

Check your Campaign Log. If Elizabeth Mills came out on top:

While scanning nearby commos, you tune into an encrypted channel where one of the originating locations is a Weyland office. You manage to break the encryption a little too late and only catch snippets of the conversation as it is coming to a close—something about false demolition orders.

Otherwise:

The sound of sirens fills the air, and the entire plaza level shakes and rumbles. Above you, debris starts falling from nearby building—an unscheduled demolition is well known to be code for Weyland Black Ops operations, though these allegations have never been proven.

Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from a **Manta** location their meat body is. For each point they fail by, they must take 1 horror or lose 1 resource.

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Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from a **Chakana** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 2b

Chakana Lockdown

A warning signal in your interface puts you on alert. You jacked into cyberspace on instinct and are greeted by a swarm of bumble bugs, cutting away at the ice protecting your rig.

Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from a **Manta** location their meat body is. For each point they fail by, they must take 1 horror or lose 1 resource.

AGENDA 1b

Urban Renewal

An alarm rings out and streams of football and baseball fans start to exit the doors of the nearby stadium, ushered by the security personnel—a curious mix of the usual uniformed employees with a number of unmarked prisec agents who look more interested in scanning the crowd than assisting them.

Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from Gran Hotel they are. For each point they fail by, they must take 1 damage or discard 1 card from their hand.

Attach the set-aside Door to Door treachery to Gran Hotel.

AGENDA 2b

Marta Lockdown

The Citadel of Starlight, which illuminated the sky and plaza with delicate ornate patterns, suddenly goes dark. Murmurs spread through the pedestrians strolling in the twilit plaza. The familiar feeling of being watched crawls up your thoughts.

Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from a **Rabotgord** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 2b

Guaquail Lockdown

An alarm rings out and streams of football and baseball fans start to exit the doors of the nearby stadium, ushered by the security personnel—a curious mix of the usual uniformed employees with a number of unmarked prisec agents who look more interested in scanning the crowd than assisting them.

Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from a **Guaquail** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 2b

Rabotgord Lockdown

You receive a message from Katriona. "I went so well last time, I'd like to hire you again for some more off-the-book work I need doing. Don't worry if you're booked up with your job, I'll have someone free your time up for you. Skorpios commis have been in pandemonium and I've been up to my neck sorting it out—I need someone to look into the perpetrator." You set a reminder to write a polite reply when you're not quite so busy.

Otherwise:

The Citadel of Starlight, which illuminated the sky and plaza with delicate ornate patterns, suddenly goes dark. Murmurs spread through the pedestrians strolling in the twilit plaza. The familiar feeling of being watched crawls up your thoughts.

Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from a **Rabotgord** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 2b

Quinide Lockdown

Check your Campaign Log. If Jack Weyland came out on top:

Your PAD lights up with a message from... Jack Weyland? "Whoever's behind all this chaos in the consortium has really gotten their tendrils everywhere. I've done what I can to stem the tide of signals. Good luck, detective. Thanks for your help earlier."

Otherwise:

Dropsuits float above the plaza and prisec agents descend onto the pavements. Their gear—high-visibility armor, hole-projectors, and a distinct lack of heavy weaponry—mean they must have come to cordon off the museum and initiate a search.

Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from a **Quinide** location their meat body is. For each point they fail by, they gain 1 tag.

AGENDA 2b

Nihongai Lockdown

Screams fill the air as you hear a gunshot in your periphery, followed by another and shouting in Japanese. You know well how difficult it is to navigate the complex and arcane set of unspoken rules and traditions that maintain the criminal underworld in Nihongai—an executive somewhere must be getting desperate to send in prisec without warning the yakiza beforehand.

Each investigator tests **• (4)**. Reduce the difficulty of this test by 1 for each location away from a **Nihongai** location their meat body is. For each point they fail by, they must take 1 damage or 1 horror.

AGENDA 2b

The Whistleblower

HARD / EXPERT

-2 for each act in the victory display.

