

Apocalypse

EASY / STANDARD



-1 for every 3 corrupted cards you own (max 5).



-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.

1/63 ② 404
1/63 ② 404

Virtual Overlay

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

12

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12

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12

Agenda 3a



There is neither sound nor light 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.

7/63 ② 110
1/63 ② 110

Tread Lightly

Investigators cannot switch to cyberspace.

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

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 with meat bodies or cyber avatars there spend clues equal to the locations clue value: Disconnect your cyberspace location.

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

8/63 ② 111
8/63 ② 111

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.

Act 1a



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.

9/63 ② 111
9/63 ② 111

Initial

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 fate them to revolt?

Forced – When doom is placed on this agenda during the mythos phase: Place 1 additional doom on this agenda.

9/63 ② 102
9/63 ② 102

Initialization

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)

6

10

3/63 ④ 406
3/63 ④ 406

12

3/63 ④ 406
3/63 ④ 406

412 114

3/63 ④ 406
3/63 ④ 406



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

Each investigator tests **C** (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**)

End the Run

2nd Run Lunar Base



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.

A static screech pierces your ears and mind. A kaleidoscope of colours, images, sensations rush over you. And abruptly it stops. You collapse on the floor, your brain-machine interface dark. A warm pool of blood spreads underneath your head. Cyberspace is now locked away on *Luna*, a prison for the destroyer of worlds.

(**>R1**)



Conclusion Terminiated



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.)

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



- 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
1/82 404



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**)



Magnum Opus

Read Scenario Interlude: *Genesis* in the Campaign Guide.

New Angeles

BosWash

SanSan

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.

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.

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.

Illus. Kirsten Zinggibl
Illustration by Kirsten Zinggibl

10/63 Ⓛ 413
10\Q3 Ⓜ 412

Rio

Illus. Emilio Rodríguez
Illustration by Emilio Rodríguez

11/63 Ⓛ 414
11\Q3 Ⓜ 414

Shanghai

Illus. Ed Mattinian (edited)
Illustration by Ed Mattinian (edited)

12/63 Ⓛ 415
12\Q3 Ⓜ 412

Kampala

Illus. Kirsten Zinggibl
Illustration by Kirsten Zinggibl

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

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.

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

Illus. Kira L. Nguyen
Illustration by Kira L. Nguyen

13/63 Ⓛ 416
13\Q3 Ⓜ 419

Mumbad

Illus. Johan Törnblad
Illustration by Johan Törnblad

14/63 Ⓛ 417
14\Q3 Ⓜ 415

Atlantica

Illus. Kirsten Zinggibl
Illustration by Kirsten Zinggibl

15/63 Ⓛ 418
15\Q3 Ⓜ 418

NeoTokyo

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."

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.

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.

Illus. Zach Graves
Illustration by Zach Graves

16/63 Ⓛ 419
16\Q3 Ⓜ 419

Illus. Yoann Boissonnet
Illustration by Yoann Boissonnet

17/63 Ⓛ 420
17\Q3 Ⓜ 430

Illus. Ed Mattinian (edited)
Illustration by Ed Mattinian (edited)

18/63 Ⓛ 421
18\Q3 Ⓜ 431



LOCATION

Meatspace. City.

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.



LOCATION

Meatspace. City.

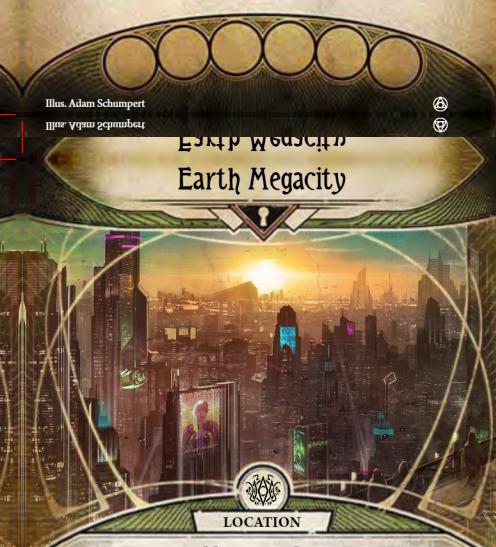
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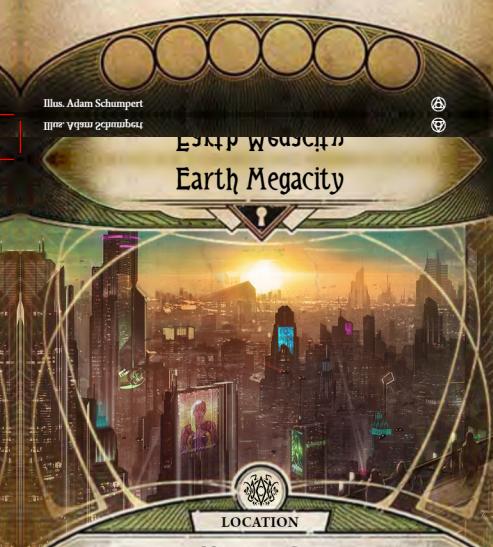
The sun rises over the infinite skyline of New Angeles, skyscrapers, the haze of moisture and pollution, and the Root, a matrix of light against a massive shadow. Discarded wrappers and plastifoam containers drift in the air, slowly descending to the slums to gather in drifts at the base of affordable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



