, Recruit) then Digital Actions (Explore, Resolve, Trade, Build, Recruit).

This essentially makes your UMBRA experience hop between meatspace and cyberspace each turn and does make the game take longer per turn. It is also more difficult as you will be facing threats more frequently.

Ad Hoc

Cyberspace is an expansion and can be treated as such. You only need to interact with it when you want to, allowing you to focus more on your main colony.

You will still generate digital threats by exploring the world.

This mode is less intrusive but may be easy to fall behind the difficulty curve if ignored.

SYSTEMS

Marine.Aim_Assist – 25♦ – 1⚡
A child of this program is installed on every ranged weapon our Marines use, increasing their combat effectiveness.
Increase the STR of Marine Units by 1

Anatomical Database – 20♦ – 2⚡
Anatomical diagrams of humans, mutants, and aliens allows our support droids to more effectively protect them.
Increase the Support Droid's shield by 5 STR.

Robotic_Overdrive – 10♦ – 1⚡
Our robots can be made more efficient in short term, critical engagements. However, this will likely lead to burnout.
Choose a Mechanical Unit or Troop and double their STR.
After this Combat, that Unit or Troop is Defeated.

Self.Destruct – 50♦ – 5⚡
What better way to go that with a bang? This system will let you turn those Support Droids into ticking time bombs.
Choose a Mechanical Unit and Defeat it to deal 20 STR damage to all Units and Enemies in its Grid Space.

Meat.exe – 70♦ – 5⚡
By placing holograms of meat along their path our Cyber Zombies move much faster. Like Pac-Man... sort of.
Cyber Zombies can move 2 Grid Spaces per Combat Round.

Missile.CMD – 100♦ – 10⚡
Our Orbital Defence System is a bit... well... awful. This system increases its effectiveness and keeps us all from dying.
Orbital Defence Systems (UMBRA page 12) can now protect adjacent columns.

Garden_of_Eden – 200♦ – 10⚡
While our botanists are great, they aren't perfect, this system is. So sayeth Michelle 1.12.
Increase the FOOD output of all Hydroponics by 5.

Fix It Felicia 3 – 40♦ – 2⚡
A wildly popular piece of edutainment that teaches people how to fix common robot problems.
Drop the Repair cost for Mechanical Units to ¼ instead of ½

Trap_Master.exe – 25♦ – 5⚡
An intelligent system that controls our security systems. What could possibly go wrong?
Increase the STR of Damage and Ranged Components (UMBRA page 18) by 5 STR

Swarm_Rush – 30♦ – 3⚡
The Hacker that made this is a bit too into nanobots but the results are at least beneficial to us.
Increase the STR of the Swarm by 10 (Stations page 7)

House_Always_Wins – 50♦ – 3⚡
Don't hate the game, hate the artificial intelligence behind it.
Guests can no longer win at the Casino.

Character_Creation_Redo – 100♦ – 5⚡
We have tremendous respect for our bio-hacker cousins, this software just prevents any forseeable mistakes. Just in case.
Re-draw the first ♣ or ♠ during a Biohack (Stations page 6)

DiamondHands.html – 50♦ – 10⚡
Gotta spend money to make money.
Whenever you gain ♦, gain an extra 2♦

Player_Has_Joined – 500♦ – 50⚡
The ultimate in virtual reality, the holy grail of hacker culture.
This System allows you to freely move Programs and Units between Cyberspace and your Colony (or Station).
Programs always spawn at the Bridge.
Units always spawn at the Mainframe.

ROOMS

3D Printer – 60♦ – 10⚡
Work smarter, not harder.
Reduce the cost of Robots by 5♦

Influencer Quarters – 100♥ & 100♦ – 2⚡
Don't forget to like and subscribe and visit soon!
Increase Guest spending by 2♦
Lower Marine recruitment costs by 3♦

Synth Hive – 150♥ – Must have Defeated a Hive Anomaly
If you're afraid of bugs, don't go in there. Trust me.
You may now recruit Hive Drones for 10♥
This Room produces 5 FOOD

Port – 20♥ – Can be built atop other Rooms
A place to jack-in and surf the information highway.
Programs can spawn from here if you have the Player_Has_Joined System (page 5).