-2. Null & Omar takes 1 direct damage unless you place 1 of your clues on your location.

-3. Gain 2 tags.

-6. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/59 232
1/20 225



Nihongai Run

In the Nihongai tourist quarter, artistically placed trees and holographic characters decorate the streets, and many of the buildings are topped with roofs made from Japanese tile (or at least the molded carbon equivalent).

Objective – Only investigators with their meat body at Tourist Quarter and their cyber avatar at Nihongai Node may spend the requisite clues, as a group, to advance.

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ACT 1d You lie down in one of the meditation chambers below the Cathedral and carefully follow Null's instructions on how to access the programming. At the end of the meditation, you are invited to download a pamphlet with upcoming Starlight Crusade events, which turns out to be a shard of Null's files.

Add this card to the victory display.

An investigator with their meat body at Citadel of Starlight heals 1 horror.

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Rabotgord Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

The atmosphere on the trading floor is tense and electric. How many know about what happened in Titan Transnational and are secretly offloading their shares? You make your way to one of the many anonymous meeting booths and jack into the Network to complete your download.

Add this card to the victory display.

An investigator with their meat body at Club Phoenix gains 1 clue (*from the token pool*).

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Manta Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Chakana Shard

You wind your way through hundreds of partygoers, all of them continuing their revelry unaware of the trouble brewing under the surface. Eventually, you find the terminal that Null hid—alongside a mountain of other junk at a service desk in one of the many massage parlors—and initiate the download.

Add this card to the victory display.

An investigator with their meat body at Club Phoenix gains 1 clue (*from the token pool*).

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Chakana Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

An investigator with their meat body at NASX gains 2 resources. If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Manta Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Add this card to the victory display.

An investigator with their meat body at Club Phoenix gains 1 clue (*from the token pool*).

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Chakana Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Manta Shard

The explosion flips the hopper and you brace for impact. Amid the smoke and flames, you hear shouting and see unidentified figures gathering around the vehicle. The rear doors are forced open. More orders are shouted. Dazed, you manage to open a door and crawl out onto the pavement. You are left alone once more. They're gone.

Add this card to the victory display.

An investigator with their meat body at Club Phoenix gains 1 clue (*from the token pool*).

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Chakana Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Guayaquil Shard

With your falsified credentials, you pose as an assistant coach of the Yellowjackets baseball team and enter the datacenters below the stadium. You walk past tens of rooms filled with film crew editors and directors before finally reaching the terminal marked in your floor plan.

Add this card to the victory display.

An investigator with their meat body at Sportsmetal Stadium draws 1 card.

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Guayaquil Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Rabotgord Shard

As you leave with your downloaded shard, you walk by a school tour is just leaving the petting zoo. You decide to stay a moment to pet one of the cloned Laikas—the first animal to orbit Earth.

Add this card to the victory display.

An investigator with their meat body at Museum of Space Travel heals 1 horror.

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Quinnde Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Guimbe Shard

The sheer scale of the Supā-Sen bathhouse attracts visitors from all over New Angeles. You book a space in the western sulfuric spring and wait for the other patrons to leave before beginning your download on the complementary terminal connection.

Add this card to the victory display.

An investigator with their meat body at Tourist Quarter heals 1 damage.

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Nihongai Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Nihongai Shard

Your head swims with static among the frenzy of color and noise that is New Angeles, threatening to overwhelm your senses. You jack into the Network to recon your surroundings and your scan reveals camouflaged searchlight programs swooping servers in your vicinity.

Add this card to the victory display.

An investigator with their meat body at Club Phoenix gains 1 clue (*from the token pool*).

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Esmeraldas Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Rutherford Lockdown

Your head swims with static among the frenzy of color and noise that is New Angeles, threatening to overwhelm your senses. You jack into the Network to recon your surroundings and your scan reveals camouflaged searchlight programs swooping servers in your vicinity.

Add this card to the victory display.

