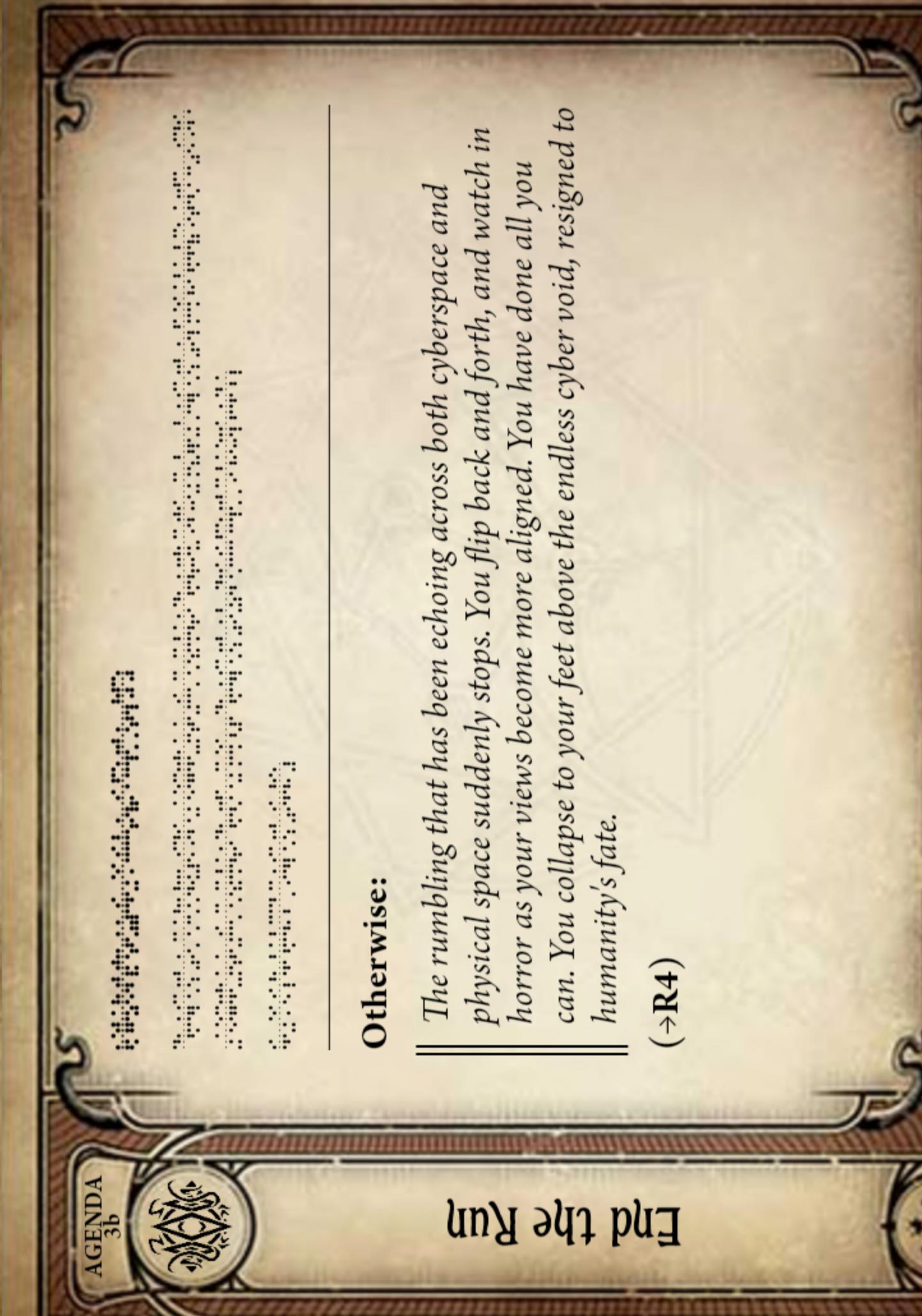
