


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.

The slide features a large, bright sunburst at the bottom left, transitioning into a stylized globe showing landmasses and city lights. The title 'Peace in Our Time' is centered at the top in a serif font. Below the title is a circular logo containing a stylized 'B'. The background has faint, illegible text and symbols.

An open book with a parchment cover. The left page has a circular seal with a stylized eye or sun motif. The right page contains text and a large number 8. The background shows a bright sun rising over a city skyline.

A collage of three images from the International Space Station (ISS). The top left image shows the Earth's horizon against the black void of space, with a bright sun visible on the left. The top right image shows a view of Earth with a prominent aurora borealis (Northern Lights) visible in the upper atmosphere. The bottom image is a close-up view of the ISS's exterior equipment, including various instruments, solar panels, and structural elements, set against the dark background of space.

A screenshot from League of Legends showing the Challenger Base map. The map features a futuristic cityscape with glowing blue and orange structures, a central tower, and a large circular arena. A wooden sign in the foreground reads "Challenger Base".

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.

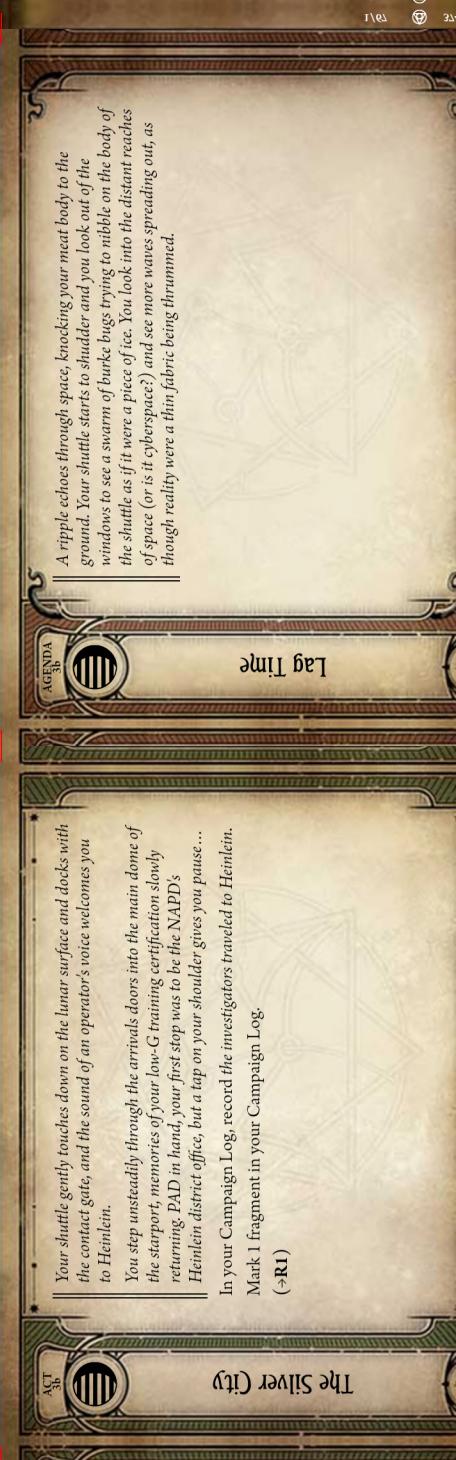
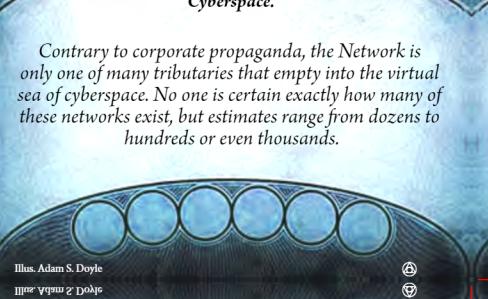
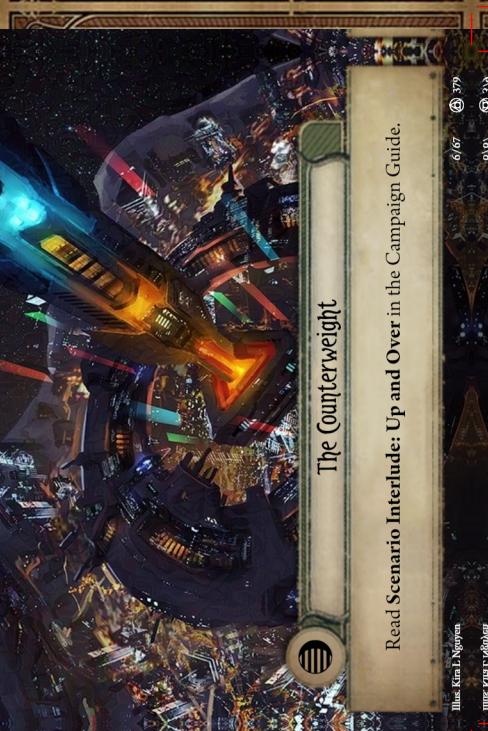
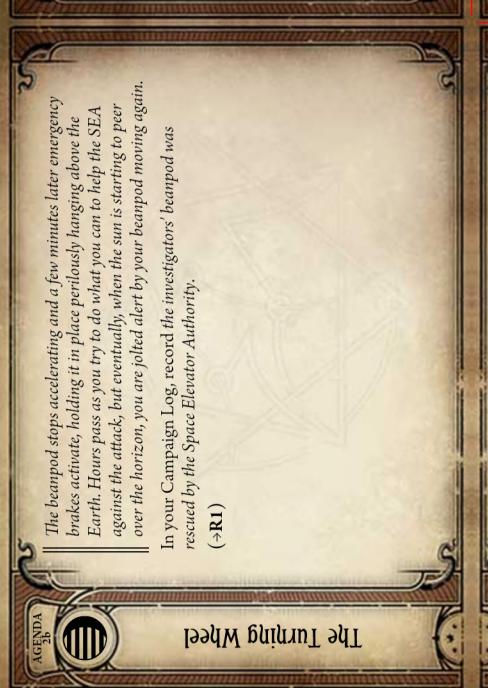
LOCATION