Defences

Firewall - 20♦ – 5⚡
An impassable wall of digital flames that keeps unknown programs out. Usually.
Enemy Programs must either have HACK or spend 1D4 Turns breaking through.

Sandbox – 30♦ – 10⚡
A pocket dimension for malicious code.
Enemy Programs that enter a Sandbox are trapped until they can draw a Face Card.
Draw for trapped Programs at the start of each round.

Scan – +10♦ atop usual cost – 2⚡
Sometimes the best cure for a virus is simulated bullets.
Build a Security System from the UMBRA core book (UMBRA Page 18) and place it in your Cyberscape.

Testing The System

An important part of designing a computer system is testing. To ensure that your Cyberscape will be able to stand up to the onslaught, you have the option to Test and even Scrap your Cyberscape.

To begin a Test you will have to:

1) Choose a Grid Space to serve as the spawn point.

2) Draw a Card for the Test Virus's STR and multiply the result by 10.

3) Begin Combat

Any Programs that are Defeated during a Test are automatically revived at the end of Combat.

Failing a Test is usually not a problem but if a Test Virus reaches the Mainframe, you will not have any of your usual Cyberspace bonuses for 1D4 turns.

Scrapping The System

Sometimes it doesn't matter how well you prepare, your system is too corrupted, too full of adverts. If this happens, you may perform a full wipe and scrap the system.

To do this, take a fresh piece of paper and draw the Mainframe in the centre.

Then, make note somewhere that it will take 10 Turns before you can start transferring Systems and Programs over. Digital Threats automatically win during this phase.

Programs and Defences can be transferred to the new Cyberscape for free.

Only 1 System can be transferred for free each Turn.

Programs are Digital Units that only exist within the Cyberscape.

Each Hacker you have in your main Colony serves as a specialised Unit Room for these Programs. This is to represent them maintaining, updating, and deploying these Programs during combat.

You do not have to track with Hacker is in charge of what Programs but if a Hacker is Defeated in combat, you must choose 20 STR of Programs to be Defeated with them.

Each Hacker can maintain 50 STR of Programs. Whether this be a single 50 STR Program or ten 5 STR Programs.

Programs do not need Food or Power.

Programs can be Corrupted via Digital Events. If this happens, follow the instructions in the Event.

Each Hacker may either Build a Defence or Create a Program each Turn.

The list on the page opposite shows the potential Programs you can Create, Corrupt, or Discover and their associated costs.

Combat

If an Enemy Program reaches your Mainframe, all of your Security Systems and Mechanical Units are shut down for the duration of this Combat.

You will have to Scrap the System (page 11) and start a new Cyberscape, taking none of your existing Systems, Programs, or Defences over as there's no telling what back-doors and spyware has been implanted.

Program	Cost	STR	Abilities
Anti-Virus	5♦	5	Fast.
Mobile Backup	30♦	0	If a Program is Defeated while adjacent to this Backup, revive it here and Defeat the Backup.
Hunter Killer	15♦	10	Fast. Ranged.
User	15♦	25	Represents a Hacker. If Defeated, the Hacker is also Defeated.
Avatar	–	150	Cannot heal. Track STR loss until Defeated.
Minesweeper	50♦	5	Slow. Places 20 STR Mines which act as single use Security Systems.
Defender	10♦	8	Ranged.

The Digitised Hacker event (UMBRA page 24) becomes a User.

The Minesweeper's Mines are placed for Free and disappear after Combat.

Combat Cont.

Depth in Cyberspace is considered as a series of rings around the Mainframe. Whether they are 5 Grid Spaces away horizontally, diagonally, or vertically, they gain +5 STR per "ring" or Grid Spaces.

