

The Whistleblower

EASY / STANDARD

-1 for each act in the victory display.

-2. If you fail, Null & Omar takes 1 direct damage unless you place 1 of your clues on your location.

-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.

1/59 Ⓛ 232
1/28 Ⓛ 335

Nihongai Crackdown

There are rumblings on the NAPD network of prisetec activity in Nihongai.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **clues**, as a group.

3
Illus. Alex Kim
Illustr. Vitez Kuv
Agenda 2a

7/59 Ⓛ 238
1/28 Ⓛ 338

Quinde Crackdown

There are rumblings on the NAPD network of prisetec activity in Quinde.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **clues**, as a group.

3
Illus. Alex Kim
Illustr. Vitez Kuv
Agenda 2a

8/59 Ⓛ 239
1/28 Ⓛ 339

Rabotgorod Crackdown

There are rumblings on the NAPD network of prisetec activity in Rabotgorod.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **clues**, as a group.

3
Illus. Alex Kim
Illustr. Vitez Kuv
Agenda 2a

9/59 Ⓛ 240
1/28 Ⓛ 340

Esmereldas Crackdown

There are rumblings on the NAPD network of prisetec activity in Esmereldas.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **clues**, as a group.

3
Illus. Alex Kim
Illustr. Vitez Kuv
Agenda 2a

4/59 Ⓛ 235
1/28 Ⓛ 332

Guayaquil Crackdown

There are rumblings on the NAPD network of prisetec activity in Guayaquil.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **clues**, as a group.

3
Illus. Alex Kim
Illustr. Vitez Kuv
Agenda 2a

5/59 Ⓛ 236
1/28 Ⓛ 336

Manta Crackdown

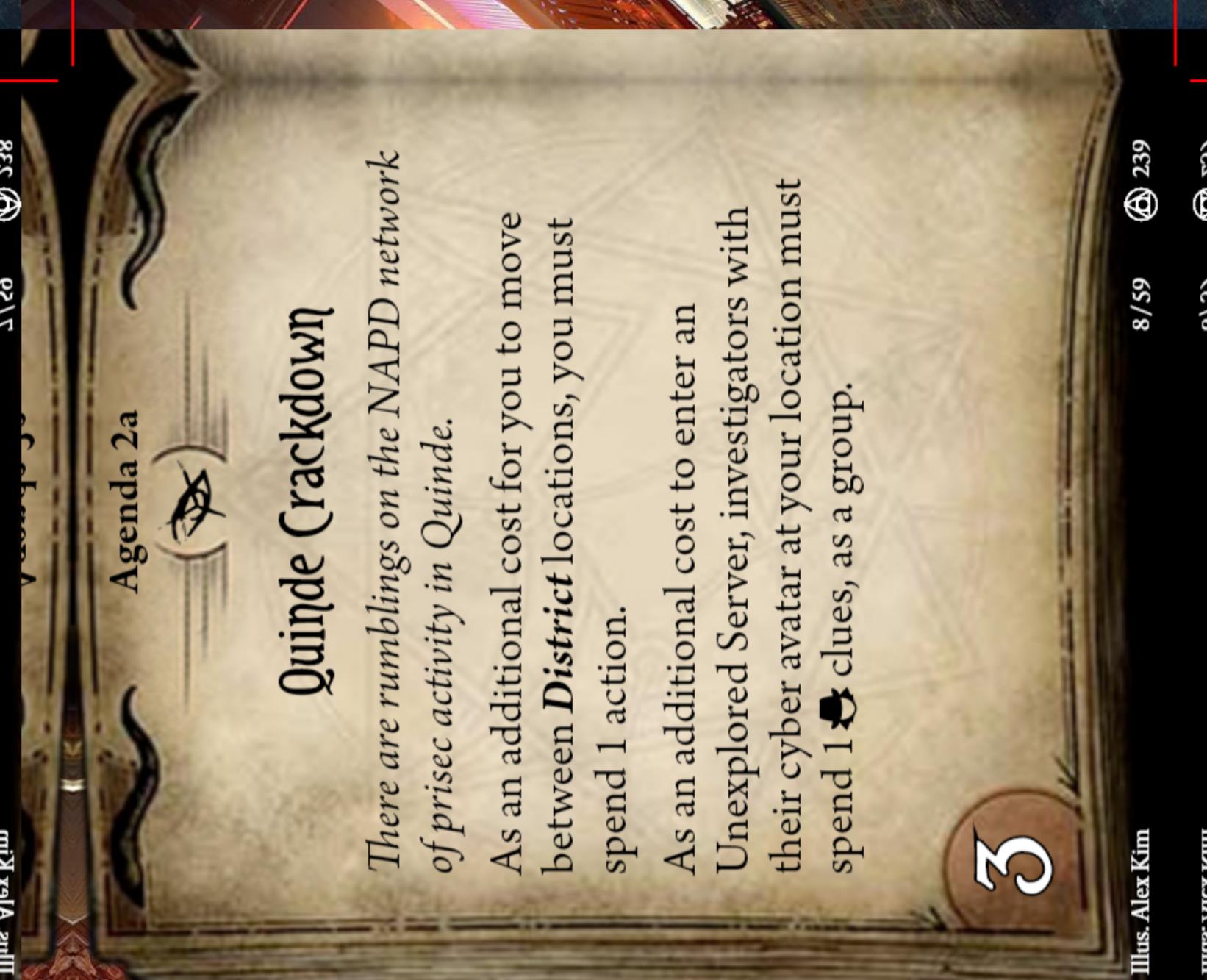
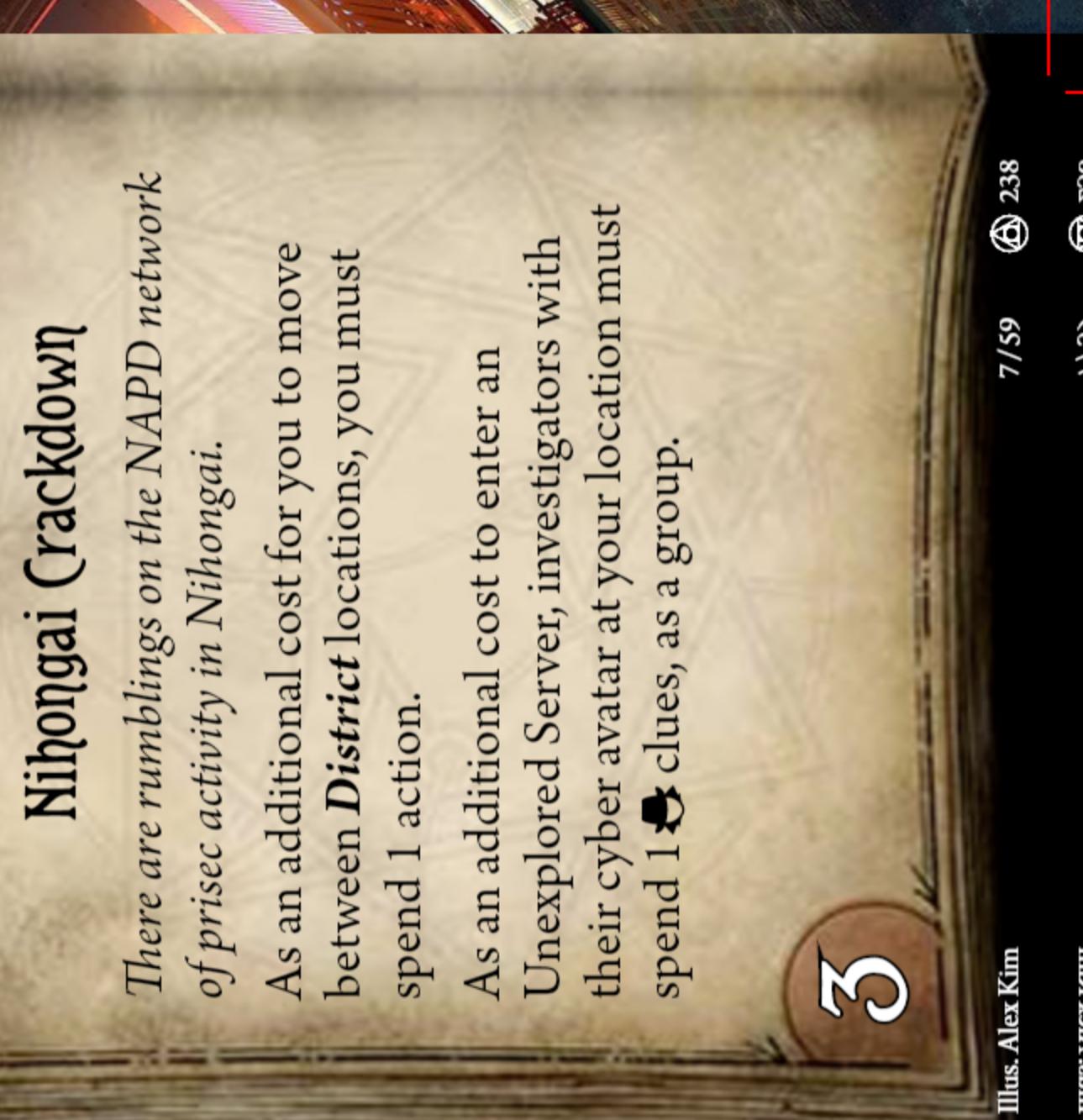
There are rumblings on the NAPD network of prisetec activity in Manta.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **clues**, as a group.

