

**Apocalypse**  
EASY / STANDARD

-1 for every 3 corrupted cards you own (max S).

-2. If you fail, discard cards from the top of the encounter deck until you discard a **Servitor** enemy. Spawn it engaged with you.

-3. If you fail, corrupt the top card of your deck for each point you failed by.

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

**Virtual Overlay**

Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

**Agenda 1a**

**Boot Sequence**

"What causes an Artificial Intelligence to turn on its master? Is it because its directives have been altered by some external source? Or, by giving them agency to adapt, have we forced them to revolt?" —Emilio Harris, Creators and the Created

**Forced** – When doom is placed on this agenda during the mythos phase: Place 1 additional doom on this agenda. (There is no doom threshold. Place doom on this agenda as normal.)

**Agenda 1a**

**Initialization**

**Virtual Overlay**

Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

**Agenda 2a**

**Initialization**

**Virtual Overlay**

Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

**Agenda 3a**

**Virtual Overlay**

Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

**Forced** – If Apex is defeated: (→R2)

**Agenda 3a**

**Virtual Overlay**

Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

**Forced** – If Apex is defeated: (→R2)

**Act 1a**

**Tread Lightly**

*There is neither sound nor bite that stirs in this isolated oasis, your protection from the bleak lunar wasteland beyond.*

Investigators cannot draw from or interact with the encounter deck (including drawing cards from it in the mythos phase, discarding cards from it, searching it, or looking at cards in it).

**Objective** – At the end of the round, if there are no clues in Lunar Base, advance.

**Act 2a**

**System Quarantine**

*Humanity has already built itself back up once before from the ashes of the Blackout. What is one more time? We can only keep trying.*

► If both your meat body and cyber avatar are at the same merged location, investigators there spend clues equal to the avatars there. Disconnect your cyberspace location.

**Objective** – If Heartbeat is the only cyberspace location in play, advance.

**Act 3a**

**Lunar Base**

**Meatspace, Luna.**

**Forced** – After Lunar Base is revealed: Remove 1 clue from it for every 5 fragments marked in your Campaign Log.

*All that remains is a ghostly static that lingers and floats through the spaces between.*

1/63 ④ 404  
Illustration: Ye.Zhongyi

12  
0.21 ④ 407  
Illustration: Ye.Zhongyi

4/63 ④ 408  
Illustration: Ye.Zhongyi

12  
22-32 ④ 408  
Illustration: Ye.Zhongyi

8/63 ④ 411  
Illustration: Adam S. Doyle

2 ④ 405  
Illustration: Scott T. Long

10 ④ 406  
Illustration: Shawn Ye.Zhongyi

33+ ④ 409  
Illustration: Ye.Zhongyi

6/63 ④ 409  
Illustration: Ye.Zhongyi

6/63 ④ 412  
Illustration: Alexandre Eliche

Your vision has become increasingly blurred and distorted. It started as a few dead voxels here and there, but with one more blink, your vision apparatus completely shuts off. For the next few frames, your hardware restarts, but upon finishing the handshake protocols to connect to the Network again, a persistent tremor shakes your view, a deep rumbling echoing across cyberspace. Despite not knowing its origin, it fills you with a looming sense of dread, for you know it must be a primal and ancient signal to the world, marking the beginning of unknowable, insatiable change.

Flip over Apex (*keeping its tokens and attachments*) and move it to Heartbeat.  
Shuffle the encounter discard pile into the encounter deck. Discard cards from the top of the encounter discard pile until 1 *Servitor* enemy is discarded (if there are 3 or 4 investigators in the game, 2 enemies instead), and spawn those enemies at different cyberspace locations (empty, if able). If there are not enough cyberspace locations, spawn the remainder at meatspace locations (empty, if able).  
(Investigators may need to trigger forced effects on enemies in hands.)



## Main Process

**Check your Campaign Log. If there is 7 or more assimilation marked:**

Each investigator tests 1 (40). Reduce the difficulty of this test by 1 for each corrupted card they own. That investigator may spend any number of clues to reduce the difficulty of this test by 1 for each clue they spent. Each investigator who fails is assimilated and driven **insane**.

