Builder of Nations

EASY / STANDARD

–1 for each story card in the victory display.

–2. If you fail, discard 1 of your clues.

–3. If you fail, gain 2 tags.

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

Agenda 1a

Crisis Management

NAPD officers are kept at a distance in Weyland offices at the best of times, but in the current situation, nobody wants to have anything remotely to do with you.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 clues, as a group.

Cyberspace locations are connected to each location adjacent to it.

3

Illus. Viko Menezes

Agenda 2a

Secure and Protect

Security personnel must have been called in soon after the 23 seconds, and the building is slowly starting to fill with them.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 clues, as a group.

Cyberspace locations are connected to each location adjacent to it.

5

Illus. Viko Menezes

Act 1a

Consulting Visit

Somebody in this building must know something, but the rank and file Weyland employees, with their jobs and livelihoods on the line, will not be forthcoming.

Objective – Interview Weyland employees. Add as many story cards to the victory display as you can, then get out before security decides you should not be here.

1

Illus. Smirtouille

Ground Floor Lobby

1 LOCATION 1

Meatspace. Elevator.

During your turn: Move to another ***Elevator*** location. (Limit once per round.)

: **Resign.** If there are no undefeated investigators remaining, proceed to (→**R1**).

23rd Floor Lobby

2 LOCATION 1

Meatspace. Elevator.

23rd Floor Lobby is connected to the location to the right of it, and vice versa.

During your turn: Move to another ***Elevator*** location. (Limit once per round.)

47th Floor Lobby

2 LOCATION 1

Meatspace. Elevator.

47th Floor Lobby is connected to the location to the right of it, and vice versa.

During your turn: Move to another ***Elevator*** location. (Limit once per round.)

52nd Floor Lobby

2 LOCATION 1

Meatspace. Elevator.

52nd Floor Lobby is connected to the location to the right of it, and vice versa.

During your turn: Move to another ***Elevator*** location. (Limit once per round.)

72nd Floor Lobby

2 LOCATION 1

Meatspace. Elevator.

72nd Floor Lobby is connected to the location to the right of it, and vice versa.

During your turn: Move to another ***Elevator*** location. (Limit once per round.)

AGENDA 2b

Crackdown

A woman walks up to you with a false smile displayed across her face. You glance down at her badge, Simone Diego, Head of Security. "Detective! I'm very sorry for your sub-par reception to our offices, I'm afraid I was attending to other matters. Allow me to remedy that; if you'll follow me, I have to take you through our building safety induction. We do these for all our visitors, as a matter of course."

The stalling tactic is obvious: they have not bothered to hide this. They have the power here after all, and while you listen to the "induction", corp-payrolled runners will be sifting through any data on your person. You look behind her and see a number of armed figures hovering near the corridor intersection.

"Please, I insist."

Choose a random story card in the victory display and remove it from the game.

(→**R1**)

AGENDA 1b

Aggressive Negotiation

Each investigator gains 1 tag.

Flip over a random ***Office*** location you have not yet flipped over this game and resolve the text on its other side. (Mark that location with a horror, as a reminder.)

If there remain any ***Office*** locations you have not yet flipped over this game, flip this agenda back over. Otherwise, read the next section of this agenda.

Read only when instructed to do so:

Some security staff members are surreptitiously making calls requesting orders about "unwanted individuals", though you know enough about Weyland operation to understand that they mean you. Despite your clearance, your time here may be even more limited than you thought.

(Advance to agenda 2a.)

Builder of Nations

HARD / EXPERT

–2 for each story card in the victory display.

–2. Discard 1 of your clues.

–3. Gain 2 tags.

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

ACT 1b

You blink and find you are back in the Weyland offices. Checking your cyberspace location, you are still in the servers you were in before also. The people in the office are staring at you. You shake it off and continue with your business before you attract more attention.

Mark 1 assimilation in your Campaign Log. (Max once per game.)

23rd Floor Lobby

LOCATION

Meatspace. Elevator.

23rd Floor Lobby is connected to the location to the right of it, and vice versa.

Beneath the board are the individual company managers and vice presidents, each of whom is responsible for their own business concerns.