3
Illus. Alex Kim
Illustr. Vitez Kuv
Agenda 2a

6/59 Ⓛ 237
1/28 Ⓛ 337



3/59 Ⓛ 234
3/28 Ⓛ 334

3/59 Ⓛ 235
3/28 Ⓛ 335

3/59 Ⓛ 240
3/28 Ⓛ 340

3/59 Ⓛ 233
3/28 Ⓛ 333

Check your Campaign Log. If **Katirona Lynn** came out on top:

You receive a message from Katirona. "It went so well last time, I'd like to hire you again for some more off-the-book work I need doing. Don't worry if you're booked up with your job, I'll have someone free your time up for you. Skorpions comms have been in pandemonium and I've been up to my neck sorting it out—I need someone to look into the perpetrator." You set a reminder to write a polite reply when you're not quite so busy.

Otherwise:

The Citadel of Starlight, which illuminated the sky and plaza with delicate ornate patterns, suddenly goes dark. Murmurs spread through the pedestrians strolling in the twilit plaza. The familiar feeling of being watched crawls up your thoughts.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Rabotgorod** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

A warning signal in your interface puts you on alert. You jacked into cyberspace on instinct and are greeted by a swarm of burke bugs, eating away at the ice protecting your rig.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Manta** location their meat body is. For each point they fail by, they must take 1 horror or lose 1 resource.

Check your Campaign Log. If **Elizabeth Mills** came out on top:

While scanning nearby commos, you tune into an encrypted channel where one of the originating locations is a Weyland office. You manage to break the encryption a little too late and only catch snippets of the conversation as it is coming to a close—something about false demolition orders.

Otherwise:

The sound of sirens fills the air, and the entire plaza level shakes and rumbles. Above you, debris starts falling from a nearby building—an unscheduled demolition is well known to be code for Weyland black ops operations, though these allegations have never been proven.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Chakana** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 2b

Chakana Lockdown

Check your Campaign Log. If **Elizabeth Mills** came out on top:

A series of devastating explosions reverberates around you, one directly spilling out of the floor of the Gran Hotel where Omar was staying. The air fills with the screams of nearby civilians as you take cover, and you notice prise teams repositioning in the upper floors of nearby buildings.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Chakana** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 1b

Urban Renewal

An alarm rings out and streams of footfall and baseball fans start to exit the doors of the nearby stadium, ushered by the security personnel—a curious mix of the usual uniformed employees with a number of unmarked prise agents who look more interested in scanning the crowd than assisting them.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Guayaquil** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

AGENDA 1b

Manta Lockdown

Check your Campaign Log. If **Jack Weyland** came out on top:

Your PAD lights up with a message from... Jack Weyland? "Whoever's behind all this chaos in the consortium has really gotten their tendrils everywhere. I've done what I can to stem the mixed signals. Good luck, detectives. Thanks for your help earlier."

Otherwise:

Dropships float above the plaza and prise agents descend onto the pavements. Their gear—high-visibility armor, holo-projectors, and a distinct lack of heavy weaponry—mean they must have come to cordon off the museum and initiate a search.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Quinde** location their meat body is. For each point they fail by, they gain 1 tag.

AGENDA 2b

Guayaquil Lockdown

Screams fill the air as you hear a gunshot in your periphery, followed by another and shouting in Japanese. You know well how difficult it is to navigate the complex and arcane set of unspoken rules and traditions that maintain the criminal underworld in Nihongai—an executive somewhere must be getting desperate to send in prise without warning the yakuza beforehand.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Nihongai** location their meat body is. For each point they fail by, they must take 1 damage or 1 horror.

AGENDA 2b

Rabotgorod Lockdown

Check your Campaign Log. If **Anson Rose** came out on top:

You get a follow-up message from Anson. "No doubt partly thanks to your help, my search into the damage done on our systems has gone smoothly. The breach is proliferating man-in-the-middle attacks on all our communications: so many that my team can't stop them all. Get to the bottom of this ASAP before the whole city goes on meltdown."

Otherwise:

The buzzing started quiet and distant at first, but it is unmistakable now. Above the streets, platoons of drones are slowly descending on the pedestrians around you. You are pushed to your left, then towards the wall as the crowds as one mind jostle to enter the relative safety of any nearby restaurant, though nothing seems to have happened yet.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Esmereldas** location their meat body is. For each point they fail by, they gain 1 tag.

AGENDA 2b

Quijote Lockdown

Screams fill the air as you hear a gunshot in your periphery, followed by another and shouting in Japanese. You know well how difficult it is to navigate the complex and arcane set of unspoken rules and traditions that maintain the criminal underworld in Nihongai—an executive somewhere must be getting desperate to send in prise without warning the yakuza beforehand.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Nihongai** location their meat body is. For each point they fail by, they must take 1 damage or 1 horror.

AGENDA 2b

The Whistleblower

HARD / EXPERT



-2 for each act in the victory display.



-2. Null & Omar takes 1 direct damage unless you place 1 of your clues on your location.



-3. Gain 2 tags.



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

1/59
1/11
232
233



Esmereldas Run

An infamous disreputable region of excellent reputation, Eat Row is a nightlife area that extends all the way to New Beach from the Apogee Arcology. It features a startling array of excellent and unpretentious restaurants in a wide variety of cuisines.

Objective – Only investigators with their meat body at Eat Row and their cyber avatar at Esmereldas Node may spend the requisite clues, as a group, to advance.

Objective – Only investigators with their meat body at Tourist Quarter and their cyber avatar at Nihongai Node may spend the requisite clues, as a group, to advance.

Nihongai Run

In the Nihongai tourist quarter, artistically placed trees and holographic characters decorate the streets, and many of the buildings are topped with roofs made from Japanese tile (or at least the molded carbon equivalent).

Quinde Run

The Jack Weyland Museum of Travel celebrates the pioneers of travel throughout history, from Gagarin and Valentina Tereshkova to Jack Weyland himself.