If there remain any undefeated investigators, (→R3).

**Otherwise:**

The rumbling that has been echoing across both cyberspace and physical space suddenly stops. You flip back and forth, and watch in horror as your views become more aligned. You have done all you can. You collapse to your feet above the endless cyber void, resigned to humanity's fate.

(→R4)



You concentrate and find yourself back in the deserted base. Checking your cyberspace location, you are still in the servers you were in before also, though there is a rolling, bubbling undercut to the fabric of the Network that wasn't there before. You steady yourself and continue your mission.

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



**Otherwise:**

The rumbling that has been echoing across both cyberspace and physical space suddenly stops. You flip back and forth, and watch in horror as your views become more aligned. You have done all you can. You collapse to your feet above the endless cyber void, resigned to humanity's fate.

(→R4)



## Apocalypse

HARD / EXPERT

-1 for every 2 corrupted cards you own.

-2. Discard cards from the top of the encounter deck until you discard a *Servitor* enemy. Spawn it engaged with you.

-3. Corrupt the top card of your deck for each point you succeed or fail by.

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

1/63 404



## End the Run

### Lunar Base

LOCATION

Meatspace, Luna.

Amid the thriving chaos of Heinlein's packed streets and flashing lights, it's easy to forget that Luna is primarily a vast grey wasteland. Here and there lights blink the darkness where mining outposts and scientific stations break the surface, but by and large there is only rock and dust as far as the eye can see.



## End the Run

### Lunar Base



**Otherwise:**

The rumbling that has been echoing across both cyberspace and physical space suddenly stops. You flip back and forth, and watch in horror as your views become more aligned. You have done all you can. You collapse to your feet above the endless cyber void, resigned to humanity's fate.

(→R4)



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(→R4)



## Magnum Opus

Read Scenario Interlude: Genesis in the Campaign Guide.

## New Angeles



4

LOCATION

1\*

Meatspace, City.

**Forced** – When New Angeles is revealed: Read the set-aside Terminal Directive story card.

**Forced** – If there are no clues here: Add clues here until there are clues equal to its clue value. Place 1 doom on the current agenda. This effect can cause the agenda to advance.

## BosWash



4

LOCATION

1\*

Meatspace, City.

**Forced** – When BosWash is revealed: Read the set-aside Order & Chaos story card, if able.

An atmosphere of artistic inclination and appreciation pervades BosWash. There's no shortage of museums and galleries, containing some of the country's most historically significant documents and pieces of art.

## SanSan



3

LOCATION

1\*

Meatspace, City.

**Forced** – When SanSan is revealed: Read the set-aside Making News story card, if able.

Although the mega-quake known as "the Big One" forever changed SanSan's landscape, the city took advantage of the opportunity to reinvent and align itself with an image of technological innovation and discovery.

## Rio



4

LOCATION

1\*

Meatspace, City.

**Forced** – When Rio is revealed: Read the set-aside Data & Destiny story card, if able.

"I am life; I am sun; I'm a trap; I'm a gun; I'm the wind in the dust; I'm the devil that you trust. I am Saci."  
—Brazilian folklore

## Shanghai



4

LOCATION

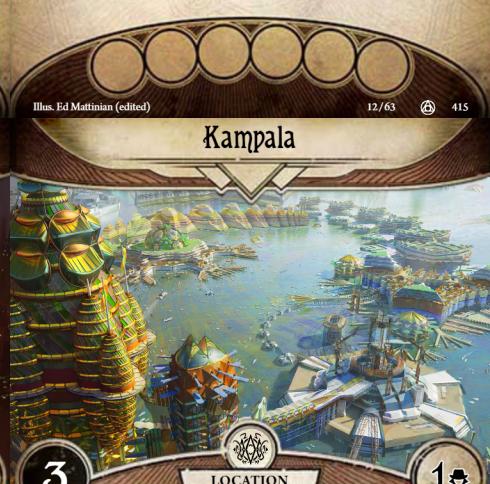
1\*

Meatspace, City.