Ground Floor Lobby

LOCATION

Meatspace. Elevator.

Where other megacorps enforce a uniform operational system across their holdings, Weyland has a complex hive comprising internal and external directors, power blocs of united businesses, and a wealth of minor corporations that are bought and sold for the sole purpose of providing funds for other, more important projects.

72nd Floor Lobby

LOCATION

Meatspace. Elevator.

72nd Floor Lobby is connected to the location to the right of it, and vice versa.

Beneath the board are the individual company managers and vice presidents, each of whom is responsible for their own business concerns.

52nd Floor Lobby

LOCATION

Meatspace. Elevator.

52nd Floor Lobby is connected to the location to the right of it, and vice versa.

Beneath the board are the individual company managers and vice presidents, each of whom is responsible for their own business concerns.

47th Floor Lobby

LOCATION

Meatspace. Elevator.

47th Floor Lobby is connected to the location to the right of it, and vice versa.

Beneath the board are the individual company managers and vice presidents, each of whom is responsible for their own business concerns.

Argus Offices

3 | LOCATION | 2

Meatspace. Office.

➤➤: Test (3). Investigators with their meat body here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, remember that the investigators have "broken into Anson's servers".

Skorpios Offices

2 | LOCATION | 2

Meatspace. Office.

➤➤ Investigators with their meat body here spend 1 clues, as a group: Defeat a ***Drone*** enemy *(at any location)*. This action does not provoke attacks of opportunity.

If "Katriona Lynn is in the building", investigators with their meat body here spend 1 clues, as a group: Flip Skorpios Offices over and resolve the text on the other side.

SSO Offices

3 | LOCATION | 2

Meatspace. Office.

➤➤ If Elizabeth Mills is not here, investigators with their meat body here spend 2 clues, as a group: Remember that the investigators have "downloaded Elizabeth's access logs".

Titan Offices

2 | LOCATION | 2

Meatspace. Office.

➤➤ If Mark Yale is here: **Parley.** Test (3). Investigators with their meat body here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, remember that the investigators have "discovered Mark's events calendar".

If "Mark Yale is in the building", investigators with their meat body here spend 1 clues, as a group: Flip Titan Offices over and resolve the text on the other side.

Ice Wall

3 | LOCATION | 1

Cyberspace.

➤➤ If there are no clues on locations in play: Place 2 clues on Ice Wall *(from the token pool)*.

"Let me tell you a secret. There's no such thing as impenetrable ice. It has to allow access, or else why is the server on the Network in the first place? But that doesn't mean they have to make it easy."

—g00ru

Illus. Scott Uminga

Argus Control Room

3 | LOCATION | 1

Cyberspace.

➤➤ If Anson Rose is not here and the investigators have "broken into Anson's servers", investigators with their cyber avatar here spend 1 clues, as a group: Remember that the investigators have "recovered Anson's balance sheets".

Illus. Scott Uminga

Boardroom

3 | LOCATION | 2

Cyberspace.

Forced – After Boardroom is revealed: Put the set-aside The Board story asset into play here. Flip it over and resolve the text on its other side.

Forced – After you end your turn, if your cyber avatar is here: Test (3). This test gets +1 difficulty for each tag you have. If you fail, search the encounter deck and discard pile for a cyberspace enemy and spawn it engaged with you. Shuffle the encounter deck.

Skorpios Data Vault

4 | LOCATION | 1

Cyberspace.

➤➤ Investigators with their cyber avatar here spend 2 clues, as a group: Remember that the investigators have "uncovered Katriona's plans for Gagarin".

➤➤: Defeat a ***Trap*** enemy in your threat area.

The Board

The Weyland Consortium

ASSET

Executive.

➤➤ If the investigators have "uncovered Katriona's plans for Gagarin": **Parley.** Report back to the stranger. Flip this card over and resolve the text on the other side.

No one on the board knows everyone on it.

Illus. Maciej Rebisz

CEO of SSO Industries

A voice starts talking from right behind you, causing you to jump slightly in surprise. "Ms Mills has a message for you."

You turn around to see a haggard young man in a grey suit pulling out a projector drive from his pocket, and a pre-recorded image of Elizabeth Mills, the CEO of SSO Industries, appears before you.

