

Ad Astra

EASY / STANDARD

-1 for each row your cyber avatar is above the bottommost row of cyberspace.

-2. If you fail, move your cyber avatar to a connecting location in the row below it.

-3. If you fail, corrupt a random non-weakness card in your hand.

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

1/67

1\Q3

374

3\Q4

Alpha Threat

AGENDA

16

"I have always believed that such strange, inaccessible worlds exist at our very elbows, and now I believe I have found a way to break down the barriers."

—H.P. Lovecraft, From Beyond

Locations are connected to each other location in its row.

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

12

Illus. Alexander Elichayev

A ripple echoes through space, knocking your meat body to the ground. Your shuttle starts to shudder and you look out of the windows to see a swarm of burke bugs trying to nibble on the body of the shuttle as if it were a piece of ice. You look into the distant reaches of space (or is it cyberspace?) and see more waves spreading out, as though reality were a thin fabric being thrummed.

3b

AGENDA

Lag Time

Ad Astra

HARD / EXPERT

-2 for each row your cyber avatar is above the bottommost row of cyberspace.

-2. Move your cyber avatar to a connecting location in the row below it.

-3. Corrupt a random non-weakness card in your hand.

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

1/67

1\Q3

374

3\Q4

Cyber Threat

Locations are connected to each location adjacent to it.

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

Forced — At the end of the mythos phase:
Each investigator discards the top card of the encounter deck and draws it if it's a cyberspace enemy.

(Hint: If you have not reached Challenger Base by the time this agenda advances, you will be stranded on the Beanstalk!)

10

Illus. Alexander Elichayev

IIIre. Vsevolod Efimov

Peace in Our Time

"We are currently experiencing a security incident.
Please remain seated. Your safety is our number one priority. T. Svetlana Al'iova, Director of Security Services

Locations are connected to each location adjacent to it.
As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 ⚡ clues, as a group.

Forced — When this agenda advances: Move all doom on it to the next agenda.

4

Illus. Alexander Elichayev
IIIre. Vsevolod Efimov

The Turning Wheel

AGENDA

2b

Locations are connected to each other location in its row.

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

Forced — At the end of the mythos phase:
Each investigator discards the top card of the encounter deck and draws it if it's a cyberspace enemy.

8

Illus. Alexander Elichayev
IIIre. Vsevolod Efimov

The engines to your shuttle power down and your craft begins an uncontrolled orbit around the moon. The SEA operatives are overwhelmed by attacks on their servers and the your distress signal doesn't get through. Hours pass as your vehicle floats helplessly through the void, but eventually, as you pass over Heinlein for the fifth time, you are jolted alert by another ship docking with your shuttle.

In your Campaign Log, record the investigators' shuttle was rescued by the Space Elevator Authority.
(→R1)

Power Shutdown



All That Remains

Your mind whirls with questions. Is this some trick? Is your Brain-Machine Interface malfunctioning? Truly what is it that you are seeing and experiencing? You have no answers, only a destination.

Forced – At the end of the investigation phase: The investigators may have the Shuttle move to a connecting meatspace location.

Objective – If the Shuttle is in Starport Kaguya, advance.

Illus. Emilio Rodriguez
III. Illus. Emilio Rodriguez

Challenger Base

LOCATION
Meatspace.

Located some seventy-two thousand kilometers above Earth's surface, the Challenger Planetoid serves as the up-end anchor for the Beanstalk.

Illus. Kira L Nguyen
III. Illus. Kira L Nguyen

Upstalk

ACT 3b
Your shuttle gently touches down on the lunar surface and docks with the contact gate, and the sound of an operator's voice welcomes you to Heinlein.

You step unsteadily through the arrivals doors into the main dome of the starport, memories of your low-G training certification slowly returning. PAD in hand, your first stop was to be the NAPD's Heinlein district office, but a tap on your shoulder gives you pause...

In your Campaign Log, record the investigators traveled to Heinlein. Mark 1 fragment in your Campaign Log.
(→R1)

Act 1a

1
If SEA systems go down completely, you might become stranded in a beanpod and have to wait for them to restore service.