Meatspace.

→ 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.



Tether Segment



LOCATION

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.

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LOCATION

Cyberspace.

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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.



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Exchange

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4

LOCATION

2*

4

Cyberspace. Corrupted.

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

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Victory 1.

Illus. Scott Uminga
Imp. Scott Uminga

0-22

0-33

19/67

386

380

380

Victory 1.

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Victory 1.

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23+

24+

24/67

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Առաջնորդված Հեղուկ

Unexplored Server

LOCATION

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Illus. Adam S. Doyle
լուսապատճեն Տ. Դոյլը

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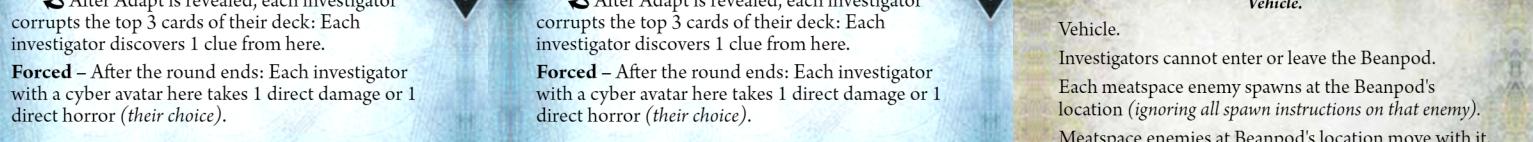
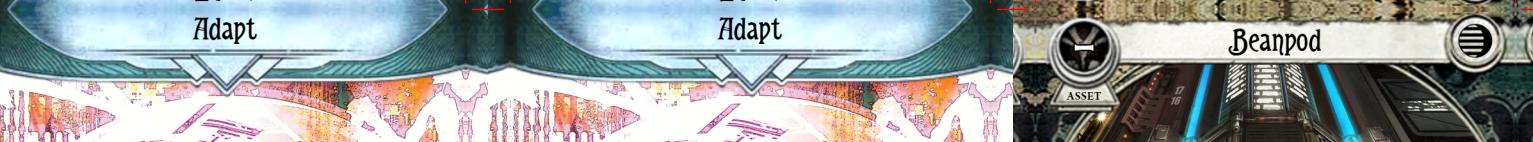
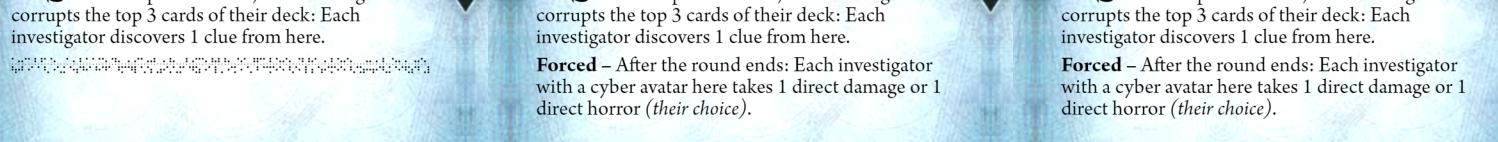
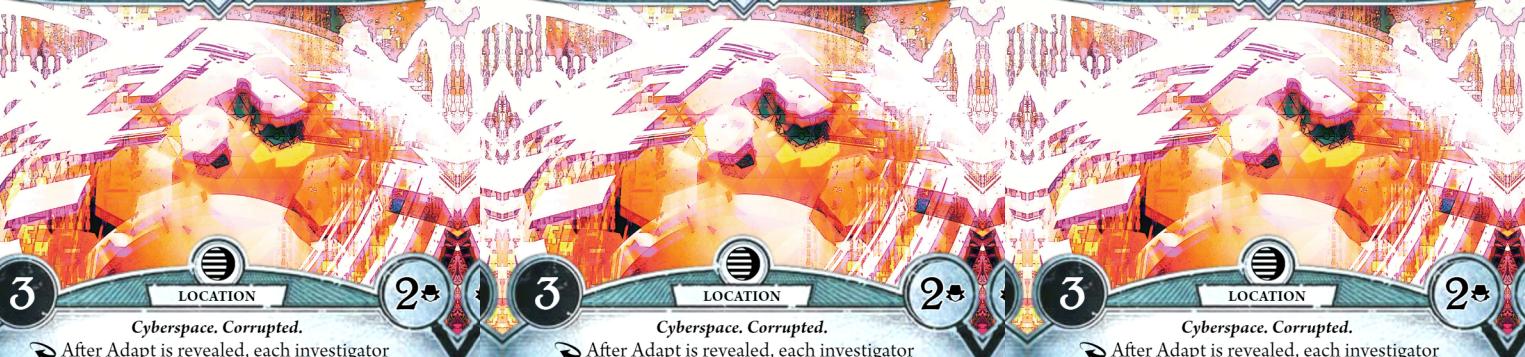
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Illus. Adam S. Doyle
Illustration by Adam S. Doyle

