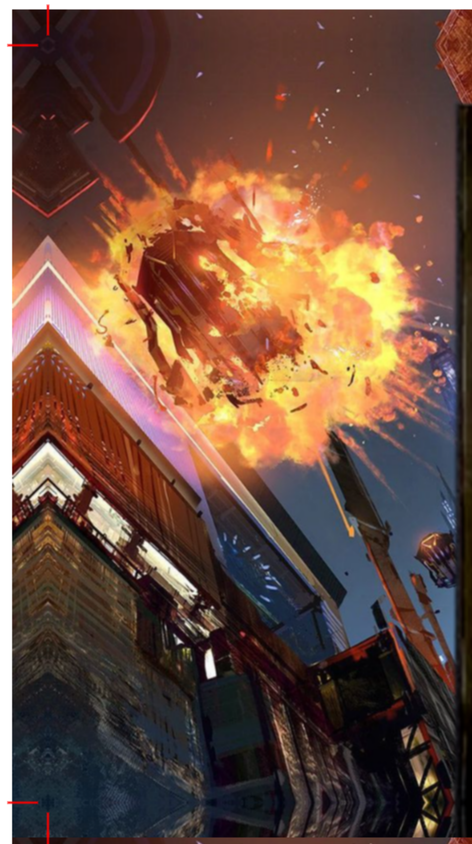


Agenda 2a

Esmereldas Crackdown

There are rumblings on the NAPD network of prisec activity in Esmereldas.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

3

Illus. Alex Kim 4/59 235

The Whistleblower

EASY / STANDARD

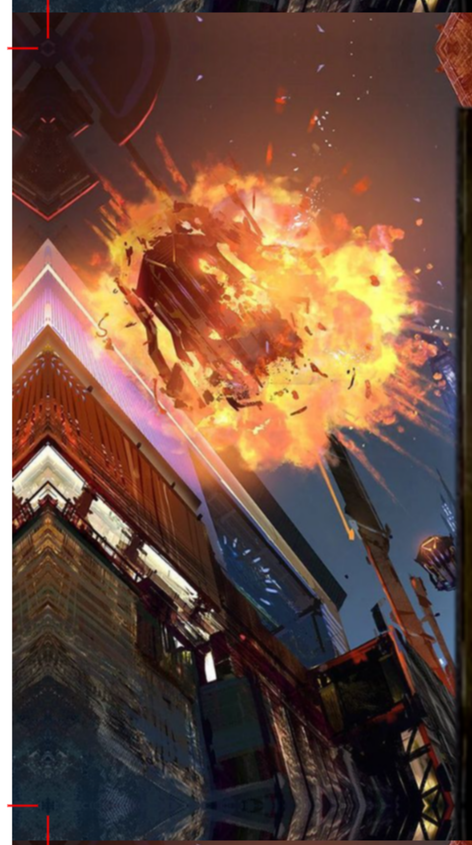
–1 for each act in the victory display.

–2. If you fail, Null & Omar takes 1 direct damage unless you place 1 of your clues on your location.

–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.

1/59 232



Agenda 2a

Guayaquil Crackdown

There are rumblings on the NAPD network of prisec activity in Guayaquil.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

3

Illus. Alex Kim 5/59 236

Agenda 1a

Scorched Earth

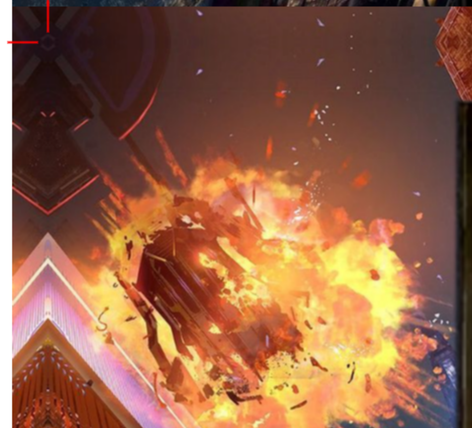
There are rumblings on the NAPD network of prisec activity in the Base de Cayambe District. They must be closing in on Null's last whereabouts, and Weyland are not known for their subtle approach. Get away now!