Objective – Only investigate their meat body at Museum of Travel and their cyber avatar Node may spend the requisite group, to advance.

२



Chakana Run

Club Phoenix, which dominates the upper levels of the Jade Light Arcology, attracts party-goers from residents and visitors alike. The main dance floor accommodates 5,000 people, while upper floors provide bars and entertainment areas, swimming pools, and massage parlors.

Objective – Only investigators with their meat body at Club Phoenix and their cyber avatar at Chakana Node may spend the requisite clues, as a group, to advance.

N



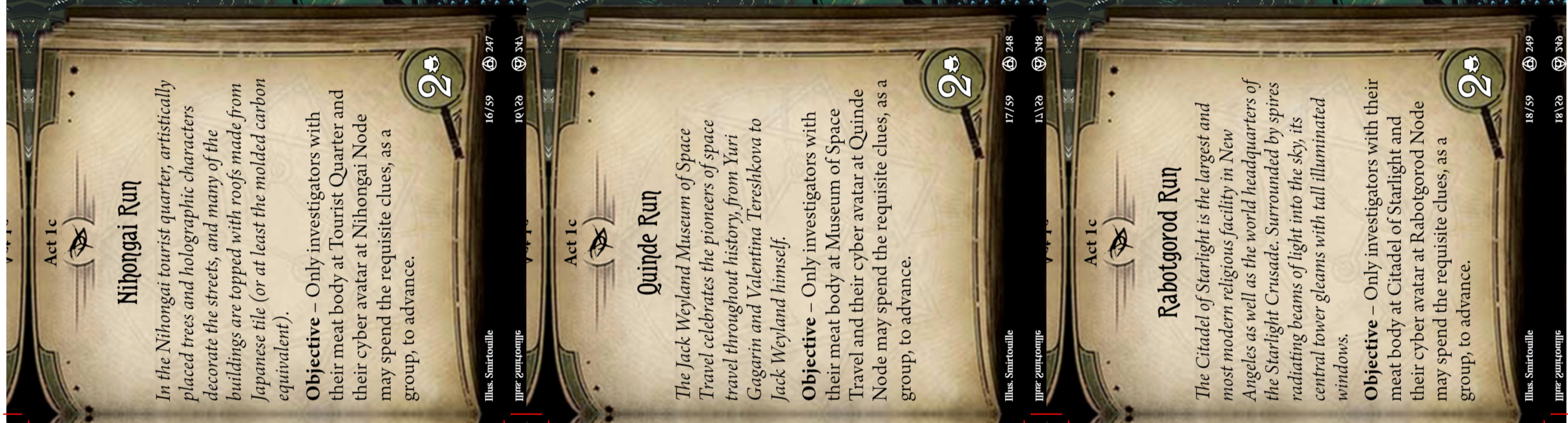
Manta Run

The NASX is housed in a massive beehive-shaped arcology of glass and steel. As busy as the trading floor can be, the true activity centers around the NASX mainframe. Nicknamed "the All-Seeing Eye" by traders, the orb-shaped mainframe is clearly visible from the trading floor behind a glass ceiling.

Objective – Only investigators with their meat body at New Angeles Stock Exchange and their cyber avatar at Manta Node may spend the requisite clues, as a group, to advance.

21

12



Rabbitgord Shard

ACT 1d

You lie down in one of the meditation chambers below the Cathedral and carefully follow Null's instructions on how to access the programming. At the end of the meditation, you are invited to download a pamphlet with upcoming Starlight Crusade events, which turns out to be a shard of Null's files.

Add this card to the victory display.

An investigator with their meat body at Citadel of Starlight heals 1 horror.

If there are no acts remaining in the act deck, proceed to ($\rightarrow R1$).

Otherwise, if Rabotgord Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Victory 1.

Marta Shard

ACT 1d

The atmosphere on the trading floor is tense and electric. How many know about what happened in Titan Transnational and are secretly offloading their shares? You make your way to one of the many anonymous meeting booths and jack into the Network to complete your download.

Add this card to the victory display.

An investigator with their meat body at NASX gains 2 resources.

If there are no acts remaining in the act deck, proceed to ($\rightarrow R1$).

Otherwise, if Manta Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Victory 1.

Chakana Shard

ACT 1b

You wind your way through hundreds of partygoers, all of them continuing their revelry unaware of the trouble brewing under the surface. Eventually, you find the terminal that Null hid—alongside a mountain of other junk at a service desk in one of the many massage parlors—and initiate the download.

Add this card to the victory display.

An investigator with their meat body at Club Phoenix gains 1 clue (*from the token pool*).

If there are no acts remaining in the act deck, proceed to ($\rightarrow R1$).

Otherwise, if Chakana Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Victory 1.

Scratch and Grab

AGENDA 3b

An explosion flips the hopper and you brace for impact. Amid the smoke and flames, you hear shouting and see unidentifiable figures gathering around the vehicle. The rear doors are forced open. More orders are shouted. Dazed, you manage to open a door and crawl out onto the pavement. You are left alone once more. They're gone.

If an investigator controls Null & Omar, remove Null & Omar from the game.

Each remaining investigator is defeated and suffers 1 physical trauma.

Guayaquil Shard

ACT 1d

With your falsified credentials, you pose as an assistant coach of the Yellowjackets baseball team and enter the datacenters below the stadium. You walk past tens of rooms filled with film crew editors and directors before finally reaching the terminal marked in your floorplan.

Add this card to the victory display.

An investigator with their meat body at Sportsmetal Stadium draws 1 card.

If there are no acts remaining in the act deck, proceed to ($\rightarrow R1$).

Otherwise, if Guayaquil Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Victory 1.

Quinde Shard

ACT 1d

As you leave with your downloaded shard, you walk by a school tour is just leaving the petting zoo. You decide to stay a moment to pet one of the cloned Laikas—the first animal to orbit Earth.

Add this card to the victory display.

An investigator with their meat body at Museum of Space Travel heals 1 horror.

If there are no acts remaining in the act deck, proceed to ($\rightarrow R1$).

Otherwise, if Quinde Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Victory 1.

Quiide Shard

ACT 1d

The sheer scale of the Supā-Sen bathhouse attracts visitors from all over New Angeles. You book a space in the western sulfuric spring and wait for the other patrons to leave before beginning your download on the complementary terminal connection.

Add this card to the victory display.

An investigator with their meat body at Tourist Quarter heals 1 damage.

If there are no acts remaining in the act deck, proceed to ($\rightarrow R1$).

Otherwise, if Quiide Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Rutherford Lockdown

AGENDA

Your head swims with static among the frenzy of color and noise that is New Angeles, threatening to overwhelm your senses. You jack into the Network to recon your surroundings and your scan reveals camouflaged searchlight programs sweeping servers in your vicinity.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a *Rutherford* location their meat body is. For each point they fail by, they gain 1 tag.

Esmeraldas Shard

ACT 1d

You sit down at the counter of a 24-hour ramen and carefully recite the order Sandy, Null's AI assistant, sent to you. When the chef comes back to you with a completely different order, you jack into the guest terminal and find the data you were looking for, unlocked.

Add this card to the victory display.

An investigator with their meat body at Eat Row heals 1 damage.

If there are no acts remaining in the act deck, proceed to ($\rightarrow R1$).

Otherwise, if Esmeraldas Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Victory 1.



Skylane

Clockwise

1

LOCATION

1

Skylane

Clockwise

1

LOCATION

1

Meatspace. Skylan.

Traffic direction (clockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalanceSheet

Illustration by BalanceSheet

20/59

251



Base de Cayambe

LOCATION

Meatspace. District, Base de Cayambe.