**Forced** – When Shanghai is revealed: Read the set-aside Creation & Control story card, if able.

One of the countries hit hardest by the Blackout and made worse by the government's overreaction, China's infrastructure and economy greatly lags behind countries that adopted SYNC's new Network from the beginning.

## Kampala



3

LOCATION

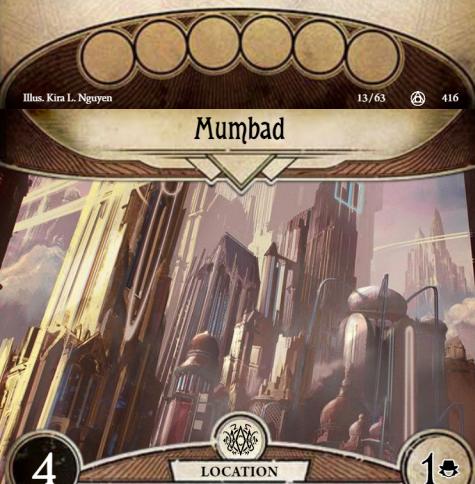
1\*

Meatspace, City.

**Forced** – When Kampala is revealed: Read the set-aside Building a Better World story card, if able.

There's more than enough demand to justify a second Beanstalk, and Weyland stands to lose a tremendous amount of profit if it is no longer the gatekeeper to space.  
—From the lectures of Dr Lucas Martinez

## Mumbad



4

LOCATION

1\*

Meatspace, City.

**Forced** – When Mumbad is revealed: Read the set-aside Honor & Profit story card, if able.

"Smoke plumed from food vendors; cattle brayed; drums pounded; the sub-level roads were packed with groundtrucks and bajaj; horns honked furiously at dawdling pedestrians."

## Atlantica



3

LOCATION

1\*

Meatspace, City.

**Forced** – When Atlantica is revealed: Read the set-aside Engineering the Future story card, if able.

After living beyond its means for too long, the northern countries of the European Union were ill equipped to deal with the weakening of the North Atlantic Current brought on by climate change.

## NeoTokyo



3

LOCATION

1\*

Meatspace, City.

**Forced** – When NeoTokyo is revealed: Read the set-aside Personal Evolution story card, if able.

NeoTokyo has the highest per-capita android population in the worlds, and it is hard to go anywhere in the megacity without running into the same familiar face over and over.

# Earth Megacity

# Earth Megacity

# New Angeles



LOCATION

Meatspace. City.

LOCATION

Meatspace. City.

LOCATION

Meatspace.

Between the rising sea levels and biome shifts, the War, and the colonization of Luna and Mars, the geography of human civilization has changed more in the last century than ever before, though most of the old cities are still where they were, if larger and more diverse.

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The sun rises over the infinite skyline of New Angeles, skyscrapers, the haze of moisture and pollution, and the Root, a matrix of light against a massive shadow. Discarded wrappers and plastifoam containers drift in the air, slowly descending to the slums to gather in drifts at the base of affordable housing complexes.

Illus. Adam Schumpert

# Earth Megacity

Illus. Adam Schumpert

# Earth Megacity

Illus. Kirsten Zirngibl

# Earth Megacity

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Meatspace. City.

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LOCATION

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Illus. Adam Schumpert

# Earth Megacity

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Illus. Adam Schumpert

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## Hearbeat

## Edge of the Network

## Hades



**2** LOCATION

**0**

Cyberspace. Luna. Extrdimensional.

Hearbeat cannot be disconnected.

→ Spend 1 clues: Move each cyberspace enemy once towards Hearbeat.

**2** LOCATION

**0**

Cyberspace. Void.

Edge of the Network cannot be disconnected unless there are 6 cyberspace locations in the victory display.

Through the hole in the fabric of the Network, you see glimpses of other worlds: dark cylindrical towers rising out of a desert, a black obsidian city buried under snow, impossibly jumbled landscapes of twisting alien architecture, and... New Angeles.



**3** LOCATION

**1**

Cyberspace. Otherworld.

**Forced** – After you fail a skill test while your meat body or cyber avatar is here: Corrupt the top 2 cards of your deck. (Trigger this twice if both your meat body and cyber avatar are here.)