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

2

Illus. Alex Kim 2/59 233



Agenda 2a

Manta Crackdown

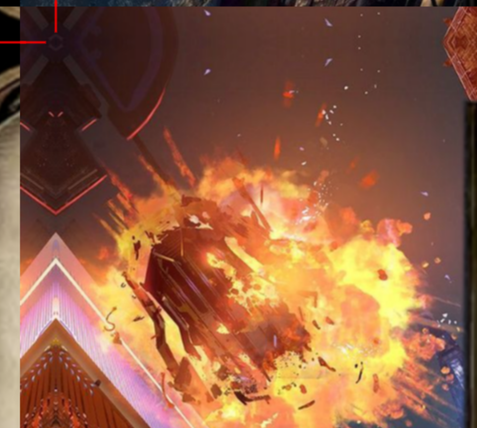
There are rumblings on the NAPD network of prisec activity in Manta.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

3

Illus. Alex Kim 6/59 237



Agenda 2a

Chakana Crackdown

There are rumblings on the NAPD network of prisec activity in Chakana.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

3

Illus. Alex Kim 3/59 234

AGENDA 2b

Manta Lockdown

A warning signal in your interface puts you on alert. You jack into cyberspace on instinct and are greeted by a swarm of burke bugs, eating 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 2b

Chakana Lockdown

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

While scanning nearby comms, 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 a 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 ***Chakana*** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 2b

Guayaqil 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 ***Guayaquil*** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 1b

Urban Renewal

A series of devastating explosions reverberates around you, one directly spilling out of the floor of the Gran Hotel where Omar was staying. The air fills with the screams of nearby civilians as you take cover, and you notice prisec teams repositioning in the upper floors of nearby buildings.

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

Esmereldas Lockdown

Check your Campaign Log. If *Anson Rose came out on top*:

You get a follow-up message from Anson. "No doubt partly thanks to your help, my search into the damage done on our systems has gone smoothly. The breach is proliferating man-in-the middle attacks on all our communications: so many that my team can't stop them all. Get to the bottom of this ASAP before the whole city goes on meltdown."

Otherwise:

The buzzing started quiet and distant at first, but it is unmistakable now. Above the streets, platoons of drones are slowly descending on the pedestrians around you. You are pushed to your left, then towards the wall as the crowds as one mind jostle to enter the relative safety of any nearby restaurant, though nothing seems to have happened yet.

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

The Whistleblower

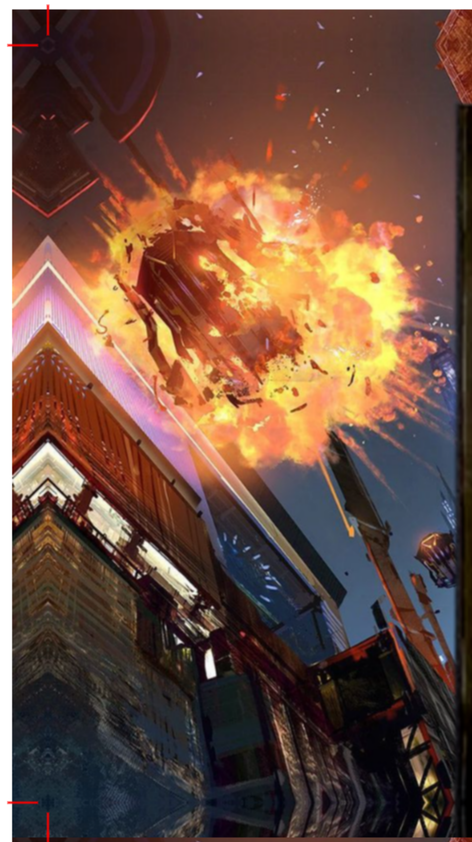
HARD / EXPERT

–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.



