

### Disintegrating Bridge

4

LOCATION

Cyberspace. Decoherent.

After you reveal Disintegrating Bridge: You may place 1 of your clues here.

► Spend 2♦ resources: **Explore**. Without looking at the revealed sides, search the exploration deck for a location and choose one to put into play. You may move to it. Shuffle the exploration deck. Remember that the investigators have "surveyed from the bridge."

1

### 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.

4

LOCATION

Cyberspace.

► After you discover the last clue from Scapenet: Choose a card in the encounter discard pile. Remove it from the game. You may shuffle the encounter discard pile into the encounter deck.

2♦

### Unexplored Server

LOCATION

Cyberspace.

Illus. Scott Uminga

Illustrator

49 / 126

48 / 130

Illus. Adam S. Doyle

Illustrator

3

LOCATION

Cyberspace.

### Disunity

1♦

LOCATION

Cyberspace.

**Forced** – After Disunity is revealed, if act 4a is in play: Put the set-aside Randolph Carter (*Do Androids Dream?*) into play here.

► Test ♦ or ♠ (4). If you succeed, place 1 clue (from the token pool) on Randolph Carter (*Do Androids Dream?*).

Illus. Zoe Cohen

Illustrator

51 / 126

21 / 130

### Unexplored Server

LOCATION

Cyberspace.

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Illus. Adam S. Doyle

Illustrator

Illus. Liiga Smilshkalne

Illustrator

52 / 126

25 / 130

Illus. Adam S. Doyle

Illustrator

331

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### Disunity

**Disunity**

### Unexplored Server

**Unexplored Server**

### Chakana

**Chakana**

3

LOCATION

1\*

Cyberspace.

**Forced** – After Disunity is revealed, if act 4a is in play: Put the set-aside Randolph Carter (Awakening Consciousness) into play here.

→: Test ♡ or ♣ (4). If you succeed, place 1 clue (from the token pool) on Randolph Carter (Awakening Consciousness).

Illus. Liiga Similskalne

Illustration by Liiga Similskalne

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23/139



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### Unexplored Server

**Unexplored Server**

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.

4

LOCATION

2\*

Cyberspace.

→ After you discover the last clue from Chakana: Each investigator takes 2 damage and 2 horror. Remove 1 doom from the current agenda.

"What if this ice wants to be free?"  
—Rielle "Kit" Peddler

Illus. Eko Puteh (Edited)

Illustration by Eko Puteh (Edited)

54/126

24/139



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### Unexplored Server

**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.

5

LOCATION

Cyberspace.

→→→ Take 2 horror: Discover 3 clues from Echo Chamber.

"Capitalism runs on two things: amplified arrogance and censored dissent. With those, a corp can create any environment it wants."  
—Freedom Khumalo

Illus. Adam S. Doyle

Illustration by Adam S. Doyle



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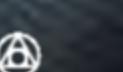
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Illus. Adam S. Doyle

Illustration by Adam S. Doyle



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Illus. Donald Crank

Illustration by Donald Crank

### Rumor Mill

4

LOCATION

1\*

Cyberspace.

**Forced** – After Rumor Mill is revealed: Put the set-aside Princess Space Kitten asset into play here.

"Did you ever notice how everything goes in cycles?  
The stuff that's cool now was cool before.  
That's why I keep copies of everything!"  
—Princess Space Kitten

Illus. Mariusz Siergiejew

Illustrator: Mariusz Siergiejew

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LOCATION

### Unexplored Server

Illus. Adam S. Doyle

Illustrator: Adam S. Doyle

LOCATION

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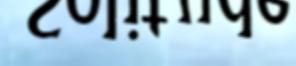
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LOCATION

332



332

### Solitude

Illus. Scott Uminga

Illustrator: Scott Uminga

LOCATION

57 / 126

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LOCATION

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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.

You cannot discover clues from Solitude unless your meat body is in Argus Server Vault. Enemies cannot spawn here.

