









Item. Console.

Keiko starts in play. Hoshiko Shiro deck only.
You have 1 additional ally slot, which can only be used to hold **Companion** assets.

» When your first turn of the game begins: Search your deck for a **Companion** and add it to your hand.
Shuffle your deck.



Companion. Program.

Hoshiko Shiro deck only.
Fencer Fueno does not ready during the upkeep phase unless you spend 1 resource.

» When you perform a successful attack on a **Spell** card, exhaust Fencer Fueno: Deal +1 damage for that attack.

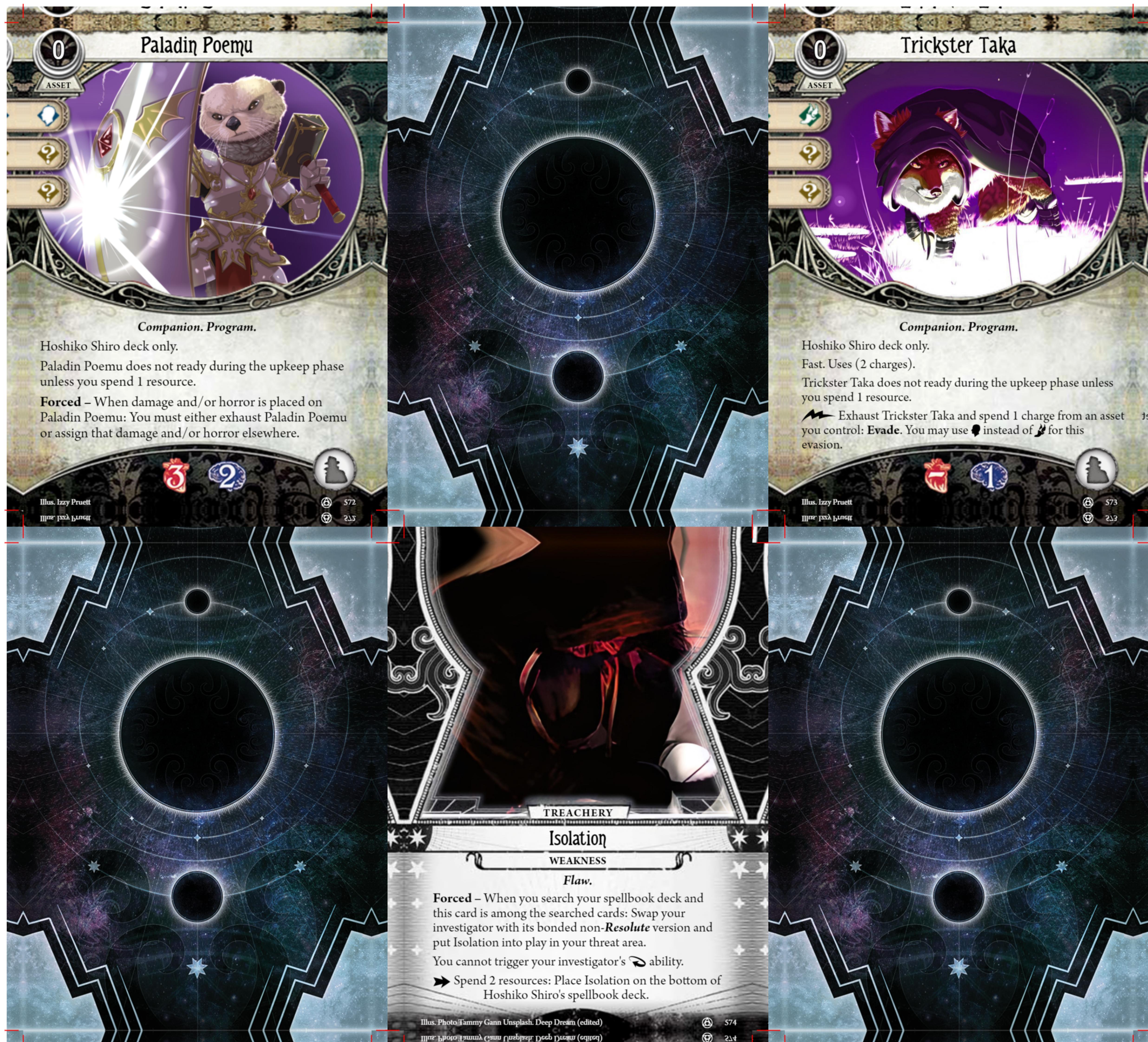


Companion. Program.

