

Shoot the Moon

"I have always believed that such strange, inaccessible worlds exist at our very elbows, and now I believe I have found a way to break down the barriers."

—H.P. Lovecraft, From Beyond Locations are connected to each other location in its row.

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

12

Reduced Service

Locations are connected to each other location in its row.

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

Forced – At the end of the mythos phase: Each investigator discards the top card of the encounter deck and draws it if it's a cyberspace enemy.

8

Upstalk

If SEA systems go down completely, you might become stranded in a Beancod and have to wait for them to restore service.

Forced – At the end of the investigation phase, if the cyberspace location in the row above the Beancod is revealed: Move the Beancod to the location above it.

Objective – If the Beancod is at Challenger Base, investigators may advance at the end of the round.

Illus. Emilio Rodriguez

III

6/67 ⚡ 379

III

Ad Astra

EASY / STANDARD

- 1 for each row your cyber avatar is above the bottommost row of cyberspace.
- 2. If you fail, move your cyber avatar to a connecting location in the row below it.
- 3. If you fail, corrupt a random non-weakness card in your hand.
- 4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/67
1/93
@ 374
@ 324

12

Agenda 1a

Peace in Our Time

"We are currently experiencing a security incident. Please remain seated. Your safety is our number one priority." T. Saito El'var, Assistant to the CEO of the Japanese Government

Locations are connected to each location adjacent to it.

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

Forced – When this agenda advances: Move all doom on it to the next agenda.

4

Illus. Alexander Blitshev
Illustration: Blitshev

2/67 ⚡ 375
III 323

Agenda 2a

Cyber Threat

Locations are connected to each location adjacent to it.

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

Forced – At the end of the mythos phase: Each investigator discards the top card of the encounter deck and draws it if it's a cyberspace enemy.

10

Illus. Alexander Blitshev
Illustration: Blitshev

3/67 ⚡ 376
III 326

Agenda 4a

Reduced Service

Locations are connected to each other location in its row.

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

Forced – At the end of the mythos phase: Each investigator discards the top card of the encounter deck and draws it if it's a cyberspace enemy.

8

Illus. Alexander Blitshev
Illustration: Blitshev

5/67 ⚡ 378
III 328

Act 1a

Upstalk

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III

6/67 ⚡ 379

III

III

III

The beanpod stops accelerating and a few minutes later emergency brakes activate, holding it in place perilously hanging above the Earth. Hours pass as you try to do what you can to help the SEA against the attack, but eventually, when the sun is starting to peer over the horizon, you are jolted alert by your beanpod moving again.

In your Campaign Log, record the investigators' beanpod was rescued by the Space Elevator Authority.

(→R1)

The Turning Wheel

AGENDA
2b



The Counterweight

Read Scenario Interlude: Up and Over in the Campaign Guide.

Illus. Kira L'Nguyen
JPF: Kira L'Nguyen

6/67 Ⓛ 379
9/93 Ⓛ 340

AGENDA
4b

The engines to your shuttle power down and your craft begins an uncontrolled orbit around the moon. The SEA operatives are overwhelmed by attacks on their servers and the your distress signal doesn't get through. Hours pass as your vehicle floats helplessly through the void, but eventually, as you pass over Heinlein for the fifth time, you are jolted alert by another ship docking with your shuttle.

In your Campaign Log, record the investigators' shuttle was rescued by the Space Elevator Authority.

(→R1)

Power Shutdown

AGENDA
1b

You notice an upsurge in comms traffic on the NAPD network reporting thousands of incidents on SEA servers. You try to patch in and contact Commissioner Dawn for an update, but eventually are forced to give up against the tsunami of data.

(Remember to move all doom from this agenda to the next.)

Alpha Threat

AGENDA
1b

Lag Time

AGENDA
3b

A ripple echoes through space, knocking your meat body to the ground. Your shuttle starts to shudder and you look out of the windows to see a swarm of burke bugs trying to nibble on the body of the shuttle as if it were a piece of ice. You look into the distant reaches of space (or is it cyberspace?) and see more waves spreading out, as though reality were a thin fabric being thrummed.

Ad Astra

HARD / EXPERT



-2 for each row your cyber avatar is above the bottommost row of cyberspace.



-2. Move your cyber avatar to a connecting location in the row below it.



-3. Corrupt a random non-weakness card in your hand.



