

## Brain-Machine Interface

Restoring Integrity

ASSET



Console.

Permanent.

During your turn, except during an action or skill test, exhaust Brain-Machine Interface: Switch from meatspace to cyberspace or vice versa.

→→→: Look at your corrupted cards and shuffle one of them into your deck.

Illus. Smirtouille  
Illustration par Smirtouille

60/126  
00\150

339  
338

## NAPD Suborbital

ASSET



Vehicle.

Vehicle.

**Forced** – At the end of the investigation phase: The investigators may have NAPD Suborbital move to a **City** location.

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60/126  
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339  
338

## Backstitcher

ASSET



Program.

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.

Illus. Adam S Doyle  
Illustration par Adam S Doyle

64/126  
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340  
340

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65/126  
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341  
341

## Backstitcher

ASSET



Program.

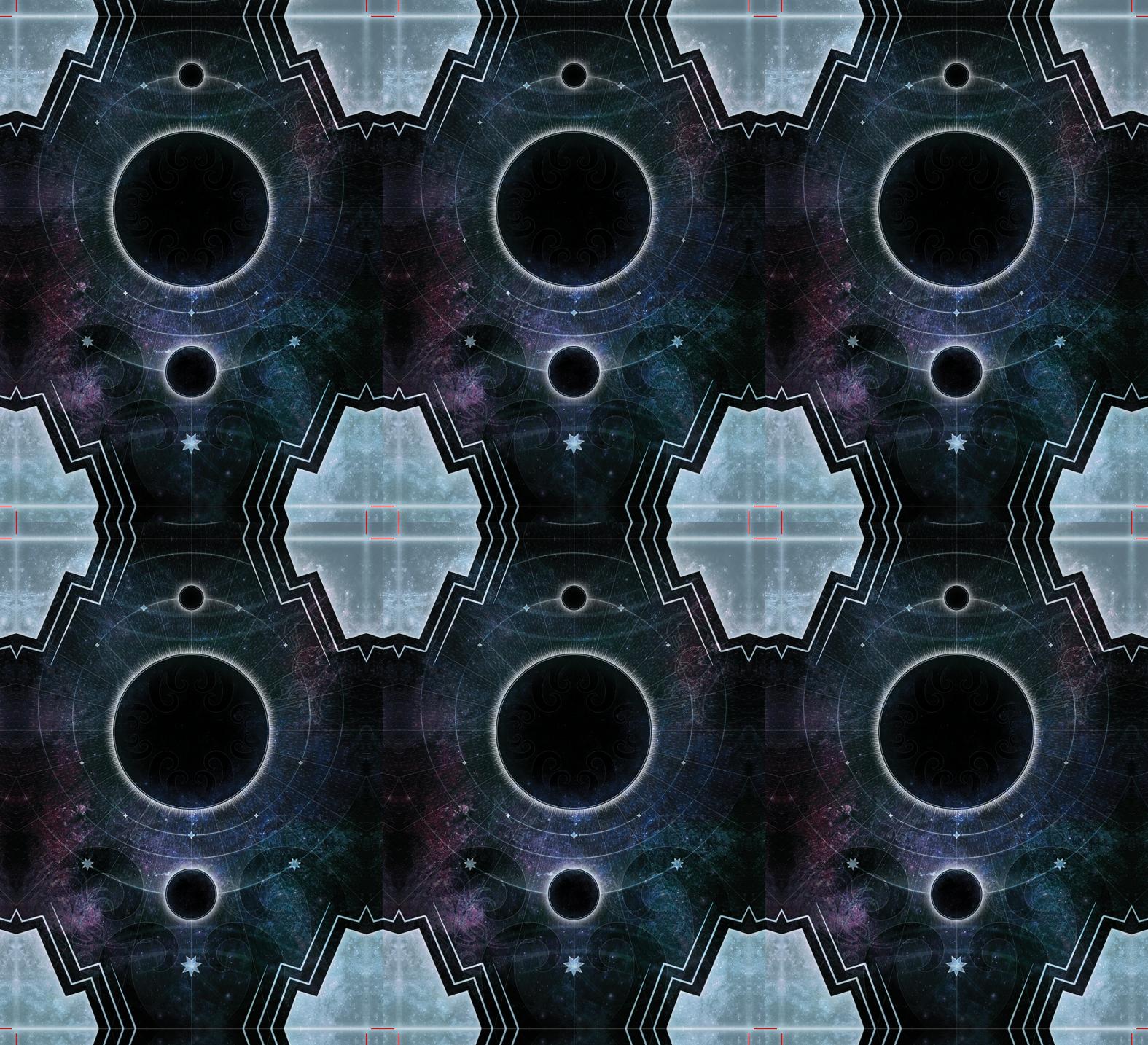
