



AR-Enhanced Security

Scheme.

Revelation – Put AR-Enhanced Security into play next to the agenda deck.

Forced – When you discover 1 or more clues: You gain that many tags.

Forced – At the end of the round: Discard 1 copy of AR-Enhanced Security from play. (Max once per round.)

Illus. Martin de Diego Sádaba
Impresión de Diego Sádaba

1/6 ⚡ \$16
3\0 ⚡ 210

Illus. Martin de Diego Sádaba
Impresión de Diego Sádaba

1/6 ⚡ \$16
3\0 ⚡ 210

Illus. Mauricio Herrera
Impresión de Mauricio Herrera

3/6 ⚡ \$17
3\0 ⚡ 211



Posted Bounty

Scheme.

Revelation – If you have ...

- ❖ ... 2 or more tags, take 2 damage.
- ❖ ... 4 or more tags, search the encounter deck and discard pile for a meatspace enemy or **Program** enemy and draw it. Shuffle the encounter deck.
- ❖ ... 6 or more tags, discard the asset you control with the highest printed cost.

Illus. Mauricio Herrera
Impresión de Mauricio Herrera

3/6 ⚡ \$17
3\0 ⚡ 211

Illus. Andreas Zafiratos
Impresión de Andreas Zafiratos

5/6 ⚡ \$18
2\0 ⚡ 218

Illus. Andreas Zafiratos
Impresión de Andreas Zafiratos

5/6 ⚡ \$18
2\0 ⚡ 218



Ultraviolet Level Clearance

Omen. Scheme.

While an investigator has 6 or more tags, Ultraviolet Level Clearance cannot be canceled.

Revelation – Draw the top card of the encounter deck. For every 3 tags you have, draw an additional card from the top card of the encounter deck.

Ultraviolet Level Clearance

Omen. Scheme.

While an investigator has 6 or more tags, Ultraviolet Level Clearance cannot be canceled.

Revelation – Draw the top card of the encounter deck. For every 3 tags you have, draw an additional card from the top card of the encounter deck.