Hoshiko Shiro deck only.
Mystic Maemi does not ready during the upkeep phase unless you spend 1 resource.

» Exhaust Mystic Maemi: Add 1 charge to a **Spell** asset you control.





* Zahya Sadeghi



Cyborg. Criminal Entrepreneur.

When you succeed at a skill test by 0: Choose one that hasn't been chosen this round:

- ❖ Gain 1 resource.
- ❖ Draw 1 card.
- ❖ effect: X. You choose X between -4 and +2.

"Braggarts chase big heists.
Patience enriches skimming
fractions of a credit at a time."

6 8 6

Illus. Benjamin Gietti (edited)
Illustr. Benjamin Gietti (original)

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*** Zahya Sadeghi**

The Versatile Smuggler

Deck Size: 30.

Deckbuilding Options: Survivor cards (对他) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): Zahya's Ledger, "More corp interference...", 1 random basic weakness.

Zahya Sadeghi built her business on knowing the right people, asking the right questions... and ignoring the occasional inconvenient law. Shipping magnate, smuggler, single mother—she keeps her family safe the same way she keeps her profits high: by staying two steps ahead. But now, something's wrong. Biornoids are malfunctioning in ways that shouldn't be possible, disrupting shipments, damaging goods, and leaving bodies in their wake. Something is behind this, and if Zahya wants to protect her business, her family, and the delicate balance of the underworld she thrives in, she'll have to find out who—before the problem finds her first.

TREACHERY
"More corp interference..."
WEAKNESS
Scheme.

Revelation – Attach "More corp interference..." to the location farthest from you.

►: Test 4 (4). If you succeed by 0, discard "More corp interference...".

Forced – When the game ends, if "More corp interference..." is in play: Zahya Sadeghi suffers 1 mental trauma.

Illus. David Lei
Illustr. David Lei

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Zahya's Ledger

Item. Illicit.

Zahya Sadeghi deck only. Uses (4 secrets).

