

**Scrapcode
Minor Incursion**

Overloaded
Capacitor

The next person
you touch, call
Zero Stun
against them.
This resets each
time you use a
Rite.

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Filters Offline

Until this card
is Cleansed you
are bombarded
with random info
and adverts
which you must
share with those
around you.

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Vox Unit
Corruption

You can only
speak in
incomprehensible
binary/gothic
gibberish until
this card is
Cleansed.

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Corrupted
Noosphere

Until this card
is Cleansed you
are distracted,
attempting to
repair damaged
lines of code.

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Logical Loop

You feel the
compulsion to
perform a mundane,
repetitive task
(such as field
stripping a rifle)
periodically (at
least once every 15
minutes) until this
card is Cleansed

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Malfunction

Each time you
use a Rite, you
suffer a call of
Zero Knockdown

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Fluid Leak

You may not use
Dodge until the
next call of
Combat Ends, or
until this card
is Cleansed,
whichever comes
first.

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Unknown Error

You have warning
lights or alerts
appearing in your
Noosphere. At the
end of the next
Linear, they switch
off, and you cannot
find what caused
them.

Scrapcode Minor Incursion

Deja Vu

Periodically (once every 15 minutes at least, but as often as you feel like) after you have finished performing a discrete action (such as making a cup of tea) you should repeat the action for a second time, exactly as you did before. You cannot recall doing it the first time. You may choose different actions each time to repeat, or the same action over and over. If the Action would cost Hero or Ritual points, you re-spend the relevant points.

Scrapcode Minor Incursion

Lost Connection

Until the end of next Linear or until this card is Cleansed whichever comes first, you are unable to access the Noosphere without significant effort. This does not prevent the use of **Noospheric Rites** (including **Nooslink**), but you no longer reflexively see the comforting streams of code that normally surround yourself and your fellow Ad-mech. It is disconcerting.

Scrapcode Minor Incursion

Corrupted signature

Machine Spirits inherently dislike you. Until this Card is Cleansed, any attempt to use **SUDO, Command Override, Hack, or Nooslink** must be accompanied by 60 seconds minimum of positive RP in order to persuade the target to do your bidding.

Scrapcode Minor Incursion

IFF Failure

Until the end of the next Linear, or until this card is Cleansed, whichever comes first, you mix up the identities of other characters.

Scrapcode Minor Incursion

Bionic Reboot

Each time you attempt to use a Rite, your primary hand reboots. Take a **Zero Disarm Call**.

Scrapcode Minor Incursion

Would you like to play a game?

Challenge an ally to a competition of some type. It is important that you win. This card and the resulting competitive attitude lasts until this card is Cleansed.

Scrapcode Minor Incursion

Haywire

Any Ranged Weapon (including yourself, if you have the Electro Bolt Power) you are carrying discharges randomly. Immediately call Automatic fire for five calls, even if the weapon is not normally capable of it. You may direct the weapon however you choose. If the weapon is holstered or slung you take the damage yourself until you point it in a safe direction. The weapon will need servicing before it can be used again.

Scrapcode Minor Incursion

Magnetic Overload

Call **Mass Zero Repel**.

Scrapcode Minor Incursion

Unclear Signal

Until this card is
Cleansed you
periodically hear
garbled radio
transmissions.
Despite all efforts
you are unable to
trace the signal or
make out any
coherent data.

Scrapcode Minor Incursion

Overactive Firewall

Until this card is
cleansed, you may
neither use the
Download Rite, nor
receive
Knacks/Abilities
from its use.

Scrapcode Minor Incursion

Malignant Code

If you use the
Nooslink or Download
abilities on another
Target while this
card is Active, they
must also draw a
Scrapcode card,
redrawing any Red or
Blue Cards.

Scrapcode Minor Incursion

Chronometer Failure

Freeze in place for
30 seconds. You are
unaware of your
surroundings for
these 30 seconds,
however any damage
or calls you take
during this time
still affect you.