Agenda 2a

Rutherford Crackdown

There are rumblings on the NAPD network of prisec activity in Rutherford.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

3

Illus. Alex Kim 10/59 241

Agenda 2a

Nihongai Crackdown

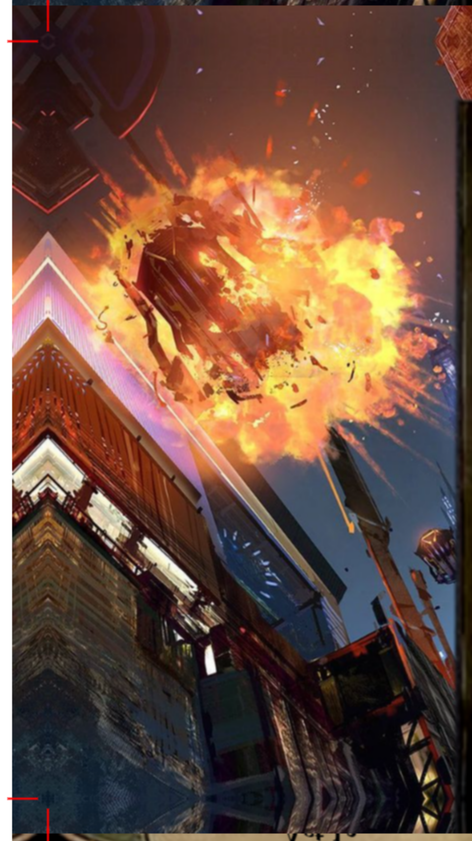
There are rumblings on the NAPD network of prisec activity in Nihongai.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

3

Illus. Alex Kim 7/59 238



Agenda 3a

Too Big to Fail

The NAPD network has gone quiet.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

2

Illus. Alex Kim 11/59 242

Agenda 2a

Quinde Crackdown

There are rumblings on the NAPD network of prisec activity in Quinde.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

3

Illus. Alex Kim 8/59 239

Act 1a

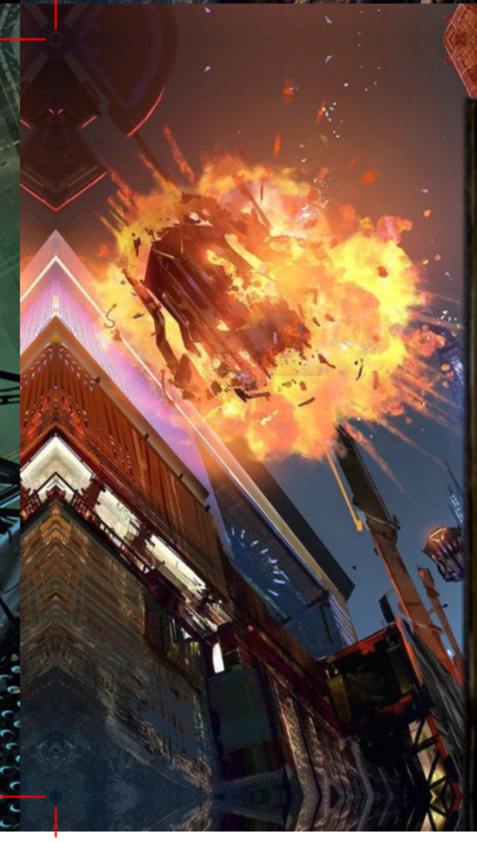
Chakana Run

Club Phoenix, which dominates the upper levels of the Jade Light Arcology, attracts party-goers from residents and visitors alike. The main dance floor accommodates 5,000 people, while upper floors provide bars and entertainment areas, swimming pools, and massage parlors.

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

2

Illus. Smirtouille 12/59 243



Agenda 2a

Rabotgorod Crackdown

There are rumblings on the NAPD network of prisec activity in Rabotgorod.

As an additional cost for you to move between ***District*** locations, you must spend 1 action.

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

3

Illus. Alex Kim 9/59 240

ACT 1b

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.

AGENDA 2b

Rabotgorod Lockdown

Check your Campaign Log. If *Katriona Lynn came out on top*:

You receive a message from Katriona. "It 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 comms 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 ***Rabotgorod*** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 3b

Snatch and Grab

An explosion flips the hopper and you brace for impact. Amid the smoke and flames, you hear shouting and see unidentifiable 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.

