UMBRA:Cyberspace

20 74 68 65 20 6d 61 63 68 69 6e 65 20 69 73 20 74 68 65 20 76 69 72 75 73

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.

74 68 65 20 76 69 72 75 73 20 69 73 20 74 68 65 20 6d 61 63 68 69 6e 65 2c 20 74 68 65 20 6d 61 63 68 69 6e 65 20 69 73 20 74 68 65 20 76 69 72 75 73

Getting Started

To start this expansion:

- Take a new sheet of grid paper

- Draw your computer's Mainframe in the centre grid space

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.

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) Design a Security System

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

4) Test the System (page XX)

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.

74 68 65 20 76 69 72 75 73 20 69 73 20 74 68 65 20 6d 61 63 68 69 6e 65 2c 20 74 68 65 20 6d 61 63 68 69 6e 65 20 69 73 20 74 68 65 20 76 69 72 75 73

Defences

Firewall - XX♦ – XXP

An impassable wall of digital flames that keeps unknown programs out. Usually.

Enemy Programs must either have the Hack icon or spend 1D4 Turns breaking through.

74 68 65 20 76 69 72 75 73 20 69 73 20 74 68 65 20 6d 61 63 68 69 6e 65 2c 20 74 68 65 20 6d 61 63 68 69 6e 65 20 69 73 20 74 68 65 20 76 69 72 75 73

Programs

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 X 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 (page XX) 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.

Program	Cost	Abilities
Anti-Virus		

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.

A   One of our Programs is Corrupted. Start with the Program furthest from the Mainframe. It targets the nearest System.

2

3

4

5

6

7

8

9

10

J

Q

K

74 68 65 20 76 69 72 75 73 20 69 73 20 74 68 65 20 6d 61 63 68 69 6e 65 2c 20 74 68 65 20 6d 61 63 68 69 6e 65 20 69 73 20 74 68 65 20 76 69 72 75 73

74 68 65 20 76 69 72 75 73 20 69 73 20 74 68 65 20 6d 61 63 68 69 6e 65 2c 20 74 68 65 20 6d 61 63 68 69 6e 65 20 69 73 20 74 68 65 20 76 69 72 75 73

74 68 65 20 76 69 72 75 73 20 69 73 20 74 68 65 20 6d 61 63 68 69 6e 65 2c 20 74 68 65 20 6d 61 63 68 69 6e 65 20 69 73 20 74 68 65 20 76 69 72 75 73

74 68 65 20 76 69 72 75 73 20 69 73 20 74 68 65 20 6d 61 63 68 69 6e 65 2c 20 74 68 65 20 6d 61 63 68 69 6e 65 20 69 73 20 74 68 65 20 74 68 65 20 76 69 72 75 73