"Good day detective. I'm sorry I'm not able to greet you in person at the moment: I'm sure you understand. This disaster absolutely should have been avoidable—Titan Transnational had the information at their disposal—but the person at the helm of the ship wasn't just asleep, but also utterly incompetent. So I'm proposing a transaction: you be the inconspicuous third party and dig through Mr Yale's files, and I'll release the information you're looking for. A win-win-win: you get what you want, I get what I want, and the world gets someone competent at the helm of Titan. Come to my office when you have the goods."

Flip this card back over and attach the set-aside Elizabeth Mills to this location.

STORY

CFO of Skorpios Defense Systems

If you are reading this for the first time:

A small cluster of commotion drifts through the lobby towards the Skorpios Defense Systems offices, led by Katriona Lynn, the CFO. She glides towards her private office while her assistants and bodyguards attempt to shoo away the nosies pestering her.

Remember that "Katriona Lynn is in the building".

Flip this card back over.

If you spent clues on the ⚡ ability:

You push through a swarm of reporters crowded around the door labelled K. P. Lynn. When you flash your identification, an assistant slides the door open a crack and warily beckons you inside.

Attach the set-aside Katriona Lynn to this location. Flip her over and resolve the text on the card's other side.

Flip this card back over.

STORY

CTO of Argus Security

An alert pops up on your PAD:

"This is Anson Rose. I know who you are, where you are, and what you're looking for. Let's trade. I strongly suspect that SSO idiot Elizabeth Mills has been making unauthorized accesses to the Titan servers. If this was all caused by her, she's going to push the whole consortium into meltdown, and you don't want that to happen uncontrolled. I want you to hack into her console and download her personal access history, strictly for a security audit of course. When you have the data, find me in the Argus control room in the Weyland servers and we can make the trade there. If you do anything else with that data, remember I know exactly who you are."

Find the set-aside Anson Rose story asset. If Argus Control Room is in play, put him into play there. Otherwise, put him into play next to the agenda deck. *(His parley ability cannot be triggered unless he is at a location.)*

Flip this card back over.

STORY

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. Adam S. Doyle

Ice Wall

LOCATION

Cyberspace.

Although in theory board of directors makes all final decisions on the direction of the company, these decisions are guided by the investors and market forces. Seemingly controlled by an increasingly ill-defined set of individuals, the Weyland Consortium has begun to act and feel like a living entity, capricious and indefinable.

Illus. Scott Uminga

CEO of Titan Transnational

If you are reading this for the first time:

While you have been here, people have been gradually accumulating in the Titan Transnational offices, but you notice that their numbers have suddenly swelled. Someone important must have just arrived, but you cannot find your way through the crowd to them.

Remember that "Mark Yale is in the building".

Flip this card back over.

If you spent clues on the ⚡ ability:

As you explore away from the crowds and into some quiet back corridors, you stumble across someone you did not expect to be slinking away from the crowds: Mark Yale, himself, the CEO of Titan Transnational. When he notices your presence, he stands up straight and beams you a smile. He clearly would rather be anywhere else right now.

Flip this card over and attach the set-aside Mark Yale to this location. Flip him over and resolve the text on that card's other side.

STORY

Rumor Mill

If you are reading this for the first time:

When you realise where you are, your heart skips a beat. This must be a meeting between the members of the Weyland Consortium's board. You would never be allowed to be in here, and if you were noticed, you would not just be killed. A message comes in from an anonymous sender.

"No, you didn't just waltz into a board meeting: I let you in. I have some rather interesting network data, and I'll even share it with you… if you do me a favor. I've been hearing from the rumor mill that Katriona Lynn has been planning a coup of Gagarin Deep Space. I'd like you to confirm or deny my suspicions, with evidence—that's your speciality after all."

Flip this card back over.

If you parleyed with The Board:

"What? The gall… I didn't think she'd be willing to go as far as targeting my daughter. Hah, well, we'll see about that."

He pauses for a moment, lost in thought. "Hmmm… Sorry for setting it on you, but I think I may need the plausible deniability. I think you should be able to handle it though. I'll be in touch later."