If an Enemy cannot see a path to your Mainframe, it will target Systems and Programs instead until it has Damaged everything it can. At which point it will self-destruct, knocking all Systems offline for 2 Turns.

Digital Threats

Whenever Combat begins with a ♠ Enemy, draw a card, if it is a Face Card, a Digital Threat happens first as the enemy unleashes a cyber attack.

Draw a card on the table below to see what happens in Cyberspace.

A   A flood of Viruses (40 STR) appear at the furthest out Grid Space and target the Mainframe.

2   A Malware Mite (1 STR) appears in one of your Systems. Draw a card for each System until you get a Face Card. If you cannot Defeat the Mite within 3 Rounds, that System is Damaged and the Mite disappears.
It reappears at the start of the next Combat.

3   A Trojan Horse (50 STR. 10 STR Shield. HACK. Fast) appears at the furthest out System and charges towards the Mainframe.

4   The worst fate, a pop-up. Choose an empty Grid Space and draw an advert for something in it. It cannot be removed by any means.

5   A piece of spyware has managed to trick our systems. Draw a card for each Unit Room, if it is a ♠, they are locked in for 4 Rounds.

6   For each System in the Cyberscape, draw a card. If it is a Black Face Card, violent thorns erupt from it. It is still usable but your Programs cannot pass through. Enemies may pass through normally.

7   An enemy Juggernaut (100 STR. Slow) appears at the furthest out Grid Space and targets the nearest System. It will continue breaking Systems until Defeated. HACK

8   A Worm (5 STR) appears in the furthest out Grid Space and targets your Mainframe. Whenever it enters a System's Grid Space, double its STR.
It travels in a straight line through walls.

9   Flashes of colour shoot through the Cyberspace. In the real world, our Security Systems turn against us until the end of this Combat.

10   Four Executors (40 STR. Ranged) appear at the furthest Up, Down, Left, and Right Systems. They target Programs rather than the Mainframe. HACK

J   Nothing seems to happen in Cyberspace but the real world threat gains the EYE icon and our Security Systems won't target them.

Q   Millions of requests are hitting our systems at once. All Programs are Slow (move 1 Grid Space every second turn) until the end of this Combat.
Draw again and combine both events.

K   This Enemy (80 STR. Ranged) came prepared. Draw 2 cards for it and 2 for you, if its total is higher it spawns at the System closest to your Mainframe. If its total is lower it spawns at the furthest System.

Shipboard A.I.

Whenever you take control of a Ship, draw a card. If it is a Face Card then the ship has an A.I.

Draw again on the table below to see what personality it has and what benefits or drawbacks come with it.

A — Feral – This ship will not let us in. It must be destroyed or allowed to leave instead.

2 — Wise Scholar – If a Laboratory is present in this ship, it only costs 30♦ to roll on the Research table.

3 — Coach – Any Units housed in this ship gain +5 STR and Fast.

4 — Apathetic – This ship is depressed, Units cannot be housed within it.

5 — Paranoid – This ship acts as a Orbital Defence System for 3 columns.

6 — Expansion Slot – This ship can house 4 Cyberspace Systems that cannot be attacked.

7 — Robotic Liason – Charging Bays built in this ship can house 4 Mechanical Units instead of 2.

8 — Storied Traveller – Guests (Stations page 3) spend 10♦ to visit this ship and hear its tales.
Units housed here gain +2 STR

9 — Ancient – Choose a Terror Trait, any Terror that spawns with that trait loses 50 STR.

10 — Never Surrender – This ship self-destructs after being taken. Damage all adjacent Rooms and Defeat all adjacent housed Units.
This may cause Decompression.

J — Doting Parent – Any Food Producing Rooms increase their yield by +25%

Q — Avatar – This AI becomes a powerful Avatar Program (Page 9) in your Cyberspace, spawning at the Mainframe during Combat.

