Control Cyber Reference

Jaws of the Dragon Cyber Cards v3

Attack	Country	Target (Specific)	Target (General)	Unmodified Success %	Effect	Current Status	Control to Notify
Sea Shadow	US		Civilian [Information]	90%	Places a decoy with any naval unit that lasts for one turn.		Naval
Nietzschean Abyss	US	Any chosen PLA Brigade	China [Military]	90%	Unit has -1 Colum Shift in Combat Until Resolved		Ground
Sharp Blindness	US	PLA Eastern Theater Command	China [Military]	70% (Active) 90% (Passive)	If used passively, may get one answer to 1 question within ETC's purview. If used Actively, ETC may issue no new orders until resolved.	*Duration Max: 1 Turn*	Passive: Intel. Active: All Military.
Stop Loss	US	Global English-Speaking Populations	Civilian [Information]	70%	Move the World Public Opinion tracker by 1.		Info Domain
Blinding Nobody	US	PLA ISR Constellations	China [Military]	80%	Reduce Chinese detection rolls by 1 until resolved. No dynamic targeting with long range missiles allowed past the first island chain.		All Military (Naval esp.)
Dead Exchange	US	PLA Comms Constellations	China [Military]	80%	PLA may issue no orders to units at sea more than 3 hexes away from China until resolved.	*Duration Max: 1 Turn*	All Military (Naval esp.)
Clouded Vision	US	Any chosen PLA Brigade	China [Military]	90%	Unit has -1 Colum Shift in Combat Until Resolved		Ground
Violent Awdry	US	Chinese Civilian Rail Infrastructure	China [Economic]	80%	Chinese units may not conduct rail movement, -1 to PLA units mobilizing to Green readiness, and no PLA days of supply are accrued until resolved.		Ground, Press
Rushing Water	US	PLA Hydrophone Arrays	China [Military]	80%	Place 4 decoys. The PLA gains no bonus from Hydrophones to ASW Detection until resolved.	*60% Chance if used for Whisperer in Shadow (Jpn) to be detected.*	Naval
Evasive Heights	US	PLA Integrated Air Defense System	China [Military]	80%	All Chinese IADS are reduced by 1 until resolved.		Air
Full Docket	China (PLA)	Any friendly naval unit.	Civilian [Information]	90%	Places a decoy with any naval unit that lasts for one turn.		Naval
Bottled Lightning	China (PLA)	Any chosen ROC or Philippines Brigade	Taiwan or Philippines [Military]	90%	Unit has -1 Colum Shift in Combat Until Resolved		Ground
Shining Star	China (PLA)	Taiwanese Integrated Air Defense System	Taiwan [Military]	90%	Taiwanese IADS is reduced by 1 until resolved.		Air

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Blind King	China (PLA)	US PACAF	US [Military]	80% (Active) 90% (Passive)	If used passively, may get one answer to 1 question within PACAF's purview. If used actively, PACAF may only generate ½ normal sorites and Tanker costs for Reinforcement are increased by 1 until resolved.		Passive: Intel. Active: Air, Ground, Press
Deep Echo	China (PLA)	US Hydrophone Arrays	US [Military]	80%	Place 4 decoys. US Hydrophones have a 50% chance to fail to detect until resolved.		Naval
Lighted Whispers	China (PLA)	ROC Armu	Taiwanese [Military]	80% (Active) 90% (Passive)	If used passively, may get one answer to 1 question within ROCA's purview. If used actively, ROCA units have -1 column shift and move 1 hex less until resolved.		Passive: Intel. Active: Ground
Confused Retainers	China (PLA)	US Military Logistics Systems	US [Military]	90%	On the Reinforcement Track tanker costs are doubled and all dice rolls to move units roll twice and use the lower result until resolved.		Ground, Press
Blank Look	China (PLA)	Global English-Speaking Populations	Civilian [Information]	90%	Move the Filipino or Japanese Will to Fight or World Public Opinion tracker by 1.		Info Domain
Dial Tone	China (MSS)	Commercial Comms Constellations	Civilian [Military]	80%	If undersea cables are cut, Taiwanese forces may issue no orders or have no communication to forces on outlying islands until resolved.		All Military (Ground esp.), Press
Rolling Darkness	China (MSS)	UK CNI	UK [Economic]	80%	The UK must discard 3 Will/Morale cards. 50% chance to reduce UK Will to Fight by 2.		Info Domain, Press
Tropical Dusk	China (MSS)	Philippines CNI	Philippines [Economic]	90%	The Philippines must discard 3 Will/Morale cards. 75% chance to reduce Filipino Will to Fight by 1, 25% chance to increase it by 2.		Info Domain, Press
Lengthening Shadow	China (PLA)	Taiwanese CNI	Taiwan [Economic]	80%	Taiwan must discard 1 Will/Morale card. 25% chance to reduce Civilian, Politician, and Military Will to Fight by 1.		Info Domain, Press
Silent Waters	China (PLA)	US CONUS Port Systems	US [Economic]	90%	US ground units may not embark via Sea Ports of Embarkation (SPOE) until resolved.		Ground, Press
Under Dark	China (MSS)	Australian CNI	Australian [Economic]	80%	Australia must discard 2 Will/Morale cards. 75% chance to reduce Australian Will to Fight by 1, 25% chance to increase it by 2.		Info Domain, Press
Thickened Ichor	China (MSS)	US Oil Distribution Systems	US [Economic]	90%	US discards 5 Will/Morale cards as messaging resources must be redirected. 75% chance to reduce US morale by 1, 25% chance to increase it by 2.		Info Domain, Press

