

# Architects of Tomorrow

EASY / STANDARD



-1. This token gets an additional -2 for each token on the scenario reference card.



-2. If you fail, your maximum hand size is reduced by 1 this game.  
*(Place a horror token on your deck as a reminder.)*



-3. If you fail, gain 2 tags.



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

1/30  
1/30



1

## Peak Efficiency

Your time here is coming to a close, and despite the efforts of your associates to let you investigate unimpeded, the bioroid staff members are more frequently offering aid or reminders of the end of your visit. Cyberspace locations are connected to each location adjacent to it.

5

Illus. Aaron Frenn

Imp. Vassilis Etsos

Act 1a

## Sprint

The floor layout is straightforward like the rest of the Haas Arcology, but because it is a floor dedicated to housing meetings rooms and laboratories, there are many, many unmarked doors. Where is yours?

**Objective** – Make it to your meeting with Director Haas in time. At the end of the round, if each undefeated investigator is in Manta Meeting Room, advance.

5/30



5

Illus. Samiraville

Imp. Vassilis Etsos

Act 2a

## Friends in High Places

Isabel McGuire is a faintly familiar name: a part of the higher levels of Haas-Bioroid management. What does she want to talk about? It seems on the surface that she has intentions contrary to kicking you out.

**Objective** – If each undefeated investigator is at the Hologolf Course, advance.

6/30



6

Illus. Samiraville

Imp. Vassilis Etsos

Act 3a

## Security Through Vigilance

You notice next to no security personnel on this floor, despite its apparent importance to Haas-Bioroid. However, as you investigate, you feel the familiar sensation of being observed at all times. Every time a bioroid walks past, you swear it slows down and watches you when your back is turned. Cyberspace locations are connected to each location adjacent to it.

12

3/30



3

Illus. Aaron Frenn

Imp. Vassilis Etsos

Act 3b

"FORE!" A virtual ball flies through the virtual sky, following its trajectory towards a virtual hole. A figure passes his golf club to a bioroid and strides across the room to you, a satisfied grin on her face.

"Dreeters! Welcome. These are busy times so I'll get to the point. The nerds in Bits and Brains—or you could just call it engineering—are complaining about the alterations they've been told to make to bioroid brainstapes, and even I don't have clairance to know what! Now I didn't get here by blindly following orders, even if the Director puts on a dictatorial face."

"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that you're Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

Add this card to the victory display.

Each investigator gains 1 tag.

Put the set-aside calibration bag into play.

An investigator takes control of the set-aside Isabel McGuire story asset.

Spawn the set-aside Fairchild 1.0 at any cyberspace location, exhausted and unengaged.

### Victory 1.

AGENDA  
2B



## Accelerated Diagnostics

"FOR!" A virtual ball flies through the virtual sky, following its trajectory towards a virtual hole. A figure passes his golf club to a bioroid and strides across the room to you, a satisfied grin on her face.

"Dreeters! Welcome. These are busy times so I'll get to the point. The nerds in Bits and Brains—or you could just call it engineering—are complaining about the alterations they've been told to make to bioroid brainstapes, and even I don't have clairance to know what! Now I didn't get here by blindly following orders, even if the Director puts on a dictatorial face."

"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that you're Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

If Ash 2X3ZB9CY is in play, he moves to the meatspace location with the most investigators and attacks each investigator there. Otherwise, search the victory display, encounter deck, and encounter discard pile for Ash 2X3ZB9CY, spawn him at the meatspace location with the most investigators, and shuffle the encounter deck.

If Ash 2X3ZB9CY was spawned from the victory display, add this card to the victory display. Otherwise, remove this card from the game.

### Victory 1.

AGENDA  
2B



## Encryption Protocol

"FOR!" A virtual ball flies through the virtual sky, following its trajectory towards a virtual hole. A figure passes his golf club to a bioroid and strides across the room to you, a satisfied grin on her face.

"Dreeters! Welcome. These are busy times so I'll get to the point. The nerds in Bits and Brains—or you could just call it engineering—are complaining about the alterations they've been told to make to bioroid brainstapes, and even I don't have clairance to know what! Now I didn't get here by blindly following orders, even if the Director puts on a dictatorial face."