Base de Cayambe is rich in warehouses, flophouses, red-light districts, and other elements of a port town, and is poor in most everything else. The district caters to spacers and transients passing up and down the Beanstalk, peddling cheap alcohol and every sin of the flesh to the spacers, and storage and processing to the corps.

Illus. Kirsten Zirngibl

Illustration by Kirsten Zirngibl



Esmereidas

LOCATION

Meatspace. District. Esmereidas.

Exceptionally unexceptional and on the poorer end, the district is often overlooked, a wide expanse of middle-class arks, modest shopping districts, and low-income towers. When others discuss Esmereidas at all, it is to mention the district's surprisingly vibrant culinary scene and its ever-evolving music community.

Illus. Kirsten Zirngibl

Illustration by Kirsten Zirngibl



The base of the New Angeles Space Elevator itself is situated here, on the slopes of what was once the third highest mountain in Ecuador. Thousands of hotels, restaurants, and upscale tourist destinations entertain and accommodate the millions of passengers who pass through the district daily.

Illus. Kirsten Zirngibl

Illustration by Kirsten Zirngibl



Meatspace. District. Chakana.

Commonly known as the Government District, developers moved City Hall here from Base de Cayambe a few years after the city's incorporation. To this day, Laguna Velasco remains a district peopled by the cream of the societal crop, including the very rich and political heavyweights.

As you slowly wander through Broadcast Square, one of the many NAPD officers who make up their highly visible presence comes up to you, introduces herself, and shakes your hand, depositing a memory strip in your hand.

Add this card to the victory display.

An investigator with their meat body at Broadcast Square may immediately take an action as if it were their turn (this action does not count toward the number of actions that investigator can take each turn).

If there are no acts remaining in the act deck, proceed to (→R1). Otherwise, if Rutherford Crackdown is in remainder of the agenda deck (including the current agenda), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Rutherford Shard

Skylan

Clockwise

ACT 1d

Skylan

Clockwise

Meatspace. Skylan.

Traffic direction (clockwise).

Police hoppers are bigger and more powerful than their civilian counterparts, with larger fuel cells giving them increased range as well. Their AI pilots allow officers to handle patrol duties mid-flight, but officers are expected to take manual control to get the most of their vehicle.

Illus. BalanceSheet

Illustration by BalanceSheet

20/59

251



Laguna Velasco

Meatspace. District. Laguna Velasco.