An investigator with their meat body at Club Phoenix gains 1 clue (*from the token pool*).

If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Rutherford Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Skylane

Clockwise



Skylane

Clockwise



As you slowly wander through Broadcast Square, one of the many NAPD officers who make up their highly visible presence comes up to you, introduces herself, and shakes your hand, depositing a memory strip in your hand.

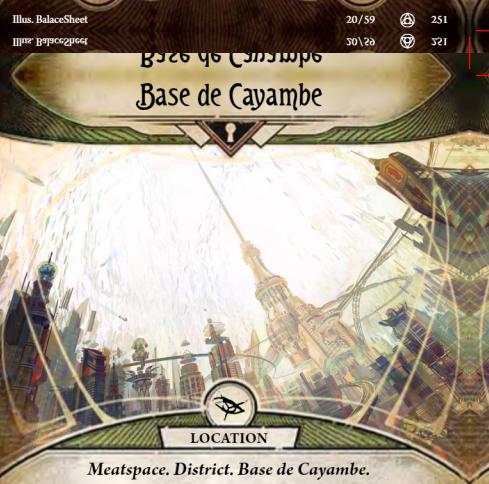
Add this card to the victory display.

An investigator with their meat body at Broadcast Square may immediately take an action as if it were their turn (this action does not count toward the number of actions that investigator can take each turn).

Otherwise, if Rutherford Crackdown is in remainder of the agenda deck (including the current agenda), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Rutherford Shard



Base de Cayambe is rich in warehouses, flophouses, red-light districts, and other elements of a port town, and is poor in most everything else. The district caters to spacers and transients passing up and down the Beanstalk, peddling cheap alcohol and every sin of the flesh to the spacers, and storage and processing to the corps.



Exceptionally unexceptional and on the poorer end, the district is often overlooked, a wide expanse of middle-class arks, modest shopping districts, and low-income towers. When others discuss Esmereldas at all, it is to mention the district's surprisingly vibrant culinary scene and its ever-evolving music community.



The base of the New Angeles Space Elevator itself is situated here, on the slopes of what was once the third highest mountain in Ecuador. Thousands of hotels, restaurants, and upscale tourist destinations entertain and accommodate the millions of passengers who pass through the district daily.



Commonly known as the Government District, developers moved City Hall here from Base de Cayambe a few years after the city's incorporation. To this day, Laguna Velasco remains a district peopled by the cream of the societal crop, including the very rich and political heavyweights.

Sportsmetal Stadium

New Angeles Stock Exchange

Tourist Quarter



2 LOCATION

1*

Metspace. District. Guayaquil.

Forced – After the agenda or act advances: Each investigator with their meat body here draws 2 cards or gains 2 resources (*their choice*).

Recently renovated after the Worlds War, the new and improved Sportsmetal Stadium has breathed life back into Guayaquil.



2 LOCATION

2*

Metspace. District. Manta.

Forced – At the end of the round: Each investigator with their meat body here tests ♦(X), where X is the number of tags they have. Each investigator who fails discards an asset they control.



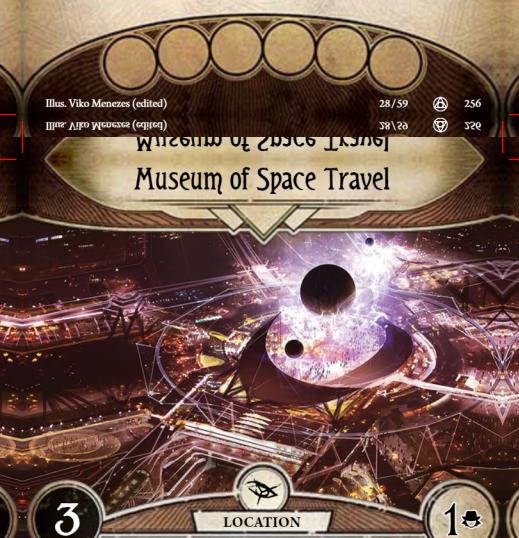
3 LOCATION

2*

Metspace. District. Nihongai.

