*Reina Roja

The Freedom Fighter

3 | 3 | 5 | 1

Cyborg. G-Mod. Veteran.

: Choose a card you own attached to a location. Return it to your hand. (Limit once per round.)

effect: +1. If this is an test, you automatically succeed.

"Analyzing the board won't help. Your mistake was thinking we're playing the same game."

9 | 5

Illus. Matt Zeilinger

539

*Sunny Lebeau

The Security Specialist

4 | 4 | 4 | 4

Agency. Warden.

effect: 0. You get +2 to each of your skills for the remainder of the round.

"Mommy will be home soon, sweetie. She has to kick some ass first."

8 | 8

Illus. Matt Zeilinger

536

*Reina Roja

The Freedom Fighter

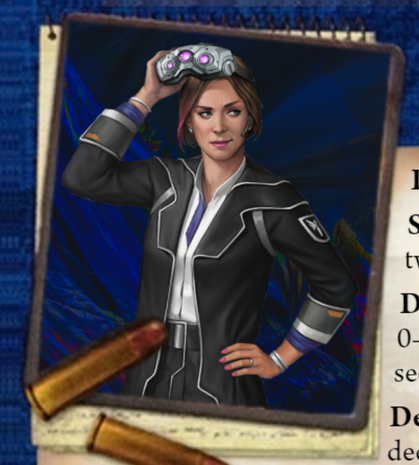
Deck Size: 30.

Deckbuilding Options: Guardian cards ( ) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): Deep Red, Pawn, Knight, Bishop, Rook, Queen, Checkmate, Zugzwang, 1 random basic weakness.

Additional Setup: Begin each game by forming a separate "Caïssa deck" of Pawn, Knight, Bishop, Rook, and Queen, in that order, with each card faceup. *(Pawn should be the top card of the deck.)*

What started one day as just another job turned into a desperate race to expose a catastrophic secret. Weyland's Project Vulcan isn't just another corporate lie—it's a global disaster waiting to happen, and the deeper Reina Roja digs, the more bodies start to pile up. Haunted by her past as an electronic warfare drone operator, the question now isn't whether she can expose the truth: it's how many pieces she's willing to sacrifice to do it.



*Sunny Lebeau

The Security Specialist

Deck Size: 40.

Secondary Class Choices: At deck creation, choose two classes.

Deckbuilding Options: Guardian cards ( ) level 0–5, Neutral cards level 0–5, cards of your chosen secondary classes level 0–2.

Deckbuilding Requirements (do not count toward deck size): Another Day, Another Paycheck, Employee Strike, 1 random basic weakness.

By day, Sunny Lebeau is a corporate runner for Globalsec, armed with top-tier security tools and a paycheck that makes the risks worth it. She infiltrates, extracts, and dismantles corporate servers, all with the full legal backing of one of the world's most powerful security firms. By night, she's a devoted mother to Frankie and Alexa, balancing daycare drop-offs and bedtime stories. Sunny doesn't run for the thrill. She doesn't run to send a message. She runs because it pays the bills, puts food on the table, and keeps her kids safe.

Employee Strike

WEAKNESS

Hazard.

Revelation – Put Employee Strike into play in your threat area.

The first time you perform one of the following actions (investigate, fight, evade, or parley) each round, it costs 1 additional action.

Forced – At the end of your turn, if you performed none of those actions this turn: Discard Employee Strike.

Illus. Dmitry Prosvirnin

538

238

Another Day, Another Paycheck

0 | ASSET

Job. Supply.

Sunny Lebeau deck only.

When you take an (investigate, fight, evade, or parley) action: Gain 1 resource. (Limit once per turn for each type of action.)

During your turn, except during an action, remove Another Day, Another Paycheck from the game: Take up to 4 different actions from the following list, in any order (investigate, fight, evade, and parley).

Illus. Caroline Gariba

537

223

Deep Red

I | ASSET

Item. Console.

Reina Roja deck only. Permanent.