"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that you're Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

If Ash 2X3ZB9CY is in play, he moves to the meatspace location with the most investigators and attacks each investigator there. Otherwise, search the victory display, encounter deck, and encounter discard pile for Ash 2X3ZB9CY, spawn him at the meatspace location with the most investigators, and shuffle the encounter deck.

If Ash 2X3ZB9CY was spawned from the victory display, add this card to the victory display. Otherwise, remove this card from the game.

### Victory 1.

AGENDA  
2B



## Aggressive Secretary

"FOR!" A virtual ball flies through the virtual sky, following its trajectory towards a virtual hole. A figure passes his golf club to a bioroid and strides across the room to you, a satisfied grin on her face.

"Dreeters! Welcome. These are busy times so I'll get to the point. The nerds in Bits and Brains—or you could just call it engineering—are complaining about the alterations they've been told to make to bioroid brainstapes, and even I don't have clairance to know what! Now I didn't get here by blindly following orders, even if the Director puts on a dictatorial face."

"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that you're Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

If Ash 2X3ZB9CY is in play, he moves to the meatspace location with the most investigators and attacks each investigator there. Otherwise, search the victory display, encounter deck, and encounter discard pile for Ash 2X3ZB9CY, spawn him at the meatspace location with the most investigators, and shuffle the encounter deck.

If Ash 2X3ZB9CY was spawned from the victory display, add this card to the victory display. Otherwise, remove this card from the game.

### Victory 1.

AGENDA  
2B



## Send a Message

"FOR!" A virtual ball flies through the virtual sky, following its trajectory towards a virtual hole. A figure passes his golf club to a bioroid and strides across the room to you, a satisfied grin on her face.

"Dreeters! Welcome. These are busy times so I'll get to the point. The nerds in Bits and Brains—or you could just call it engineering—are complaining about the alterations they've been told to make to bioroid brainstapes, and even I don't have clairance to know what! Now I didn't get here by blindly following orders, even if the Director puts on a dictatorial face."

"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that you're Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

If Ash 2X3ZB9CY is in play, he moves to the meatspace location with the most investigators and attacks each investigator there. Otherwise, search the victory display, encounter deck, and encounter discard pile for Ash 2X3ZB9CY, spawn him at the meatspace location with the most investigators, and shuffle the encounter deck.

If Ash 2X3ZB9CY was spawned from the victory display, add this card to the victory display. Otherwise, remove this card from the game.

### Victory 1.

AGENDA  
2B



## Domestic Sleepers

"FOR!" A virtual ball flies through the virtual sky, following its trajectory towards a virtual hole. A figure passes his golf club to a bioroid and strides across the room to you, a satisfied grin on her face.

"Dreeters! Welcome. These are busy times so I'll get to the point. The nerds in Bits and Brains—or you could just call it engineering—are complaining about the alterations they've been told to make to bioroid brainstapes, and even I don't have clairance to know what! Now I didn't get here by blindly following orders, even if the Director puts on a dictatorial face."

"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that you're Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

If Ash 2X3ZB9CY is in play, he moves to the meatspace location with the most investigators and attacks each investigator there. Otherwise, search the victory display, encounter deck, and encounter discard pile for Ash 2X3ZB9CY, spawn him at the meatspace location with the most investigators, and shuffle the encounter deck.

If Ash 2X3ZB9CY was spawned from the victory display, add this card to the victory display. Otherwise, remove this card from the game.

### Victory 1.

AGENDA  
2B

## Architects of Tomorrow

HARD / EXPERT



-1. This token gets an additional -3 for each ♀ token on the scenario reference card.



-2. Your maximum hand size is reduced by 1 this game.  
(Place a horror token on your deck as a reminder.)



-3. Gain 2 tags.



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

1/30

1/30



1

You feel the familiar sensation of a bioroid's part synthskin, part metal hand on your shoulder. You turn around and see the same face as before. Is it another Ash bioroid, or the same one with Director Haus earlier?

"The visitor exit procedures includes an informational quarantine for any proprietary information. The security booth and exit is this way. Please, come with me." You squirm slightly to try to get out of his grip, but another Ash bioroid firmly grasps your other shoulder. "Please," they both repeat. Your hackles raise as they stare at you and speak in unison.

Choose a random act in the victory display and remove it from the game.  
(→R)

## Fully Operational

A new directive, specifically to forbid bioroids from talking about certain subjects? Not exactly news—everybody suspected—but why now?