Adapt

Adapt

Adapt



Beanpod



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.



Առաջայուղ շենք

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Illus. Adam S. Doyle
Illustration © 2014

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 © 2014

45/67
42/63

392
385

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45/67
42/63

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Fly on the Wall

1 1 4

Drone. Possessed.

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 de Diego Sádaba

46/67 ⚡ 393
40/23 ⚡ 302

Orion

5 6 3

Program. Humanoid.

Cyberspace Spawn – Bottommost location.
Hunter. Massive.

... And seeking prey it then took aim.



ENEMY

Illus. Sege (edited)
Illustration de Sege (éditée)

49/67 ⚡ 394
40/23 ⚡ 304

TREACHERY

Legerdemain

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).

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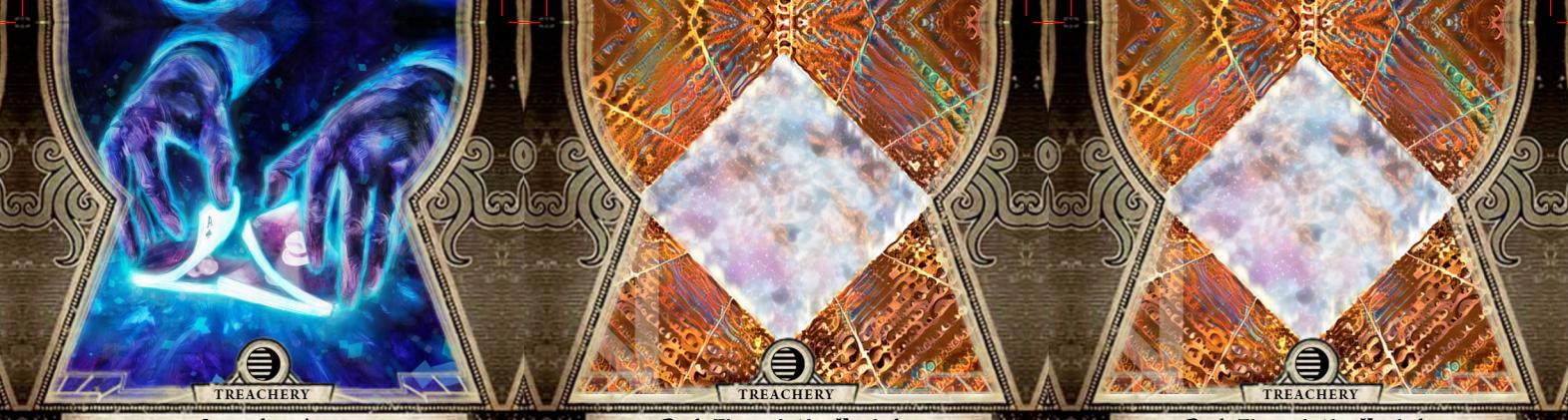
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Legerdemain

Scheme.

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

21+

54/67

397

ST+

24/23

398

© 2013

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
Illustration by Ian Fairclough

0-12

56/67

398

0-13

20/21

398

© 2013

Terror.



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Illus. Ian Fairclough
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0-12

56/67

398

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Peek Through the Keyhole

Terror.

Peril.

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Illus. Ian Fairclough
Illustration by Ian Fairclough

13-22

58/67

399

ST+

28/23

399

© 2013

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13-22

58/67

399

ST+

28/23

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Illus. Ian Fairclough
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23+

60/67

400

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Peek Through the Keyhole

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23+

60/67

400

ST+

20/21

400

Broken Topology

Hazard.



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 damage.

Illus. Shawn Ye Zhongyi
Illustration by Shawn Ye Zhongyi

0-12

62/67

401

0-13

03/04

401

Broken Topology

Hazard.



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