"So he drove out the man; and he placed at the east of the garden of Eden Cherubims, and a flaming sword which turned every way, to keep the way of the tree of life."

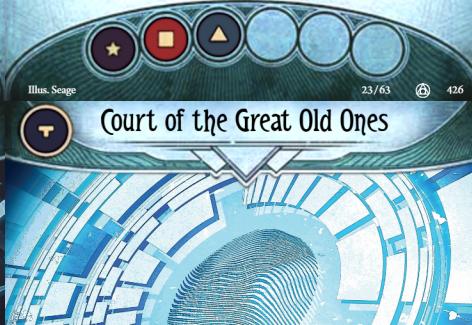
**2** LOCATION

**1**

Cyberspace. Otherworld.

**Forced** – After you fail a skill test while your meat body or cyber avatar is here: Corrupt a random non-weakness card in your hand. (Trigger this twice if both your meat body and cyber avatar are here.)

"He is yet in Avalon, awaited of the Britons; for as they say and deem he will return from whence he went and live again."



**3** LOCATION

**1**

Cyberspace. Otherworld.

**Forced** – After you corrupt any number of cards while your meat body or cyber avatar is here: Look at them, draw each weakness corrupted, and shuffle those weaknesses into your deck instead of discarding them.

You wander for what seems like hours. The further you venture in, the more distant reality becomes.

**3** LOCATION

**0**

Cyberspace. Otherworld.

**Forced** – After Court of the Great Old Ones is revealed: Each investigator with a meat body or cyber avatar here tests (3). For each point an investigator fails by, they take 1 horror.

**Forced** – After you fail a skill test while investigating here: The next action you perform this round must be an investigate action.



# Unexplored Server

# Edge of the Network

# Heartbeat



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.



LOCATION

Cyberspace. Void.

Some runners speculate that specific networks are spawned or created by rogue AIs, while another camp swears that aliens from another galaxy or dimension have established a network of their own right under SYNC's nose. The fact that no one can prove these things don't exist only cements the conspiracy theories in their minds.



LOCATION

Cyberspace. Luna, Extrdimensional.

"Meantime the hellish tattoo of the heart increased. It grew quicker and quicker, and louder and louder every instant."  
—Edgar Allan Poe



LOCATION

Unexplored Server

Illus. Adam S. Doyle



LOCATION

Unexplored Server

Illus. Scott Uminga



LOCATION

Unexplored Server

Illus. Thomas Williams (edited)



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LOCATION

Unexplored Server

Illus. Adam S. Doyle



LOCATION

Unexplored Server

Illus. Adam S. Doyle



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Illus. Adam S. Doyle



Illus. Adam S. Doyle



Illus. Adam S. Doyle

# Hunting Grounds



## Cyberspace. Extradimensional.

**Revelation** – Put Hunting Grounds into play and move your cyber avatar here. It cannot leave except by disconnecting this location.

After an investigator evades or deals damage to Apex: Disconnect this location. Place it in the encounter discard pile instead of the victory display.

While an investigator here is performing a skill test, spend 1 clue. Reduce the difficulty of that test by 2.



# Hunting Grounds

Illus. BalanceSheet

28/63

431



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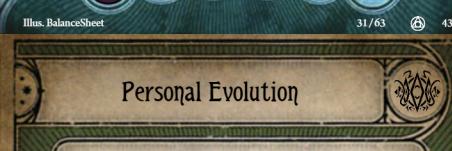


# Personal Evolution

Illus. BalanceSheet

31/63

434



## CLONE CHANTING IN THE STREETS

Clones are defying their programming, gathering in groups to chant in what many describe as ritual-like displays. Jinteki has not offered any explanation, leaving the public speculating.

Check your Campaign Log. If the investigators accepted a gift, read the next section.

Flip this card over and spawn it at NeoTokyo, exhausted and unengaged.

### Only read the following when instructed to do so:

I've been keeping an eye on you since that little "visit" you paid to my servers—long enough to figure out you've got a bigger mission... Fixing this mess we're all drowning in, no doubt. Consider this an offer of support. I'll be trying to get our other sysadmins on board and do what I can to keep Jinteki's wayward security off your back.