If an investigator controls Null & Omar, remove Null & Omar from the game.

Each remaining investigator is defeated and suffers 1 physical trauma.

AGENDA 2b

Quinde 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 mixed signals. Good luck, detectives. Thanks for your help earlier."

Otherwise:

Dropships float above the plaza and prisec agents descend onto the pavements. Their gear—high-visibility armor, holo-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 ***Quinde*** location their meat body is. For each point they fail by, they gain 1 tag.

AGENDA 2b

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 sweeping servers in your vicinity.

Each investigator tests (4). Reduce the difficulty of this test by 1 for each location away from a ***Rutherford*** 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 yakuza 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.

Act 1c

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.

2

Illus. Smirtouille 16/59 247

Act 1c

Esmereldas Run

An infamously disreputable region of excellent reputation, Eat Row is a nightlife area that extends all the way to New Beach from the Apogee Arcology. It features a startling array of excellent and unpretentious restaurants in a wide variety of cuisines.

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

2

Illus. Smirtouille 13/59 244

Act 1c

Quinde Run

The Jack Weyland Museum of Space Travel celebrates the pioneers of space travel throughout history, from Yuri Gagarin and Valentina Tereshkova to Jack Weyland himself.

Objective – Only investigators with their meat body at Museum of Space Travel and their cyber avatar at Quinde Node may spend the requisite clues, as a group, to advance.

2

Illus. Smirtouille 17/59 248

Act 1c

Guayaquil Run

Sportsmetal Stadium is large enough to host a major league baseball game in one half and an American football game in the other, and it has the technology to live-broadcast them in threedee worldswide.

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

2

Illus. Smirtouille 14/59 245

Act 1c

Rabotgorod Run

The Citadel of Starlight is the largest and most modern religious facility in New Angeles as well as the world headquarters of the Starlight Crusade. Surrounded by spires radiating beams of light into the sky, its central tower gleams with tall illuminated windows.

Objective – Only investigators with their meat body at Citadel of Starlight and their cyber avatar at Rabotgorod Node may spend the requisite clues, as a group, to advance.

2

Illus. Smirtouille 18/59 249

Act 1c

Manta Run

The NASX is housed in a massive beehive-shaped arcology of glass and steel. As busy as the trading floor can be, the true activity centers around the NASX mainframe. Nicknamed "the All-Seeing Eye" by traders, the orb-shaped mainframe is clearly visible from the trading floor behind a glass ceiling.

Objective – Only investigators with their meat body at New Angeles Stock Exchange and their cyber avatar at Manta Node may spend the requisite clues, as a group, to advance.

2

Illus. Smirtouille 15/59 246

ACT 1d

Rabotgorod Shard

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 Rabotgorod 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.

ACT 1d

Manta Shard

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 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.

Victory 1.

ACT 1d

Quinde 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 Quinde 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.

ACT 1d

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 floorplan.

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.

ACT 1d

Nihongai 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.

ACT 1d

Esmereldas Shard

You sit down at the counter of a 24-hour ramen and carefully recite the order Sandy, Null's AI assistant, sent to you. When the chef comes back to you with a completely different order, you jack into the guest terminal and find the data you were looking for, unlocked.

Add this card to the victory display.

An investigator with their meat body at Eat Row heals 1 damage.

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

Otherwise, if Esmereldas 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.

Act 1c

Rutherford Run

An elevated square in the center of the district, Broadcast Square forms the heart of the media industry in New Angeles. The arcologies surrounding the square, and for nearly a kilometer in every direction, are home to the city's most important communication corps.

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

2

19/59 250

20/59 320

Illus. Smirtouille

Illus. Smirtouille

Skylane

Clockwise

1 LOCATION 1

Meatspace. Skylane.

Traffic direction (clockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalaceSheet 20/59 251

Illus. BalaceSheet 20/59 251

Skylane

Clockwise

1 LOCATION 1

Meatspace. Skylane.

Traffic direction (clockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalaceSheet 20/59 251

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Skylane

Clockwise

1 LOCATION 1

Meatspace. Skylane.

