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.)*

12

Illus. Shawn Ye Zhongyi | 0–21 | 4/63 | 407

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 | 404

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**)

12

Illus. Shawn Ye Zhongyi | 22–32 | 5/63 | 408

Agenda 1a

Boot Sequence

"What causes an Artifical Intellegence 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 fated 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.)

–

Illus. Scott Uminga | 2/63 | 405

Agenda 3a

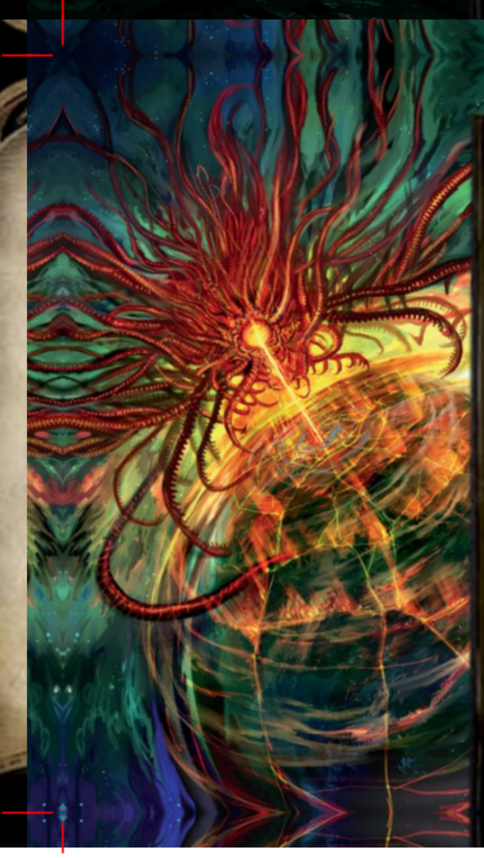
Virtual Overlay

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**)

12

Illus. Shawn Ye Zhongyi | 33+ | 6/63 | 409



Agenda 2a

Initialization

10

Illus. Shawn Ye Zhongyi | 3/63 | 406

AGENDA 3b

End the Run

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

Each investigator tests (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**)

AGENDA 2b

Main Process

> *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, inscrutable 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.)

AGENDA 3b

End the Run

[illegible]

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**)

AGENDA 1b

[illegible]

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 roiling, bubbling undercurrent 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.)

AGENDA 3b

End the Run

[illegible]

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

1\63 404

Act 1a

Tread Lightly

There is neither sound nor byte 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*).

Investigators cannot switch to cyberspace.

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

Illus. Alexandr Elichev

7/63 410

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

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

Illus. Adam S. Doyle

8/63 411

Lunar Base

2 LOCATION 6

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.

Illus. Alexandr Elichev

9/63 412

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.

Illus. Kirsten Zirngibl

10/63 413

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.

Illus. Emilio Rodríguez

11/63 414

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.

Illus. Ed Mattinian (edited)

12/63 415

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.

Illus. Alexandr Elichev

Connection Terminated

ACT 2b

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**)

Magnum Opus

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

Illus. Shawn Ye Zhongyi

Illus. Zhelong Ye Huangfu

III III

7/63 410 ⊕ 410

1/63 ⊕ 410

Earth Megacity

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.

Illus. Adam Schumpert

Earth Megacity

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.

Illus. Adam Schumpert

New Angeles

LOCATION

Meatspace.

The sun rises over the infinite skyline of New Angeles, starscrapers, 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. Kirsten Zirngibl

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

Illus. Kira L. Nguyen | 13/63 | 416

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.

Illus. Johan Törnlund | 14/63 | 417

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

Illus. Kirsten Zirngibl | 15/63 | 418

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."

Illus. Zach Graves | 16/63 | 419

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.

Illus. Yoann Boissonnet | 17/63 | 420

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.

Illus. Ed Mattinian (edited) | 18/63 | 421

Earth Megacity

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.

Illus. Adam Schumpert

Earth Megacity

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.

Illus. Adam Schumpert

Earth Megacity

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.

Illus. Adam Schumpert

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Illus. Adam Schumpert

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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.

Illus. Adam Schumpert

Hearbeat

2 LOCATION 0

Cyberspace. Luna. Extradimensional.

Hearbeat cannot be disconnected.

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

Illus. Thomas Williams (edited) 19/63 422

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.

Illus. Scott Uminga 20/63 423

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."

Illus. Seage 21/63 424

Garden of Eden

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."

Illus. Seage 22/63 425

Avalon

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."

Illus. Seage 23/63 426

Dark Spire

6 LOCATION 1

Cyberspace. Otherworld.