"I asked for ice as impenetrable as a wall. I can't decide if someone down in R&D has a warped sense of humor or just a very literal mind."  
—Liz Campbell, VP Project Security

Illus. Adam S. Doyle

Illustrator: Adam S. Doyle

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Illus. Zoe Cohen

Illustrator: Zoe Cohen

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28 / 130



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Illus. Zoe Cohen

Illustrator: Zoe Cohen

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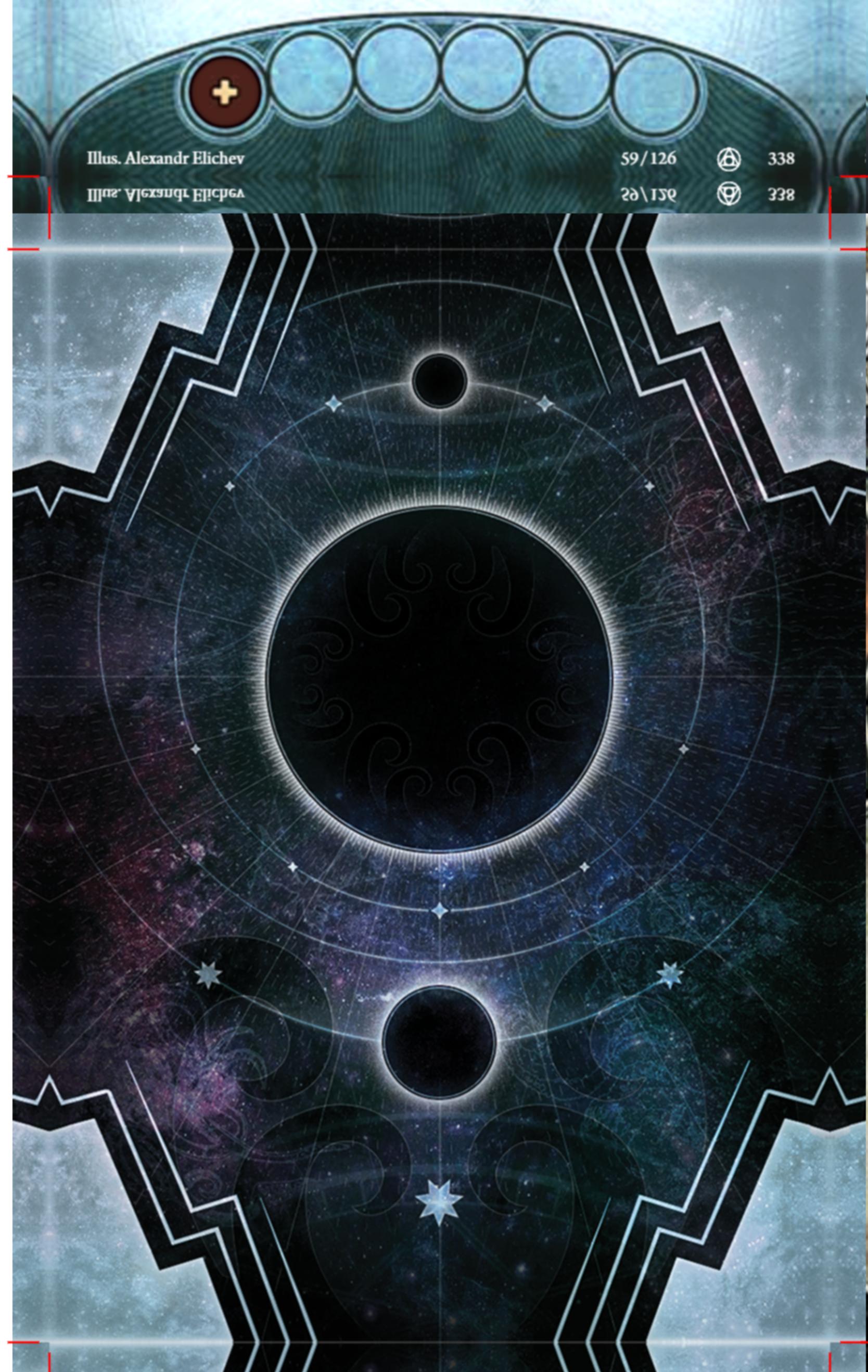
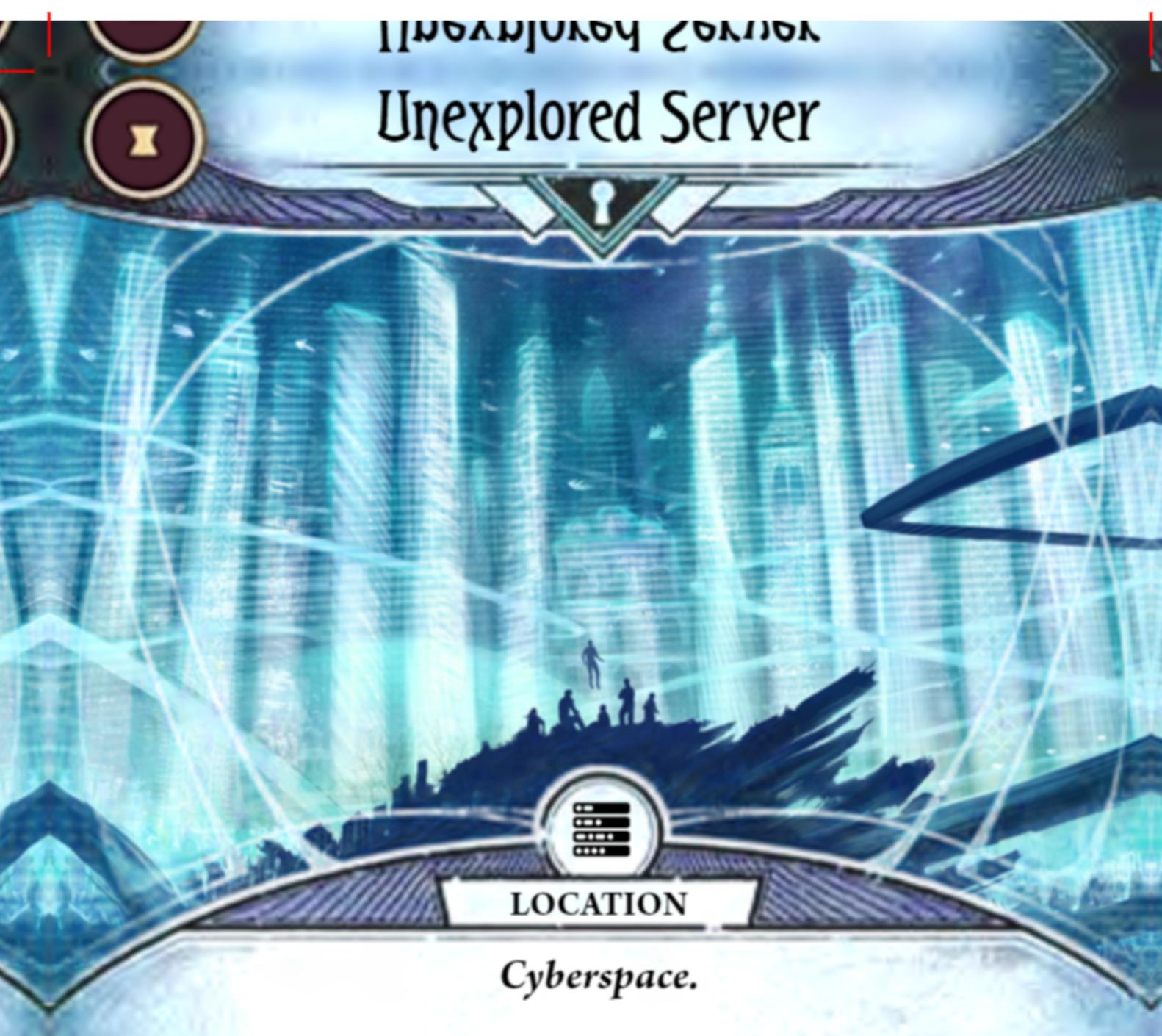
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Permanent.