Traffic direction (clockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalaceSheet 20/59 251

Illus. BalaceSheet 20/59 251

Skylane

Clockwise

1 LOCATION 1

Meatspace. Skylane.

Traffic direction (clockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalaceSheet 20/59 251

Illus. BalaceSheet 20/59 251

Gran Hotel

4 LOCATION 3

Meatspace. District. Base de Cayambe.

The management claims to run a strictly legal establishment and won't accept credits from anyone without a valid ID… but with a sizeable enough tip, they are known not to look too closely.

Victory 2.

Illus. Henning Ludvigsen 24/59 252

Illus. Henning Ludvigsen 24/59 252

Skylane

Counterclockwise

1 LOCATION 1

Meatspace. Skylane.

Traffic direction (counterclockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalaceSheet 20/59 251

Skylane

Counterclockwise

1 LOCATION 1

Meatspace. Skylane.

Traffic direction (counterclockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalaceSheet 20/59 251

Rutherford Shard

ACT 1d

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).

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.

Base de Cayambe

LOCATION

Meatspace. District. Base de Cayambe.

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.

Illus. Kirsten Zirngibl

Skylane

Counterclockwise

1 LOCATION 1

Meatspace. Skylane.

Traffic direction (counterclockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalaceSheet 20/59 251

Skylane

Counterclockwise

1 LOCATION 1

Meatspace. Skylane.

Traffic direction (counterclockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalaceSheet 20/59 251

NAPD Headquarters

4 | LOCATION | 2

Meatspace. District. Laguna Velasco.

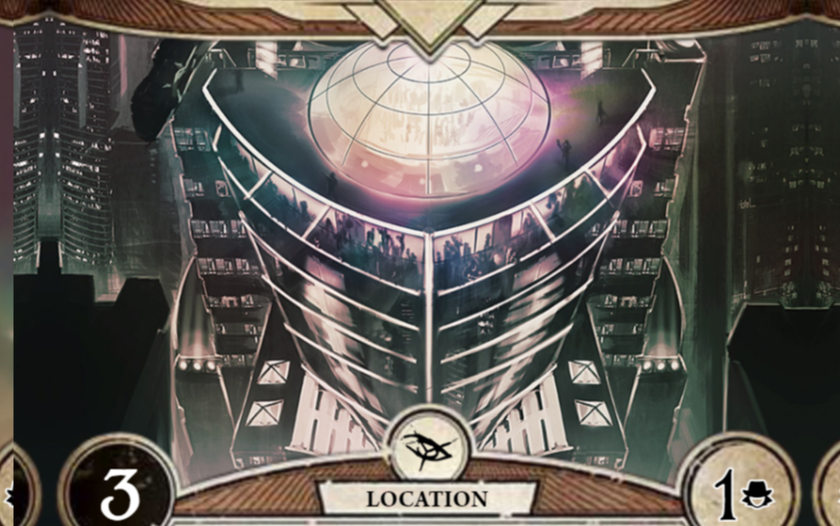
➤➤ If you control Null & Omar: Add them to the victory display.

➤➤: **Resign.** If you control Null & Omar, add them to the victory display. If there are no undefeated investigators remaining, proceed to (→**R1**).

Victory 1.

Illus. Henning Kudvigsen 25/59 253

Club Phoenix



3 | LOCATION | 1

Meatspace. District. Chakana.

➤➤: **Parley.** Test (2), then (2), then (2), then (2). For each of these skill tests you succeed, gain 1 clue *(from the token pool)*. (Group limit once per game.)

Illus. Adam Schumpert 26/59 254

Eat Row

2 | LOCATION | 1

Meatspace. District. Esmereldas.

➤➤ ➤➤ Spend 2 resources: Heal 1 physical or mental trauma from your investigator. (Group limit once per game.)

Neither trendy enough to attract slumming risties, and not exclusive enough for the other kind, Eat Row is the middle-class hot spot of choice.

Illus. Emilio Rodriguez 27/59 255

Sportsmetal Stadium

2 | LOCATION | 1

Meatspace. District. Guayaqil.