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

1/67 Ⓛ 374
1/93 Ⓛ 344

All That Remains

Your mind whirls with questions. Is this some trick? Is your Brain-Machine Interface malfunctioning? Truly what is it that you are seeing and experiencing? You have no answers, only a destination.

Forced – At the end of the investigation phase: The investigators may have the Shuttle move to a connecting meatspace location.

Objective – If the Shuttle is in Starport Kaguya, advance.

Act 2a

Tether Segment

2

LOCATION

1

Meatspace.

"Imagine a tree, a vine rooted in the earth and growing up into the sky, a ladder providing easy access to a kingdom above the clouds, a realm of inexpressible wonder. That is the promise of the New Angeles Space Elevator."

—Jack Weyland, Former CEO and Founder of the Weyland Consortium

Illus. Kira L. Nguyen

Illustr. Kira L. Nguyen

10/67 Ⓛ 383

10\Q3 Ⓛ 383

Illus. Kira L. Nguyen

Illustr. Kira L. Nguyen

10/67 Ⓛ 383

10\Q3 Ⓛ 383

Challenger Base

6

LOCATION

1

Meatspace.

→ Spend 4 resources: Discover 1 clue here.

Out of the windows and you see the Earth looming like the heavens clinging to its place above.

Victory 1.

Illus. Kira L. Nguyen

Illustr. Kira L. Nguyen

8/67 Ⓛ 381

8\Q3 Ⓛ 381

Tether Segment

Tether Segment

Starport Kaguya

1

LOCATION

0

Meatspace? Cyberspace?

A constant stream of shuttles and cargo pods floats along the outside of not only your landing dome but the numerous others that stretch for kilometers away from view, traffic rivalling even the busiest of Earth's airports that you have experienced.

Victory 1.

Illus. Emilio Rodriguez

Illustr. Emilio Rodriguez

9/67 Ⓛ 382

9\Q3 Ⓛ 382

Tether Segment

Tether Segment

2

LOCATION

2

LOCATION

1

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10/67 Ⓛ 383

10\Q3 Ⓛ 383

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10/67 Ⓛ 383

10\Q3 Ⓛ 383

Unexplored Server

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
Illustration © 2012

Tether Segment

LOCATION
Meatspace.

The tether is a taut-stretched cable that connects the top of Volcán Cayambe on Earth's equator with a small asteroid 72,000 kilometers up. The Tether is both the support structure for the entire assembly and the means by which space elevator cars—colloquially known as "beanpods"—move between Earth's surface and orbit.

Illus. Kira L. Nguyen
Illustration © 2012

Challenger Base

LOCATION
Meatspace.

Located some seventy-two thousand kilometers above Earth's surface, the Challenger Planetoid serves as the up-end anchor for the Beanstalk.

Illus. Kira L. Nguyen
Illustration © 2012

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Illus. Kira L. Nguyen
Illustration © 2012

Your shuttle gently touches down on the lunar surface and docks with the contact gate, and the sound of an operator's voice welcomes you to Heinlein.

You step unsteadily through the arrivals doors into the main dome of the starport, memories of your low-G training certification slowly returning. PAD in hand, your first stop was to be the NAPD's Heinlein district office, but a tap on your shoulder gives you pause...

In your Campaign Log, record the investigators traveled to Heinlein.
Mark 1 fragment in your Campaign Log.
(→R1)

The Silver City

Tether Segment

LOCATION
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Illus. Kira L. Nguyen
Illustration © 2012

Tether Segment

Open Space

Open Space

2

LOCATION
Meatspace.

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—Jack Weyland, Former CEO and Founder of the Weyland Consortium

1

LOCATION
Meatspace? Cyberspace?

Open Space is connected to each location in the row above it and those locations are connected to Open Space.

Forced – When the game ends, if there are 1 fragment or more clues here: Mark 1 fragment in your Campaign Log.

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LOCATION
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Illus. Kira L. Nguyen
Иллюстрация Кира Л. Нгуен

10/67 ⚡ 383
10\Q3 ⚡ 383

Open Space

Open Space

Illus. Alexandr Elichev
Иллюстрация Александр Еличев

14/67 ⚡ 384
14\Q3 ⚡ 384

Nebula

Illus. Kira L. Nguyen
Иллюстрация Кира Л. Нгуен

10/67 ⚡ 383
10\Q3 ⚡ 383

Meatspace? Cyberspace?