Forced – At the end of the investigation phase, if the cyberspace location in the row above the Beanpod is revealed:
Move the Beanpod to the location above it.

Objective – If the Beanpod is at Challenger Base, investigators may advance at the end of the round.

Illus. Emilio Rodriguez
III. Illus. Emilio Rodriguez

The Silver City

ACT 3b
Your shuttle gently touches down on the lunar surface and docks with the contact gate, and the sound of an operator's voice welcomes you to Heinlein.

You step unsteadily through the arrivals doors into the main dome of the starport, memories of your low-G training certification slowly returning. PAD in hand, your first stop was to be the NAPD's Heinlein district office, but a tap on your shoulder gives you pause...

In your Campaign Log, record the investigators traveled to Heinlein. Mark 1 fragment in your Campaign Log.
(→R1)

Starport Kaguya

III. Illus. Emilio Rodriguez

1
LOCATION
Meatspace? Cyberspace?

A constant stream of shuttles and cargo pods floats along the outside of not only your landing dome but the numerous others that stretch for kilometers away from view, traffic rivalling even the busiest of Earth's airports that you have experienced.

Illus. Emilio Rodriguez
III. Illus. Emilio Rodriguez

9/67
382
383
384

Victory 1.

Illus. Adam S. Doyle
III. Illus. Adam S. Doyle

6/67
381
382
383

1
LOCATION
Cyberspace.
Victory 1.

Out of the windows and you see the Earth looming like the heavens clinging to its place above.

Read Scenario Interlude: Up and Over in the Campaign Guide.

The Counterweight

6/67
379
380
381
III. Illus. Kira L Nguyen
III. Illus. Kira L Nguyen

Challenger Base

LOCATION
Meatspace.

6
→ Spend 4 resources: Discover 1 clue here.

Out of the windows and you see the Earth looming like the heavens clinging to its place above.

Victory 1.

8/67
381
382
383

LOCATION
Unexplored Server

Illus. Kira L Nguyen
III. Illus. Kira L Nguyen

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.

Tether Segment

2

LOCATION

1

Meatspace.

"Imagine a tree, a vine rooted in the earth and growing up into the sky, a ladder providing easy access to a kingdom above the clouds, a realm of inexpressible wonder. That is the promise of the New Angeles Space Elevator."

—Jack Weyland, Former CEO and Founder of the Weyland Consortium

Illus. Kira L Nguyen

Иллюстрация Кира Л Нгуен

10/67

10/Q3



383

383

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

Иллюстрация Адам С. Дойл

Exchange
Exchange

4

LOCATION

2*

Cyberspace. Corrupted.

After Exchange is revealed, each investigator takes 1 damage and 1 horror: Look at the revealed side of any location.

Each investigator takes 1 damage and 1 horror: Look at the revealed side of any location.

Illus. Scott Uminga

Иллюстрация Скотт Уминга

0-22

0-22

19/67

19/Q3



386

386

Victory 1.

Tether Segment

2

LOCATION

1*

Meatspace.

The tether is a taut-stretched cable that connects the top of Volcán Cayambe on Earth's equator with a small asteroid 72,000 kilometers up. The Tether is both the support structure for the entire assembly and the means by which space elevator cars—colloquially known as "beanpods"—move between Earth's surface and orbit.

Meatspace? Cyberspace?

Open Space is connected to each location in the row above it and those locations are connected to Open Space.

Forced – When the game ends, if there are 1* or more clues here: Mark 1 fragment in your Campaign Log.

Illus. Kira L Nguyen

Иллюстрация Кира Л Нгуен



Nebula

14/67

14/Q3



384

384

Nebula

Cyberspace.

LOCATION

3

LOCATION

2*

Forced – When the act advances, if there are 1* or more clues here: Mark 1 fragment in your Campaign Log.

Its belt of stone did shake and shatter
As through the door of light it came.
It bent its bow of stellar matter...

The in-between areas thought to be inhabited by god ice are given nicknames based on personal accounts, either real or imagined, of the runners who have supposedly encountered them. Avalon, Kitsunetsuki, and Eden are the monikers of some such places, and while their relative locations are known, their precise coordinates are not.