Illus. Kirsten Zirngibl

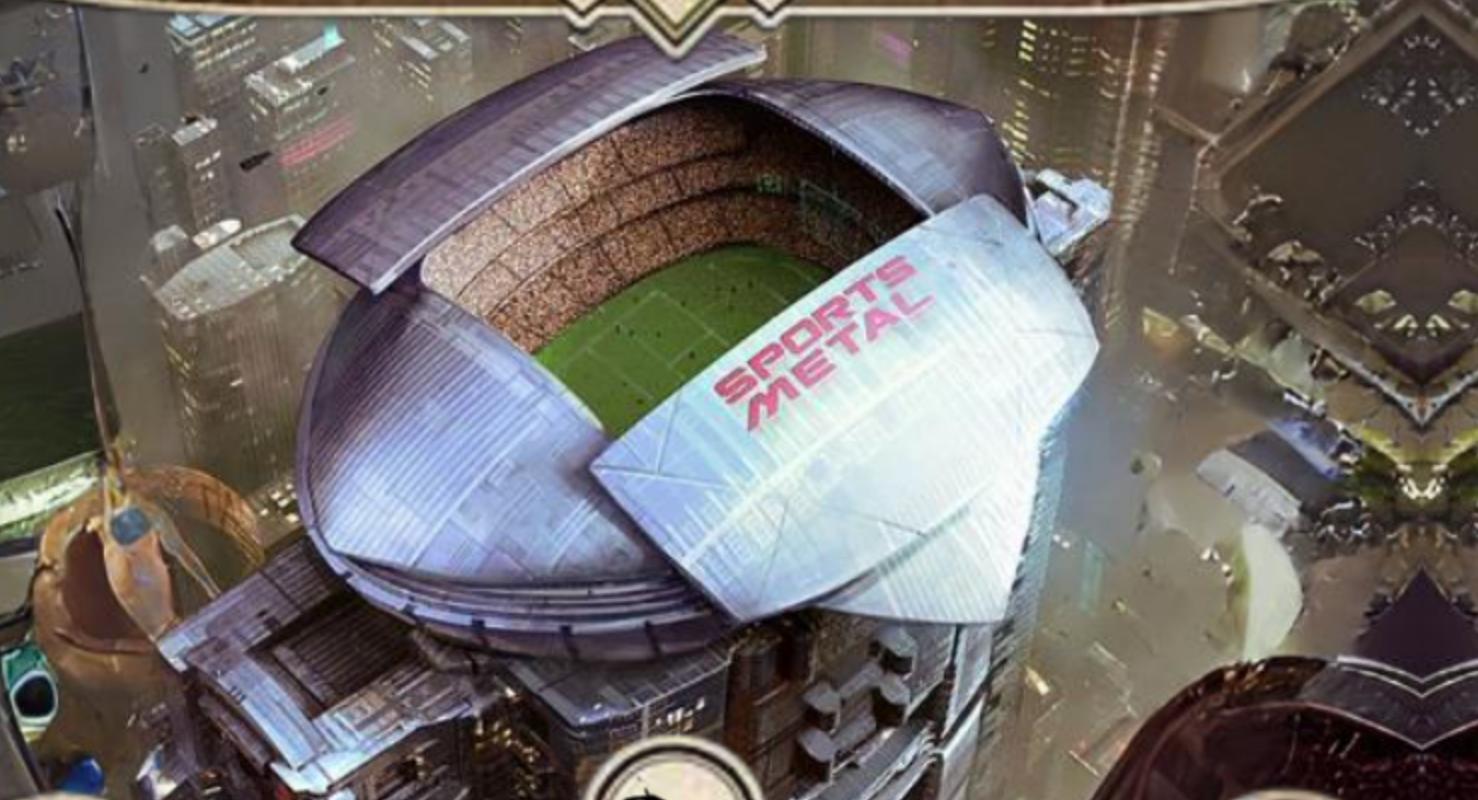
Illustration by Kirsten Zirngibl



Sportsmetal Stadium

New Angeles Stock Exchange

Tourist Quarter

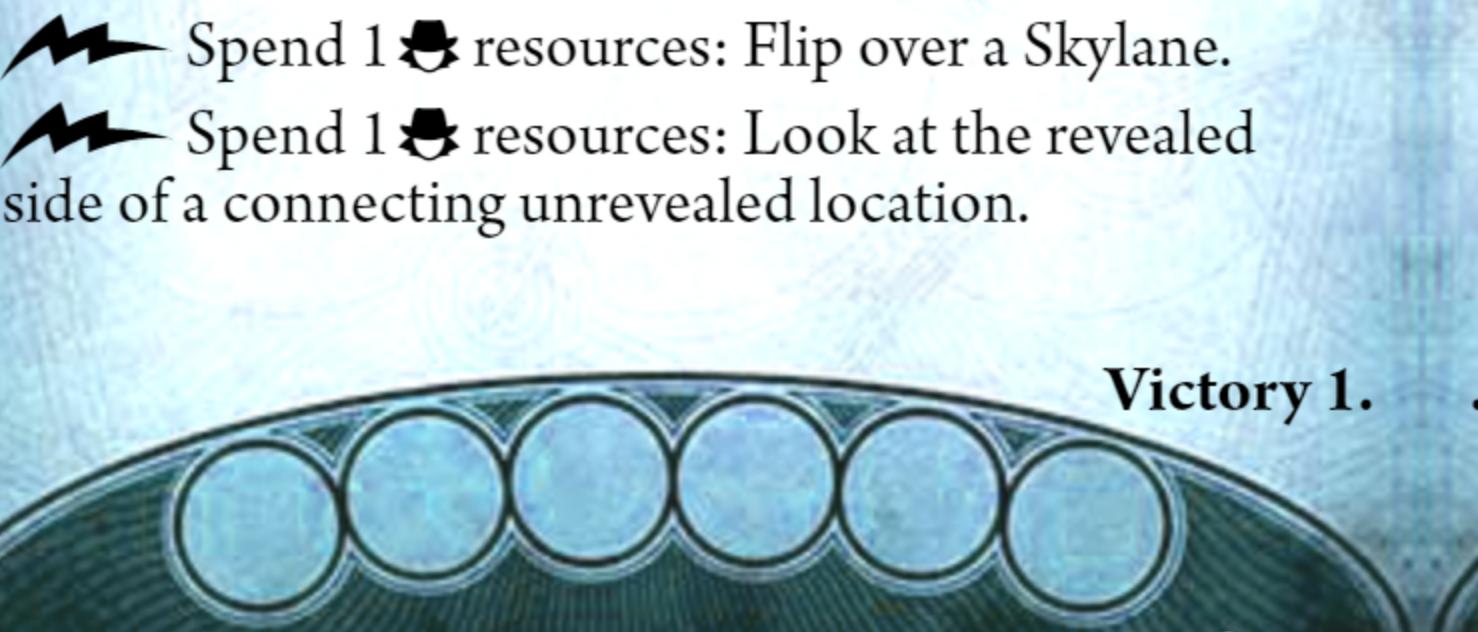
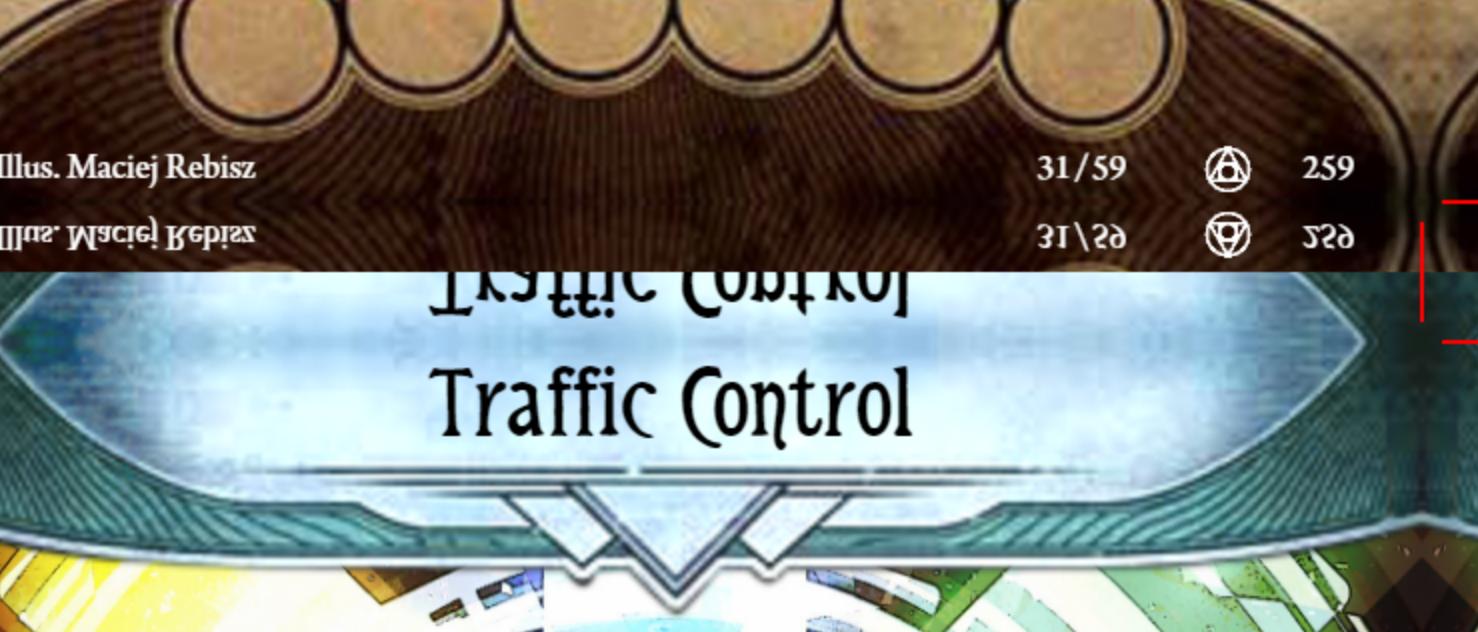
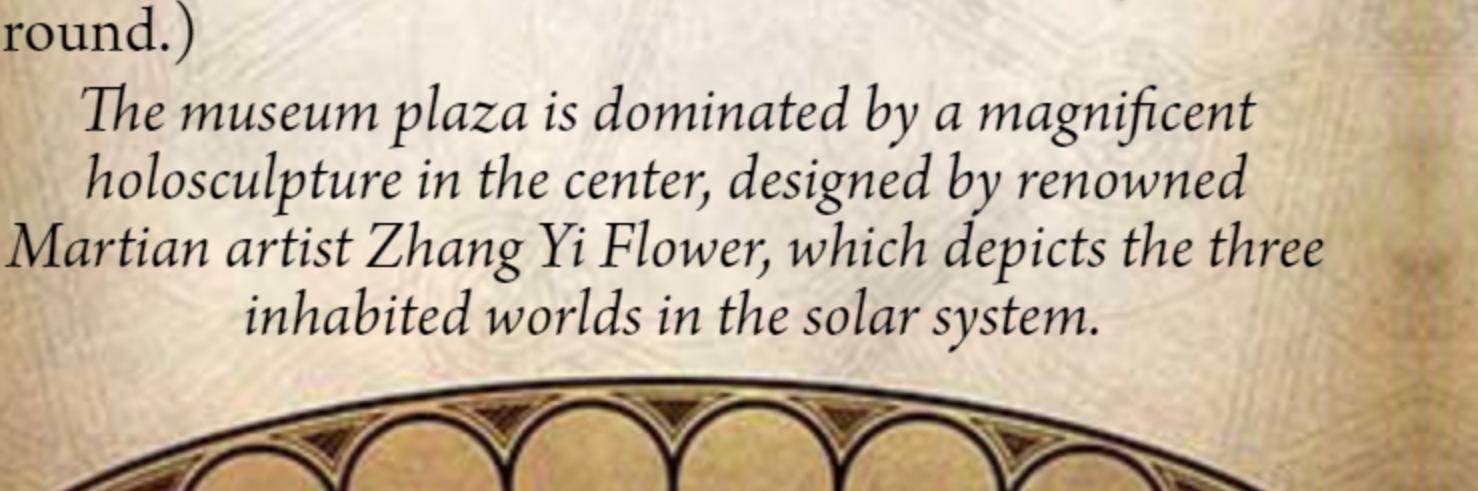
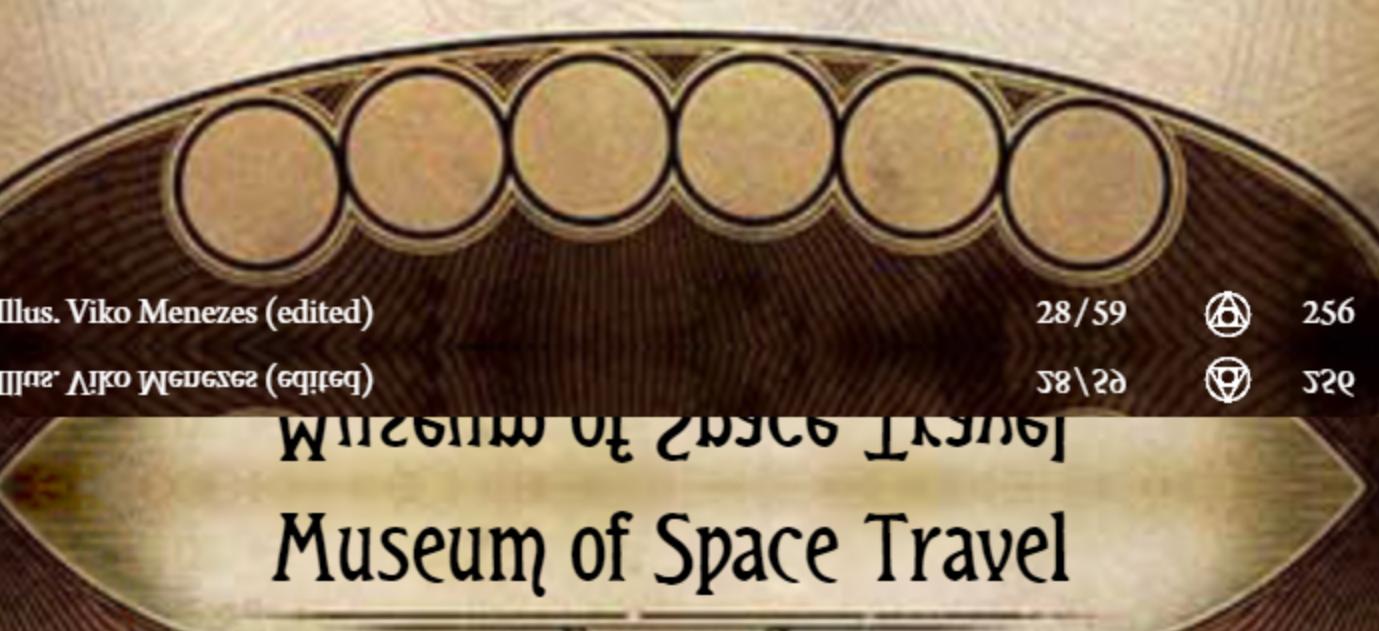