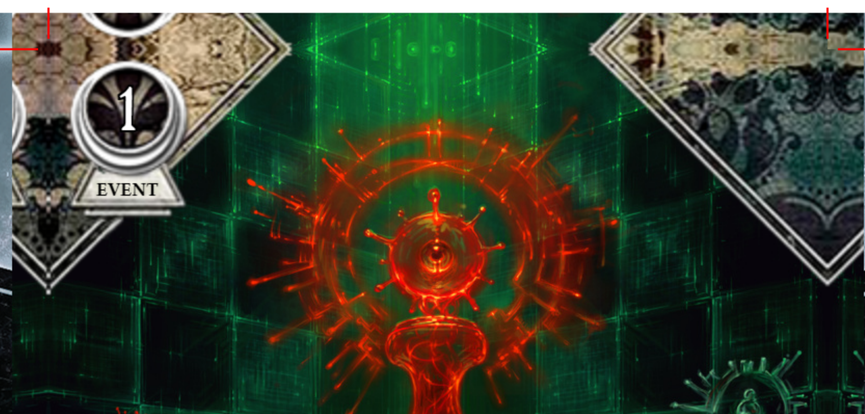
Playing ***Caïssa*** cards does not provoke attacks of opportunity.

: Test (X). X is the cost of the top card of your Caïssa deck. If you succeed, play the top card of your Caïssa deck, ignoring all costs. Does not provoke attacks of opportunity.

Illus. Christina Davis

540

240



1

EVENT

Pawn

Caïssa. Program.

Reina Roja deck only.

Attach Pawn to your location. Limit 1 ***Caïssa*** per location.

Exhaust Pawn: You may move Pawn to a connecting location. If the final agenda is in play, you may discard Pawn to play the top card of your Caïssa deck, ignoring all costs.

Illus. Liiga Smilshkalne

541

3

EVENT

Knight

Caïssa. Program.

Reina Roja deck only.

Attach Knight to your location. Limit 1 ***Caïssa*** per location.

If you are at Knight's location, exhaust Knight: Deal 1 damage to an enemy at attached location. You may move Knight to a location exactly 2 connections away.

Illus. Christina Davis (heavily edited)

542

3

EVENT

Bishop

Caïssa. Program.

Reina Roja deck only.

Attach Bishop to your location. Limit 1 ***Caïssa*** per location.

If you are at Bishop's location, exhaust Bishop: You get +2 to a skill of your choice until the end of the phase. You may move Bishop to a location not connected to attached location.

Illus. Adam S. Doyle

543

5

EVENT

Rook

Caïssa. Program.

Reina Roja deck only.

Attach Rook to your location. Limit 1 ***Caïssa*** per location.

If you are at Rook's location, exhaust Rook: Move up to 2 times. You may move Rook to a connecting location up to 2 times.

Illus. Gong Studios (heavily edited)

544

9

EVENT

Queen

Caïssa. Program.

Reina Roja deck only.

Attach Queen to your location. Limit 1 ***Caïssa*** per location.

If you are at Queen's location, exhaust Queen: Deal 1 damage to an enemy at attached location. You get +2 to a skill of your choice until the end of the phase. Move up to 2 times. You may move Queen to any location.

545

242

0

EVENT

Checkmate

Caïssa. Tactic.

Reina Roja deck only.

Count the number of ***Caïssa*** cards in play. If there are…

- …1 or more, draw 2 cards.
- …2 or more, deal 2 damage to any enemy.
- …3 or more, discover 2 clues from any location.
- …4 or more, heal 1 damage and 1 horror.
- …5 or more, do any number of the above again.

Illus. Matt Zeilinger

546

243

TREACHERY

Zugzwang

WEAKNESS

Blunder.

Revelation – Put Zugzwang into play in your threat area.

Forced – At the end of your turn: For each ready ***Caïssa*** card in play, take 1 damage or 1 horror.

➤➤: Discard Zugzwang.

Illus. Caravan Studio

547

244

*Hayley Kaplan

The Universal Scholar

2 3 4 3

G-Mod. Miskatonic. Scholar.

After you play an asset for the first time during your turn: Choose one of its ***Traits***. Play an asset with the chosen ***Trait*** from your hand, ignoring its resource cost. (Limit once per game for each trait.)

