

NAPD Suborbital



Vehicle.

Vehicle.

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

Illus. Zefanya Langkan Maega
64/126 340
Q2\130 340

Backstitcher

Backstitcher



Program.

Permanent.

► If you are in cyberspace: **Explore**. Without looking at the revealed sides, find the topmost connecting location in the exploration deck, put it into play, and move to it. Shuffle the exploration deck.

Illus. Adam S Doyle
65/126 341
Q2\130 341

Backstitcher



Program.

Permanent.

► If you are in cyberspace: **Explore**. Without looking at the revealed sides, find the topmost connecting location in the exploration deck, put it into play, and move to it. Shuffle the exploration deck.

Illus. Adam S Doyle
65/126 341
Q2\130 341

3

Randolph Carter

Awakening Consciousness



Connection. Program. Bioroid. Dreamer.

You get +1 🗡 and +1 🛡.

► After a 🗡 symbol is revealed during a skill test at your location, exhaust Randolph Carter: Draw 2 cards.

70/126 343
Q2\130 343

Mushin no Shin



Condition.

Permanent.

During the upkeep phase, you may choose to not draw cards.

While you have one or fewer cards in hand, you get +1 🗡, +1 🛡, +1 🗡, and +1 🛡.

Illus. Hannah Christenson
71/126 344
Q2\130 344

Backstitcher



Program.

Permanent.

► If you are in cyberspace: **Explore**. Without looking at the revealed sides, find the topmost connecting location in the exploration deck, put it into play, and move to it. Shuffle the exploration deck.

65/126 341
Q2\130 341

Randolph Carter

Do Androids Dream?



Connection. Program. Bioroid. Dreamer.

You get +1 🗡 and +1 🛡.

► After a 🗡 symbol is revealed during a skill test at your location, exhaust Randolph Carter: Draw 2 cards.