**Objective** – You are done here. Perhaps it is time to leave.

## Archived Memories 1.0

"The nerds won't tell me what the alterations actually are, so we're going to have to do some reverse channelling. There should be brainmapping nodes set up on our internal network—I'll get the nerds to help you with any spare moments they get. Just don't tell them what it's for."

Player effects cannot damage or cause Fairchild 1.0 to leave play.

Reveal 3 tokens for a calibration test.

**Objective** – Reveal at least one of the ♠, ♦, or ♣ symbols during a calibration test.

10/30

10/30

10/30

2

LOCATION

►: Resign. If there are no undefeated investigators remaining, proceed to (→R1).

Employees and bioroids occasionally walk past you as you wander the floor. Any whom you flag down to ask directions give you clear but complicated instructions, though you never seem to get anywhere following them.

## Archived Memories 2.0

You have uncovered that Director Haas has issued new directives in the last few weeks. Could this be related to the 23 Seconds? It seems Isabel is convinced of its importance.

Player effects cannot damage or cause Fairchild 2.0 to leave play.

Reveal 6 tokens for a calibration test.

**Objective** – Reveal at least ♠, ♦, ♣ during a calibration test.

11/30

11/30

11/30

2

LOCATION

►: Resign. If there are no undefeated investigators remaining, proceed to (→R1).

Employees and bioroids occasionally walk past you as you wander the floor. Any whom you flag down to ask directions give you clear but complicated instructions, though you never seem to get anywhere following them.

## Archived Memories 3.0

You were investigating the murder of three Human First members when you met Floyd 2X3ATC, a bioroid trialling as a detective at the NAPD. It was the first time you have ever noticed a bioroid obviously dodging questions—notably when the possibility was raised of a bioroid being the murderer.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 9 tokens for a calibration test.

**Objective** – Reveal at least ♠, ♦, ♣ during a calibration test.

12/30

12/30

12/30

3

LOCATION

►: Place 1 clue (from the token pool) on each revealed meatspace location in play.

"... little improvement in emotional and cognitive response... brain imaging techniques... limiting factor ... could collaborate with MirrorMorph... Chronos Protocol... substantial strides... full replication..."

## Corridor

Illustration: Smirnoff

Player effects cannot damage or cause Fairchild 1.0 to leave play.

Reveal 3 tokens for a calibration test.

**Objective** – Reveal at least one of the ♠, ♦, or ♣ symbols during a calibration test.

11/30

11/30

11/30

2

LOCATION

►: Resign. If there are no undefeated investigators remaining, proceed to (→R1).

Employees and bioroids occasionally walk past you as you wander the floor. Any whom you flag down to ask directions give you clear but complicated instructions, though you never seem to get anywhere following them.

## Neuromedical Lab

Illustration: Smirnoff

Player effects cannot damage or cause Fairchild 2.0 to leave play.

Reveal 6 tokens for a calibration test.

**Objective** – Reveal at least ♠, ♦, ♣ during a calibration test.

11/30

11/30

11/30

3

LOCATION

►: Place 1 clue (from the token pool) on each revealed meatspace location in play.

## Meatspace.

Illustration: Rodriguez

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 9 tokens for a calibration test.

**Objective** – Reveal at least ♠, ♦, ♣ during a calibration test.

12/30

12/30

12/30

1

LOCATION

►: Place 1 clue (from the token pool) on each revealed meatspace location in play.

## Meatspace.

Illustration: Rodriguez

Player effects cannot damage or cause Fairchild 1.0 to leave play.

Reveal 3 tokens for a calibration test.

**Objective** – Reveal at least one of the ♠, ♦, or ♣ symbols during a calibration test.

11/30

11/30

11/30

2

LOCATION

►: Resign. If there are no undefeated investigators remaining, proceed to (→R1).

Employees and bioroids occasionally walk past you as you wander the floor. Any whom you flag down to ask directions give you clear but complicated instructions, though you never seem to get anywhere following them.

She sighs. "This is beyond me now. Still, with what we have figured out, I think I have a picture of what's going on; I expect you do too. Before we wrap up though, let me just see one last thing."

She sits down by the console and starts flicking through the results.