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LOCATION
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Forced – When the game ends, if there are 1 fragment or more clues here: Mark 1 fragment in your Campaign Log.

1

LOCATION
Cyberspace.

Forced – When the act advances, if there are 1 fragment or more clues here: Mark 1 fragment in your Campaign Log.

Its belt of stone did shake and shatter
As through the door of light it came.
It bent its bow of stellar matter...

Illus. Alexandr Elichev
Иллюстрация Александр Еличев

14/67 ⚡ 384
14\Q3 ⚡ 384

Illus. Alexandr Elichev
Иллюстрация Александр Еличев

14/67 ⚡ 384
14\Q3 ⚡ 384

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Зирнгиль

18/67 ⚡ 385
18\Q3 ⚡ 385

ԱՆՏԱՐԺՈՒԿ ՀԵՂԻՆ

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
Անտարժուկ Հեղին

Nebula

LOCATION

Cyberspace.

The in-between areas thought to be inhabited by god ice are given nicknames based on personal accounts, either real or imagined, of the runners who have supposedly encountered them. Avalon, Kitsunetsuki, and Eden are the monikers of some such places, and while their relative locations are known, their precise coordinates are not.

Illus. Kirsten Zirngibl
Անտարժուկ Հեղին

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ԼԵԳՈ ՀԵՂԻՆ

Tether Segment

LOCATION

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Լեգո Հեղին

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Exchange

Exchange

Exchange

4

LOCATION

Cyberspace. Corrupted.

After Exchange is revealed, each investigator takes 1 damage and 1 horror: Look at the revealed side of any location.

2*

4

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Victory 1.

Victory 1.

Victory 1.

Illus. Scott Uminga

0-22

19/67

386

Illustr. Scott Uminga

0-22

19/67

386

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0-22

19/67

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Illustr. Scott Uminga

0-22

19/67

386

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2*

Victory 1.

Victory 1.

Victory 1.

Illus. Scott Uminga

23+

24/67

387

Illustr. Scott Uminga

23+

24/67

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Forced – After the round ends: Each investigator with a cyber avatar here corrupts the top card of their deck.

2*

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Victory 1.

Victory 1.

Illus. Scott Uminga

23+

24/67

387

Illustration by Scott Uminga

23+

24/67

387

Exchange

Plague

Plague

4

LOCATION

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Forced – After the round ends: Each investigator with a cyber avatar here corrupts the top card of their deck.

2*

3

LOCATION

Cyberspace. Corrupted.

Forced – After Plague is revealed: Each investigator tests $\spades \cdot (X)$. X is the number of cards in their hand (after committing cards to this test). Each investigator who fails corrupts a random non-weakness card in their hand.

1*

3

LOCATION

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Forced – After Plague is revealed: Each investigator tests $\spades \cdot (X)$. X is the number of cards in their hand (after committing cards to this test). Each investigator who fails corrupts a random non-weakness card in their hand.

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Victory 1.

Victory 1.

Illus. Scott Uminga

23+

24/67

387

Illustration by Scott Uminga

23+

24/67

387

Illus. Scott Uminga

0-17

29/67

388

Illustration by Scott Uminga

23+

24/67

387

Illustration by Scott Uminga

0-17

0-17

388

Illus. Scott Uminga

0-17

29/67

388

Illustration by Scott Uminga

0-17

29/67

388

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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Illus. Adam S. Doyle

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Adapt

Adapt

Adapt

3

LOCATION

2*

3

LOCATION

2*

3

LOCATION

2*

Cyberspace. Corrupted.

After Adapt is revealed, each investigator corrupts the top 3 cards of their deck: Each investigator discovers 1 clue from here.

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Illus. Scott Uminga

0-12

37/67

390

Illus. Scott Uminga

0-12

37/67

390

Illus. Scott Uminga

0-12

37/67

390

Adapt

Adapt

Adapt

3

LOCATION

2*

3

LOCATION

2*

3

LOCATION

2*

Cyberspace. Corrupted.

After Adapt is revealed, each investigator corrupts the top 3 cards of their deck: Each investigator discovers 1 clue from here.

Cyberspace. Corrupted.

After Adapt is revealed, each investigator corrupts the top 3 cards of their deck: Each investigator discovers 1 clue from here.

Cyberspace. Corrupted.