K — Militaristic Protector – If Enemies come with 2 Grid Spaces of this Ship, it makes a 50 STR Ranged attack against them similar to a Security System.

New Research

Whenever you would draw on the Research table, you may opt to use this table instead.

Decide before drawing.

A — A digitised scream, a flash of static and suddenly a terrible new virus has been released. Choose a Cyberspace System to be Damaged.
There is no sign of the virus afterwards…

2 — Bloodhound.exe – We manage to trace a virus' origins and better protect against it. Choose a Digital Threat with a STR rating and lower it by 10. Minimum 1.

3 — Wasteland Protocol – Our Cyberscape is made uninhabitable to Enemies. All Enemies take 2 STR damage per round.

4 — Manual Override – Hackers can now manually activate Security Systems that have been deactivated or have already fired, allowing them to operate normally. The Hacker must be in an adjacent Grid Space to the Security System to activate it.

5 — Game Over Protocol – If you have the Stations expansion, you may now crash the Station onto your base. It destroys everything above ground except for your Bridge.
Draw the wreckage as appropriate.

6 — Anti-Malware – Malware Mites are forced to stick around for 5 Rounds instead of 3.

7 — Ad-Block – Stops the annoying pop-up Digital Threat (page 10). Does not remove existing adverts.

8 — Self-Healing Vehicles – Expeditions can now take another point of damage. This result can stack.

9 — Predictive Positioning – Choose a Unit Room at the start of Combat, you may have them spawn anywhere you choose.

10 — Disruptive Patterning – Mechanical Enemies deal ½ damage if attacking at range.

J — Twisted Metal – Robot Overdrive (page 4) grants the chosen Unit or Troop the Fast trait.

Q — Hidden Potential – You may draw 3 cards for artefacts as long as 1 of those cards is on the artefact table in this expansion.

K — Auto-Destruct – If a Mechanical Unit is turned Hostile, it automatically detonates, dealing 20 STR damage to all Units and Enemies in its Grid Space.

New Artefacts

Whenever you draw a Red Joker, you may use the table below to see what traits the artefact has.
You may combine these results with other Expansions.

A & 2	Given Form – The artefact can project an Avatar Program into Cyberspace.
3 & 4	Wall_Hack – Choose a Program, that Unit can now make Ranged attacks through Barriers and walls.
5 & 6	Aim_Bot – Choose a Program, that Unit gains Ranged and deals its STR x 2 in Combat.
7 & 8	Godmode – Choose a Program, the first attack against it during Combat does no damage.
9 & 10	Gone Viral – Everytime you defeat a Terror, you can recruit up to 50 STR of Units for free.
J & Q	Single Slot - This artefact can house 1 Cyberspace System.
K	Incorruptible – Choose a Mechanical Unit or Troop, they cannot be turned Hostile.

New Terrors

Whenever you draw a Black Joker, you may use the table below to see what traits the Terror has.
You may combine these results with other Expansions.

A & 2	Enslave – Whenever this Terror defeats a Mechanical Unit in Combat, revive that Unit as an Enemy with ½ its usual STR.
3 & 4	Whitelist – Security Systems do not target this Terror.
5 & 6	Collector – This Terror targets the nearest artefact. If it provides a Unit bonus, the Terror steals the effect. If it has no obvious use, the Terror destroys it.
7 & 8	Marketing – This Terror spreads adverts as it moves. Choose 2 Grid Spaces in Cyberspace to get pop-ups (Page 10 - event 4) It also scrawls ad related graffiti on your walls.
9 & 10	Blackout – All the lights go out. Ranged cannot be used during this Combat.
J & Q	Dark Avatar – This Terror begins in Cyberspace, once it has damaged the Mainframe it emerges into the real world from your highest Laboratory or Hacker Quarters.
K	Factory – Slow. This Terror spawns Drones (20 STR) every turn that it doesn't move.

SOMETHING WICKED THIS WAY COMES