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 Guayaqil.

Illus. Viko Menezes (edited) 28/59 256

New Angeles Stock Exchange

2 | LOCATION | 2

Meatspace. 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.

Illus. Emilio Rodriguez 29/59 257

Tourist Quarter

3 | LOCATION | 2

Meatspace. 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.

Illus. Adam Schumpert 30/59 258

Esmereldas

LOCATION

Meatspace. District. Esmereldas.

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.

Illus. Kirsten Zirngibl

Chakana

LOCATION

Meatspace. District. Chakana.

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.

Illus. Kirsten Zirngibl

Laguna Velasco

LOCATION

Meatspace. District. Laguna Velasco.

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.

Illus. Kirsten Zirngibl

Nihongai

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

Manta

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

Guayaquil

LOCATION

Meatspace. District. Guayaquil.

Guyaquil 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

Museum of Space Travel

3 LOCATION 1

Meatspace. 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.

Illus. Maciej Rebisz 31/59 259

Citadel of Starlight

3 LOCATION 1

Meatspace. 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.

Illus. Viko Menezes 32/59 260

Broadcast Square

3 LOCATION 2

Meatspace. 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.

Illus. Maciej Rebisz 33/59 261

Traffic Control

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.

Victory 1.

Illus. Scott Uminga 34/59 262

Chakana Node

3 LOCATION 2

Cyberspace. 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.

Illus. Liiga Smilshkalne (edited) 35/59 263

Esmereldas Node

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?

Illus. Liiga Smilshkalne (edited) 36/59 264

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.

Illus. Kirsten Zirngibl

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 people 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.

Illus. Kirsten Zirngibl

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

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

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Traffic Control

LOCATION

Cyberspace.

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

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

Illus. Scott Uminga

Guayaquil 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

Manta 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

Nihongai Node

2 LOCATION 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

Quinde 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

Rabotgorod Node

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

Rutherford Node

2 LOCATION 1

Cyberspace. Node.

➤➤: Search your deck and discard pile for a ***Gambit***, ***Melee***, or ***Trick*** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Illus. Liiga Smilshkalne (edited) 42/59 270

Unexplored Server

LOCATION

Cyberspace.

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

Null & Omar

4

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.

Illus. Matt Zeilinger (Edited) 43/59 271

Police Hopper

–

ASSET

Vehicle.

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

Omar's Conviction

–

ASSET

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

Şifr

–

ASSET

Item. Console.

Permanent.

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

Balance out the equation.

Illus. Martin de Diego Sádaba 46/59 274

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."

