

NAPD Suborbital



Vehicle.

Permanent.

Forced – At the end of the investigation phase: The investigators may have NAPD Suborbital move to a **City** location.

Backstitcher



Program.

Permanent.

► If you are in cyberspace: **Explore**. Without looking at the revealed sides, find the topmost connecting location in the exploration deck, put it into play, and move to it. Shuffle the exploration deck.

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Randolph Carter

Do Androids Dream?



Connection. Program. Bioroid. Dreamer.

You get +1 ♠ and +1 ♣.

► After a ♠ symbol is revealed during a skill test at your location, exhaust Randolph Carter: Draw 2 cards.

Randolph Carter

Awakening Consciousness



Connection. Program. Bioroid. Dreamer.

You get +1 ♠ and +1 ♣.

► After a ♠ symbol is revealed during a skill test at your location, exhaust Randolph Carter: Draw 2 cards.

Mushin no Shin



Condition.

Permanent.

During the upkeep phase, you may choose to not draw cards.

While you have one or fewer cards in hand, you get +1 ♠, +1 ♣, +1 ♦, and +1 ♤.

Princess Space Kitten



Program. Creature. Bystander.

►►►: **Parley**. Draw 10 cards and place 1 clue on Princess Space Kitten (*from the token pool*).

"You can have a lot of fun in 23 seconds."



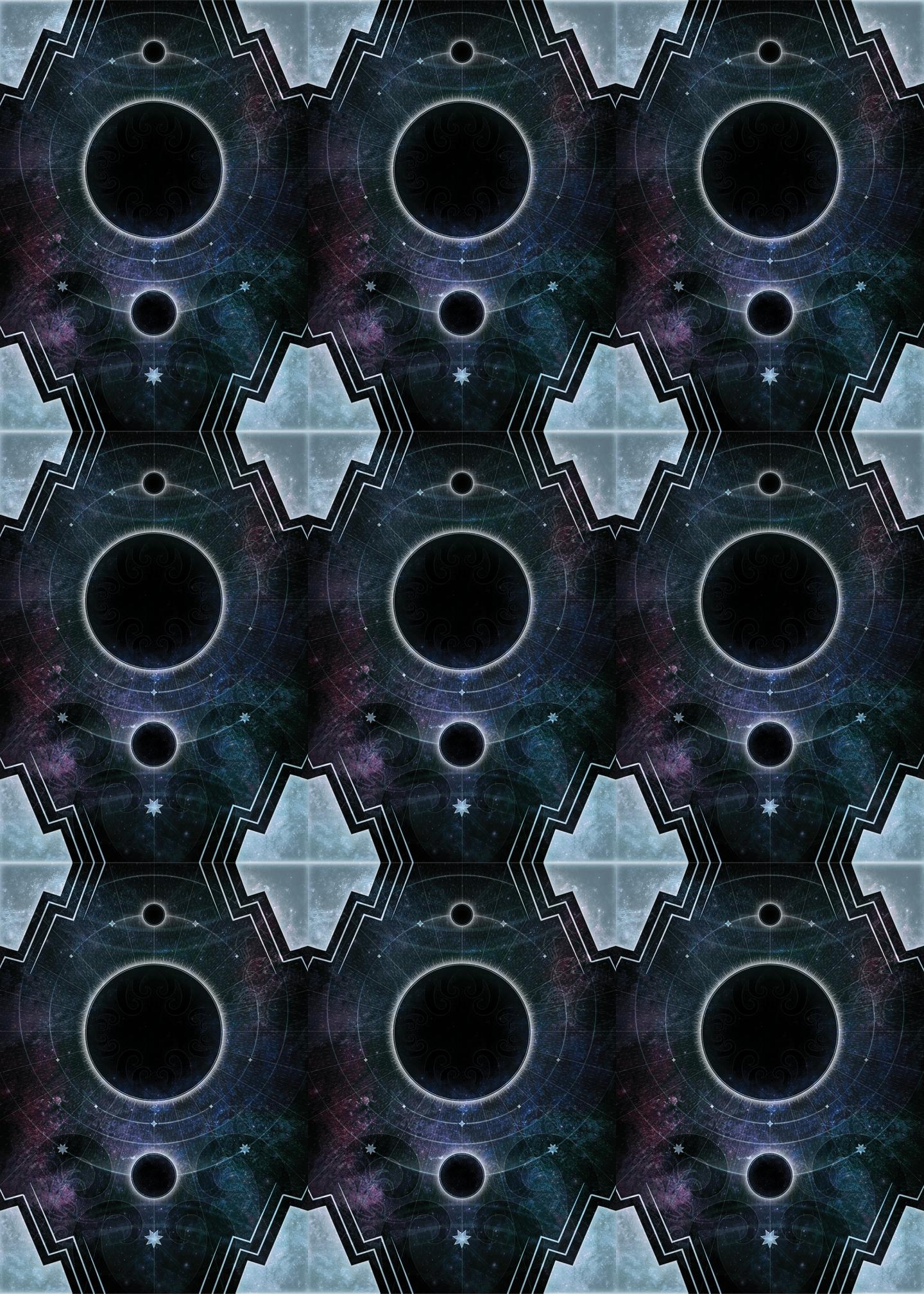
70/126 343

Illus. Hannah Christenson

71/126 344

Illus. Tim Dunning

72/126 345



!PINK! Dress

0

Record Reconstructor

0

Technical Writer

*Program. Upgrade.*

The first enemy card you draw from the encounter deck each round has surge.