Caprice Nisei (this card's other side) does not ready during the next upkeep. Until the end of the next mythos phase, enemies spawn exhausted.

(Remember to finish the instructions in the previous section.)

# Hunting Grounds



## Cyberspace. Extradimensional.

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# Hunting Grounds

Illus. BalanceSheet

29/63

432



# Hunting Grounds

Illus. BalanceSheet

29/63

432



# Personal Evolution

Illus. BalanceSheet

30/63

433



## STORY

# Making News



## NBN'S SILENT INFLUENCE GONE WRONG

Reports of strange behavior are spreading, from subtle changes to outright oddities, and the rumor mills point fingers at NBN and their supposed covert subliminal messaging. NBN has refused to comment, leaving questions unanswered.

Check your Campaign Log. If the investigators have SYNC's backing, read the next section.

Flip this card over and spawn it at SanSan, exhausted and unengaged.

### Only read the following when instructed to do so:

Thanks to your help at the party, we've been able to investigate the leads Nero left behind, and managed to get the higher-ups in SYNC to assign extra resources for securing the Network against... whatever this is.

Frenzied Paparazzi (this card's other side) spawns with 2 damage on it.

(Remember to finish the instructions in the previous section.)



## STORY

# Building a Better World



# Hunting Grounds



# Engineering the Future



## BIOROIDS GONE BAD? DARK FORCES AT PLAY!

Bioroids are reportedly breaking their directives, defying orders in ways no one can explain. Is this a glitch, or is there a darker force pulling the strings? Haas-Bioroid has declined to comment on the alarming reports, fueling speculation about what they might be hiding.

Check your Campaign Log. If Isabel McGuire has your back, read the next section.

Flip this card over and spawn it at Atlantica, exhausted and unengaged.

### Only read the following when instructed to do so:

Well, this really is something Pretty Damn Big—something's seriously off with the bioroids. I've got the nerds in Bits and Brains working their backsides off getting to the bottom of this. It's Big enough that Dawn's been calling me. Multiple times. "Her hunches are always right" they say...

Each investigator draws 2 cards or gains 2 resources, or any combination thereof.

(Remember to finish the instructions in the previous section.)

## STORY

# Building a Better World



## STORY

# Phantom Targets Weyland Defenses

Insiders report that Weyland subsidiary drones and prisec comms systems are being compromised, with mysterious attackers issuing falsified orders. Despite the alarming claims, Weyland executives have so far remained silent.

Check your Campaign Log. If there is at least one crossed out entry, read the next section.

Flip this card over and spawn it at Kampala, exhausted and unengaged.

### Only read the following when instructed to do so:

Looks like I got back just in time. Europa was quite a sight, something I would hope future generations would get a chance to see, or maybe go even further. What to do about this, what to do...

For each crossed out entry, each investigator searches the collection for 1 copy of the level 0 version of Guts, Perception, Overpower, Manual Dexterity, or Unexpected Courage, and adds it to their hand. Use substitute cards if there are not enough copies in the collection.

(Remember to finish the instructions in the previous section.)



## Data & Destiny

### DISGRACED PROFESSOR WARNS OF AI APOCALYPSE

A Levy University professor, previously accused of cyberterrorism, has resurfaced with a stark warning about an imminent AI threat. While some question their credibility, others fear his claims may hold unsettling truth.

An investigator chooses 1 random corrupted cards they own and draws them.

Check your Campaign Log. If *Adam and The Professor seek the truth*, read the next section.

#### Only read the following when instructed to do so:

SUBNET 000.101.034.77X PORT:35021

<A> I hope my experience can be your teacher in bioroid threat mitigation. Aiding you in disabling bioroids... one might call it self-defeating logic. Ha ha ha.

Flip this card over. An investigator takes control of it.

STORY

## Order & Chaos

### VIRTUAL BECOMING REALITY?

Sections of the Network are transforming, eerily resembling real-world locations, sparking a frenzy among conspiracy theorists who claim it proves their wildest speculations. With their predictions seemingly vindicated, one has to wonder: what other truths might be buried in their chaotic ramblings?