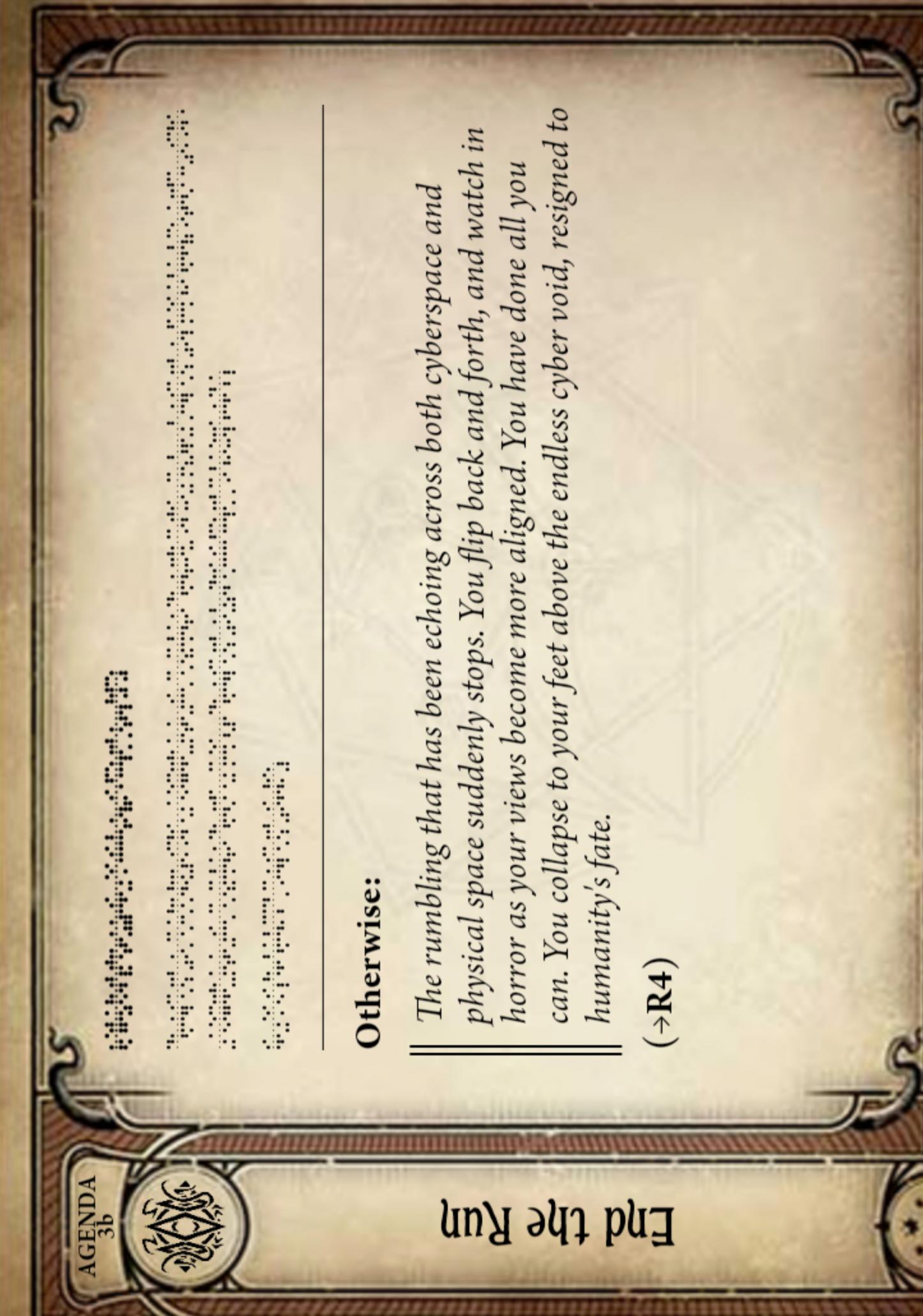