ENEMY

Illus. Aurore Folny 47/59 275

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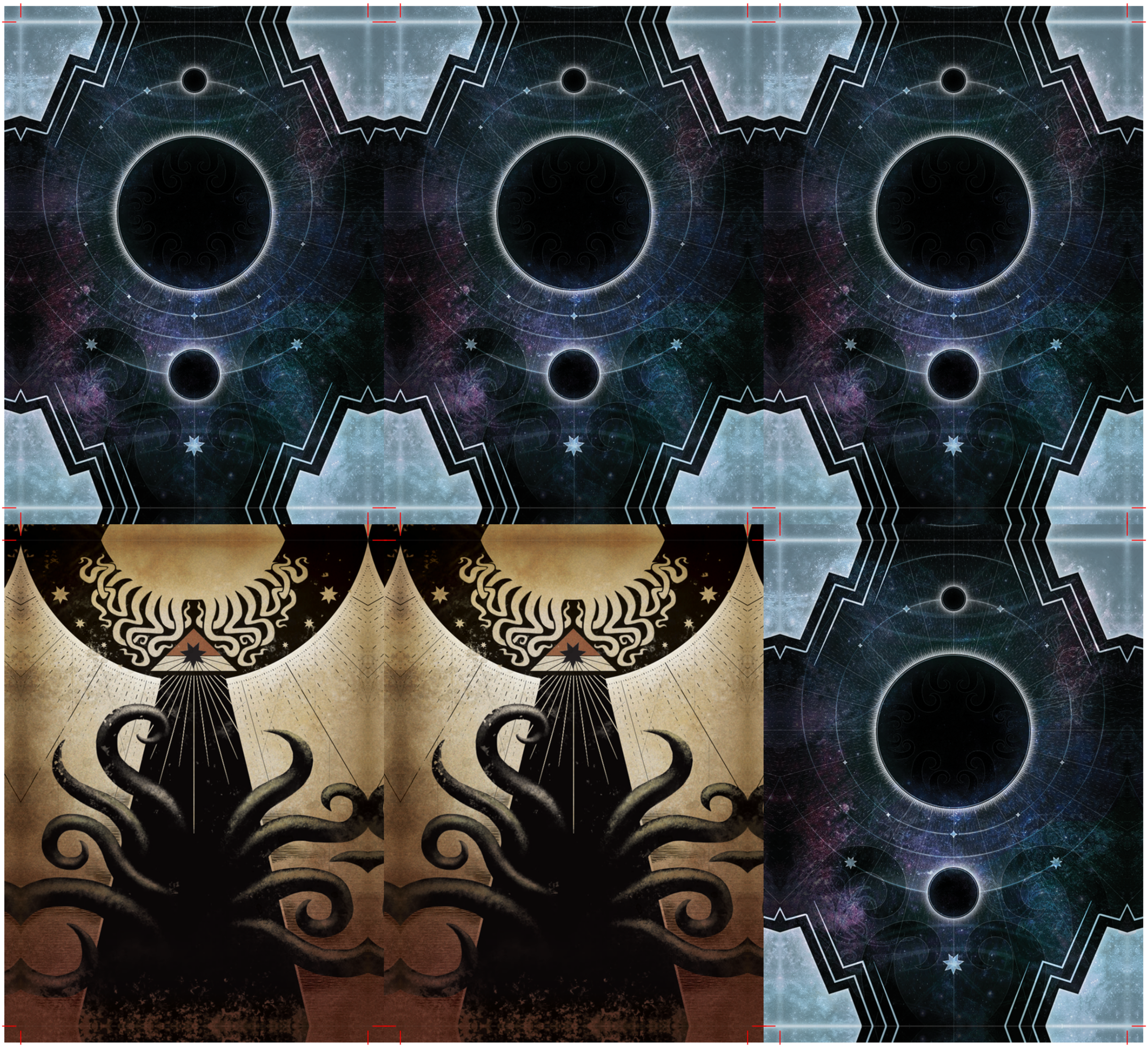

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ENEMY

Illus. Aurore Folny 47/59 275

Grim

3 1 4

Program. Creature.

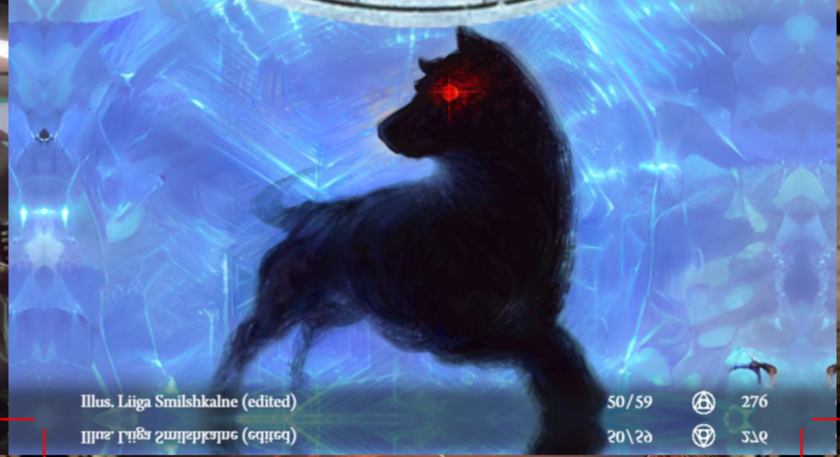
Cyberspace Spawn.

Hunter.

Grim gets +1 health for each tag the investigators have total.

Gain 1 tag: Grim gains elusive until the end of the round.