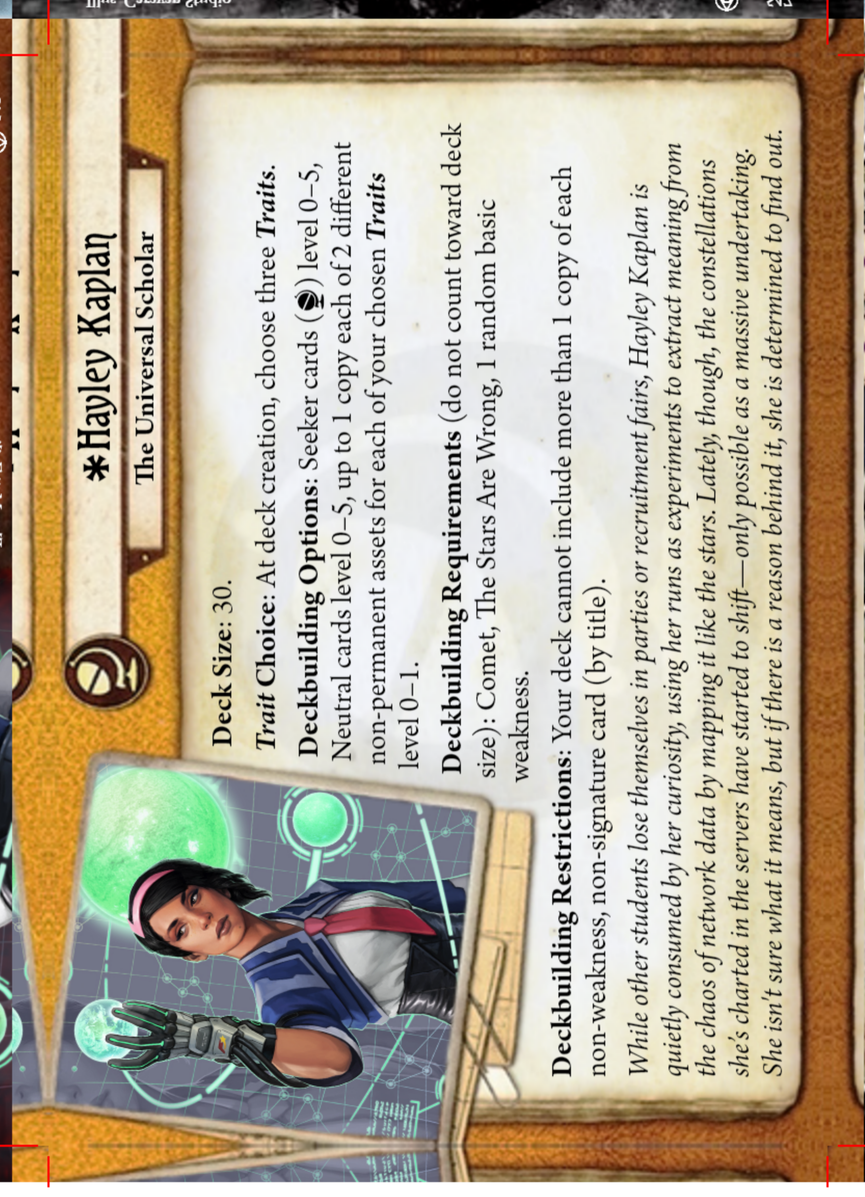
effect: +1. If you succeed, choose a ***Trait*** and increase the limit on Hayley's and Comet's abilities for that ***Trait*** by 1 this game.

5 6

Illus. Matt Zeilinger

548

245



*Hayley Kaplan

The Universal Scholar

Deck Size: 30.

Trait* Choice**: At deck creation, choose three ***Traits.

Deckbuilding Options: Seeker cards (◆) level 0–5, Neutral cards level 0–5, up to 1 copy each of 2 different non-permanent assets for each of your chosen ***Traits*** level 0–1.

Deckbuilding Requirements (do not count toward deck size): Comet, The Stars Are Wrong, 1 random basic weakness.

Deckbuilding Restrictions: Your deck cannot include more than 1 copy of each non-weakness, non-signature card (by title).

While other students lose themselves in parties or recruitment fairs, Hayley Kaplan is quietly consumed by her curiosity, using her runs as experiments to extract meaning from the chaos of network data by mapping it like the stars. Lately, though, the constellations she's charted in the servers have started to shift—only possible as a massive undertaking. She isn't sure what it means, but if there is a reason behind it, she is determined to find out.

4

ASSET

Comet

Item. Console.

Hayley Kaplan deck only.

After you play an event for the first time during your turn: Choose one of its ***Traits***. Play an event with the chosen ***Trait*** from your hand, ignoring its resource cost. (Limit once per game for each trait.)

Illus. Del Borovic

549

246

TREACHERY

The Stars Are Wrong

WEAKNESS

Omen. Endtimes.

Revelation – If you have no non-permanent assets in play, shuffle The Stars Are Wrong into your deck. Otherwise, for each number between 1 and 4, you must either take 1 direct horror or shuffle an asset you control with that printed resource cost from your play area into your deck.

Illus. Alexandr Elichev 550

*Rielle "Kit" Peddler

The Transhuman

4 4 2 2

Cyborg. Dreamer.