69/126 342
Q2\130 342

Princess Space Kitten

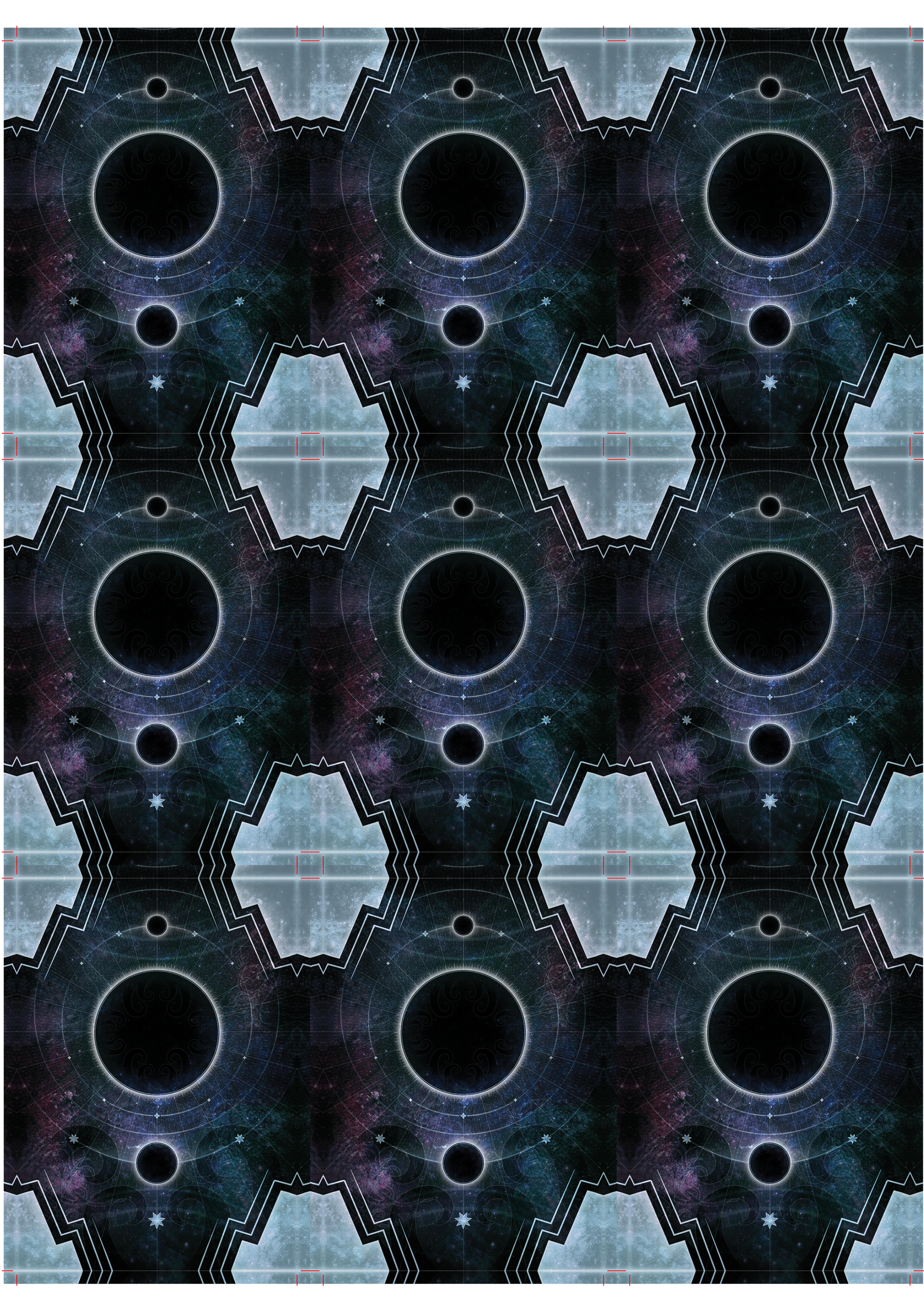


Program. Creature. Bystander.

►►►: **Parley**. Draw 10 cards and place 1 clue on Princess Space Kitten (*from the token pool*).

"You can have a lot of fun in 23 seconds."

72/126 345
Q2\130 342



jPINK! Dress



Program. Upgrade.

The first enemy card you draw from the encounter deck each round has surge.

Forced – When jPINK! Dress leaves play: Remove it from the game.



Illus. Diana Simonova (Antheia Vaulor)

Illus. Diana Simonova (Antheia Vaulor)

73/126

Δ3\130

346

Andromeda



Connection.

►: Draw 4 cards. (Group limit once per game.)

►: Gain 4 resources. (Group limit once per game.)

"I run with the best."

Illus. Matt Zeilinger

76/126

Δ3\130

349

Transmission Dish



Connection.

► When you perform a skill test while in cyberspace, exhaust Transmission Dish and spend 1 clue from it: This test gets -2 difficulty. Any investigator may trigger this ability, regardless of location.