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Echoing Abyss	China (MSS)	Undersea Cables to Taiwan	Civilian [Economic]	80%	Taiwanese non-diplomatic players may communicate only by note with other teams until resolved.	*Duration Max: 2 Turns (check w/ Natl. Cntl. to see if you should do 2 turns or 1)*	Taiwan National Control, Press
Screaming Harlan	China (MSS)	Taiwan	Taiwan [Information]	90%	DRM-2 on Taiwanese World Public Opinion Cards this turn.		Info Domain
Marine Haze	Taiwan		Civilian [Information]	90%	Places a decoy with any naval unit that lasts for one turn.		Naval
Earthbound Eagle	Taiwan	PLAAF Airborne Corps	China [Military]	70%	PLAAF Airborne Corps units have -1 Colum Shift in Combat until Resolved		Ground
Burning Letter	Taiwan	The Taiwanese People	Civilian [Information]	70%	Increase Taiwanese's Civilians Will to Fight by 1. If discovered, potential negative effects to government and will to fight.		Info Domain
Silent Night	Taiwan	Fujian Province	China [Economic]	70%	China must discard 1 Will/Morale card. Chinese logistics flows to Taiwan are reduced by 5% until resolved.		Ground, Info Domain, Press
Lonesome Fish	Taiwan	Chinese Port Systems	China [Economic]	70%	50% chance to delay each Chinese ground unit loading at a port, and Chinese logistics flows to Taiwan are reduced by 50% until resolved	*30% Chance if used for Shattered Iron (Jpn), Open Waters (Jpn), Reverse Inference (Aus) to be detected.*	Ground, Press
Fleeting Darkness	Japan		Civilian [Information]	90%	Places a decoy with any naval unit that lasts for one turn.		Naval
Shattered Iron	Japan	Shantou (Port), China	China [Economic]	70%	Maximum 3 PLA units may attempt to move from Green to Black readiness.	*30% Chance if used for Lonesome Fish (Twi), Open Waters (Jpn), Reverse Inference (Aus) to be detected.*	Ground, Press
Soft Bunk	Japan	The Japanese Civilian Population	Civilian [Information]	70%	Increase Japanese Will to Fight by 1. If discovered, extremely serious effects to government and will to fight.		Info Domain, (If discovered) Press
Whisperer in Shadow	Japan	PLA Hydrophone Arrays	China [Military]	80%	Place 4 decoys. The PLA gains no bonus from Hydrophones to ASW Detection until resolved.	*60% Chance if used for Rushing Water (US) to be detected.*	Naval
Open Waters	Japan	Chinese Port Systems in Guangzhou	China [Economic]	70%	-1 PLA unit may attempt to move from Green to Black readiness, PLA loses 1 day of supply.	*30% Chance if used for Lonesome Fish (Twi), Shattered Iron (Jpn), Reverse Inference (Aus) to be detected.*	Ground, Press

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Stark Light	Australia		Civilian [Information]	90%	Places a decoy with any naval unit that lasts for one turn.		Naval
Right Pattern	Australia	PSIDS Population	Civilian [Information]	70%	Shift World Public Opinion by 1. If discovered, serious effects to governmental relations.		Info Domain, (If discovered) Press
Reverse Inference	Australia	PLA-Civilian Manifest System	China [Military/ Economic]	60%	-1 PLA unit may attempt to move from Green to Black readiness, PLA loses 1 day of supply.	*30% Chance if used for Lonesome Fish (Twi), Shattered Iron (Jpn), Open Waters (Jpn), to be detected.*	Ground
Full Null	Australia	Beijing Stock Exchange	China [Economic]	70%	The Chinese must discard 1 Will/Morale card. Economic effects may result.	*60% Chance if used for Wise Rooster (Fr) to be detected.*	Info Domain, Press
Open Blue	Philippines	Anti-PRC populations in SE Asian States	Civilian [Information]	70%	Move the World Public Opinion Tracker by 1.		Info Domain
Sea Salt	Philippines	Spratly Islands HQ's	China [Military]	80% (Active) 90% (Passive)	If used passively, may get an answer to 1 question within the HQ's purview. If used Actively, Spratly Islands HQ may issue no new orders until resolved.		Passive: Intel, Active: All Military
Old Goose	France		Civilian [Information]	90%	Places a decoy with any naval unit that lasts for one turn.		Naval
Wise Lobster	France	French Speaking Populations	Civilian [Information]	70%	Move the World Public Opinion Tracker by 1.		Info Domain
Wise Rooster	France	Shanghai Stock Exchange	China [Economic]	70%	The Chinese must discard 1 Will/Morale card. Economic effects may result.	*60% Chance if used for Full Null (Aus) to be detected.*	Info Domain
Last Dusk	UK		Civilian [Information]	90%	Places a decoy with any naval unit that lasts for one turn.		Naval
Full Out	UK	Global Human Rights Activists	Civilian [Information]	70%	Move the World Public Opinion Tracker by 1.		Info Domain
Blinded Astronomer	UK	Chinese Space Tracking Systems	China [Military]	80%	Chinese forces may not launch kinetic ASAT attacks until resolved		All Military
Blind Harper	Canada	Chinese Speaking Populations	Civilian [Information]	70%	Move the World Public Opinion Tracker by 1.		Info Domain
Brilliant Leper	Canada	Xinjiang Telecoms Infrastructure	China [Economic]	70%	Coordination of actions in Xinjiang becomes more difficult until resolved.		Game Control