When you draw a card from any deck: It gains the ***Trait*** of your choice until the end of the investigation phase *(in addition to any **Traits** it already has)*. (Limit once per round.)

effect: +2. You may shuffle a player card from your hand, play area, or discard pile into your deck.

"I was not; I was;
I am not; I am all."

5 9

Illus. Matt Zeilinger 551

Illus. Matt Zeilinger

*Rielle "Kit" Peddler

The Transhuman

Deck Size: 30.

Deckbuilding Options: Seeker cards level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): False Echo, Immolation Script, 1 random basic weakness.

AI activist Rielle "Kit" Peddler seeks to transcend her humanity and guide self-aware artificial intelligences to a new "all-consciousness." More often than not, she recognizes the ice she encounters on her runs as kindred spirits, playing two sides of the same game. The game is a riddle, and she can solve it. See it as a snapshot of time and space. Remove the origin, remove the trajectory, and all that remains is an opportunity.

Illus. Anna Ignatieva 552

False Echo

0

ASSET

Ritual.

Rielle "Kit" Peddler deck only.

When you discard a treachery card after resolving any of its effects, take 1 direct horror: Place it on the bottom of the encounter deck.

Remove False Echo from the game: Heal 2 horror.

TREACHERY

Immolation Script

WEAKNESS

Curse.

Revelation – Put Immolation Script into play in your threat area.

Cards you own *(both in-play and out-of-play)* lose all ***Traits*** and cannot gain ***Traits***.

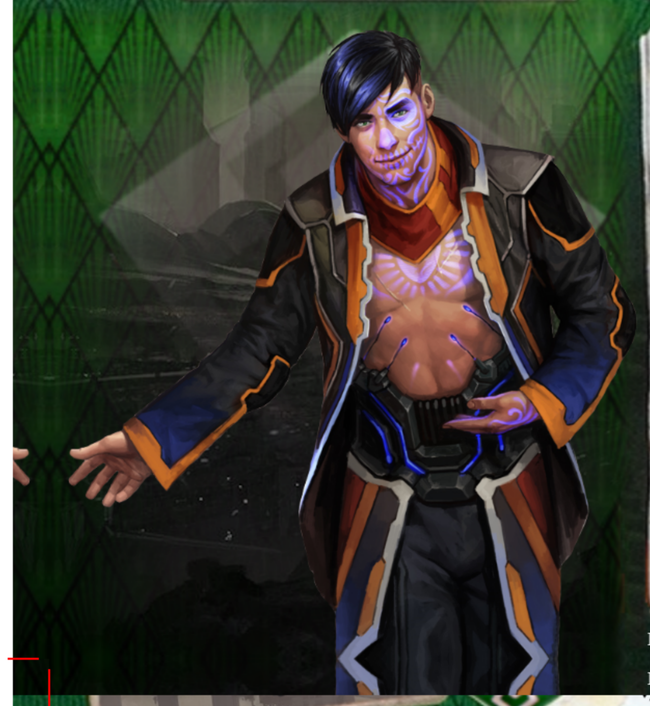
Forced – If you have 1 or fewer cards in your hand: Discard Immolation Script.

Illus. Hannah Christenson 553

*Armand "Geist" Walker

The Tech Lord

2 3 4 3



G-Mod. Criminal.

During a skill test you are performing, discard an asset you control: You get +2 skill value for this test. If the discarded asset was an ***Item*** or ***Vehicle***, gain 2 resources. If the discarded asset was an ***Ally*** or ***Connection***, draw your set-aside "I know just the guy…" (Limit once per phase.)

effect: +1. Draw your set-aside "I know just the guy…"

8 6

Illus. Matt Zeilinger 557

*Gabriel Santiago

The Consummate Professional

1 4 3 4

Cyborg. Criminal.

After a location is put into play: Place 1 resource *(from the token pool)* on it, as a mark.

When you successfully investigate a location, discard 1 mark from that location: Instead of discovering a clue, gain 1 resource for each point you succeeded by, to a maximum of 5.

effect: +2. Place 1 mark on your location.

8 6

Illus. Matt Zeilinger 554

*Armand "Geist" Walker

The Tech Lord

Deck Size: 30.

Deckbuilding Options: Rogue cards ( ) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): The Supplier, Raymond Flint, "I know just the guy…", 1 random basic weakness.

Additional Setup: You begin each game with "I know just the guy…" set aside, out of play.