After Adapt is revealed, each investigator corrupts the top 3 cards of their deck: Each investigator discovers 1 clue from here.

Forced – After the round ends: Each investigator with a cyber avatar here takes 1 direct damage or 1 direct horror (*their choice*).

Forced – After the round ends: Each investigator with a cyber avatar here takes 1 direct damage or 1 direct horror (*their choice*).

Illus. Scott Uminga

0-12

37/67

390

Illus. Scott Uminga

0-12

37/67

390

Illus. Scott Uminga

0-12

37/67

390

Illus. Scott Uminga

13+

41/67

391

Illus. Scott Uminga

13+

41/67

391

Illus. Scott Uminga

13+

41/67

391

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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

illuDoyle2.mypA.zulu

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

Unexplored Server

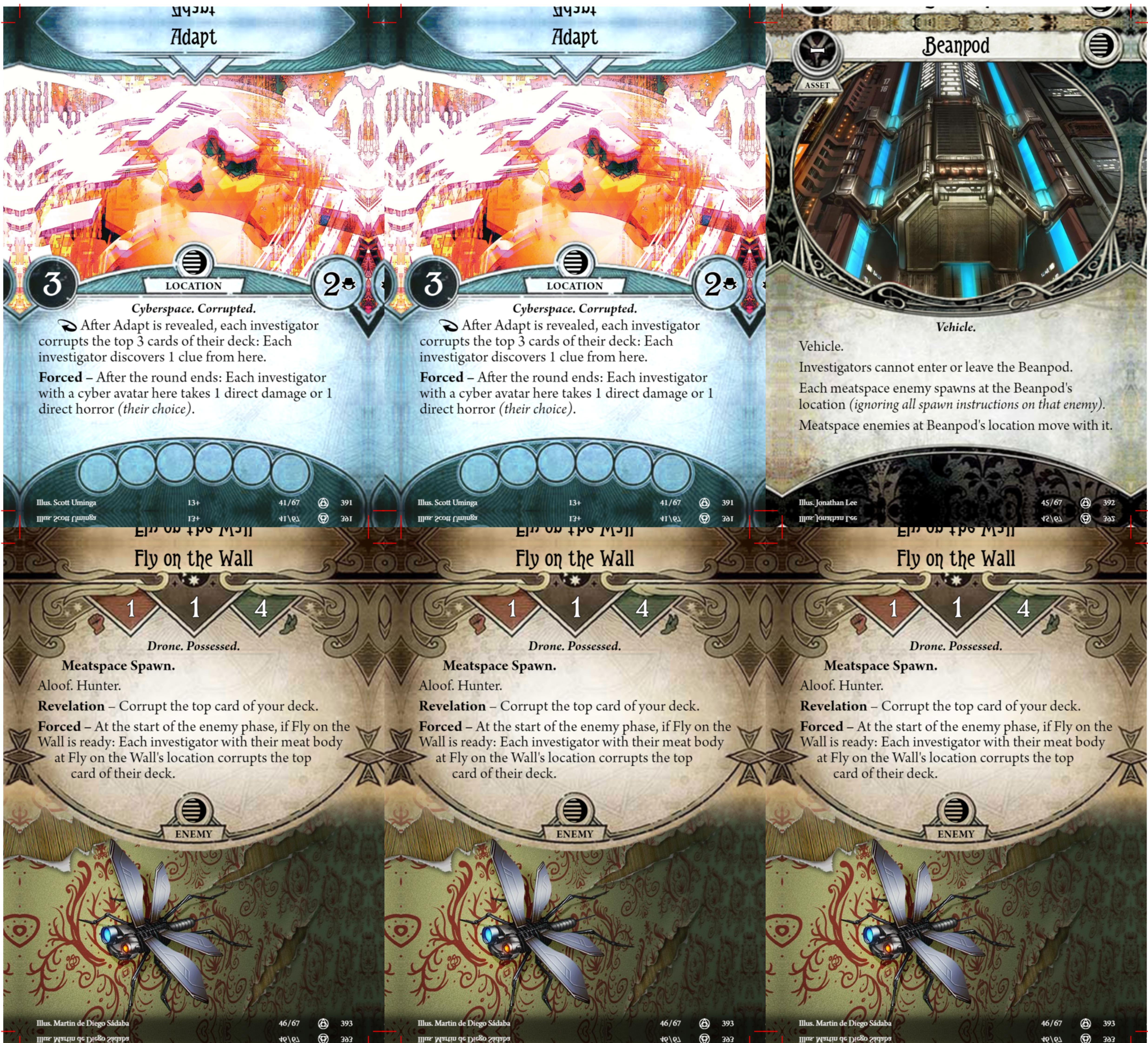
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Illus. Adam S. Doyle

illuDoyle2.mypA.zulu



Shuttle

ASSET



Vehicle.