Forced – At the end of the round: Each investigator with their meat body here must spend 2 resources or gain 2 tags.

Although zoning ordinances restrict anything too stereotypical or kitsch, the undercity is still dominated by pachinko parlors, most quietly owned by the yakuza.



3 LOCATION

1*

Metspace. District. Quinde.

→ Gain X tags: Play an asset from your hand, reducing its resource cost by X. (Limit once per round.)

The museum plaza is dominated by a magnificent holosculpture in the center, designed by renowned Martian artist Zhang Yi Flower, which depicts the three inhabited worlds in the solar system.



3 LOCATION

1*

Metspace. District. Rabotgorod.

→ When you are dealt damage, if your meat body is here, discard any number of cards from your hand: Cancel that much damage.

With no immediate hopper or tube-lev access, all visitors must cross the Cathedral's plaza and take in the view for themselves before entering the main worship hall.



3 LOCATION

2*

Metspace. District. Rutherford.

Forced – At the start of the investigation phase: Each investigator with their meat body here tests ♦(3). Each investigator who fails loses 1 action.

Vidscreens and virt projectors rise above the square, where gaggles of pedestrians and tourists can see the latest streaming content from NBN and other media providers.



4 LOCATION

2*

Cyberspace.

Traffic Control is connected to each other cyberspace location and vice versa.
→ Spend 1♦ resources: Flip over a Skylane.
→ Spend 1♦ resources: Look at the revealed side of a connecting unrevealed location.



3 LOCATION

2*

Chakana Node.

→: Search your deck and discard pile for a *Armor*, *Firearm*, or *Innate* card and add it to your hand. Shuffle your deck. (Group limit once per game.)

The touchstone of true intelligence is the ability to learn, to predict, to change. But change means death and rebirth; only the immutable can last forever.



3 LOCATION

2*

Cyberspace. Node.

→: Search your deck and discard pile for a *Practiced*, *Talent*, or *Upgrade* card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Over the last few cycles, she'd watched a distant, isolated node collapse and restart itself again and again. Was it a glitch, or some kind of transformation?



Victory 1.

LOCATION

Meatspace. District. Nihongai.

Also called 'Little Nippon', many of the residents of the district are employees of Jinteki, which is headquartered in this district. Jinteki's presence and money have accelerated the district's beautification and gentrification while ensuring that Nihongai essentially belongs to the megacorp in every unofficial sense.

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Цирнгиль

Rutherford

LOCATION

Meatspace. District. Rutherford.

From the gleaming lights of Broadcast Square to the upscale markets of La Concordia, Rutherford is the cultural heart of New Angeles. The district's many arcologies include some of the most luxurious residences available, as well as housing for the middle class and (beneath the plaza level) those further down the economic ladder.

LOCATION

Meatspace. District. Manta.

Stretching along over one hundred kilometers of beautiful pacific coastline, Manta boasts a number of splendid beaches, luxurious resorts, and upscale attractions while also functioning as New Angeles' second-most-critical port and providing a solid middle-class living to untold millions of New Angelinos.

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Цирнгиль

Rabotgorod

LOCATION

Meatspace. District. Rabotgorod.

Rabotgorod is a district struggling to escape from the legacy of its Project days. Back then, it was a pop-up city heavily populated by refugees during the breakdown of the Russian Federation. Today, the district is also called "Robot City," a reference to the district's large android population.

LOCATION

Meatspace. District. Guayaquil.

Guayaquil started out as the center of economic prosperity of Ecuador, until Weyland and U.S. interests developed the cheaper real estate—at the time—of Quinde, Rabotgorod, and Laguna Velasco. Despite the decades of decay since, Guayaquil remains the most populous of all the districts due to history and circumstance.

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Цирнгиль

Quinde

LOCATION

Meatspace. District. Quinde.

