

The Whistleblower

EASY / STANDARD



-1 for each act in the victory display.



-2. If you fail, Null & Omar takes 1 direct damage unless you place 1 of your clues on your location.



-3. If you fail, gain 2 tags.



-4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/59
1/29
④ 232
⑤ 325

Esmereldas Crackdown

There are rumblings on the NAPD network of priss activity in Esmereldas.

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

3

Illustrator: Alex Kim

Designer: Vicet Kewu

Guayaquil Crackdown

There are rumblings on the NAPD network of priss activity in Guayaquil.

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

3

Illustrator: Alex Kim

Designer: Vicet Kewu

Manta Crackdown

There are rumblings on the NAPD network of priss activity in Manta.

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

3

Illustrator: Alex Kim

Designer: Vicet Kewu

Scorched Earth

There are rumblings on the NAPD network of priss activity in the Base de Cayambe District. They must be closing in on Null's last whereabouts, and Weyland are not known for their subtle approach. Get away now!

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

2

Illustrator: Alex Kim

Designer: Vicet Kewu

Chakana Crackdown

There are rumblings on the NAPD network of priss activity in Chakana.

As an additional cost for you to move between *District* locations, you must spend 1 action.

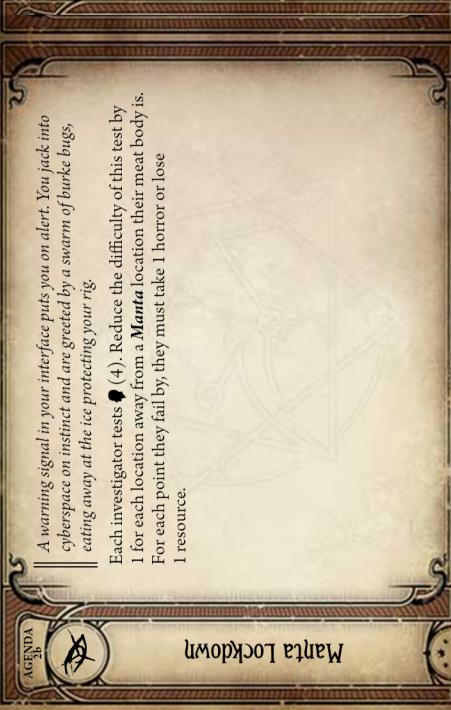
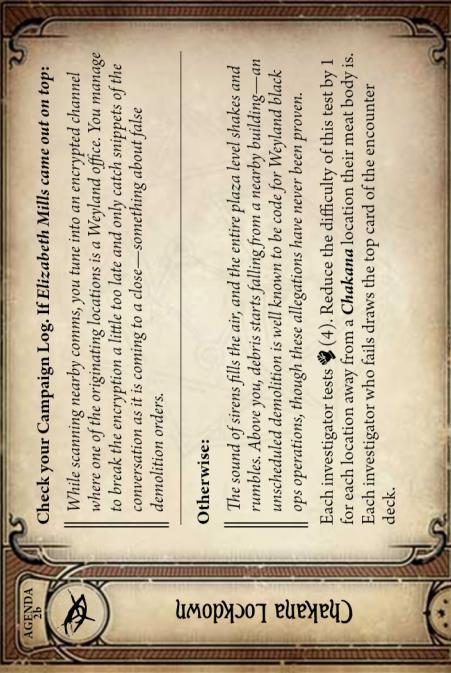
As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 ♡ clues, as a group.

3

Illustrator: Alex Kim

Designer: Vicet Kewu

3/59
3/29
④ 234
⑤ 324



Rutherford Crackdown

There are rumblings on the NAPD network of pricer activity in Rutherford.

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

3

Illus. Alex Kim

Imp. Vick Kwan

Agenda 2a



Too Big to Fail

The NAPD network has gone quiet.

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

2

Illus. Alex Kim

Imp. Vick Kwan

Act 1a



Chakana Run

Club Phoenix, which dominates the upper levels of the Jade Light Arcology, attracts party-goers from residents and visitors alike. The main dance floor accommodates 5,000 people, while upper floors provide bars and entertainment areas, swimming pools, and massage parlors.

Objective – Only investigators with their meat body at Club Phoenix and their cyber avatar at your location may spend the requisite clues, as a group.

2*

Illus. Samirville

Imp. 20th Century Fox

Nihongai Crackdown

There are rumblings on the NAPD network of pricer activity in Nihongai.

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

3

Illus. Alex Kim

Imp. Vick Kwan

Agenda 2a



Quinde Crackdown

There are rumblings on the NAPD network of pricer activity in Quinde.

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

3

Illus. Alex Kim

Imp. Vick Kwan

Agenda 2a



Rabotgorod Crackdown

There are rumblings on the NAPD network of pricer activity in Rabotgorod.

As an additional cost for you to move between *District* locations, you must spend 1 action.

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

3

Illus. Alex Kim

Imp. Vick Kwan

2*

Illus. Samirville

Imp. 20th Century Fox

9/59
④ 243

3/20
④ 349

3/20
④ 349

You wind your way through hundreds of partygoers, all of them continuing their revelry unaware of the trouble brewing under the surface. Eventually, you find the terminal that Null had—alongside a mountain of other junk at a service desk in one of the many massage parlors—and initiate the download.

Add this card to the victory display.
(from the token pool).

If there are no acts remaining in the act deck, proceed to (\rightarrow R1).