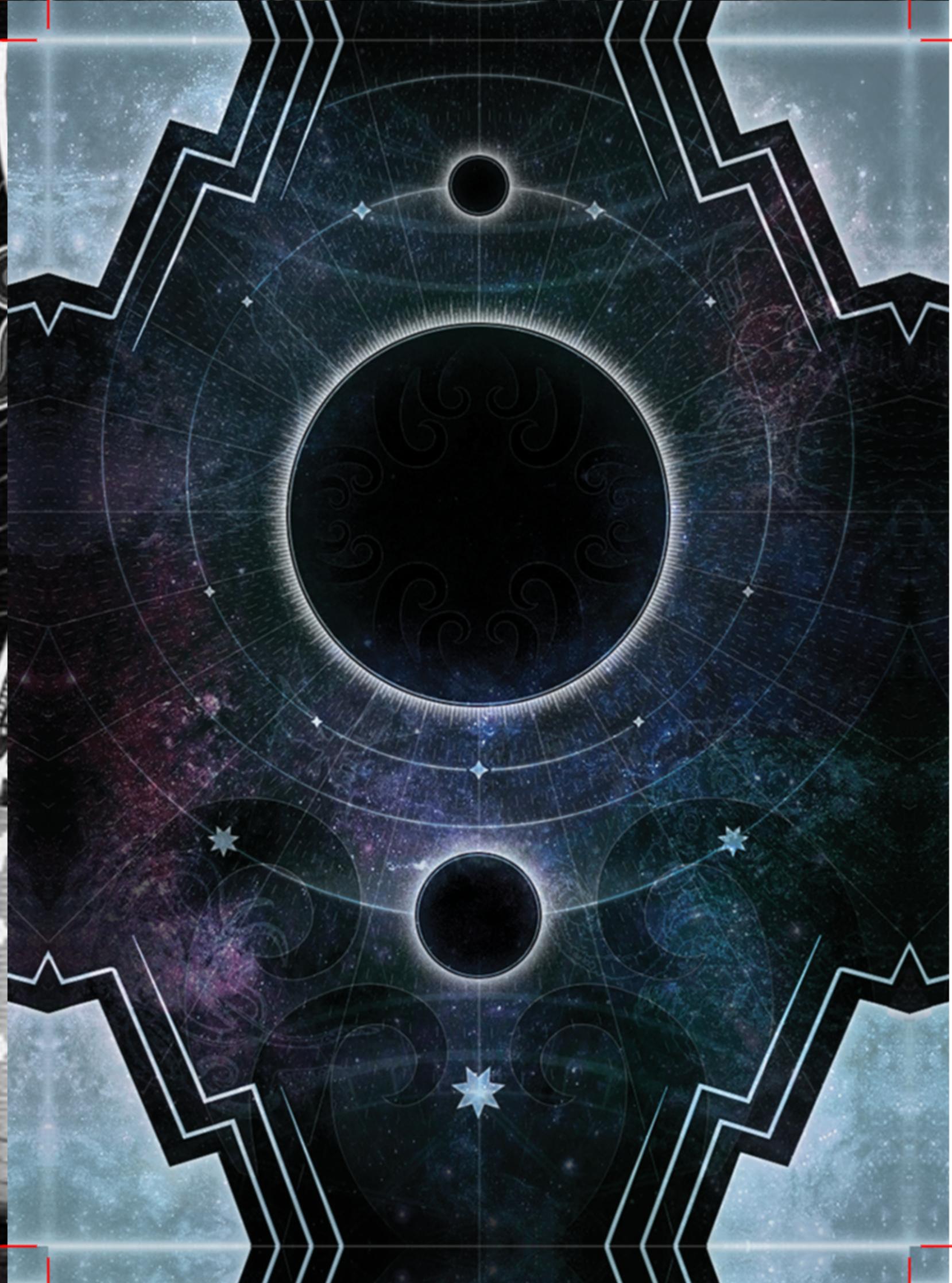
► After you reveal a chaos token during a skill test you are performing, spend 1 secret and exhaust Zahya's Ledger: Commit a card to this skill test.

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ASSET

2

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* MaxX
The Punk

G-Mod Drifter.

Forced – At the start of the investigation phase: Discard the top 2 cards of your deck. Draw 1 card.

► Remove 2 cards in your discard pile from the game: Choose a random non-weakness card in your discard pile and attach it facedown to an encounter card in play or in limbo, as a virus. You can commit it to skill tests on or against the attached card. (Limit once per round.)
→ effect +2. You may choose a card you removed from the game and place it in your discard pile.



Illus. Adam Schumpert
Illustration by Adam Schumpert

* MaxX

The Punk



Deck Size: 40.

Deckbuilding Options: Survivor cards (►) level 0–5, Neutral cards level 0–5, up to 10 different skills (by title) from other classes level 0–5.

Deckbuilding Requirements (do not count toward deck size): Amped Up, Day Job, 1 random basic weakness.

An angry, young g-mod streetbanger who has never appeared to live up to expectations, MaxX works a long, gray, tightly structured day job in MegaBuy customer service that fuels her appetite for nihilistic after-hours release. For MaxX, the act of shredding corporate servers is a cathartic release akin to the scratchy blare of a power chord pushed through layers of feedback. Punks ripped apart the overly elaborate guitar solos that preceded their reductive songs, they thrashed and drummed and howled. Like them, MaxX expresses her rebuke of societal norms by processing code that reduces servers to nothingness. Hers are acts of pure, wanton destruction.



Illus. Matt Zeilinger
Illustration by Matt Zeilinger



MaxX deck only.

Fast. Play during any ► player window.
Draw 3 cards. Take 1 horror.

► After you discard Amped Up from your deck: Attach it facedown to an encounter card in play or in limbo, as a virus. You can commit it to skill tests on or against the attached card.

Illus. Wylie Beckett (edited)
Illustration by Wylie Beckett (edited)

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