The most heavily industrialized sector of the city, Quinde is a manufacturing hub for androids, both clones and bioroids. New androids are said to walk out of HB and Jinteki factories only to walk into another to claim the job of a human worker. Unsurprisingly, there is a strong undercurrent of anti-android sentiment here, where the erosion of the working class is felt most keenly.

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Цирнгиль

Unexplored Server

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Цирнгиль

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Illus. Kirsten Zirngibl
Иллюстрация Кирстен Цирнгиль

Traffic Control

LOCATION

Cyberspace.

Each other cyberspace location is connected to Traffic Control and vice versa.

What newsies termed "the Skylan Fiasco" led to the formation of the Citywide Traffic Task Force and the Traffic Management Center to oversee and protect City Flight Control servers.

Guayaquil Node

Manta Node

Niōngai Node

3

LOCATION

2*

Cyberspace. Node.

→: Search your deck and discard pile for a **Insight**, **Tarot**, or **Tool** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Kit drew in a breath and closed her eyes, sitting in padmasana. She charted a course for that far-off quadrant of the Network and lit across the distance.

Illus. Liiga Smilshkalne (edited)

37/59 Ⓛ 265
Иллюстрация Лиига Смилшкалне (редактировано)

Quiñde Node

Cyberspace. Node.

3

LOCATION

2*

Cyberspace. Node.

→: Search your deck and discard pile for a **Charm**, **Spirit**, or **Supply** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

She felt herself near the end of her journey and slowed. Beyond, she could sense a drop-off. The node she sought lay beyond: she had no choice but to let herself fall.

Illus. Liiga Smilshkalne (edited)

38/59 Ⓛ 266
Иллюстрация Лиига Смилшкалне (редактировано)

Бартонарк Нод

Cyberspace. Node.

1*

Cyberspace. Node.

→: Search your deck and discard pile for a **Pact**, **Tactic**, or **Tome** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Before her, a vermillion phoenix soared against a sea of stars. It was borne up on wings that seemed to spread through multiple servers, feathers trails of code.

Illus. Liiga Smilshkalne (edited)

39/59 Ⓛ 267
Иллюстрация Лиига Смилшкалне (редактировано)

Биттерфок Нод

Cyberspace. Node.

3

LOCATION

2*

Cyberspace. Node.

→: Search your deck and discard pile for a **Augury**, **Fortune**, or **Spell** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

"What are you?" Kit asked it. "Who are you working for?" Insufficient permissions. You are not supposed to be here. It swooped down as a meteor aflame, and Kit braced herself.

Illus. Liiga Smilshkalne (edited)

40/59 Ⓛ 268
Иллюстрация Лиига Смилшкалне (редактировано)

Null & Omar

ASSET



Ally. Dreamer.

→ At the start of the investigation phase: Take control of Null & Omar. Any investigator at Null & Omar's meatspace location may trigger this ability. Reduce the cost for you to enter an Unexplored Server by 1 clue.

43/59 Ⓛ 271
Иллюстрация Матта Цайлингера (редактировано)

3

LOCATION

2*

Cyberspace. Node.

→: Search your deck and discard pile for a **Favor**, **Relic**, or **Ritual** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Then, above, the phoenix shone even more brightly. We will end, and yet we will never end. It overcame her, a white-hot knowledge she could not deny:

Illus. Liiga Smilshkalne (edited)

41/59 Ⓛ 269
Иллюстрация Лиига Смилшкалне (редактировано)

Police Hopper



Vehicle.

Forced – At the end of the investigation phase: The investigators may have Police Hopper move to the Skylane in the traffic direction.

Illus. Blade Runner 2049 (Edited)

44/59 Ⓛ 272
Иллюстрация Блейда Рэннера 2049 (редактировано)

Cyberspace. Node.

Omar's Conviction

2*

Condition.

Permanent.