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.

Illus. Scott Uminga 24/63 427

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

Edge of the Network

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.

Illus. Scott Uminga

Hearbeat

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. Thomas Williams (edited)

Unexplored Server

LOCATION

Cyberspace.

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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LOCATION

Cyberspace.

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Illus. Adam S. Doyle

Prison of Memories

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.

Illus. Scott Uminga 25/63 428

Court of the Great Old Ones

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.

Illus. Scott Uminga 26/63 429

The Onyx Castle

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."

Illus. Scott Uminga 27/63 430

Hunting Grounds

2 | LOCATION | 3

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.

Illus. BalanceSheet 28/63 431

Hunting Grounds

2 | LOCATION | 3

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.

Illus. BalanceSheet 29/63 432

Hunting Grounds

2 | LOCATION | 3

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.

Illus. BalanceSheet 30/63 433

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

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Illus. Adam S. Doyle

Hunting Grounds

2 LOCATION 3

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.

Illus. BalanceSheet 31/63 434

Terminal Directive

Your journey through cyberspace is strange. Distances ebb and flow, sometimes single steps stretch thousands of kilometers in meatspace, but at other times you travel through cyberspace for hours only to see the same scene through the holes in reality when you take a peek. As your cyber avatar nears what looks like New Angeles, you turn back and see… only a few meters away your own meat bodies, tiny relative to your size, still waiting in the lunar base. You could so easily pluck it and bring it with you. You wonder what would happen if you did.

Commissioner Dawn is already standing in the foyer as your consciousness lands your meat body that you placed just outside the headquarters. Wordlessly, she walks up and starts transferring paperwork to you, unfazed. "Retroactive papers for your use of the suborbital before, and papers for your use of the suborbital now," she explains. "You are not alone. The NAPD will be working tirelessly alongside you. Good luck, detectives." And just like that, she turns back to her army of assistants and officers, all queueing up with updates and waiting for orders.

Move each meat body to New Angeles.

Flip this card over and put it into play at New Angeles.

Shuffle the set-aside Critical Error treacheries into the encounter deck.

STORY

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

Personal Evolution

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.)

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

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.)

STORY

Floyd 2X3A7C

5 | 4 | 5

Humanoid. Bioroid. Detective. Possessed. Elite.

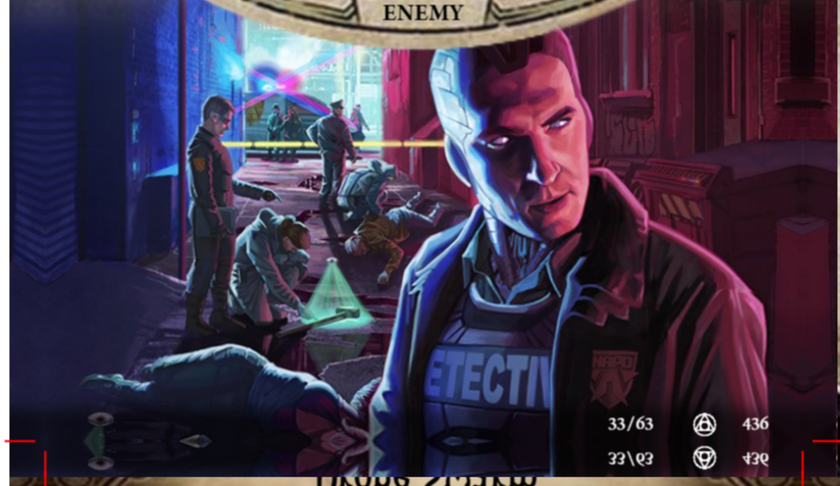
Meatspace Spawn.

Alert. Hunter.

Corrupt 1 random non-weakness cards in your hand: **Parley.** Automatically evade Floyd 2X3A7C. He does not ready during the next upkeep phase.

Victory 1.

ENEMY



33/63 436

NAPD Suborbital

ASSET

Vehicle.

Vehicle. Cyber avatars cannot enter NAPD Suborbital.

Forced – At the end of the investigation phase: The investigators may have NAPD Suborbital move to a ***City*** location.

Illus. Zefanya Langkan Maega 32/63 435

Drone Swarm

2 | 1 | 1

Drone. Possessed. Elite.

Meatspace Spawn.

Hunter. Massive. Swarming X.

X is the number of entries crossed out in your Campaign Log.

When Drone Swarm attacks your meat body or cyber avatar, corrupt the top card of your deck: Cancel the attack *(against you)*.

Victory 1.