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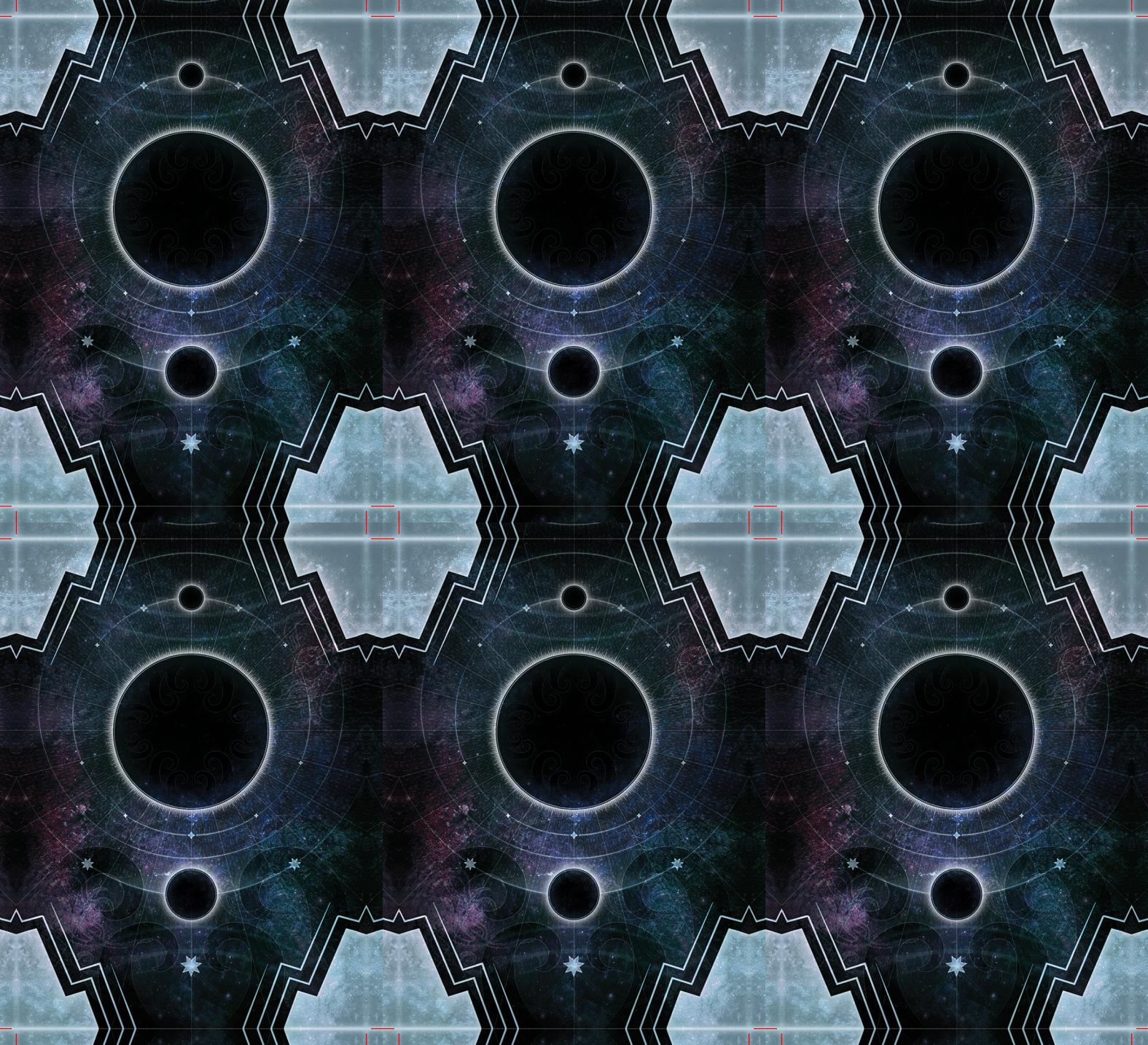
Illus. Adam S Doyle  
Illustration par Adam S Doyle

65/126  
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341









#### Program, Upgrade.

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

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

#### 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.*

#### Program, Connection.

Uses (0 cycle).

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

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







**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.

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**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.





## 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



## 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.

ENEMY



## 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



## 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.

ENEMY



## 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



## Corrupted Avatar

3 3\* 3

Program. Humanoid. Corrupted.

