

Edge of the Network

Assimilator

Assimilator

2 2 2

Servitor.

Cyberspace Spawn.

Illustration by Scott Uminga

Forced – When Assimilator attacks your cyber avatar or meat body, it gets +1 damage for every 3 corrupted cards you own. For each investigator or unique **Ally** asset this attack defeats, mark 1 assimilation in the Campaign Log.

Victory 0.

ENEMY

LOCATION

2

Cyberspace Void.

Edge of the Network gets +1 shroud for every 5 fragments marked in your Campaign Log.

Forced – After you discover the last clue here: Mark 1 fragment in your Campaign Log. Spawn the set-aside Assimilator enemy engaged with your cyber avatar. (Group limit once per game.)

Victory 1.

Assimilator

Illus. Scott Uminga

1/5

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2 2 2

Servitor.

Cyberspace Spawn.

Assimilator gets +1 fight and +1 evade for every 5 fragments marked in your Campaign Log.

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Victory 0.

ENEMY



10-14

4/5

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Illustration by Scott Uminga

Cyberspace Spawn.

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Victory 0.

ENEMY



Illustration by Scott Uminga

15+

5/5

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Victory 0.

ENEMY

LOCATION

2

2

2

Cyberspace Spawn.

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Victory 0.

ENEMY



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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