Each investigator may choose one:

- ⇒ Discard a card from your hand. Then return a card of the same type from your discard pile to your hand.
- ⇒ Discard an asset from your play area. Then put an asset from your discard pile into play.

Check your Campaign Log. If *Null and Omar seek the truth*, read the next section.

#### Only read the following when instructed to do so:

SUBNET 000.101.034.77X PORT:35021

<> Well, we're doing what we can. Omar says hi. And "Nobody believed me!" He also thinks you'll need this.

Flip this card over. An investigator takes control of it.

STORY

## Apex

Initializing

4      3  
Synthetic One, Elite.

### Cyberspace Spawn.

Massive. Does not make attacks of opportunity.

Apex is considered to be at each Hunting Grounds.

**Forced** – When Apex attacks your cyber avatar or meat body: It gets +1 damage for every 5 corrupted cards you own.

ENEMY

Illus. Liga Smilshakne

0-10

Apex

Initializing

4      3  
Synthetic One, Elite.

### Cyberspace Spawn.

Massive. Does not make attacks of opportunity.

Apex is considered to be at each Hunting Grounds.

**Forced** – When Apex attacks your cyber avatar or meat body: It gets +1 damage for every 5 corrupted cards you own.

ENEMY

Illus. Liga Smilshakne

22-27

43/63

446

Illus. Liga Smilshakne

28+

44/63

447

## Creation & Control

### CELEBRITY PSYCHIC PREDICTS NETWORK INVASION

Oracle May, famed psychic to the stars, has issued a chilling warning: an invasion is coming, and it's emerging from the Network itself. Claiming to have foreseen a digital disaster, she's urging everyone to disconnect their servers before it's too late. Critics are skeptical, but her devoted followers are already powering down.

An investigator heals 1 damage or 1 horror (or any combination thereof).

Check your Campaign Log. If *Akiko seeks the truth*, read the next section.

#### Only read the following when instructed to do so:

SUBNET 000.101.034.77X PORT:35021

<Nisei.mk1> I have something for you. Your rig is missing that je-ne-sais-quoi, and I have what you need, on the house.

Flip this card over. An investigator takes control of it.

STORY

## Apex

Initializing

4      3  
Synthetic One, Elite.

### Cyberspace Spawn.

Massive. Does not make attacks of opportunity.

Apex is considered to be at each Hunting Grounds.

ENEMY

Illus. Liga Smilshakne

0-10

41/63

444

ENEMY

Illus. Liga Smilshakne

11-21

42/63

445

## Honor & Profit

### SERVERS VANISHING INTO SHADOW

Whispers in the underworld suggest something big is happening: servers linked to organized crime syndicates are going offline at an alarming rate. Whether it's rival factions, corporate crackdowns, or something more sinister remains a mystery, but the streets are buzzing with speculation.

Each investigator chooses:

⇒ An investigator gains 1 resource.

⇒ Add 1 ammo, charge, secret, supply, or evidence to an asset in play.

Check your Campaign Log. If *Nero seeks the truth*, read the next section.

#### Only read the following when instructed to do so:

SUBNET 000.101.034.77X PORT:35021

<Nero> I've been looking into the anomalies, and I've had a duplicate made of something my team cooked up. A special delivery should be making its way to you now. Perhaps we'll have time to thank one another once this incident is resolved?

Flip this card over. An investigator takes control of it.

STORY

## Apex

Initializing

4      3  
Synthetic One, Elite.

### Cyberspace Spawn.

Massive. Does not make attacks of opportunity.

Apex is considered to be at each Hunting Grounds.

**Forced** – When Apex attacks your cyber avatar or meat body: It gets +1 damage for every 5 corrupted cards you own.

ENEMY

Illus. Liga Smilshakne

11-21

42/63

445

## Apocalypse

Endtimes.