Cyberspace Spawn – Scapenet.

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.

ENEMY





## Cybertrooper Talut

2 1 2

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



91/126 Ⓛ 362  
91\150 Ⓜ 305

**Scythe**

4 4 3

Servitor.

**Cyberspace Spawn.**

Attack  
Retaliate



ENEMY



0-8 93/126 Ⓛ 364  
0-8 93\150 Ⓜ 304

## Progenitor

2 4\* 2

Program. Daemon. Virus. Corrupted.

**Cyberspace Spawn** – 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



92/126 Ⓛ 363  
92\150 Ⓜ 303

**Scythe**

4 4 3

Servitor.

**Cyberspace Spawn.**

Attack  
Retaliate



ENEMY



0-8 93/126 Ⓛ 364  
0-8 93\150 Ⓜ 304

## Scythe

4 4 3

Servitor.

**Cyberspace Spawn.**

Attack  
Retaliate



ENEMY



0-8 93/126 Ⓛ 364  
0-8 93\150 Ⓜ 304

**Scythe**

4 4 3

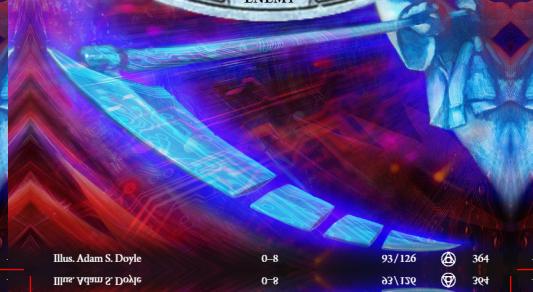
Servitor.