ENEMY



Illus. Liiga Smilshkalne (edited) 50/59 276

TREACHERY

Door to Door

Scheme.

Door to Door cannot leave play.

Forced – At the beginning of the enemy phase: Move Door to Door once toward the nearest meat body. Each investigator with their meat body at attached location or a connecting location…

- …takes 1 damage if they have 3 or more tags.
- …gains 1 tag if they have 2 or fewer tags.

Illus. Maciej Rebisz 51/59 277

TREACHERY

Traffic Accident

Power.

Surge.

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

"Traffic was murder."

Illus. Alex Kim 52/59 278

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Illus. Alex Kim 52/59 278

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Illus. Alex Kim 52/59 278

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.

Illus. Nasrul Hakim 55/59 279

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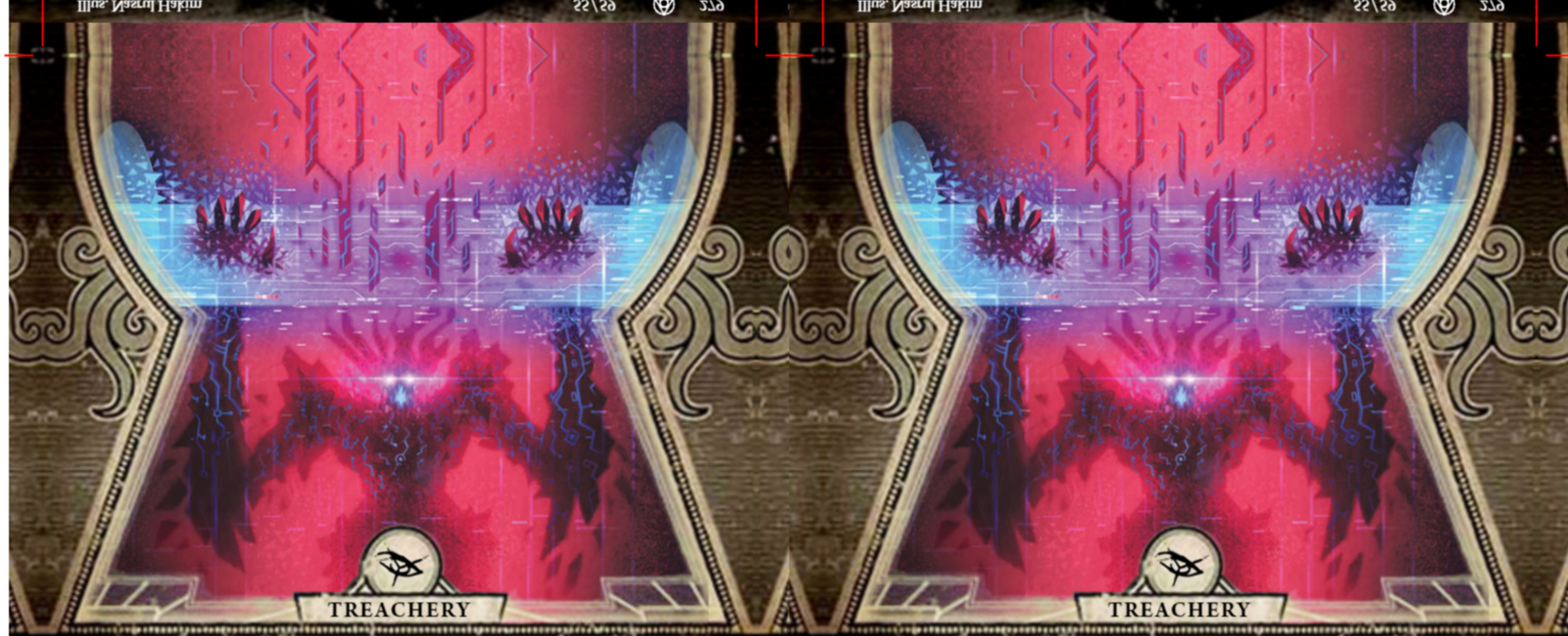
Illus. Nasrul Hakim 55/59 279



TREACHERY

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.

Illus. Alexandr Elichev 58/59 280

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