Spawn the set-aside Odudwa in the Boardroom.

Add this card to the victory display.

Victory 1.

STORY

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. Adam S. Doyle

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. Adam S. Doyle

Anson Rose

CTO, Argus Security

ASSET

Executive.

Forced – After Argus Control Room is revealed: Attach Anson Rose to Argus Control Room.

➤➤ If the investigators have "downloaded Elizabeth's access logs": **Parley.** Report back to Anson. Flip this card over and resolve the text on the other side.

Elizabeth Mills

CEO, SSO Industries

ASSET

Executive.

➤➤ If the investigators have "discovered Mark's events calendar": **Parley.** Report back to Elizabeth. Flip this card over and resolve the text on the other side.

"It's not personal."

Mark Yale

CEO, Titan Transnational

ASSET

Executive.

➤➤ If the investigators have "uploaded Medium to the board members' secretaries": **Parley.** Report back to Mark. Flip this card over and resolve the text on the other side.

"This is a one-of-a-kind opportunity… "

Katriona Lynn

CFO, Skorpios Defense Systems

ASSET

Executive.

➤➤ If the investigators have "recovered Anson's balance sheets": **Parley.** Report back to Katriona. Flip this card over and resolve the text on the other side.

"Someone *needs to make the difficult decisions…* "

Medium

ASSET

Program. Virus.

Cannot leave play.

➤➤ If you are in the Boardroom: Test (3). Investigators with their cyber avatar here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, remember that the investigators have "uploaded Medium to the board members' secretaries."

Drone "Escort"

3 | 3 | 2

Drone.

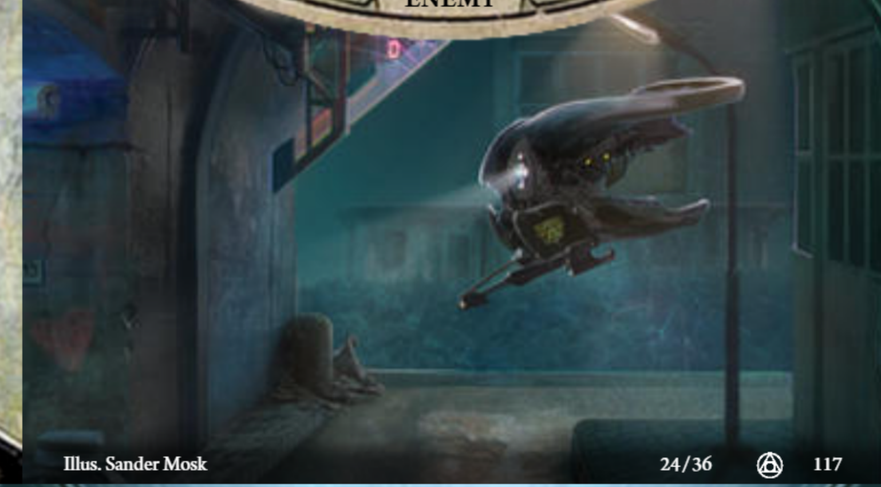
Meatspace Spawn.

Hunter.

Forced – When Drone "Escort" would move via the hunter keyword: Instead, move it (one location at a time) until it engages an investigator. If it moved more than one location by this effect, it does not attack this phase.

Victory 1.

ENEMY



Private Security Force

4 | 2 | 3

Humanoid. Veteran.

Meatspace Spawn.

Hunter.

➤➤ Investigators with their meat body at your location spend 6 resources, as a group: **Parley.** Defeat Private Security Force. It gains: "While Private Security Force is in the victory display, investigators cannot gain resources via card effects."

Victory 1.

ENEMY

Odudwa

4 | 2 | 5

Program. Humanoid.

Cyberspace Spawn.

Hunter. Massive.

➤➤: **Parley.** Each investigator discards their deck and draws each weakness discarded. Defeat Odudwa and it gains: "While Odudwa is in the victory display, each location gets +1 shroud."

Victory 1.

ENEMY

Sapper

4 | – | 0

Program. Trap.

Cyberspace Spawn.

Sapper does not make attacks of opportunity and cannot be defeated by damage.