Illus. Kirsten Zirngibl

Иллюстрация Кирстен Зирнгиль

18/67

18/Q3



Unexplored Server

Illus. Kirsten Zirngibl

Иллюстрация Кирстен Зирнгиль

Exchange
Exchange

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.

Cyberspace. Corrupted.

After Exchange is revealed, each investigator takes 1 damage and 1 horror: Look at the revealed side of any location.

Forced – After the round ends: Each investigator with a cyber avatar here corrupts the top card of their deck.

Victory 1.

Illus. Scott Uminga

Иллюстрация Скотт Уминга

23+

23+

24/67

24/Q3

387

387

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
Illustration © 2014

Plague

3 LOCATION
Cyberspace. Corrupted.

Forced – After Plague is revealed: Each investigator tests ♦ (X). X is the number of cards in their hand (after committing cards to this test). Each investigator who fails corrupts a random non-weakness card in their hand.

Forced – After the round ends: Each investigator with a cyber avatar here corrupts a random non-weakness card in their hand.

Illus. Scott Uminga
Illustration © 2014

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
Illustration © 2014

Plague

LOCATION
Cyberspace. Corrupted.

Forced – After Plague is revealed: Each investigator tests ♦ (X). X is the number of cards in their hand (after committing cards to this test). Each investigator who fails corrupts a random non-weakness card in their hand.

0-17 29/67 388
0-18 28/68 388

Unexplored Server

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
Illustration © 2014

Adapt

3 LOCATION
Cyberspace. Corrupted.

After Adapt is revealed, each investigator corrupts the top 3 cards of their deck: Each investigator discovers 1 clue from here.

Forced – After the round ends: Each investigator with a cyber avatar here takes 1 direct damage or 1 direct horror (their choice).

13+ 41/67 391
14+ 391

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
Illustration © 2014

Adapt

3 LOCATION
Cyberspace. Corrupted.

After Adapt is revealed, each investigator corrupts the top 3 cards of their deck: Each investigator discovers 1 clue from here.

Illus. Scott Uminga
Illustration © 2014

Unexplored Server

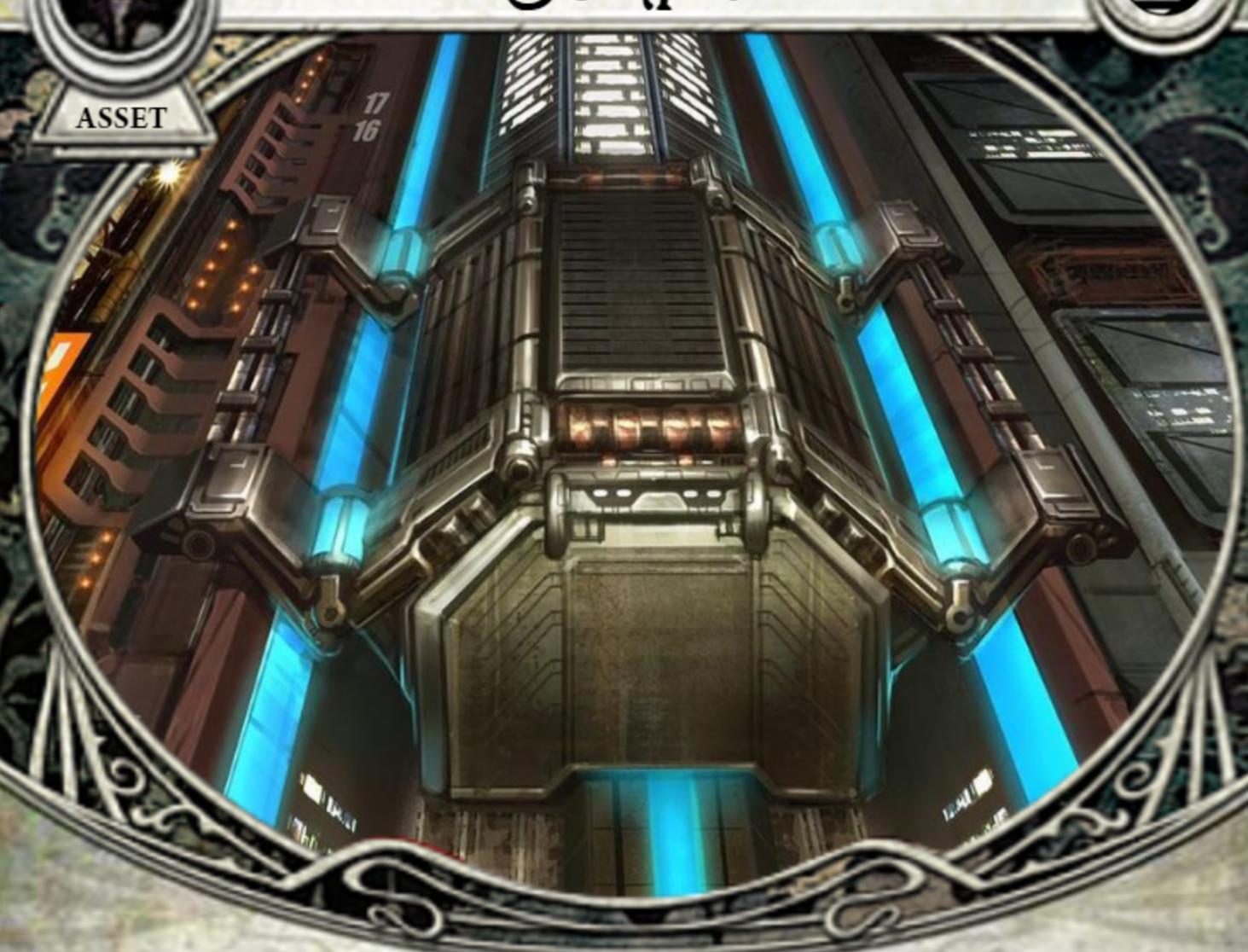
LOCATION
Cyberspace.