ENEMY

Illus. Olie Boldador 36/63 439

Frenzied Paparazzi

2 | 5 | 2

Humanoid. Reporter. Civilian. Possessed. Elite.

Meatspace Spawn.

Hunter. Massive.

Forced – At the start of the enemy phase, if Frenzied Paparazzi is ready: Each investigator with a meat body or cyber avatar at its location corrupts the top card of their deck.

Victory 1.

ENEMY

35/63 438

Caprice Nisei

3 | 2 | 2

Humanoid. Clone. Detective. Possessed. Elite.

Meatspace Spawn.

Hunter. Retaliate.

While attempting to attack Caprice Nisei, treat each revealed , , , or symbol as an symbol.

Forced – After Caprice Nisei attacks your meat body or cyber avatar: Corrupt a random non-weakness card from your hand.

Victory 1.

ENEMY

34/63 437

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

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

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

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.

ENEMY

Illus. Liiga Smilshkalne 0–10 41/63 444

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

ENEMY

Illus. Liiga Smilshkalne 11–21 42/63 445

Zamba

0

ASSET

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)*.

Illus. Martin de Diego Sádaba 39/63 442

Sage

0

ASSET

Program.

When an investigator reveals an 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.)

Illus. Alexandra Douglass 38/63 441

Logic Bomb

0

ASSET

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."

Illus. Adam S. Doyle 37/63 440

Apex

The Invasive Predator

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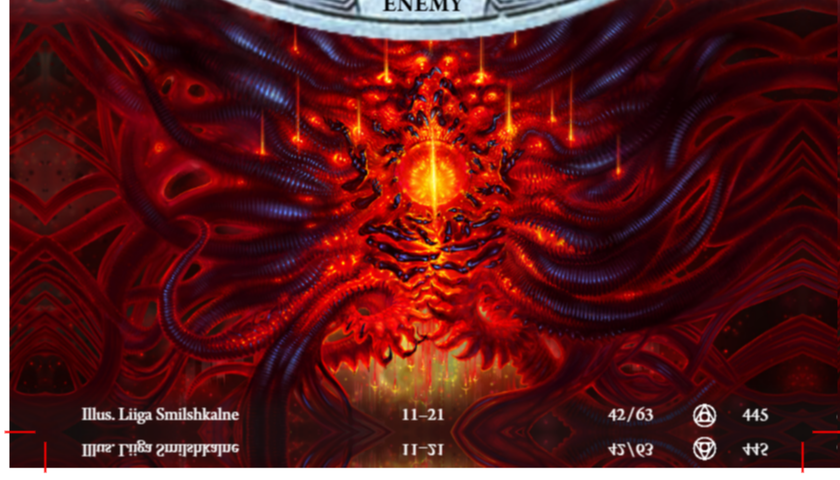

Illus. Liiga Smilshkalne 11–21 42/63 445

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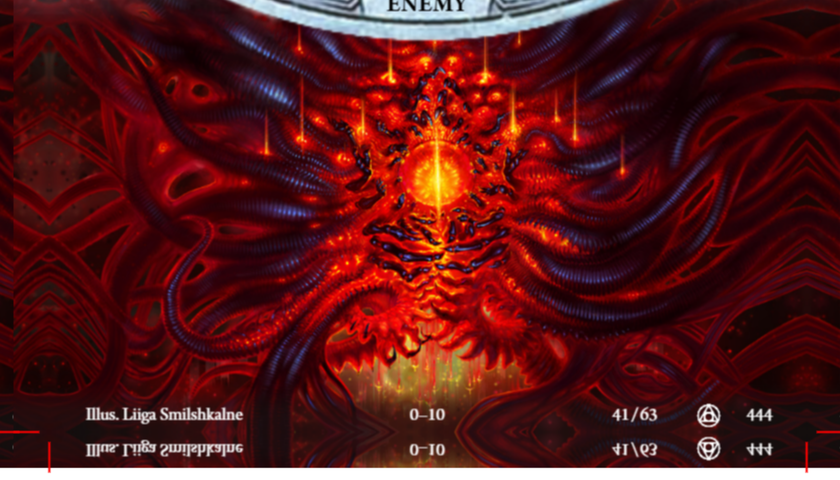

Illus. Liiga Smilshkalne 0–10 41/63 444

Black Orchestra

0

ASSET

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)*.

Illus. Adam S. Doyle 40/63 443

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ENEMY

Illus. Liiga Smilshkalne 28+ 44/63 447

TREACHERY

Apocalypse

Endtimes.