Vehicle.

Investigators cannot enter or leave the Shuttle.

Each meatspace enemy spawns at the Shuttle's location (ignoring all spawn instructions on that enemy).

Meatspace enemies at Shuttle's location move with it.

Unexplored Server

LOCATION

Cyberspace.

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Unexplored Server

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Illus. Zoe Cohen (edited)

Illus. Zoe Cohen (edited)

45 / 67

42 / 93

Illus. Adam S. Doyle

ILLUS. ADAM S. DOYLE

45 / 67

42 / 93

Illus. Adam S. Doyle

ILLUS. ADAM S. DOYLE



ENEMY

Illus. Seage (edited)
Illus. Seage (edited)

49/67 ⚡ 394
49/67 ⚡ 394



Legerdemain

Legerdemain

Scheme.

Revelation – Test ⚡ or ⚡ (3). If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Illus. Adam S. Doyle
Illus. Adam S. Doyle

0-10

50/67 ⚡ 395
20/63 ⚡ 392

Illus. Adam S. Doyle
Illus. Adam S. Doyle

0-10

50/67 ⚡ 395
20/63 ⚡ 392

TREACHERY

Legerdemain

Scheme.

Revelation – Test ⚡ or ⚡ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Illus. Adam S. Doyle
Illus. Adam S. Doyle

11-20
11-20

52/67 ⚡ 396
25/63 ⚡ 392

Illus. Adam S. Doyle
Illus. Adam S. Doyle

11-20
11-20

52/67 ⚡ 396
25/63 ⚡ 392

Illus. Adam S. Doyle
Illus. Adam S. Doyle

21+
21+

54/67 ⚡ 397
24/63 ⚡ 393

Scheme.

Revelation – Test ⚡ or ⚡ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Revelation – Test ⚡ or ⚡ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting). If no enemies move or attack as a result of this effect, for each point you failed by, discard the top card of the encounter deck and draw the first cyberspace enemy discarded this way.

TREACHERY

Legerdemain

Scheme.



Legerdemain

Scheme.

Revelation – Test ♠ or ♣ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting). If no enemies move or attack as a result of this effect, for each point you failed by, discard the top card of the encounter deck and draw the first cyberspace enemy discarded this way.

Illus. Adam S. Doyle
Illustration by Adam S. Doyle

21+

54/67
51+

56/67
51+

397
383

Terror.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough
Illustration by Ian Fairclough

0-12
0-13

56/67
28/23

398
383

Terror.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough
Illustration by Ian Fairclough

13-22

58/67
28/23

58/67
28/23

399
383

13-22

58/67
28/23

399
383

23+

60/67
20/23

Terror.

Peril.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Peril.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test ♠ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough
Illustration by Ian Fairclough

23+

60/67
20/23

400
383

23+

400
383





TREACHERY

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test ♦ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Broken Topology

Hazard.

Revelation – Test ♦ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage.

Broken Topology

Hazard.

Revelation – Test ♦ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage.

Illus. Ian Fairclough

23+

60/67

400

Illustration by Ian Fairclough

53+

60/67

400

Illustration by Ian Fairclough

Illus. Shawn Ye Zhongyi

0-12

62/67

401

Illus. Shawn Ye Zhongyi

0-12

62/67

401

Illustration by Shawn Ye Zhongyi

53+

60/67

400

Illustration by Shawn Ye Zhongyi

TREACHERY

Broken Topology

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Broken Topology

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Revelation – Test ♦ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Illus. Shawn Ye Zhongyi

13-22

64/67

402

Illustration by Shawn Ye Zhongyi

53+

64/67

402

Illustration by Shawn Ye Zhongyi

Illus. Shawn Ye Zhongyi

13-22

64/67

402

Illus. Shawn Ye Zhongyi

23+

66/67

403

Illustration by Shawn Ye Zhongyi

53+

66/67

403

Illustration by Shawn Ye Zhongyi