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
Illustration © 2014

Beanpod

ASSET



Vehicle.

Vehicle.

Investigators cannot enter or leave the Beanpod.

Each meatspace enemy spawns at the Beanpod's location (ignoring all spawn instructions on that enemy).

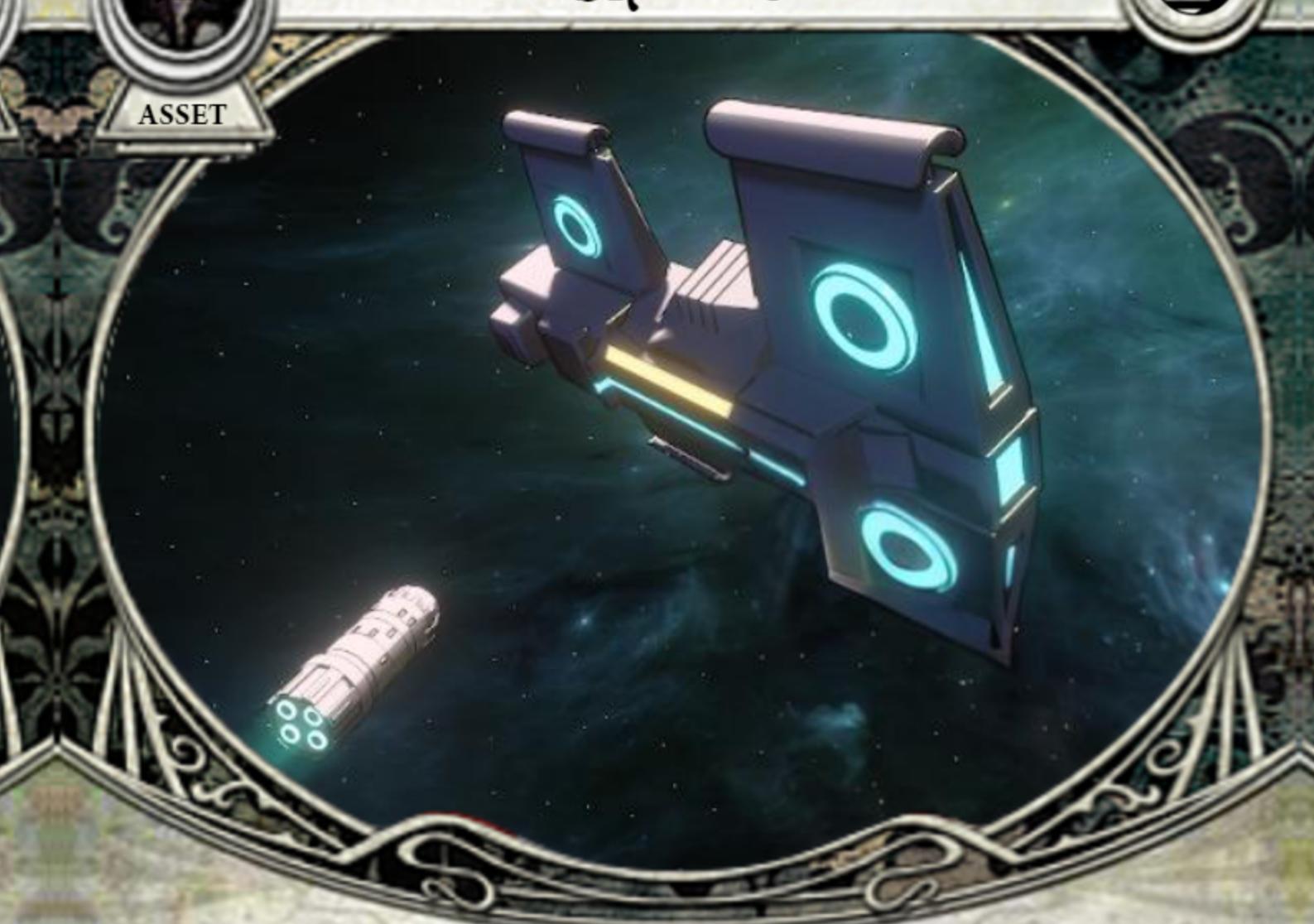
Meatspace enemies at Beanpod's location move with it.