**Cyberspace Spawn.**

Attack  
Retaliate

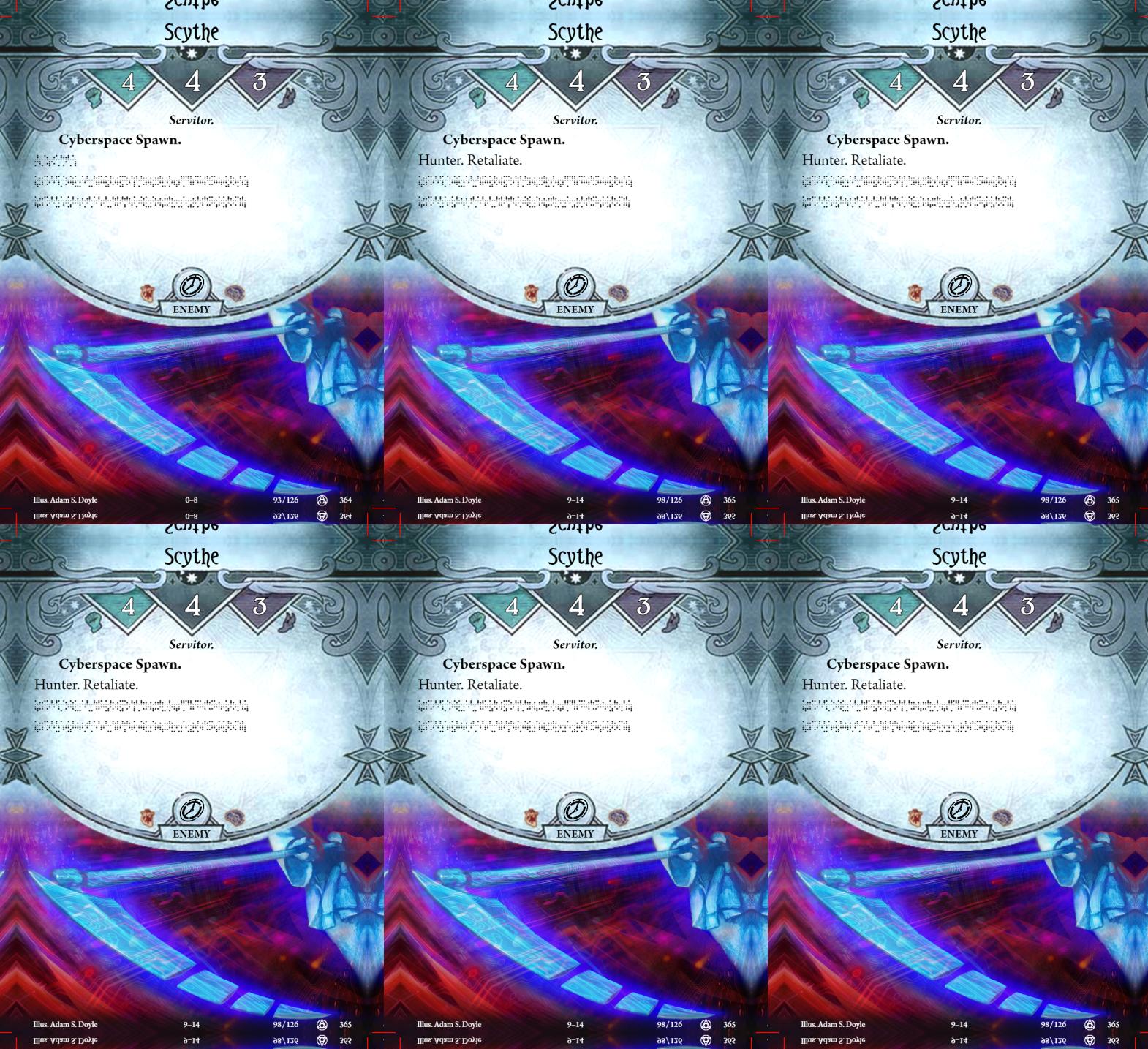


ENEMY

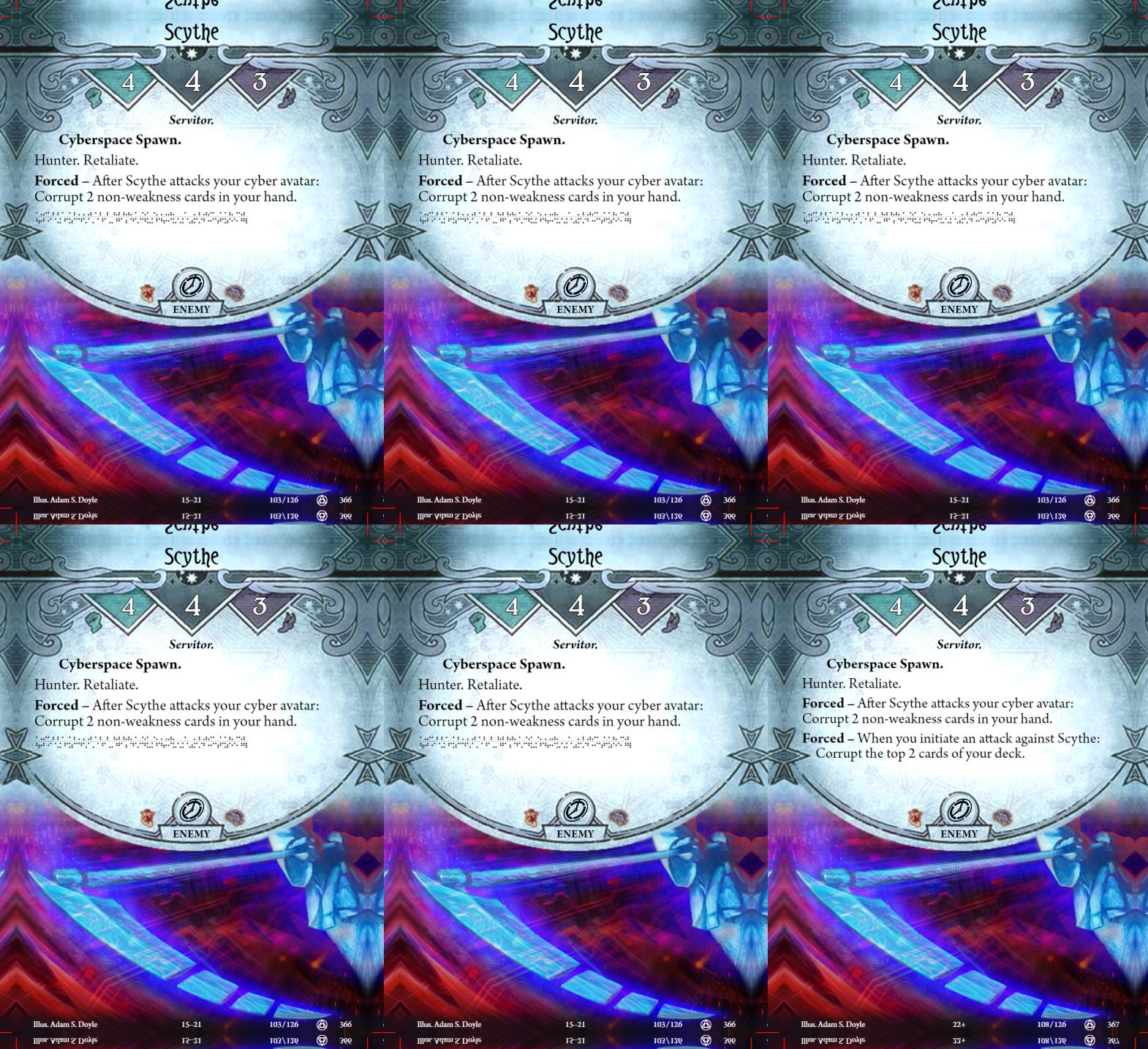