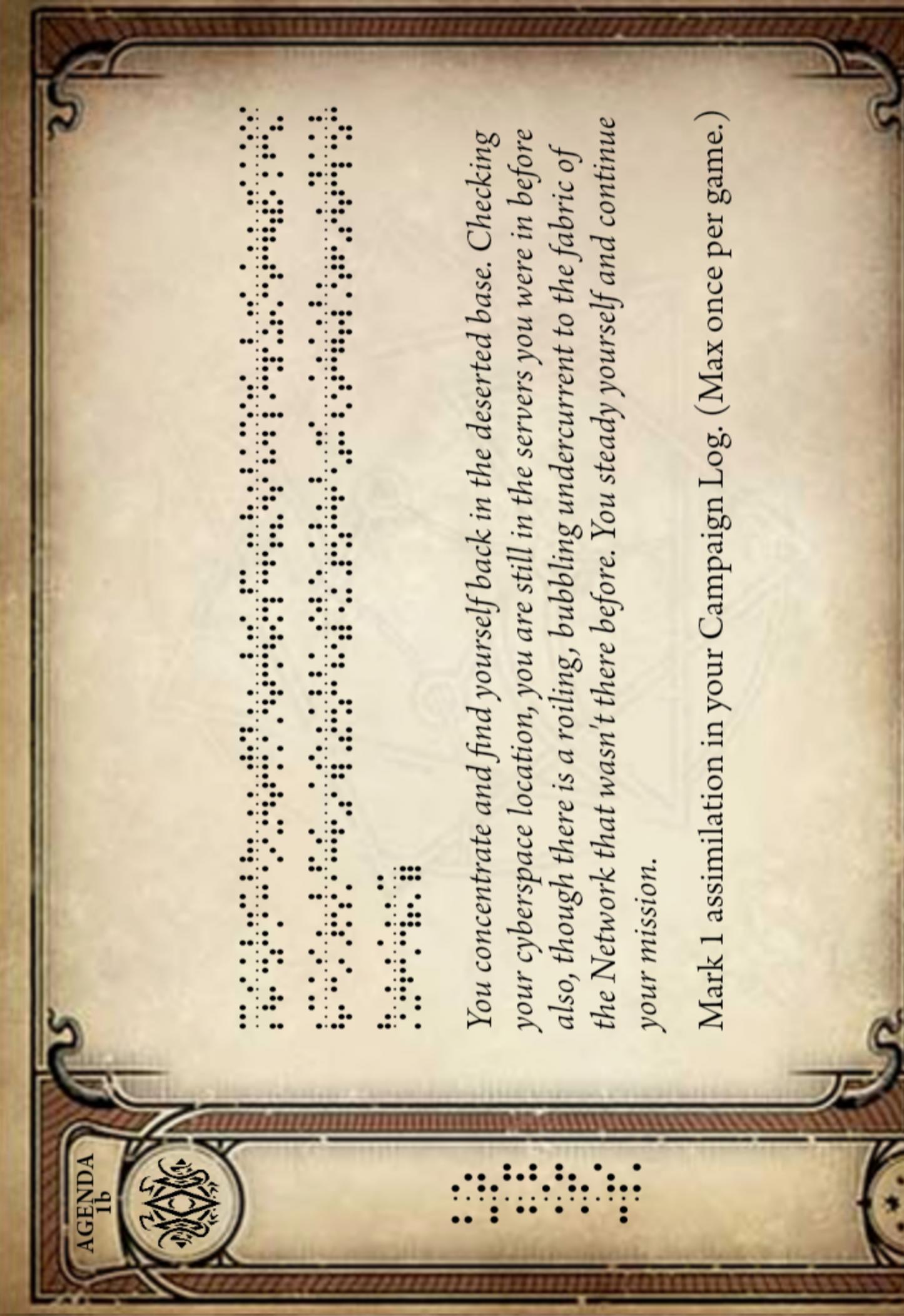