"There are these clusters that I keep seeing. At first I figured it was just us Getting It Wrong. —I leave this stuff to the nerds for a reason—but now I'm not so sure. Doesn't look like noise, it seems a lot more intentional, and it's very consistently everywhere.

"Well anyway, I'd suggest—" her eyes flutter to her PAD, "—you get out of here sooner rather than later. Happy to have worked with you, I'll be sure to pass on a good word to Dawn." She stands up, winks at you, and leaves—back to the golf, you assume.

Add this card to the victory display.

Each investigator gains 1 tag.

### Victory 1.



### Blue Level Clearance



### Red Level Clearance

#### LOCATION

Meatspace.



During the neural conditioning phase, each bioroid AI is programmed with a set of descending directives that prescribe and proscribe its behaviour at the most fundamental level. These directives are present in all models and are unable to be changed.



### Green Level Clearance



### Yellow Level Clearance

#### LOCATION

Meatspace.

The company that would become Haas-Bioroid was founded by Jürgen Haas and his brothers over a hundred years ago as Haas-Industrie, a robotics and heavy manufacturing business supplying numerous EU nations with heavy-duty construction equipment.



### Corridor



### Corridor

#### LOCATION

Meatspace.

You turn around and find you are back in the Haas-Bioroid labs. Checking your cyberspace location, you are still in the servers you were in before also. The bioroids continue their tasks. You shake it off and continue with your business before you attract attention.



### Red Level Clearance



### Blue Level Clearance



### Green Level Clearance



### Yellow Level Clearance

#### LOCATION

Meatspace.

You turn around and find you are back in the Haas-Bioroid labs. Checking your cyberspace location, you are still in the servers you were in before also. The bioroids continue their tasks. You shake it off and continue with your business before you attract attention.

### Victory 1.

Isabel leans over your shoulder to look at the holodisplay. After a few seconds of scrutiny, she puts her current call on hold and points at an orange clump. "That area there. That cluster of microcomputers is usually for the directives. Don't tell anybody, but there aren't three. However, it does seem like there are... more than before. Let's try a deeper analysis on those micros in particular. Nice job, by the way. I knew you were Getting Things Done people."

Add this card to the victory display.

Each investigator gains 1 tag.

In your Campaign Log, record Isabel McGuire has your back.

Add clues to each **Braintape** location until it has clues on it equal to its clue value.

Resolve the Seal keyword again on Drafter Image, Helheim Image, and Turing Image.

Spawn the sets aside Fairchild 3.0 at any cyberspace location, exhausted and unengaged.

### Victory 1.

## Manta Meeting Room

## Rapid Prototyping Lab

## Hologolf Course



4

LOCATION

1\*

Meatspace.

The view from the windows is of the White Beach, a carefully cultivated stretch of pure white silica sand with waves of purified water lapping at the shore. The people relaxing and enjoying the beach are but tiny dots from this high up, each dot indistinguishable from the others.

LOCATION

1\*

Meatspace. Braintape.

→ Investigators with their meat body here discard 2\* cards from their hand and/or spend 2\* resources (or any combination thereof), as a group: Make a calibration test. Reduce the cost of this ability by 2 cards/resources for each calibration token sealed on the current act.

2

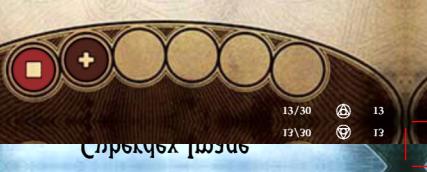
LOCATION

2\*

Meatspace.

As an additional cost to investigate Hologolf Course, you must gain 1 tag.

*Even with a virtual ball, it is considered rude not to yell "Fore!"*



### Cyberdex Image



### Ikawah Image



### Drafter Image



### Cyberspace. Braintape.

Clues cannot be discovered here, moved from here, or moved to here other than by the ability below.

→ If there are clues here: Draw 4 cards, gain 4 resources, and discover 1 clue here. Then, if there are no clues here, search the calibration bag (*if it is in play*) for a calibration token (1\*) if able) and seal it on the scenario reference card.



### Cyberspace. Braintape.

**Forced** – When the act advances, if there are no clues here: An investigator searches the calibration bag (*if it is in play*) for 2 non-\* calibration tokens and removes them from the game.