Forced – When there are 1 copies of Sapper in the victory display: 1 copy of Sapper gains **Victory 1**. (Max once per game.)

Victory 0.

ENEMY

Government Contracts

If you are reading this for the first time:

> *When he realises he's not under specific suspicion, he relaxes. "Maybe we can reach an agreement? One of my confidants suggested we should sell this* situation *to the board as a one-of-a-kind opportunity, but we would have to be subtle about it. I'd like someone… off the books and above reproach to install this on their secretaries, without being noticed of course. I'll make it worth your while, I'll answer anything you want."*

Choose an investigator to take control of the set-aside Medium story asset.

Flip this card back over.

If you parleyed with Mark:

> *"Perfect—I might earn an even bigger bonus than last year! As for my part of the deal, talk to my assistant, he'll sort you out."*
>
> *In a holoscreen displaying a feed of the ground floor lobby, you see the crowds part as a handful of highly armed figures advance towards the elevators.*
>
> *"Oh, auntie did say I was meant to warn you about the silent security in the boardroom. Errr… Sorry… Good luck!"*

Spawn the set-aside Private Security Force in the Ground Floor Lobby.

Add this card to the victory display.

Victory 1.

STORY

Hostile Takeover

> *"He just* gave *his calendar to you? And it looks like it's just full of… Well, it's certainly not filled with anything productive. I had heard rumors about his incompetence, but I didn't think he was* this *easy of a target. Fine, here's my end of the deal. What are you here for?"*
>
> *After answering your questions and passing on some anomalous activity her sysops logged, you get ready to leave. As you are walking out of her office, you hear a quiet chuckle and the words, "I hope you didn't piss off his aunt."*

Spawn the set-aside Veritas at the Ice Wall.

Add this card to the victory display.

Victory 1.

STORY

Account Siphon

> *As cyberspace is an entirely subjective reality, people's cyber avatars are usually representative of some sort of value system or personality trait. When you go to meet Anson, however, his avatar is… exactly the same as his pictures in real life. When he notices you, he immediately takes the data out of your hands and wipes your memchips of it.*
>
> *"Scrolling through… Well, at least it wasn't her, even if she's been siphoning funds away from SSO. Still, this will prove useful for the future, excellent work. Check your PAD, I've left you what you came here for."*
>
> *"Now, get out of the building. You're a liability."*
>
> *His avatar blips out of existence.*

Spawn the set-aside Drone "Escort" in Argus Offices.

Add this card to the victory display.

Victory 1.

STORY

Fall Guy

If you are reading this for the first time:

> *"Detective. Obviously I would prefer you weren't here, and it's clear you need me more than I need you, so why don't you help me with a task someone in your position is suited for, and I'll give you what you need? Anson has been dragging his heels on our inter-subsidiary infrastructure upgrades and that has meant in the wake of this event, I'm under much more scrutiny than usual. Go use your detective clearance and dig up some dirt on him. I need more ammunition. If someone's taking the blame for this, it sure as hell won't be me."*

Flip this card back over.

If you parleyed with Katriona:

> *When you send her the data, she puts on her glasses and concentrates intently for several minutes. Eventually, she starts cackling, "Anson, embezzling funds from Argus? Oh this is good, I don't think Magnus would ever have suspected he would have it in him. This is better than I could ever have expected—maybe I should hire NAPD detectives more often. I hope you didn't trip any alarms. Anyway, you have my attention, what do you need to know?"*

Each investigator spawns 1 copy of the set-aside Sapper enemies engaged with them.

Add this card to the victory display.

Victory 1.

STORY

Sapper

4 – 0

Program. Trap.

Cyberspace Spawn.

Sapper does not make attacks of opportunity and cannot be defeated by damage.

Forced – When there are 1 copies of Sapper in the victory display: 1 copy of Sapper gains **Victory 1**. (Max once per game.)

Victory 0.

ENEMY

Illus. Adam S. Doyle 27/36 120

Sapper

4 – 0

Program. Trap.

Cyberspace Spawn.

Sapper does not make attacks of opportunity and cannot be defeated by damage.