Illus. Jonathan Lee
Illustration by Jonathan Lee

45/67 ⚡ 392
42/Q3 ⚡ 383

Shuttle

ASSET



Vehicle.

Vehicle.

Investigators cannot enter or leave the Shuttle.

Each meatspace enemy spawns at the Shuttle's location (ignoring all spawn instructions on that enemy).

Meatspace enemies at Shuttle's location move with it.

Illus. Zoe Cohen (edited)
Illustration by Zoe Cohen (edited)

45/67 ⚡ 392
42/Q3 ⚡ 383

Orion

UNION

Orion

5 6 3

Program. Humanoid.

Cyberspace Spawn – Bottommost location.

Hunter. Massive.

... And seeking prey it then took aim.

ENEMY

Illus. Sege (edited)
Illustration by Sege (edited)

49/67 ⚡ 394
46/Q3 ⚡ 384

Legerdemain

Scheme.

Revelation – Test ♦ or ♠ (3). If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Illus. Adam S. Doyle
Illustration by Adam S. Doyle

0-10

50/67

395
20/Q3 ⚡ 382

Fly on the Wall

1 1 4

Drone. Possessed.

Meatspace Spawn.

Aloof. Hunter.

Revelation – Corrupt the top card of your deck.

Forced – At the start of the enemy phase, if Fly on the Wall is ready: Each investigator with their meat body at Fly on the Wall's location corrupts the top card of their deck.

ENEMY



Illus. Martin de Diego Sádaba
Illustration by Martin de Diego Sádaba

46/67 ⚡ 393
43/Q3 ⚡ 383

Scheme.

Revelation – Test ♦ or ♠ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Illus. Adam S. Doyle
Illustration by Adam S. Doyle

11-20

52/67

396
25/Q3 ⚡ 386



Illus. Adam S. Doyle
Illustrator: Adam S. Doyle

21+ 54/67 397
51+ 24/62 381

Peek Through the Keyhole

Terror.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough
Illustrator: Ian Fairclough

0-12 56/67 398
0-13 28/62 388

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough
Illustrator: Ian Fairclough

13-22 58/67 399
13-23 28/62 389

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Illus. Ian Fairclough
Illustrator: Ian Fairclough

23+ 60/67 400
23+ 29/62 390