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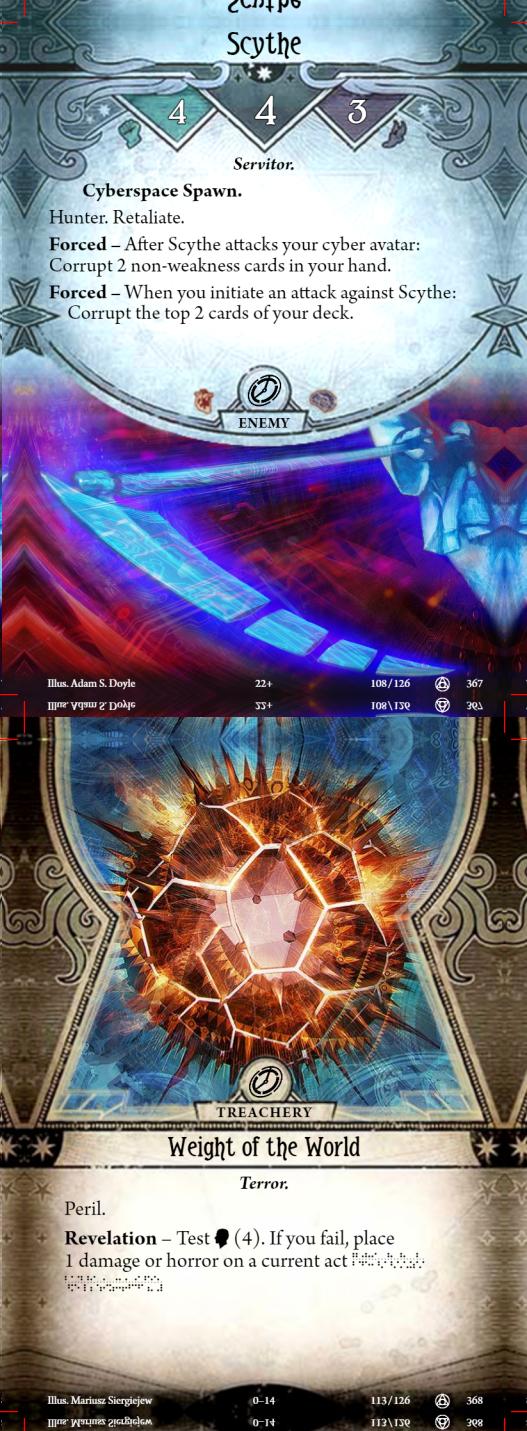
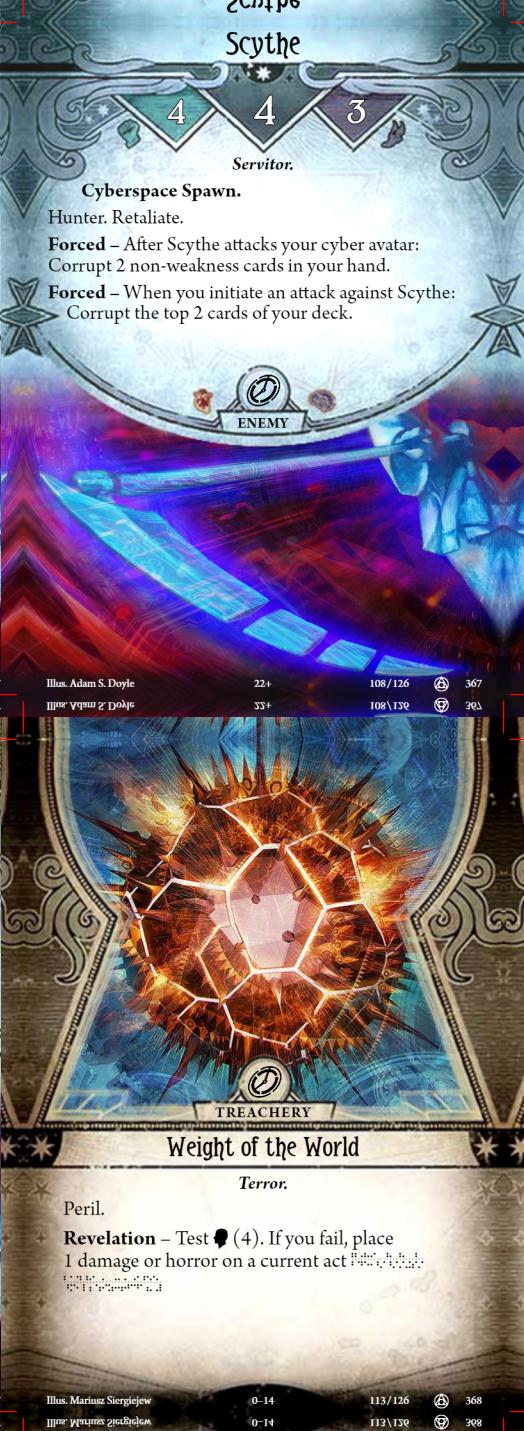
