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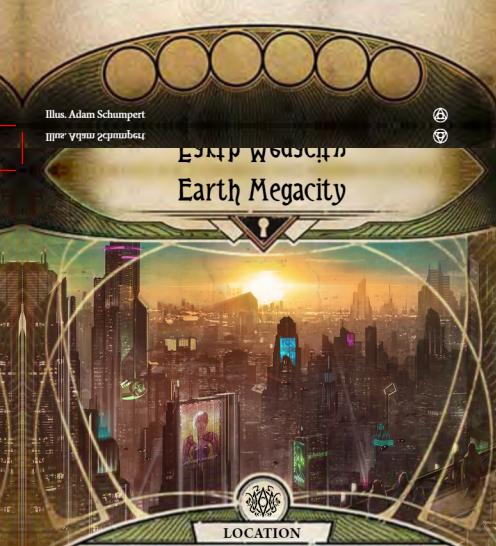
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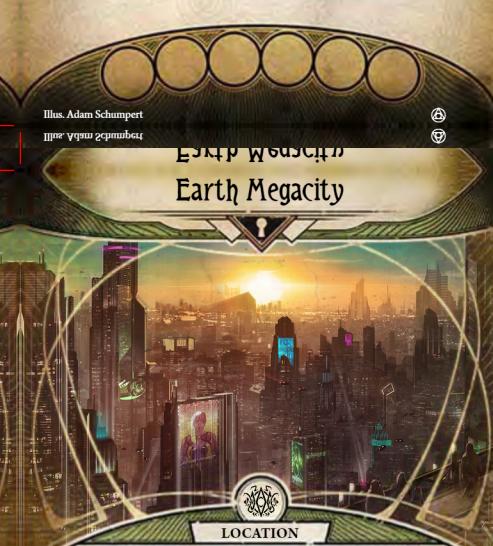
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LOCATION

Meatspace.



LOCATION

Meatspace.



LOCATION

Meatspace.

Hearbeat



2

LOCATION

0

Cyberspace, Luna, Extradimensional.

Hearbeat cannot be disconnected.

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

Edge of the Network



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.

Hades



3

LOCATION

1

Cyberspace, Otherworld.**Forced** – After you fail a skill test while your meat body or cyber avatar is here: Corrupt 2 non-weakness cards in your discard pile. (Trigger this twice if both your meat body and cyber avatar are here.)

"No one can hurry me down to Hades before my time, but if a man's hour is come, there is no escape for him."



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."



6

LOCATION

1

Cyberspace, Otherworld.**M** During your turn, take 1 damage: Reduce this location's shroud by 2 until the end of your turn.

You stand atop a tall balcony. You hear someone calling out to you, but you are frozen, unable to respond. You realize what you must do. You step forward and plunge into the void below.



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.

"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."



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.

4

LOCATION

1

Cyberspace, Otherworld.**Forced** – When you defeat a non-weakness, non-*Elite* enemy here: Instead of discarding it, add it to your hand. While it is in your hand, it loses all abilities and gains hidden and **Forced** – After the agenda advances: Spawn it engaged with you."

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.

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2

LOCATION

0

Illus. Scott Uminga

25/63 428



2

LOCATION

0

Illus. Scott Uminga

26/63 429



3

LOCATION

1

Illus. Scott Uminga

27/63 430

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. Extradimensional.

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

—Edgar Allan Poe

Illus. Adam S. Doyle

Map © 2014 Adam S. Doyle

Unexplored Server

Illus. Scott Uminga

Map © 2014 Scott Uminga

Unexplored Server

Illus. Thomas Williams (edited)

Map © 2014 Thomas Williams

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Unexplored Server

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Illus. Adam S. Doyle

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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 \spadesuit 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."