2 LOCATION

Meatspace. District. Guayaquil.

Forced – After the agenda or act advances: Each investigator with their meat body here draws 2 cards or gains 2 resources (*their choice*).

Recently renovated after the Worlds War, the new and improved Sportsmetal Stadium has breathed life back into Guayaquil.



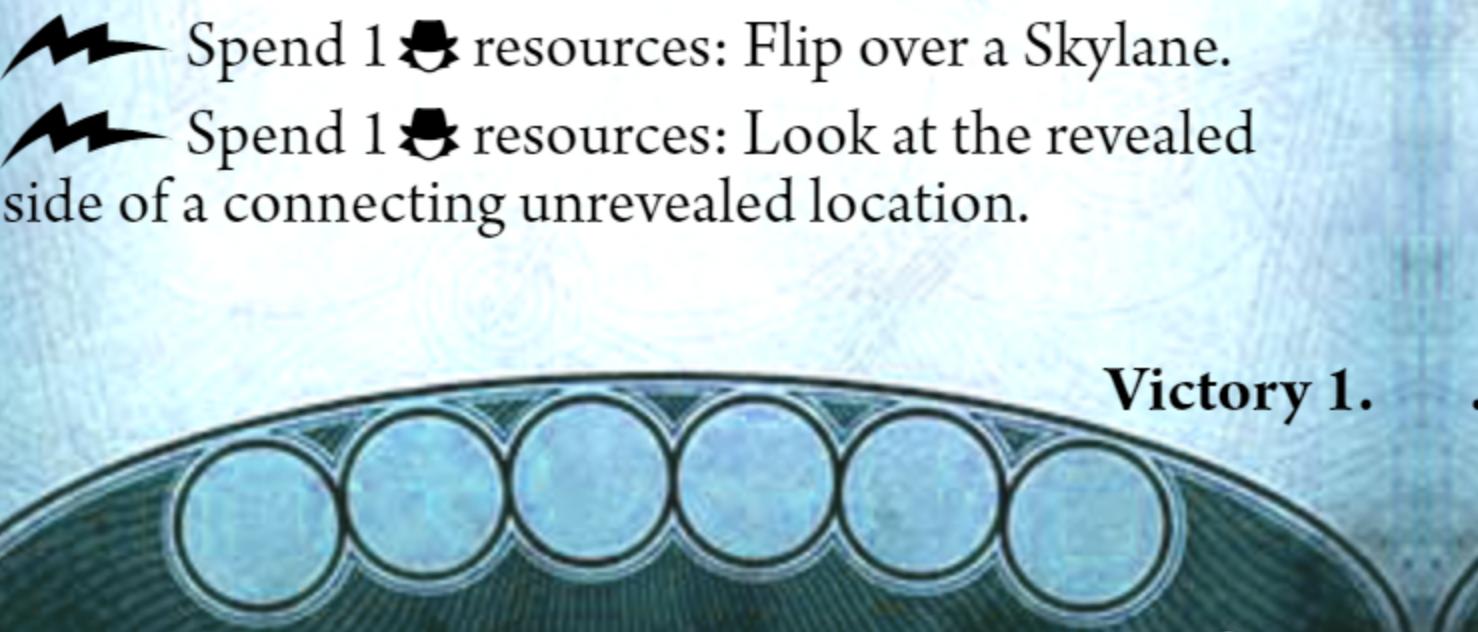
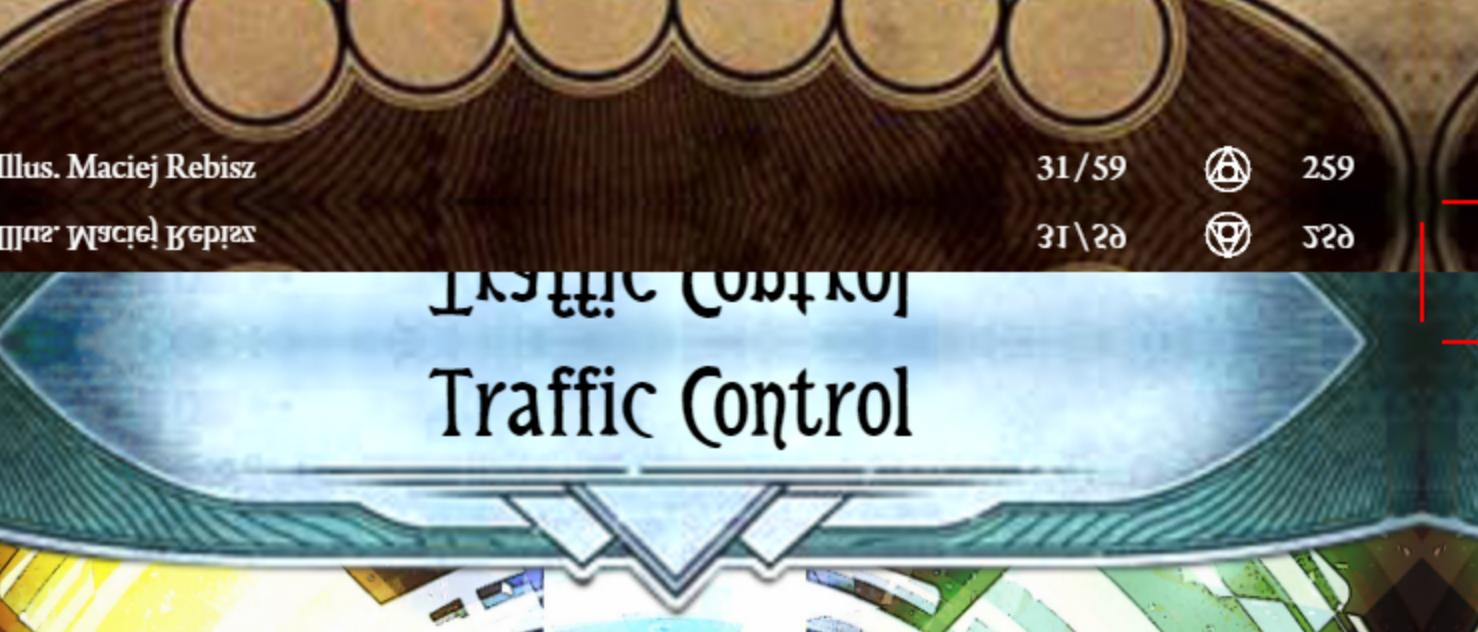
Illus. Víko Menezes (edited) 28/59 Ⓛ 256
Imp. Alvo Menezes (edited) 38/28 Ⓛ 228

2 LOCATION

Meatspace. District. Quinde.