### Cyberspace. Braintape. Seal (set-aside)

1\*

→ If an exhausted **Fairchild** enemy is here, investigators with their cyber avatar here spend any number of clues: Test (2\*). Reduce the difficulty of this test by 2 for each clue spent. If you succeed, add the sealed 1\* token to the calibration bag, then deal 1 damage to a **Fairchild** enemy here.



Illus. Krembler  
www.krembler.com

16/30 ④ 16  
19/30 ⑤ 19

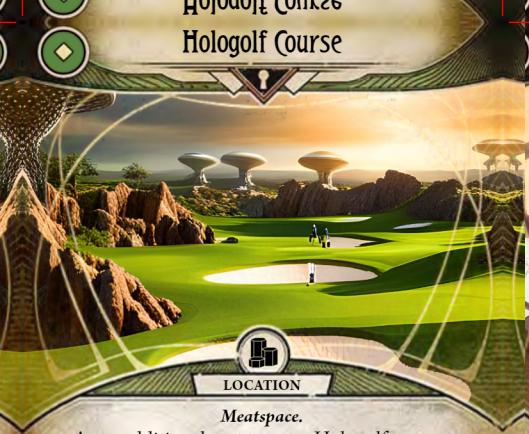
Illus. Scott Uminga  
www.ScottUminga.com

17/30 ④ 17  
13/30 ⑤ 13

Illus. Scott Uminga  
www.ScottUminga.com

18/30 ④ 18  
18/30 ⑤ 18

## Hologolf Course



LOCATION

### Meatspace.

As an additional cost to enter Hologolf Course, investigators at your meatspace location must spend 1 clues, as a group.

*The most commonly played games are not played on a virt screen or in a VR rig but instead are usually holographic projections or digital overlays*

## Rapid Prototyping Lab



LOCATION

### Meatspace.

*The actual construction of a bioroid begins with a series of braintapes, or digital models of the human mind.*

*Each braintape is unique, and Haas-Bioroid's computational neuroscientists distill and synthesize the desired skill sets and personalities from each in a process called neural chainelling.*

## Manta Meeting Room



LOCATION

### Meatspace.

As an additional cost to enter Manta Meeting Room, investigators at your meatspace location must spend 1 clues, as a group.

*Close to the coast, Manta is dominated by the luxury tourism of its beaches and resorts.*

## 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. Emilio Rodriguez  
Illustration by Rodriguez

## 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 by Doyle

## 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 by Doyle

# Helheim Image

# Turing Image

# Isabel McGuire

3

LOCATION

2

Cyberspace. Braintape.

Seal (set-aside ⚠).

► If an exhausted **Fairchild** enemy is here, investigators with their cyber avatar here spend any number of clues: Test ⚡ (2 ⚡). Reduce the difficulty of this test by 2 for each clue spent. If you succeed, add the sealed ⚠ token to the calibration bag, then deal 1 damage to a **Fairchild** enemy here.

Illus. Scott Uminga  
Imp. Scott Uminga19/30 ⚡ 19  
18/30 ⚡ 18

Ash 2X3ZB9CY

4 2 4

Meatspace Spawn.

Aloof. Hunter.

**Forced** – At the start of the enemy phase, if Ash 2X3ZB9CY is ready: Each investigator with their meat body at his location discards a card from their hand and gains 1 tag.

► Discard 1 card from your hand for each tag the investigators have total (to a minimum of 1): **Parley**. Shuffle Ash 2X3ZB9CY into the encounter deck.

Victory 1.



ENEMY

Illus. Mauricio Herrera  
Imp. Mauricio Herrera22/30 ⚡ 22  
23/30 ⚡ 23

LOCATION

2

Cyberspace. Braintape.

Seal (set-aside ⚠).

► If an exhausted **Fairchild** enemy is here, investigators with their cyber avatar here spend any number of clues: Test ⚡ (2 ⚡). Reduce the difficulty of this test by 2 for each clue spent. If you succeed, add the sealed ⚠ token to the calibration bag, then deal 1 damage to a **Fairchild** enemy here.

Illus. Adam S. Doyle  
Imp. Adam S. Doyle20/30 ⚡ 20  
19/30 ⚡ 19

Fairchild 1.0

2 3 2

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retali ate.