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



*Connection. Program. Bioroid. Dreamer.*

You get +1 ⚡ and +1 ⚡.

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



*Connection. Program. Bioroid. Dreamer.*

You get +1 ⚡ and +1 ⚡.

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



## Mushin no Shin

### Condition.

Permanent.

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

While you have one or fewer cards in hand, you get +1 ♠, +1 ♣, +1 ♦, and +1 ♠.

Illus. Hannah Christensen

Illus. Hannah Christensen

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## Princess Space Kitten

### Program. Creature. Bystander.

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

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

## ¡PINK! Dress

### Program. Upgrade.

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

**Forced** – When ¡PINK! Dress leaves play: Remove it from the game.

Illus. Diana Simonova (Anthia Vaulor)

Illus. Diana Simonova (Anthia Vaulor)

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**Item.**

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

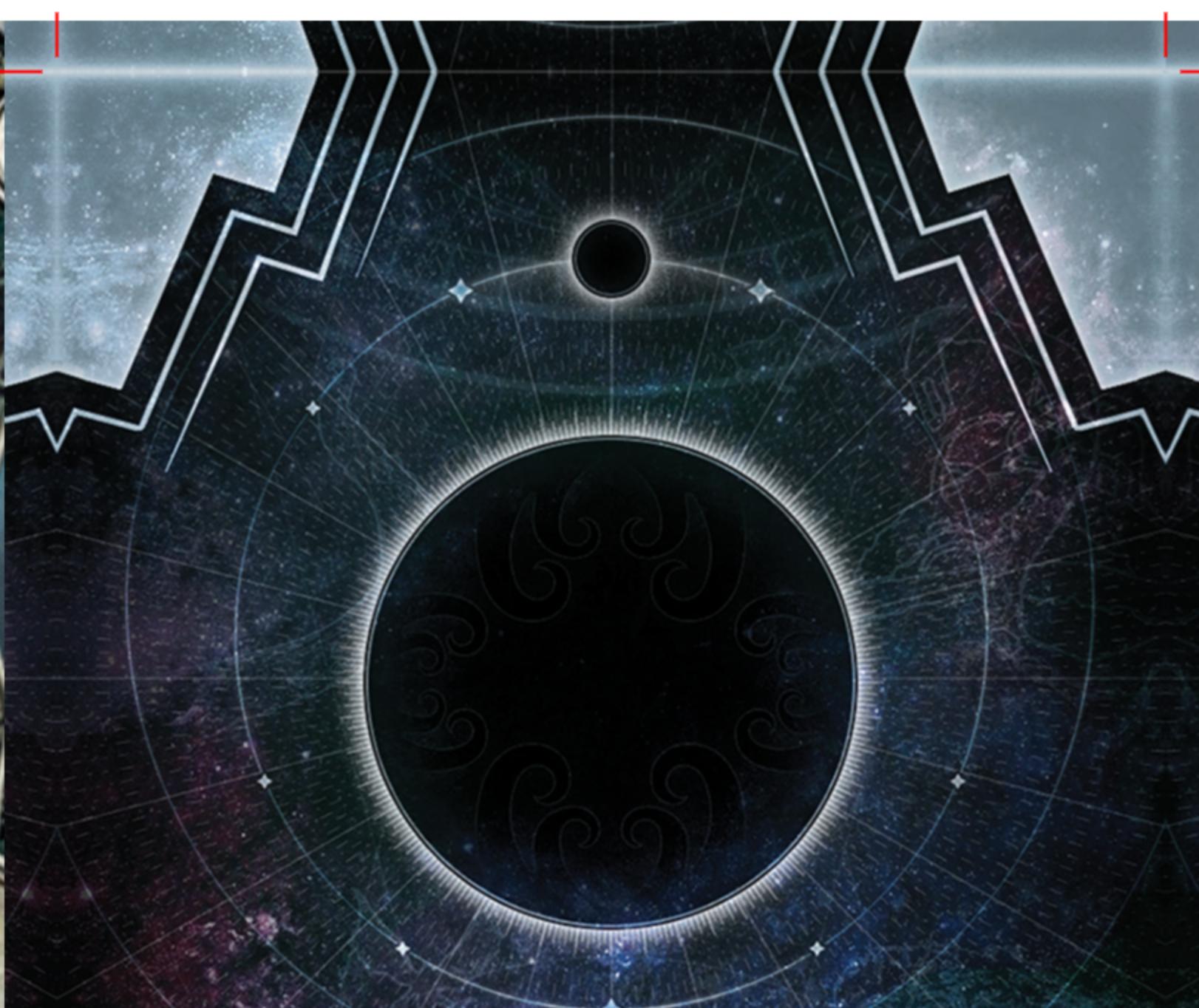
*Why is data deleted? Maybe they don't want it to be found. Or maybe it's just useless. The useless data is the kind you want.*

Illus. Lucas Durham

Illus. Lucas Durham

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**Connection.**

- Draw 4 cards. (Group limit once per game.)
- Gain 4 resources. (Group limit once per game.)

*"I run with the best."*

Illus. Matt Zeilinger

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**Program. Connection.**

Uses (0 cycle).

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

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

Illus. Elisabeth Alba

Illus. Elisabeth Alba

75/126

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## Aurora

### Program.

Fast.

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

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

## Borrowed Satellite

### Connection.

Permanent.

Your maximum hand size is increased by 4.

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

## Transmission Dish

### Connection.

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

## Friday Chip

2

ASSET

### Item. Chip.

- After you succeed at a skill test while resolving an ability on a treachery card, exhaust Friday Chip:  
Either (choose one):
  - Replenish 1 charge, cycle, offering, or supply on an asset you control.
  - Gain 1 resource.

Illus. Martin de Diego Sádaba

IIIllus. Martin de Diego Sádaba

82/126

82/126

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## Bioroid Workers

3 3 2

Humanoid. Bioroid. Possessed.

Meatspace Spawn – Lakshmi Data Centre.

Alert. Massive. Patrol (Lakshmi Data Centre).

► If Bioroid Workers is ready, discard 1 cards from your hand: **Parley**. Automatically evade Bioroid Workers and discover 1 clue from Lakshmi Data Centre.