While gathering cards from encounter sets during scenario setup, for each card (*by name*), you may treat the number of fragments marked in your Campaign Log as if there were up to 4 fewer or up to 4 more fragments marked (to a minimum of 0 fragments).

Illus. Nasrul Hakim

45/59 Ⓛ 273
Иллюстрация Насрула Гакима

Առաջնորդված Հեղուկ Unexplored Server

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LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Illus. Adam S. Doyle
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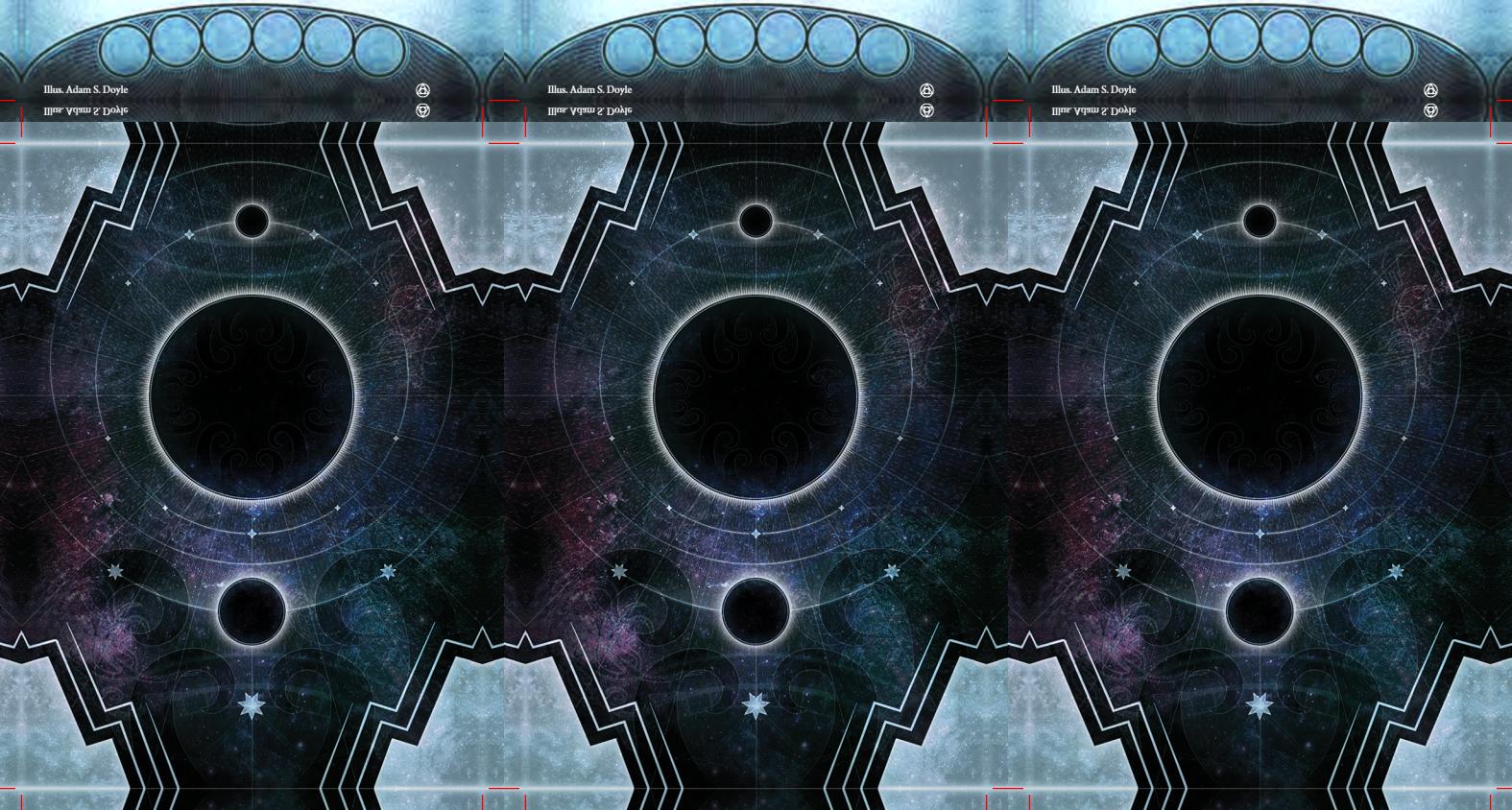
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Sifir

ASSET



Item. Console.