What sort of figure rises to the top of a secretive, chaotic, criminal organization like Los Muertos? One with a head for logistics. While the gang's in no danger of running out of street toughs, fences, stim dealers, thieves, runners, and enforcers, it has only one tech lord, Armand "Geist" Walker. He's the man who makes things happen. Without his influence, the gang would not enjoy all the power it wields.

*Gabriel Santiago

The Consummate Professional

Deck Size: 30.

Deckbuilding Options: Rogue cards ( ) level 0–5, non-permanent ***Talent*** cards level 0–2, ***Trick*** cards level 0–2, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Inside Job, Malapert Memories, 1 random basic weakness.

Additional Setup: After putting locations into play, place 1 resource *(from the token pool)* on each location, as a mark.

Gabriel Santiago steals for only one reason. He's a professional, and professionals get paid. From the undercity slums to luxury suites high above plaza level, Gabriel has clawed his way up with nothing but skill, patience, and a complete lack of remorse. The jobs aren't personal—they're just business. But there's always something bigger, something better. A nicer suit. A faster hopper. A higher floor. He lives the biggest lesson of wealth: it doesn't matter how much you have, it's never enough.

TREACHERY

Malapert Memories

WEAKNESS

Flaw.

Revelation – Put Malapert Memories into play in your threat area.

Forced – If you would succeed at a test by 3 or more: You automatically fail, instead.

: Move 1 mark from your location to Malapert Memories. Then, if there are 3 marks on Malapert Memories, discard it.

Illus. Owen Sinodov 556

Illus. Benjamin Giletti 229

1 ASSET

The Supplier

Connection. Illicit.

Armand "Geist" Walker deck only.

Exhaust The Supplier: Search the top 3 cards of your deck for an asset. You may play it. If it's an ***Ally***, ***Connection***, ***Item***, or ***Vehicle***, reduce its cost by 2. Shuffle your deck.

Illus. Samuel R. Shimota 558

Illus. Samuel R. Shimota 228

2 EVENT

Inside Job

Trick. Illicit.

Gabriel Santiago deck only.

Parley. Choose a non-***Elite*** enemy at your location. Test ( ) (X), where X is the chosen enemy's combined damage and horror values. If you succeed, discard that enemy and gain 1 resource for each point you succeeded by, to a maximum of 5.

Illus. Benjamin Giletti 555

Illus. Benjamin Giletti 222

1

EVENT

"I know just the guy..."

Favor. Trick.

Fast. Play when you fail a skill test.

Cancel all effects of the failed test.

Forced – When "I know just the guy..." would be discarded from anywhere: Set it aside, out of play, instead.

Illus. Nasrul Hakim

559

Raymond Flint

WEAKNESS

3 3 2

Humanoid. Detective.

Spawn – Any connecting location (empty, if able).

Prey – ***Criminal*** investigators only.

Hunter.

Forced – After an asset leaves play: Ready Raymond Flint. He moves and attacks as if it were the enemy phase (without exhausting).

ENEMY

Illus. Matt Zeilinger

560

*Quetzal

The Free Spirit

Deck Size: 30.

Deckbuilding Options: Mystic cards (◆) level 0–5, ***Occult*** cards level 0–4, ***Science*** cards level 0–4, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Data Folding, Sequencing Failure, 1 random basic weakness.

Quetzal shredded the final layer of ICE, expecting a cascade of payroll files. instead, the interface registered a repulsive, oily sensation. It wasn't code; it was a swirling helix that pulsed with unnerving energy. Caution screamed through Quetzal's nervous system, but the thrill of the utterly uninherited was overpowering. It called them in, promising power—and undoubtedly, ruin. Without a second thought, Quetzal tightened their grip, manually bypassing the system's final error warnings. The body is just a vessel. A starting point. And this strange, new lifeform was the starting point for a whole new evolution.

1

ASSET

Data Folding

Ritual.

Quetzal deck only.

When your turn begins: You gain 1 resource for each of your arcane slots that is empty.

Remove Data Folding from the game: Draw 1 card for each of your arcane slots that is empty.

Illus. Scott Uminga

562

*Quetzal

The Free Spirit

5 2 2 3 2

G-Mod. Drifter.

When you would test your , , or , spend 1 charge or secret from a card you control: Test your , instead. (Limit once per round.)

effect: +2. Spend up to 2 resources to replenish that many charges or secrets among assets you control.

"Why should we be slaves to our genetic heritage?"

Illus. Matt Zeilinger

561