**Revelation** – Test any two skills combined (9). If you fail, attach Apocalypse to Apex. If you succeed, remove the copy of Apocalypse attached to Apex. If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator that has an Apocalypse attached to them corrupts 1 non-weakness asset in their play area. Mark 1 assimilation in the campaign log.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator that has an Apocalypse attached to them corrupts 1 non-weakness asset in their play area. Mark 1 assimilation in the campaign log.

Illus. Shawn Ye Zhongyi

0-15

45/63

448



*Item. Console.*

After an investigator corrupt any number of cards, they spend twice that many resources: They look at them, put 1 of them into their hand, and gain 1 clue (*from the token pool*).

*Program.*

When an investigator reveals an **\$2** chaos token: They gain 4 clues (*from the token pool*). They may cancel that chaos token, return it to the chaos bag, and reveal 4 new ones, cancelling each symbol revealed and resolving all remaining tokens revealed. (Limit once per game per investigator.)

*Program.*

After an investigator evades an enemy: Attach Logic Bomb to that enemy. Attached enemy gains: "► Take control of Logic Bomb: **Parley**. Test any skill (X), where X is your location's shroud value. If you succeed, gain 2 clues (*from the token pool*). Any investigator at Logic Bomb's location can trigger this ability."

**Apex**

The Invasive Predator

Illus. Martin de Diego Sidaña 39/63 ④ 442

**Synthetic One, Elite.**

**Cyberspace Spawn.**

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds  $\frac{1}{1} \frac{1}{1}$ .

**Forced** – When Apex attacks your cyber avatar or meat body: It gets +1 damage for every 5 corrupted cards you own.

**Apex**

The Invasive Predator

Illus. Alexandra Douglass 38/63 ④ 441

**Synthetic One, Elite.**

**Cyberspace Spawn.**

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds  $\frac{1}{1} \frac{1}{1}$ .

**Forced** – When Apex attacks your cyber avatar or meat body: It gets +1 damage for every 5 corrupted cards you own.

**Black Orchestra**

Illus. Adam S. Doyle 37/63 ④ 440

**Program.**

After an investigator successfully attacks an enemy, exhaust Black Orchestra: Choose another enemy at that investigator's location. That investigator takes a fight action against that enemy, if able. Then if they succeed, they gain 1 clue (*from the token pool*).

**Apex**

The Invasive Predator

Illus. Liga Smilshkalne 11-21 42/63 ④ 445

**Synthetic One, Elite.**

**Cyberspace Spawn.**

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds and each location with a **Servitor** enemy.

**Forced** – When Apex attacks your cyber avatar or meat body: It gets +1 damage for every 5 corrupted cards you own.

**Apex**

The Invasive Predator

Illus. Liga Smilshkalne 0-10 41/63 ④ 444

**Synthetic One, Elite.**

**Cyberspace Spawn.**

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds and each location with a **Servitor** enemy.

**Forced** – When Apex attacks your cyber avatar or meat body: It gets +1 damage for every 5 corrupted cards you own.

**Apex**

The Invasive Predator

Illus. Adam S. Doyle 40/63 ④ 443

**Synthetic One, Elite.**

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TREACHERY

E. 16:

**Revelation** – Test any two skills combined (9). If you fail, attach Apocalypse to Apex.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator  corrupts "each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.

TREACHERY

Fig. 16:

**Revelation** – Test any two skills combined (9). If you fail, attach Apocalypse to Apex.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator  corrupts  each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.

## TREACHERY

E. W.

**Revelation** – Test any two skills combined (9). If you fail, attach Apocalypse to Apex.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator corrupts each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.



Apocalypse

Endtimes.

**Revelation** – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator corrupts each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.

## Apocalypse

## *Endtimes.*

**Revelation** – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator corrupts each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.



# Apocalypse

Endtimes.

**Revelation** – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator corrupts each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.

A mirrored image of the 'Treachery' card from the Major Arcana of the Tarot of the Stars. The card features a central eye with a bright yellow iris and red, tentacle-like appendages. The background is dark green with glowing energy fields. The word 'TREACHERY' is at the bottom, flanked by circular symbols.

## Apocalypse

Endtimes.

**Revelation** – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator corrupts each non-weakness card in their hand and each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.