Amid the thriving chaos of Heinlein's packed streets and flashing lights, it's easy to forget that Luna is primarily a vast grey wasteland. Here and there lights blink the darkness where mining outposts and scientific stations break the surface, but by and large there is only rock and dust as far as the eye can see.





Earth Megacity

Earth Megacity

New Angeles

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

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Illus. Adam Schumpert



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Illus. Kirsten Zirngibl



Earth Megacity

LOCATION

Meatspace.

The sun rises over the infinite skyline of New Angeles, skyscrapers, 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. Adam Schumpert



Earth Megacity

LOCATION

Meatspace.

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





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

Unexplored Server



LOCATION

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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

Unexplored Server



LOCATION

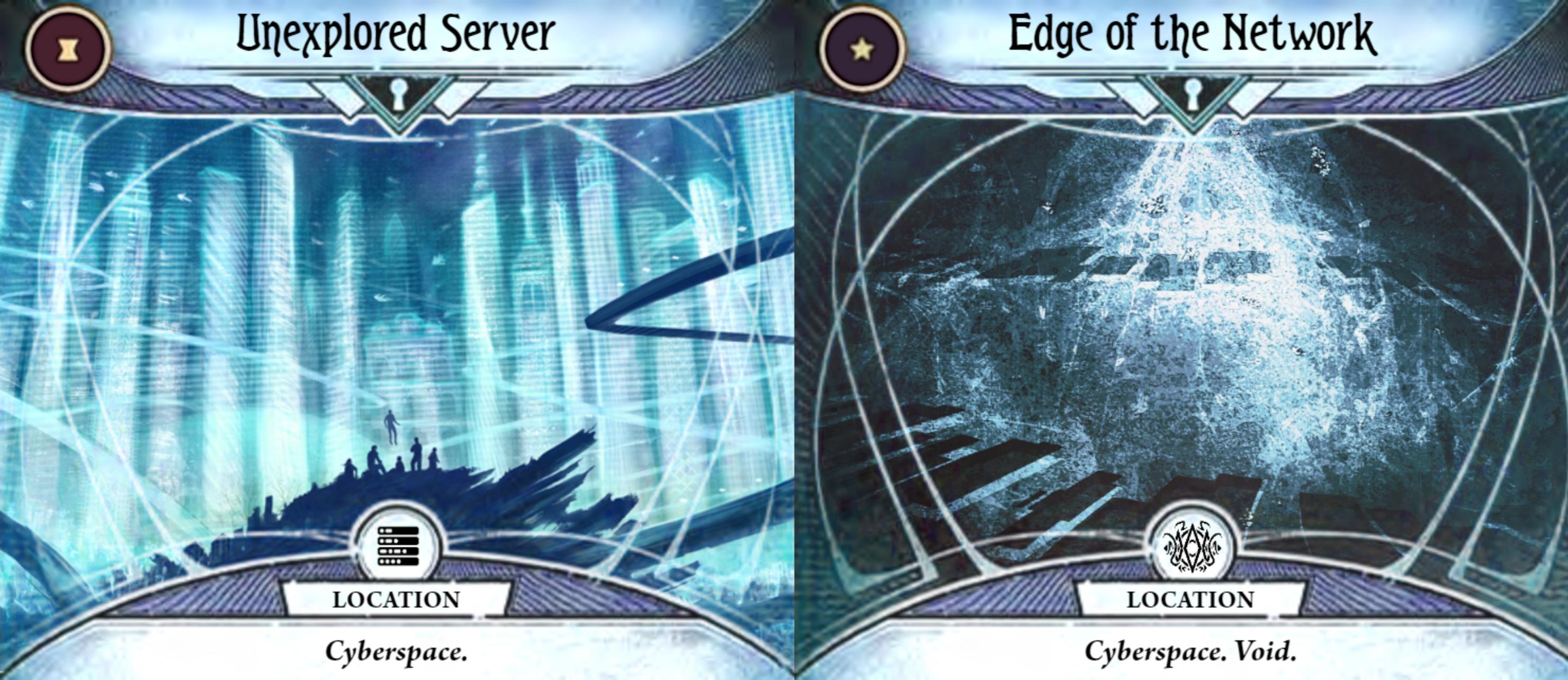
Cyberspace.

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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

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

Unexplored Server



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Illus. Adam S. Doyle

Heartbeat



LOCATION

Cyberspace. Luna. Extrdimensional.

"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.

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

Unexplored Server



LOCATION

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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

Hunting Grounds



2 LOCATION **3**

Cyberspace. Extridimensional.

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. Extridimensional.

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

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, detective." 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

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:

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.)



2 LOCATION **3**

Cyberspace. Extridimensional.

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

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.)



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.)



Illus. BalanceSheet 31/63 434

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.