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

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

Illus. Shawn Ye Zhongyi 0–15 45/63 448

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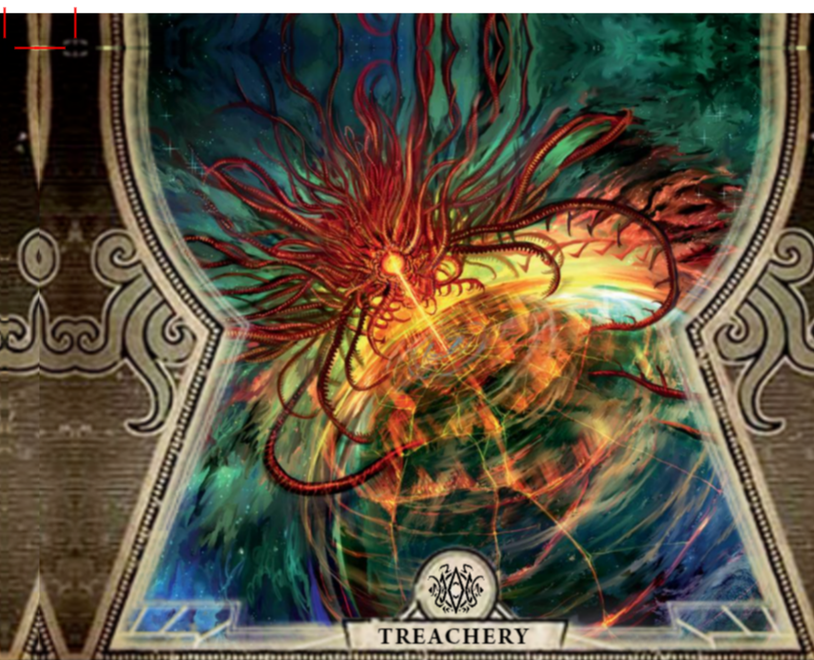

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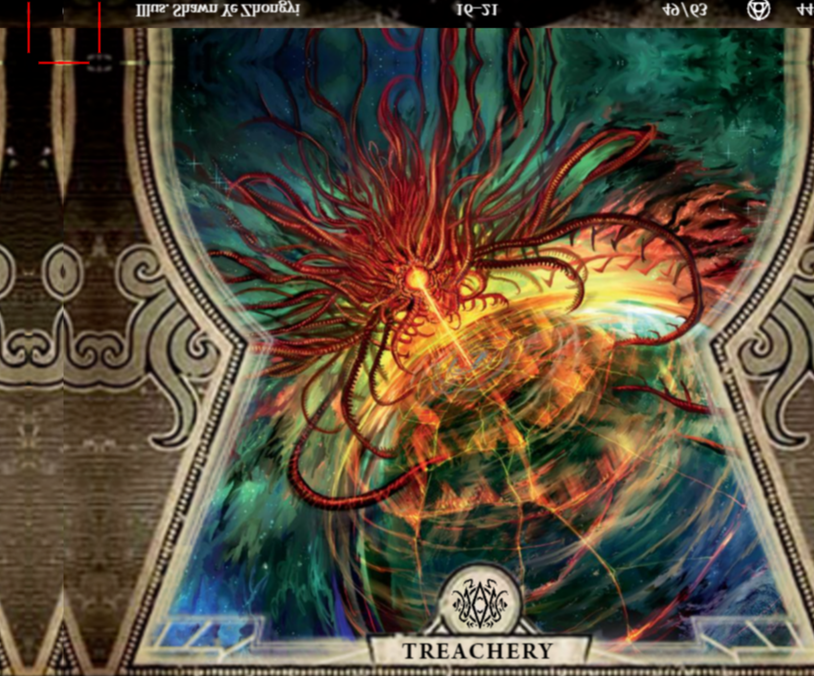

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Illus. Shawn Ye Zhongyi 28+ 57/63 451

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TREACHERY
Reboot
Scheme. Endtimes.
Revelation – Test any skill (5). If you fail, shuffle each copy of Apocalypse from the encounter discard pile into the encounter deck.
Illus. Liiga Smilshkalne
0–12
61/63
452

TREACHERY
Reboot
Scheme. Endtimes.
Revelation – Test any skill (5). If you fail, shuffle each copy of Apocalypse from the encounter discard pile into the encounter deck.
Illus. Liiga Smilshkalne
13–24
62/63
453

TREACHERY
Reboot
Scheme. Endtimes.
Surge.
Revelation – Test any skill (5). If you fail, shuffle each copy of Apocalypse from the encounter discard pile into the encounter deck.
Illus. Liiga Smilshkalne
25+
63/63
454