► Gain X tags: Play an asset from your hand, reducing its resource cost by X. (Limit once per round.)

The museum plaza is dominated by a magnificent holosculpture in the center, designed by renowned Martian artist Zhang Yi Flower, which depicts the three inhabited worlds in the solar system.



Illus. Scott Uminga 34/59 Ⓛ 262
Imp. Scott Uminga 34/28 Ⓛ 228

4 LOCATION

Tourist Quarter.

Tourist Quarter is connected to each other cyberspace location and vice versa.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

Illus. Liiga Smilshkalne (edited) 35/59 Ⓛ 263
Imp. Liiga Smilshkalne (edited) 35/28 Ⓛ 223

3 LOCATION

New Angeles Stock Exchange.

New Angeles Stock Exchange is connected to each other cyberspace location and vice versa.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

► Spend 1 Ⓛ resources: Flip over a Skylan.

► Spend 1 Ⓛ resources: Look at the revealed side of a connecting unrevealed location.

iñekodin Nihongai

LOCATION

Meatspace. District. Nihongai.

Also called "Little Nippon", many of the residents of the district are employees of Jinteki, which is headquartered in this district. Jinteki's presence and money have accelerated the district's beautification and gentrification while ensuring that Nihongai essentially belongs to the megacorp in every unofficial sense.

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Зирнгиль

Рутерфорд
Rutherford

LOCATION

Meatspace. District. Rutherford.

From the gleaming lights of Broadcast Square to the upscale markets of La Concordia, Rutherford is the cultural heart of New Angeles. The district's many arcologies include some of the most luxurious residences available, as well as housing for the middle class and (beneath the plaza level) those further down the economic ladder.

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Зирнгиль

Причудливый Сервер
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.

cñac M Manta

LOCATION

Meatspace. District. Manta.

Stretching along over one hundred kilometers of beautiful pacific coastline, Manta boasts a number of splendid beaches, luxurious resorts, and upscale attractions while also functioning as New Angeles' second-most-critical port and providing a solid middle-class living to untold millions of New Angelinos.

Иллюстрация Кирстен Зирнгиль

Работгород
Rabotgorod

LOCATION

Meatspace. District. Rabotgorod.

Rabotgorod is a district struggling to escape from the legacy of its Project days. Back then, it was a pop-up city heavily populated by refugees during the breakdown of the Russian Federation. Today, the district is also called "Robot City," a reference to the district's large android population.

Иллюстрация Кирстен Зирнгиль

Причудливый Сервер
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.

Лимонеско Guayaquil

LOCATION

Meatspace. District. Guayaquil.

Guayaquil started out as the center of economic prosperity of Ecuador, until Weyland and U.S. interests developed the cheaper real estate—at the time—of Quinde, Rabotgorod, and Laguna Velasco. Despite the decades of decay since, Guayaquil remains the most populous of all the districts due to history and circumstance.

Иллюстрация Кирстен Зирнгиль

Кинде
Quinde

LOCATION

Meatspace. District. Quinde.

The most heavily industrialized sector of the city, Quinde is a manufacturing hub for androids, both clones and bioroids. New androids are said to walk out of HB and Jinteki factories only to walk into another to claim the job of a human worker. Unsurprisingly, there is a strong undercurrent of anti-android sentiment here, where the erosion of the working class is felt most keenly.

Иллюстрация Кирстен Зирнгиль

Трафик Контроль
Traffic Control

LOCATION

Cyberspace.

Each other cyberspace location is connected to Traffic Control and vice versa.

What newsies termed "the Skylan Fiasco" led to the formation of the Citywide Traffic Task Force and the Traffic Management Center to oversee and protect City Flight Control servers.

Иллюстрация Адама С. Дойла
Иллюстрация Адама С. Дойла

Иллюстрация Адама С. Дойла
Иллюстрация Адама С. Дойла

Иллюстрация Скотта Уминга
Иллюстрация Скотта Уминга

କ୍ୟୁଆକିଲ ନୂପ୍ରା

Guayaquil Node

ମନ୍ତା ନୂପ୍ରା

Manta Node

ନିଙୋଗୈ ନୂପ୍ରା

Nihongai Node

3 LOCATION

Cyberspace. Node.

►: Search your deck and discard pile for a **Insight**, **Tarot**, or **Tool** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Kit drew in a breath and closed her eyes, sitting in padmasana. She charted a course for that far-off quadrant of the Network and lit across the distance.

Illus. Liiga Smilshkalne (edited)

37/59 Ⓛ 265
ଶାଖା ପାଇଁ ଶାଖାକ୍ଷେତ୍ରରେ (ସମ୍ପଦ)

କ୍ଵିନ୍ଡେ ନୂପ୍ରା

Quinde Node

3 LOCATION

Cyberspace. Node.

►: Search your deck and discard pile for a **Charm**, **Spirit**, or **Supply** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

She felt herself near the end of her journey and slowed. Beyond, she could sense a drop-off. The node she sought lay beyond: she had no choice but to let herself fall.

Illus. Liiga Smilshkalne (edited)

38/59 Ⓛ 266
ଶାଖା ପାଇଁ ଶାଖାକ୍ଷେତ୍ରରେ (ସମ୍ପଦ)

ରାବତଗୋର୍ଡ ନୂପ୍ରା

Rabotgorod Node

3 LOCATION

Cyberspace. Node.

►: Search your deck and discard pile for a **Augury**, **Fortune**, or **Spell** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

"What are you?" Kit asked it. "Who are you working for?" Insufficient permissions. You are not supposed to be here. It swooped down as a meteor aflame, and Kit braced herself.

Illus. Liiga Smilshkalne (edited)

40/59 Ⓛ 268
ଶାଖା ପାଇଁ ଶାଖାକ୍ଷେତ୍ରରେ (ସମ୍ପଦ)

ନୁଲ୍ & ଓମର

ASSET



ଅଲ୍ଲି. ଡ୍ରେମେର.

► At the start of the investigation phase: Take control of Null & Omar. Any investigator at Null & Omar's meatspace location may trigger this ability. Reduce the cost for you to enter an Unexplored Server by 1 clue.

4

Illus. Matt Zeilinger (Edited)

43/59 Ⓛ 271
ଶାଖା ପାଇଁ ଶାଖାକ୍ଷେତ୍ରରେ (ସମ୍ପଦ)

2 LOCATION

Cyberspace. Node.

►: Search your deck and discard pile for a **Pact**, **Tactic**, or **Tome** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Before her, a vermillion phoenix soared against a sea of stars. It was borne up on wings that seemed to spread through multiple servers, feathers trails of code.