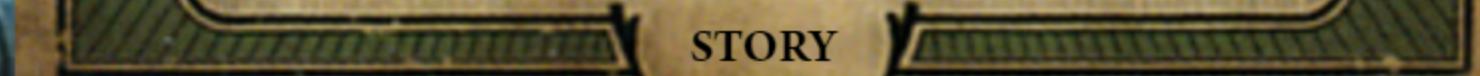
Flip this card over and spawn it at NeoTokyo, exhausted and unengaged.

Only read the following when instructed to do so:

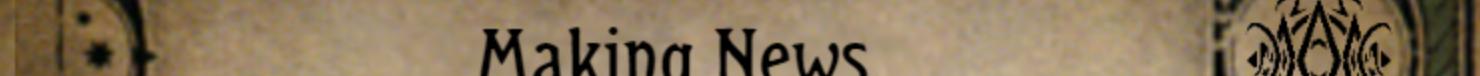
I've been keeping an eye on you since that little "visit" you paid to my servers—long enough to figure out you've got a bigger mission... Fixing this mess we're all drowning in, no doubt. Consider this an offer of support. I'll be trying to get our other sysadmins on board and do what I can to keep Jinteki's 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.)



Illus. BalanceSheet 31/63 434



Illus. BalanceSheet 31/63 434

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.

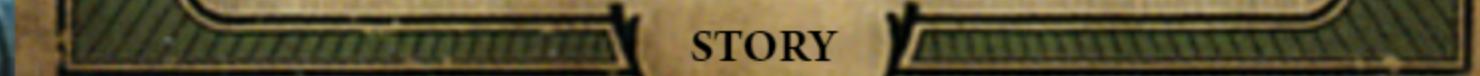
Flip this card over and spawn it at SanSan, exhausted and unengaged.

Only read the following when instructed to do so:

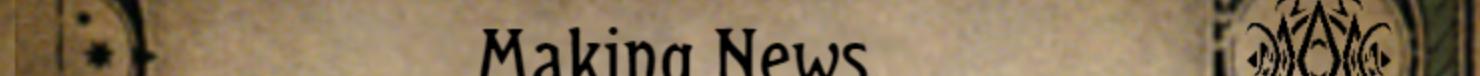
Thanks to your help at the party, we've been able to investigate the leads Nero left behind, and managed to get the higher-ups in SYNC to assign extra resources for securing the Network against... whatever this is.

Frenzied Paparazzi (*this card's other side*) spawns with 2 damage on it.

(Remember to finish the instructions in the previous section.)



Illus. BalanceSheet 31/63 434



Illus. BalanceSheet 31/63 434

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.

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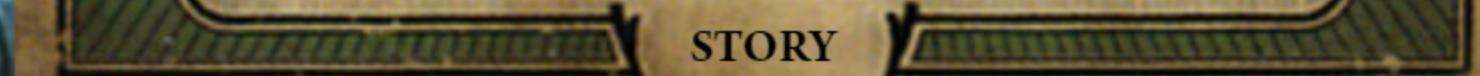
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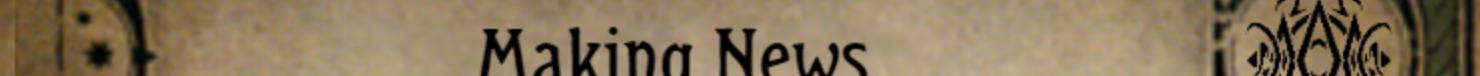
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Illus. BalanceSheet 31/63 434



Illus. BalanceSheet 31/63 434

Making News

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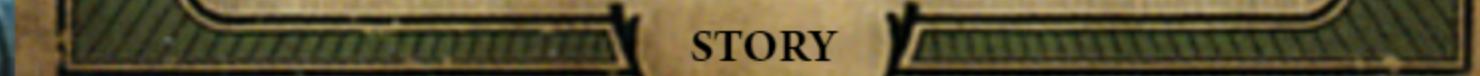
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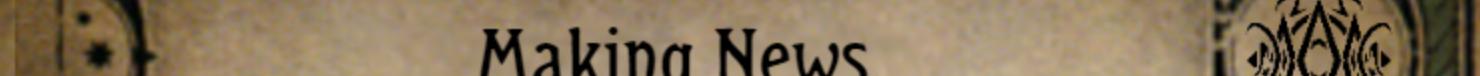
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Frenzied Paparazzi (*this card's other side*) spawns with 2 damage on it.