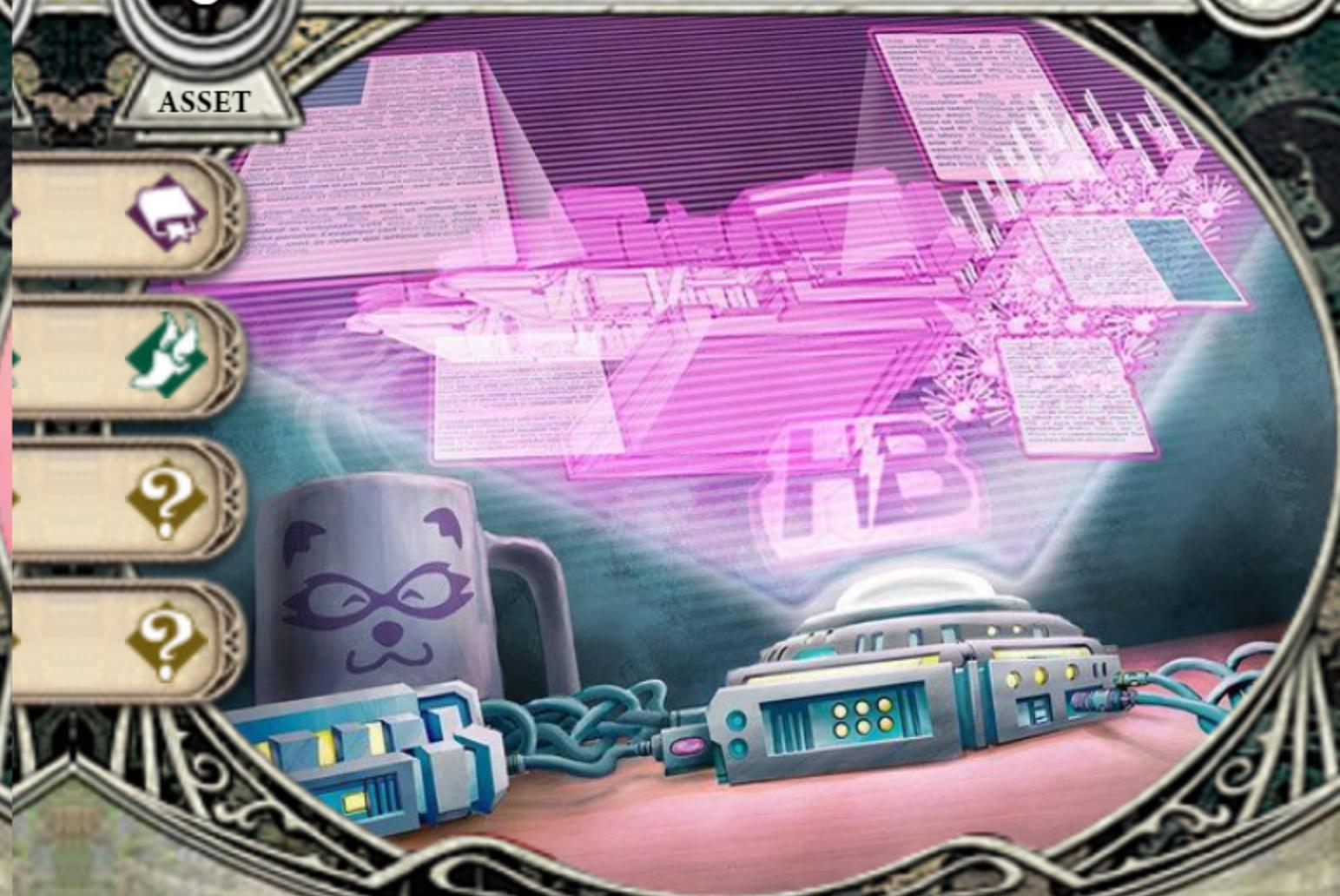
Illus. Lucas Durham

78/126

Δ3\130

351

Record Reconstructor



Item.

► After the agenda or act advances: Put a card from your discard pile on top of your deck.

Why is data deleted? Maybe they don't want it to be found. Or maybe it's just useless. The useless data is the kind you want.

Illus. Lucas Durham

Illus. Lucas Durham

74/126

Δ4\130

347

Aurora



Program.

Fast.

► Exhaust Aurora: **Investigate**, **Fight**, or **Evade**. Investigate, fight, or evade with any skill.

► During a skill test on Aurora, spend 2 resources: You get +3 skill value for this test.

Illus. Adam S. Doyle

Illus. Adam S. Doyle

77/126

Δ4\130

350

Transmission Dish



Connection.

► When you perform a skill test while in cyberspace, exhaust Transmission Dish and spend 1 clue from it: This test gets -2 difficulty. Any investigator may trigger this ability, regardless of location.

Illus. Lucas Durham

78/126

Δ4\130

351

Technical Writer



Program. Connection.

Uses (0 cycle).

► After your turn begins or you play another asset: Place 1 cycle on Technical Writer.

► Spend all cycles from Technical Writer: For each cycle spent, you get +1 skill value for this test.

Illus. Elisabeth Alba

Illus. Elisabeth Alba

75/126

Δ2\130

348

Transmission Dish



Transmission Dish



Connection.

► When you perform a skill test while in cyberspace, exhaust Transmission Dish and spend 1 clue from it: This test gets -2 difficulty. Any investigator may trigger this ability, regardless of location.

Illus. Lucas Durham

Illus. Lucas Durham

78/126

Δ8\130

351

Borrowed Satellite



Connection.

Permanent.

Your maximum hand size is increased by 4.

► When you perform a skill test while in cyberspace, exhaust Borrowed Satellite: This test gets -1 difficulty.

Illus. Trudi Castle

Illus. Trudi Castle

81/126

Δ8\130

352

Illus. Trudi Castle

Illus. Trudi Castle

81/130

323





















Philotic Breakdown

Hazard.

Revelation – If there are no **Decoherent** locations in play, Philotic Breakdown gains surge. Otherwise, test ⚡ (4). If you fail, trigger the forced ability on the agenda.

Philotic Breakdown

Hazard.

Revelation – If there are no **Decoherent** locations in play, Philotic Breakdown gains surge. Otherwise, test ⚡ (4). If you fail, trigger the forced ability on the agenda.

Philotic Breakdown

Hazard.

Revelation – If there are no **Decoherent** locations in play, Philotic Breakdown gains surge. Otherwise, test ⚡ (4). If you fail, trigger the forced ability on the agenda. Each investigator who moved this way takes 1 damage and 1 horror.



Philotic Breakdown

Hazard.

Revelation – If there are no **Decoherent** locations in play, Philotic Breakdown gains surge. Otherwise, test ⚡ (4). If you fail, trigger the forced ability on the agenda. Each investigator who moved this way takes 1 damage and 1 horror.

Philotic Breakdown

Hazard.

Revelation – If there are no **Decoherent** locations in play, Philotic Breakdown gains surge. Otherwise, test ⚡ (4). If you fail, trigger the forced ability on the agenda. Each investigator who moved this way takes 1 damage and 1 horror.

Storgotic Resonance

Terror.

Revelation – Each investigator corrupts the top card of their deck. For each act in the victory display, each investigator corrupts an additional card from the top card of their deck.



Storgotic Resonance

Terror.

Revelation – Each investigator corrupts the top card of their deck. For each act in the victory display, each investigator corrupts an additional card from the top card of their deck.

No One Home

Obstacle.

Revelation – Attach to the nearest meatspace location with clues. If you cannot, No One Home gains surge.

You must spend 1 additional action to investigate attached location.

Forced – If there are no clues on attached location: Discard No One Home.

No One Home

Obstacle.

Revelation – Attach to the nearest meatspace location with clues. If you cannot, No One Home gains surge.

You must spend 1 additional action to investigate attached location.

Forced – If there are no clues on attached location: Discard No One Home.