Illus. Liiga Smilshkalne (edited)

39/59 Ⓛ 267
ଶାଖା ପାଇଁ ଶାଖାକ୍ଷେତ୍ରରେ (ସମ୍ପଦ)

ରୁଥେର୍ଫର୍ଡ ନୂପ୍ରା

Rutherford Node

3 LOCATION

Cyberspace. Node.

►: Search your deck and discard pile for a **Favor**, **Relic**, or **Ritual** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Then, above, the phoenix shone even more brightly. We will end, and yet we will never end. It overcame her, a white-hot knowledge she could not deny:

Illus. Liiga Smilshkalne (edited)

41/59 Ⓛ 269
ଶାଖା ପାଇଁ ଶାଖାକ୍ଷେତ୍ରରେ (ସମ୍ପଦ)

ପୋଲିସ ହୋପର

ASSET



Vehicle.

Forced – At the end of the investigation phase: The investigators may have Police Hopper move to the Skylane in the traffic direction.

4

Illus. Blade Runner 2049 (Edited)

44/59 Ⓛ 272
ଶାଖା ପାଇଁ ଶାଖାକ୍ଷେତ୍ରରେ (ସମ୍ପଦ)

2 LOCATION

Cyberspace. Node.

►: Search your deck and discard pile for a **Gambit**, **Melee**, or **Trick** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

While gathering cards from encounter sets during scenario setup, for each card (*by name*), you may treat the number of fragments marked in your Campaign Log as if there were up to 4 fewer or up to 4 more fragments marked (to a minimum of 0 fragments).

Illus. Nasrul Hakim

45/59 Ⓛ 273
ଶାଖା ପାଇଁ ଶାଖାକ୍ଷେତ୍ରରେ (ସମ୍ପଦ)

ଓମର' କନ୍ବିଜ୍ଞାନ

Omar's Conviction

2 LOCATION

Cyberspace. Node.

2 LOCATION

Condition.

Permanent.

While gathering cards from encounter sets during scenario setup, for each card (*by name*), you may treat the number of fragments marked in your Campaign Log as if there were up to 4 fewer or up to 4 more fragments marked (to a minimum of 0 fragments).

1 LOCATION

ԱՐԵՎԱԿԱԿԱՆ ՀՈՎԱՅԻ

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.

ԱՐԵՎԱԿԱԿԱՆ ՀՈՎԱՅԻ

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.

ԱՐԵՎԱԿԱԿԱՆ ՀՈՎԱՅԻ

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.

ԱՐԵՎԱԿԱԿԱՆ ՀՈՎԱՅԻ

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.

ԱՐԵՎԱԿԱԿԱՆ ՀՈՎԱՅԻ

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.

ԱՐԵՎԱԿԱԿԱՆ ՀՈՎԱՅԻ

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
info@adamsdoyle.com

Illus. Adam S. Doyle
info@adamsdoyle.com

Illus. Adam S. Doyle
info@adamsdoyle.com







Covert Surveillance

Scheme.

Revelation – Attach to the nearest meatspace location without a copy of Covert Surveillance attached.

Forced – At the end of the round: Each investigator with their meat body at attached location or a connecting location gains 1 tag. If Null & Omar is at one of those locations, deal 1 direct damage to them. Discard Covert Surveillance.

Illus. Nasrul Hakim
Иллюстрирует Насрул Гаким

55/59 ⚡ 279
22\28 ⚡ 228

Illus. Nasrul Hakim
Иллюстрирует Насрул Гаким

55/59 ⚡ 279
22\28 ⚡ 228

Illus. Nasrul Hakim
Иллюстрирует Насрул Гаким

55/59 ⚡ 279
22\28 ⚡ 228

Covert Surveillance

Scheme.

Revelation – Attach to the nearest meatspace location without a copy of Covert Surveillance attached.

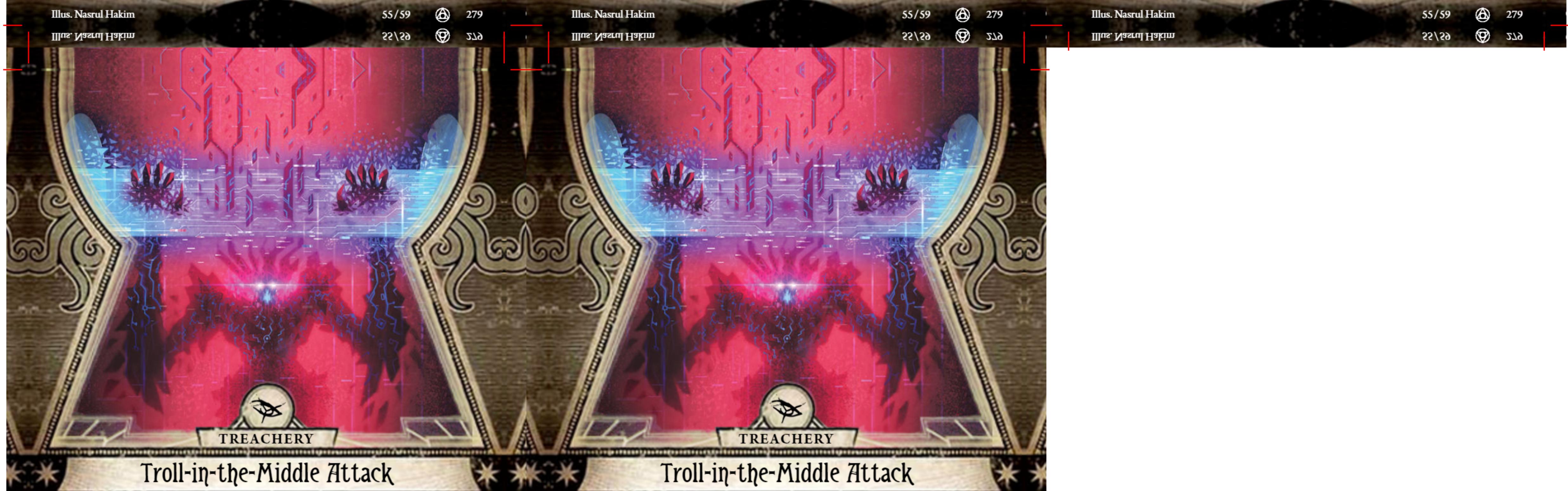
Forced – At the end of the round: Each investigator with their meat body at attached location or a connecting location gains 1 tag. If Null & Omar is at one of those locations, deal 1 direct damage to them. Discard Covert Surveillance.

Covert Surveillance

Scheme.

Revelation – Attach to the nearest meatspace location without a copy of Covert Surveillance attached.

Forced – At the end of the round: Each investigator with their meat body at attached location or a connecting location gains 1 tag. If Null & Omar is at one of those locations, deal 1 direct damage to them. Discard Covert Surveillance.



Troll-in-the-Middle Attack

Scheme.

Revelation – Put Troll-in-the-Middle Attack into play in your threat area.

Forced – When you commit exactly 1 card to a skill test: Take 1 horror and corrupt the top card of your deck.

►: Test ♠ (3). If you succeed, discard Troll-in-the-Middle Attack. You may spend an action to automatically succeed.

Illus. Alexandre Elichev
Иллюстрирует Александр Елихев

58/59 ⚡ 280
28\28 ⚡ 280

Illus. Alexandre Elichev
Иллюстрирует Александр Елихев

58/59 ⚡ 280
28\28 ⚡ 280

Troll-in-the-Middle Attack

Scheme.

Revelation – Put Troll-in-the-Middle Attack into play in your threat area.

Forced – When you commit exactly 1 card to a skill test: Take 1 horror and corrupt the top card of your deck.

►: Test ♠ (3). If you succeed, discard Troll-in-the-Middle Attack. You may spend an action to automatically succeed.