Scrapcode Significant Incursion

Neural Feedback

Your Speakers erupt
with a note too low
for normal human
ears. Call **Mass Fear
Human**, centered on
yourself. This does
not affect you.

BLUE

Scrapcode Significant Incursion

Minor ROM failure

You have forgotten
something important
- Pick any one
Knack; you may not
use it until this
card is cleansed.

BLUE

Scrapcode Significant Incursion

Imaging System Reboot

The next time you go to
use a Ad-Mech Rite, it
fails to activate and
you Suffer an Blind
Effect; you lose vision
for the next ten
seconds. This loss of
vision can be treated by
an Ad-Mech with the
Repair Rite.

BLUE

Scrapcode Significant Incursion

Burnout

The Rite activates,
but you lose access
to the relevant Ad-
Mech Discipline
until the end of the
Linear or until this
Card is cleansed,
whichever comes
first.

BLUE

Scrapcode Significant Incursion

Major Malfunction

The next time you use a Rite, you suffer a call of Single Maim. This may be treated by a Combat Doctor, but has no obvious cause.

BLUE

Scrapcode Significant Incursion

404 Error

The Rite activates, but It will not activate for the rest of the linear or until this card is Cleansed, whichever comes first.

BLUE

Scrapcode Significant Incursion

Hydraulic Malfunction

You may not use Dodge for the rest of the Linear, or until this card is cleansed, whichever comes first.

BLUE

Scrapcode Significant Incursion

Runaway Cascade

Draw an additional Scrapcode Card

This card does not count towards your corruption track.

BLUE

Scrapcode Significant Incursion

IFF Failure

When you are next in Combat, at an appropriate moment, your Noosphere will register all individuals as Friendly.

You may not engage in hostile action (including Damage and any aggressive Universal Calls) until you are treated by another Ad-mech with the Repair Rite or this card is Cleansed. You may call **Dodge**, **Resist** and defend yourself if attacked.

BLUE

Scrapcode Significant Incursion

Emergent Machine Spirit

You feel the Scrapcode trying to form an Machine Spirit. You have 60 minutes to Cleanse this card before your personality will be affected. If you are not successful, please see a ref as soon as possible.

BLUE

Scrapcode Major Incursion

High Volume Feedback

Take Single Knockdown Stun. This call affects you every time you use a Power until this card is Cleansed.

RED

Scrapcode Major Incursion

Total Amnesia

You have forgotten all but the most basic skills. You lose access to all Knacks until this card is Cleansed.

RED

**Scrapcode
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Optic Implants
Failure

You Suffer an Ongoing Blind Effect. You must be treated by another Ad-Mech with the Repair Rite before you can see again, even if this card is Cleansed.

RED

**Scrapcode
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Total Burnout

The Rite activates, but you lose access to all Ad-mech Rites until this Card is Cleansed.

RED

**Scrapcode
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Catastrophic
Malfunction

30 seconds after you have finished reading this text, you suffer a call of Fatal which cannot be dodged or resisted by any means. You know this is coming. If examined by a Medicae, this has no obvious cause..

RED

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Failure to Fire

The Rite activates but it will not activate for the rest of the Day, even if this card is Cleansed.

RED

**Scrapcode
Major Incursion**

Hydraulic Failure

You may not use Dodge for the rest of the Day, or until this card is cleansed.

RED

**Scrapcode
Major Incursion**

Uncontrollable
Cascade

Draw an additional Scrapcode Card.

This card DOES count towards your corruption track.

RED

**Scrapcode
Major Incursion**

Terminal ICE

Somewhere in the local network, you are aware that a Murder Servitor just came online and has logged your Noospheric signature as its target. It might strike at any time this event. Cleansing this Card will not shut down the Murder Servitor.

RED

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Emergent Machine
Spirit

Your Noospheric activity has attracted the attention of a well developed machine spirit, which is attempting to engage with you, and asking you to forward its agenda. Find a Ref as soon as possible.

RED

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