**Forced** – When Fairchild 1.0 is dealt damage: Each investigator gains 1 tag.

► Discard 1 card from your hand for each tag the investigators have total (to a minimum of 1): **Parley**. Exhaust Fairchild 1.0.

Victory 1.



ENEMY

Illus. Liiga Smilshkalne  
Imp. Liiga Smilshkalne23/30 ⚡ 23  
22/30 ⚡ 22

Connection. Executive.

Cannot leave play.

► During your turn, exhaust Isabel McGuire: You may take an additional action this turn, which can only be used to parley with **Bioroid** enemies or on ► abilities of **Braintape** locations.

Illus. Matt Zellinger  
Imp. Matt Zellinger21/30 ⚡ 21  
20/30 ⚡ 20

Fairchild 2.0

3 3 3

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retali ate.

**Forced** – When Fairchild 2.0 is dealt damage: Each investigator discards 1 card from their hand.

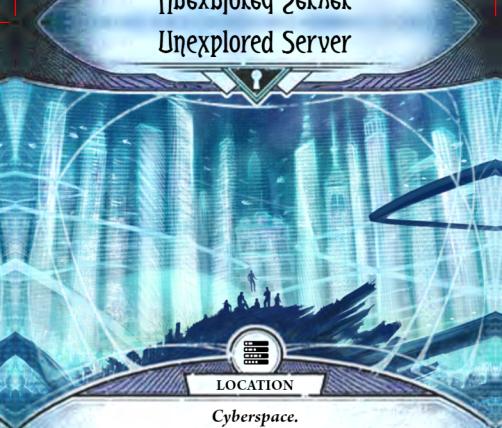
► Discard 1 card from your hand for each tag the investigators have total (to a minimum of 1): **Parley**. Exhaust Fairchild 2.0.

Victory 1.



ENEMY

Illus. Liiga Smilshkalne  
Imp. Liiga Smilshkalne24/30 ⚡ 24  
23/30 ⚡ 23



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## Emissary 3.0

## Fairchild 3.0

4 3 4

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retaliate.

**Forced** – When Fairchild 3.0 is dealt damage: Each investigator takes 1 damage and 1 horror.→ Discard 1 card from your hand for each tag the investigators have total (to a minimum of 1): **Parley**. Exhaust Fairchild 3.0.

Victory 1.



ENEMY

Illus. Liya Smishkina  
Иллюстрация Лиры Смисхиной25/30 ⚡ 25  
38/30 ⚡ 32

TREACHERY

## Tyr's Hand

Power.

**Revelation** – Test ⚡ (4). If you fail, move your meat body to the revealed meatspace location with the fewest clues and move your cyber avatar to the revealed cyberspace location with the fewest clues.

Strength in the palm of your hand.

28/30 ⚡ 27  
38/30 ⚡ 31

## Scheme.

**Revelation** – If there are no **Bioroid** enemies in play, Awakening gains surge. Otherwise, each ready **Bioroid** enemy moves and attacks as if it were the enemy phase (without exhausting, even from the elusive keyword).

## Scheme.

**Revelation** – If there are no **Bioroid** enemies in play, Awakening gains surge. Otherwise, each ready **Bioroid** enemy moves and attacks as if it were the enemy phase (without exhausting, even from the elusive keyword).Illus. Ed Mattinian  
Иллюстрация Эда Маттиниана26/30 ⚡ 26  
38/30 ⚡ 32Illus. Ed Mattinian  
Иллюстрация Эда Маттиниана26/30 ⚡ 26  
38/30 ⚡ 32

TREACHERY

TREACHERY

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Power.

**Revelation** – Test ⚡ (4). If you fail, move your meat body to the revealed meatspace location with the fewest clues and move your cyber avatar to the revealed cyberspace location with the fewest clues.

Strength in the palm of your hand.

28/30 ⚡ 27  
38/30 ⚡ 31Illus. John Derek Murphy  
Иллюстрация Джона Дерека Мурфи28/30 ⚡ 27  
38/30 ⚡ 31Illus. John Derek Murphy  
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38/30 ⚡ 31

TREACHERY

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## Tyr's Hand

Power.

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Strength in the palm of your hand.

28/30 ⚡ 27  
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Иллюстрация Джона Дерека Мурфи28/30 ⚡ 27  
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38/30 ⚡ 31