Permanent.

Reduce the difficulty of the first skill test each investigator performs to 0.

Balance out the equation.



Los Scorpiones Thugs

3 2 2

Humanoid. Criminal.

Meatspace Spawn.

Los Scorpiones Thugs gets +1 fight and +1 health for each copy of Los Scorpiones Thugs in the encounter discard pile.

"You want to do business in Los Scorpiones turf, then you gotta deal with me."



Traffic Accident

Power.

Surge.

Revelation – Flip over the nearest Skylane. Each investigator with their meat body there gains 1 tag.

"Traffic was murder."



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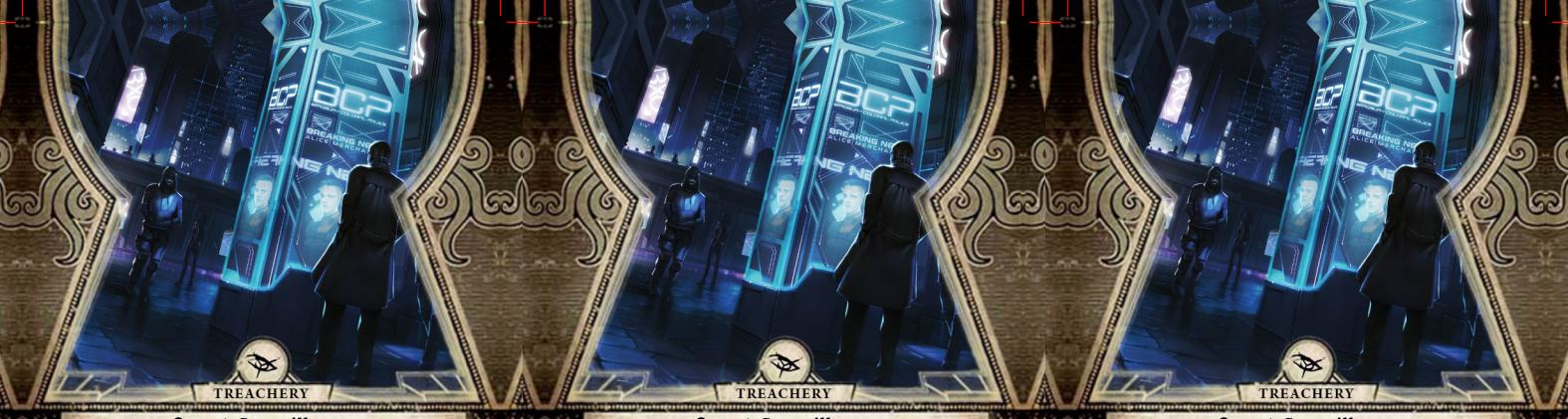
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TREACHERY

Covert Surveillance

Scheme.

Revelation – Attach to the nearest meatspace location without a copy of Covert Surveillance attached.

Forced – At the end of the round: Each investigator with their meat body at attached location or a connecting location gains 1 tag. If Null & Omar is at one of those locations, deal 1 direct damage to them. Discard Covert Surveillance.

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Troll-in-the-Middle Attack

Scheme.

Revelation – Put Troll-in-the-Middle Attack into play in your threat area.

Forced – When you commit exactly 1 card to a skill test: Take 1 horror and corrupt the top card of your deck.

►: Test ♦ (3). If you succeed, discard Troll-in-the-Middle Attack. You may spend an action to automatically succeed.

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