**Terror.**

Peril.

**Revelation** – Test ♦ (4). If you fail, place 1 damage or horror on a current act (a current act without any damage or horror, if able).

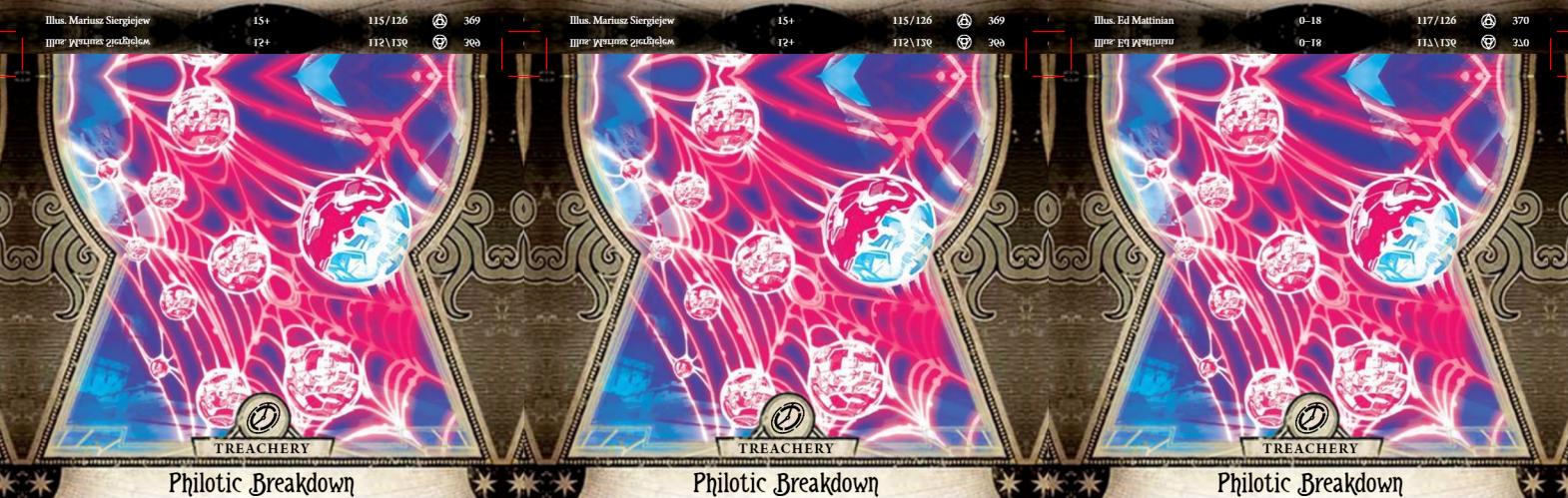
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**Revelation** – If there are no *Decoherent* locations in play, Philotic Breakdown gains surge. Otherwise, test ♦ (4). If you fail, trigger the forced ability on the agenda.



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### Philotic Breakdown

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### Storgotic Resonance

#### Terror.

**Revelation** – Each investigator corrupts the top card of their deck. For each act in the victory display, each investigator corrupts an additional card from the top card of their deck.



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### No One Home

#### Obstacle.

**Revelation** – Attach to the nearest meatspace location with clues. If you cannot, No One Home gains surge.

You must spend 1 additional action to investigate attached location.

**Forced** – If there are no clues on attached location: Discard No One Home.

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