### Victory 0.

ENEMY

Illus. Ollie Boldador  
IIIllus. Ollie Boldador

84/126  
84/126

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## Nasir Meidan

ASSET

### Ally. Cyborg. Wayfarer.

Cannot leave play.

You may take an additional action during your turn, which can only be used to explore.

► At the start of the investigation phase: An investigator chooses a random corrupted card they own and draws it.

Illus. Matt Zeilinger

IIIllus. Matt Zeilinger

83/126

83/126

354

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### Sister Janaína

4 2\* 3

Humanoid. Clone. Possessed.

**Meatspace Spawn** – Order of Sol General Assembly.

Retaliate. Sister Janaína cannot move.

**Forced** – After Sister Janaína attacks: Until the end of the investigation phase, each investigator with their meat body at her location gets -1 to each of their skills.

Victory 0.



ENEMY



Illus. Dimik

Illus. Dimik

85/126

82/132

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### Anson Rose

2 1 4

Humanoid. Executive. Civilian.

**Meatspace Spawn** – Argus Server Vault.

Anson Rose cannot move.

**Forced** – When Anson Rose attacks: Each investigator with a meat body at his location takes 1 horror.

►: **Parley**. Check your Campaign Log. If Anson Rose came out on top, remove Anson Rose from the game. Do not trigger the forced ability on act 3g.

Victory 0.



ENEMY



Illus. Marko Fiedler

Illustration by Marko Fiedler

87/126

82/132

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### Search Drone

3 2\* 2\*

Drone.

**Meatspace Spawn** – Dorm Room.

Elusive. Patrol (Dorm Room).

►: **Parley**. Check your Campaign Log. If Search Drone is exhausted or if the investigators have SYNC's backing, add Search Drone to the victory display.

Victory 0.



ENEMY



Illus. Darren Tan

Illustration by Darren Tan

86/126

82/132

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## Dedicated Response Team

4 4\* 2

Humanoid. Veteran.

Meatspace Spawn – New Angeles.  
Massive. Patrol (Argus Server Vault).

**Forced** – After Dedicated Response Team enters play:  
Place 4 resources on it (*from the token pool*).

**Forced** – At the end of the round: Remove 1 resource  
from it. Then, if there are no resources on it, add it to  
the victory display.

Victory 0.



Illus. Adam Schumpert  
Иллюстрация Адама Шумпера

88/126 ⚡ 359  
88/150 ⚡ 326

## Corrupted Avatar

3 3\* 3

Program. Humanoid. Corrupted.

Cyberspace Spawn – Scavenet.  
Alert. Elusive. Retaliate.

➔ Corrupt X non-weakness cards in your hand and  
the top X cards of your deck: **Parley**. Test any skill (X).  
If you succeed, deal X damage to Corrupted Avatar.  
(You choose X.)

Victory 0.



Illus. Liiga Smilshkalne (Edited)  
Иллюстрация Лиига Смилшкалне (редактировано)

90/126 ⚡ 361  
90/150 ⚡ 301

## Datasucker

2 4\* 4

Servitor.

Cyberspace Spawn – Chakana.

Elusive. Massive.

➔: Test ⚡ (X), where X is Datasucker's remaining  
health. If you succeed, add Datasucker to the victory  
display. This action does not provoke attacks of  
opportunity.

Victory 0.



89/126 ⚡ 360  
89/150 ⚡ 300

### Cybertrooper Talut

Program, Creature, Corrupted.  
Cyberspace Spawn – Masvingo.

Elusive. Retaliate.  
Cybertrooper Talut gets +2 ⚔ fight.  
Cybertrooper Talut cannot take damage.  
**Forced** – After you successfully attack Cybertrooper Talut: Add him to the victory display.

Victory 0.



ENEMY



Illus. Owen Sinodov  
Illustration by Owen Sinodov

91/126

01/139

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### Scythe

Servitor.  
Cyberspace Spawn.

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

0-8  
0-8

93/126  
02/139

364  
304

### Progenitor

Program, Daemon, Virus, Corrupted.  
Cyberspace Spawn – Edge of the Network.

Massive. Patrol (Edge of the Network).  
**Forced** – At the start of the enemy phase, if Progenitor is ready: Unless an investigator spends 1 clue, discard cards from the top of the encounter deck until a **Corrupted** or **Servitor** enemy is discarded. Spawn that enemy at Progenitor's location, exhausted.

Victory 0.



ENEMY

Illus. Hannah Christenson  
Illustration by Hannah Christenson

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