

CARD 01 · GREAT WORK STALLED

Project Hammer

Aim — a Genii fission device, built and proven.

Hands — Dr. Radek (pinned) · Genii engineering.

Watches ●●○○○ 2 / 5

Stalled, awaiting the Catch.
GREAT WORK = 5 watches · squall sealed

CARD 02 · GREAT WORK STALLED

The Hoffan Compound

Aim — the drug proven, mass-produced, field-ready before the wraith come.

Hands — Dr. Carson Beckett (light duty) · Keely, Hoffan chemist.

Watches ●●○○○ 2 / 5

No deputy — freezes on a medical emergency unless overridden (SO-3.1). Awaiting a test subject.
GREAT WORK = 5 watches · squall sealed

CARD 03 · WORK OPEN

The Catch

Aim — one wraith — alive, contained.

Hands — the Cincos.

Watches ●○○ 1 / 3

18-hour clock — fictional, not the tide.

Both Great Works wait on this. Everything hinges on the catch.
WORK = 3 watches

CARD 04 · WORK SQUALL OPEN

The Shield's Heart

Aim — the power source found, taken, delivered to Atlantis.

Hands — the Cincos.

Watches ●●○ 2 / 3

Children's Standing already spent, not risked. Squall open (Science memo). The ZPM is not what was hoped.
WORK = 3 watches · squall broken

CARD 05 · SMALL WORK OPEN

Jumper Three

Aim — flying again, or honest salvage.

Hands — the Cincos + local goodwill.

Watches ○ 0 / 1

A small thing. One good watch closes it.
SMALL WORK = 1 watch · no squall

CARD 06 · RESEARCH ROAD QUEUED — NO HANDS

The Brotherhood Riddle

Aim — the riddle solved.

Hands — VACANT — Radek, the obvious hand, is pinned to Card 01.

Watches ○○○ 0 / 3

Cannot advance until a hand is free (3.5). The dig site waits. RESEARCH ROAD · opens a Keeper's Seal on completion

Table reminders — The tide advances every open work one watch a session (SO-3.2). Spend a scene on a work → one more. Force a work once a session for one extra watch by paying a **Truth** or a **Favor Owed** — a forced work always breaks its squall (SO-3.6). A pinned resource can't be pinned twice; wound it and everything on it stalls together (SO-3.3). *Standing never shows a number — it is felt, not read.*