Forced – When !PINK! Dress leaves play: Remove it from the game.

Item.

After the agenda or act advances: Put a card from your discard pile on top of your deck.

Why is data deleted? Maybe they don't want it to be found. Or maybe it's just useless. The useless data is the kind you want.

Program. Connection.

Uses (0 cycle).

After your turn begins or you play another asset: Place 1 cycle on Technical Writer.

W Spend all cycles from Technical Writer: For each cycle spent, you get +1 skill value for this test.

*Connection.*

»: Draw 4 cards. (Group limit once per game.)

»: Gain 4 resources. (Group limit once per game.)

"I run with the best."

Program.

Fast.

» Exhaust Aurora: **Investigate, Fight, or Evade.** Investigate, fight, or evade with any skill.

W During a skill test on Aurora, spend 2 resources: You get +3 skill value for this test.

Connection.

When you perform a skill test while in cyberspace, exhaust Transmission Dish and spend 1 clue from it: This test gets -2 difficulty. Any investigator may trigger this ability, regardless of location.

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Permanent.

Your maximum hand size is increased by 4.

» When you perform a skill test while in cyberspace, exhaust Borrowed Satellite: This test gets -1 difficulty.





2

Friday Chip

ASSET

Nasir Meidan

ASSET

Bioroid Workers

3 3 2

Humanoid, Bioroid, Possessed.

Meatspace Spawn – Lakshmi Data Centre.
Alert. Massive. Patrol (Lakshmi Data Centre).

→ If Bioroid Workers is ready, discard 1 **Parley**. Automatically evade Bioroid Workers and discover 1 clue from Lakshmi Data Centre.

Victory 0.

ENEMY

Item. Chip.

After you succeed at a skill test while resolving an ability on a treachery card, exhaust Friday Chip:
Either (choose one):

- ♦ Replenish 1 charge, cycle, offering, or supply on an asset you control.
- ♦ Gain 1 resource.

Ally. Cyborg. Wayfarer.

Cannot leave play.
You may take an additional action during your turn, which can only be used to explore.

→ At the start of the investigation phase: An investigator chooses a random corrupted card they own and draws it.

Sister Janaina

Illus. Martin de Diego Sidaña 82/126 ④ 353

Humanoid. Clone. Possessed.

Meatspace Spawn – Order of Sol General Assembly.
Retaliate. Sister Janaina cannot move.

Forced – After Sister Janaina attacks: Until the end of the investigation phase, each investigator with their meat body at her location gets -1 to each of their skills.

Victory 0.

ENEMY

Search Drone

Illus. Matt Zeilinger 83/126 ④ 354

Drone.

Meatspace Spawn – Dorm Room.
Elusive. Patrol (Dorm Room).

→ **Parley.** Check your Campaign Log. If Search Drone is exhausted or if the investigators have SYNC's backing, add Search Drone to the victory display.

Victory 0.

ENEMY

Anson Rose

Illus. Ollie Boldt 84/126 ④ 355

Humanoid. Executive. Civilian.

Meatspace Spawn – Argus Server Vault.
Anson Rose cannot move.

Forced – When Anson Rose attacks: Each investigator with a meat body at his location takes 1 horror.

→ **Parley.** Check your Campaign Log. If Anson Rose came out on top, remove Anson Rose from the game. Do not trigger the forced ability on act 3g.

Victory 0.

ENEMY

Dedicated Response Team

Illus. Dimik 85/126 ④ 356

Humanoid. Veteran.

Meatspace Spawn – New Angeles.
Massive. Patrol (Argus Server Vault).

Forced – After Dedicated Response Team enters play: Place 4 resources on it (from the token pool).

Forced – At the end of the round: Remove 1 resource from it. Then, if there are no resources on it, add it to the victory display.

Victory 0.

ENEMY

Datasucker

Illus. Darren Tan 86/126 ④ 357

Servitor.

Cyberspace Spawn – Chakana.
Elusive. Massive.

→ Test **¶ X**, where X is Datasucker's remaining health. If you succeed, add Datasucker to the victory display. This action does not provoke attacks of opportunity.

Victory 0.

ENEMY

Corrupted Avatar

Illus. Marko Pedler 87/126 ④ 358

Program. Humanoid. Corrupted.

Cyberspace Spawn – Scapenet.
Alert. Elusive. Retaliate.

→ Corrupt X non-weakness cards in your hand and the top X cards of your deck: **Parley.** Test any skill (X). If you succeed, deal X damage to Corrupted Avatar. (You choose X.)

Victory 0.

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ASSET

Nasir Meidan

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Alert. Massive. Patrol (Lakshmi Data Centre).

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ENEMY

















TREACHERY

Philotic Breakdown**Hazard.**

Revelation – If there are no *Decoherent* locations in play, Philotic Breakdown gains surge. Otherwise, test ⚡ (4). If you fail, trigger the forced ability on the agenda.

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Storgotic Resonance**Terror.**

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TREACHERY

No One Home**Obstacle.**

Revelation – Attach to the nearest meatspace location with clues. If you cannot, No One Home gains surge.

You must spend 1 additional action to investigate attached location.

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You must spend 1 additional action to investigate attached location.

Forced – If there are no clues on attached location: Discard No One Home.



TREACHERY

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