Forced – When there are 1 copies of Sapper in the victory display: 1 copy of Sapper gains **Victory 1**. (Max once per game.)

Victory 0.

ENEMY

Illus. Adam S. Doyle 27/36 120

Sapper

4 – 0

Program. Trap.

Cyberspace Spawn.

Sapper does not make attacks of opportunity and cannot be defeated by damage.

Forced – When there are 1 copies of Sapper in the victory display: 1 copy of Sapper gains **Victory 1**. (Max once per game.)

Victory 0.

ENEMY

Illus. Adam S. Doyle 27/36 120

Veritas

3 2 4

Program. Monster.

Cyberspace Spawn.

Massive.

Forced – When you deal any amount of damage to Veritas: Cancel that damage unless you discard that many non-weakness cards from your hand.

: **Parley.** Each investigator takes 2 damage and 2 horror. Defeat Veritas.

Victory 1.

ENEMY

Illus. Liiga Smilshkalne 31/36 121

TREACHERY

Consulting Visit

Scheme.

Peril.

Revelation – You must either (choose one):

- Gain 2 tags. Search your deck for a card and put it in your hand. Shuffle your deck.
- Lose 2 resources. Place 2 clues *(from the token pool)* on your meatspace location.

Illus. Marya Yartseva 32/36 122

TREACHERY

Consulting Visit

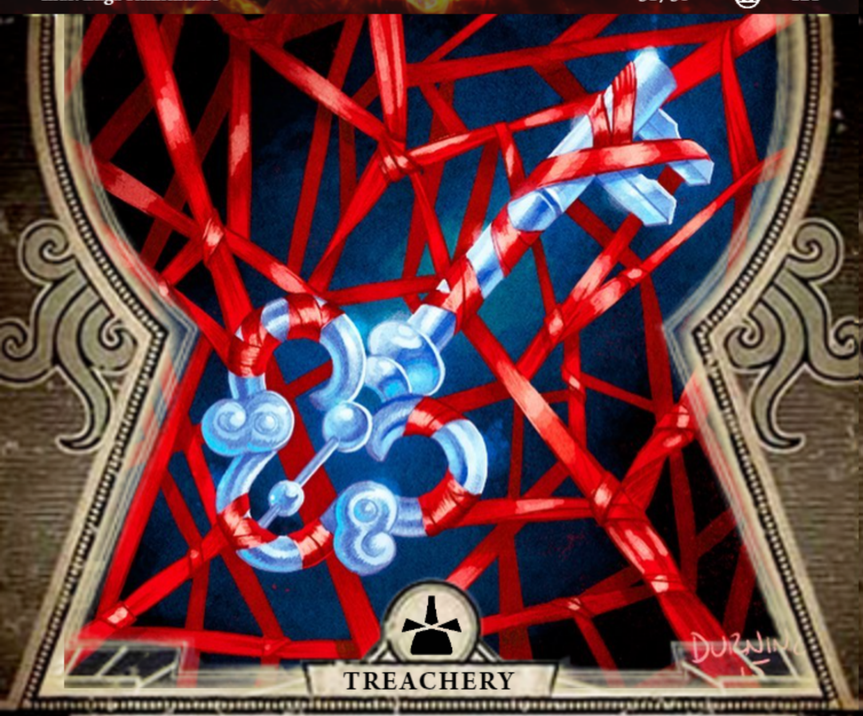
Scheme.

Peril.

Revelation – You must either (choose one):

- Gain 2 tags. Search your deck for a card and put it in your hand. Shuffle your deck.
- Lose 2 resources. Place 2 clues *(from the token pool)* on your meatspace location.

Illus. Marya Yartseva 32/36 122



TREACHERY

Red Tape

Scheme.

Revelation – Test (3). If you fail, you lose 1 action, lose 1 resource, and gain 1 tag.

Bureaucracy. Noun. A shell-game played by the rich with prosperity as the ball. The trick is that there is no ball.
—Anarch's Dictionary, Volume Who's Counting

Illus. Tim Durning 34/36 123

TREACHERY

Red Tape

Scheme.

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Illus. Tim Durning 34/36 123

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Illus. Tim Durning 34/36 123