(Remember to finish the instructions in the previous section.)



Illus. BalanceSheet 31/63 434



Illus. BalanceSheet 31/63 434

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 un



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.



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.



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.



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.



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

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.

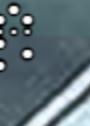
Flip this card over. An investigator takes control of it.

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

ENEMY

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

ENEMY

ENEMY

Illus. Liiga Smilshkalne

28+

447 446

445

446

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

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. **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 0-10 41/63 444

11-21 42/63 445



TREACHERY

Apocalypse

Endtimes.

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

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

Illus. Liiga Smilshkalne

22-27

43/63

446

Illus. Liiga Smilshkalne

447

446

Illus. Shawn Ye Zhongyi

0-15

45/63

448



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*).

Program.

When an investigator reveals an \spadesuit 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.)

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. Martin de Diego Sádaba

39/63 ⚠ 442

Illus. Alexandra Douglass

38/63 ⚠ 441

Illus. Adam S. Doyle

37/63 ⚠ 440



Apex

The Invasive Predator

4 3

Synthetic One. Elite.

Cyberspace Spawn.

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds.

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

Apex

The Invasive Predator

4 3

Synthetic One. Elite.

Cyberspace Spawn.

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds.

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



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*).



Apex

The Invasive Predator

4 20 3

Synthetic One. Elite.

Cyberspace Spawn.

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds and each location with a **Servitor** enemy.

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

Apex

The Invasive Predator

4 20 3

Synthetic One. Elite.

Cyberspace Spawn.

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds.

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



Apex

The Invasive Predator

4 20 3

Synthetic One. Elite.

Cyberspace Spawn.

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds.

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

Apex

The Invasive Predator

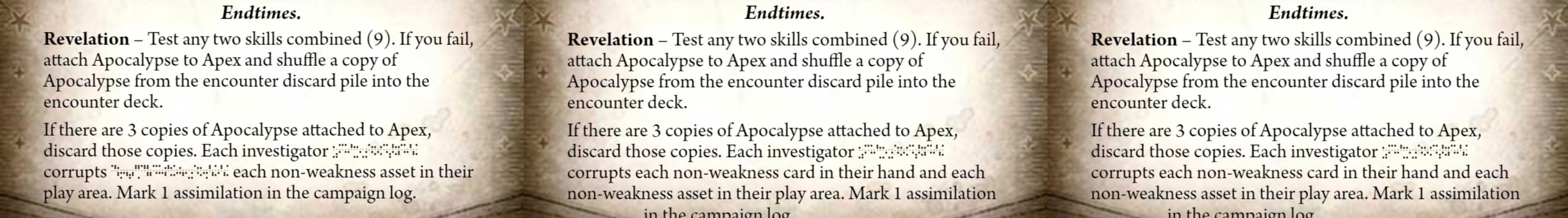
4 20 3

Synthetic One. Elite.

Cyberspace Spawn.

Hunter. Massive. Does not make attacks of opportunity. Apex is considered to be at each Hunting Grounds.

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







Endtimes.

Revelation – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

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

Illus. Shawn Ye Zhongyi

22–27

53/63



450

Illus. Shawn Ye Zhongyi

22–27

53/63



450

Illus. Shawn Ye Zhongyi

28+

57/63



451



Endtimes.

Revelation – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator loses all their resources and corrupts each non-weakness card in their hand and each non-weakness asset in their play area.

Mark 1 assimilation in the campaign log.

Illus. Shawn Ye Zhongyi

28+

57/63



451

Illus. Shawn Ye Zhongyi

28+

57/63



451

Illus. Shawn Ye Zhongyi

28+

57/63



451



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

Illus. Liiga Smilshkalne

13–24

62/63



453

Illus. Liiga Smilshkalne

25+

63/63



454

Scheme. Endtimes.

Revelation – Test any skill (5). If you fail, shuffle each copy of Apocalypse from the encounter discard pile into the encounter deck.



Surge.

Revelation – Test any skill (5). If you fail, shuffle each copy of Apocalypse from the encounter discard pile into the encounter deck.