Otherwise, if Chakana Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Chakana Share

Check your Campaign Log. If Katriona Lynn came out on top:
You receive a message from Katriona. "I went so well last time, I'd like to hire you again for some more off-the-book work. I'll need doing. Don't worry if you're booked up with your job, I'll have someone free your time up for you. Skorpios' comms have been in pandemonium and I've been up to my neck sorting it out—I need someone to look into the perpetrator." You set a reminder to write a polite reply when you're not quite so busy.

Otherwise:

The Citadel of Starlight, which illuminated the sky and plaza with delicate ornate patterns, suddenly goes dark. Marimurs spread through the pedestrians strolling in the twilight plaza. *The familiar feeling of being watched crawls up your thoughts.*

Each investigator tests \spades (4). Reduce the difficulty of this test by 1 for each location away from a **Rabotgord** location their meat body is.

Each investigator who fails draws the top card of the encounter deck.

Snatch and Grab

Check your Campaign Log. If Jack Weyland came out on top:
Your PAD lights up with a message from... Jack Weyland?
"Whoever's behind all this chaos in the consortium has really gotten their tendrils everywhere. I've done what I can to stem the mixed signals. Good luck, detective. Thanks for your help earlier."

Otherwise:

Dropships float above the plaza and prisec agents descend onto the pavements. Their gear—high-visibility armor, holoprojectors, and a distinct lack of heavy weaponry—mean they must have come to cordon off the museum and initiate a search.

Each investigator tests \clubsuit (4). Reduce the difficulty of this test by 1 for each location away from a **Quinide** location their meat body is. For each point they fail by, they gain 1 tag.

Quinide Lockdown

An explosion flips the hopper and you brace for impact. Amid the smoke and flames, you hear shouting and see unidentifiable figures gathering around the vehicle. The rear doors are forced open. More orders are shouted. Dazed, you manage to open a door and crawl out onto the pavement. You are left alone once more. They're gone.

If an investigator controls Null & Omar, remove Null & Omar from the game.

Each remaining investigator is defeated and suffers 1 physical trauma.

Rutherford Lockdown

Screams fill the air as you hear a gunshot in your periphery, followed by another and shouting in Japanese. You know well how difficult it is to navigate the complex and arcane set of unspoken rules and traditions that maintain the criminal underworld in Nihongai—an executive somewhere must be getting desperate to send in prisec without warning the yakuzza beforehand.

Each investigator tests \clubsuit (4). Reduce the difficulty of this test by 1 for each location away from a **Nihongai** location their meat body is. For each point they fail by, they must take 1 damage or 1 horror.

Katrina's Share

Check your Campaign Log. If Katriona Lynn came out on top:
You receive a message from Katriona. "I went so well last time, I'd like to hire you again for some more off-the-book work. I'll need doing. Don't worry if you're booked up with your job, I'll have someone free your time up for you. Skorpios' comms have been in pandemonium and I've been up to my neck sorting it out—I need someone to look into the perpetrator."

Otherwise:

The Citadel of Starlight, which illuminated the sky and plaza with delicate ornate patterns, suddenly goes dark. Marimurs spread through the pedestrians strolling in the twilight plaza. *The familiar feeling of being watched crawls up your thoughts.*

Each investigator tests \spades (4). Reduce the difficulty of this test by 1 for each location away from a **Rabotgord** location their meat body is.

Each investigator who fails draws the top card of the encounter deck.

Nihongai Run

In the Nihongai tourist quarter, artistically placed trees and holographic characters decorate the streets, and many of the buildings are topped with roofs made from Japanese tile (or at least the moulded carbon equivalent).

Objective – Only investigators with their meat body at Tourist Quarter and their cyber avatar at Nihongai Node may spend the requisite clues, as a group, to advance.

2

Act 1c

Act 1c

Esmereldas Run

An infamously disreputable region of excellent reputation, Eat Row is a nightlife area that extends all the way to New Beach from the Apogee Arcology. It features a startling array of excellent and unpretentious restaurants in a wide variety of cuisines.

Objective – Only investigators with their meat body at Eat Row and their cyber avatar at Esmereldas Node may spend the requisite clues, as a group, to advance.

2

Act 1c

Act 1c

Quinde Run

The Jack Weyland Museum of Space Travel celebrates the pioneers of space travel throughout history, from Yuri Gagarin and Valentina Tereshkova to Jack Weyland himself.

Objective – Only investigators with their meat body at Museum of Space Travel and their cyber avatar at Quinde Node may spend the requisite clues, as a group, to advance.

2

Act 1c

Act 1c

Guayaquil Run

Sportsmetal Stadium is large enough to host a major league baseball game in one half and an American football game in the other, and it has the technology to live-broadcast them in threddee worldwide.

Objective – Only investigators with their meat body at Sportsmetal Stadium and their cyber avatar at Guayaquil Node may spend the requisite clues, as a group, to advance.

2

Act 1c

Act 1c

Rabotgorod Run

The Citadel of Starlight is the largest and most modern religious facility in New Angeles as well as the world headquarters of the Starlight Crusade. Surrounded by spires radiating beams of light into the sky, its central tower gleams with tall illuminated windows.

Objective – Only investigators with their meat body at Citadel of Starlight and their cyber avatar at Rabotgorod Node may spend the requisite clues, as a group, to advance.

2

Act 1c

Act 1c

Manta Run

The NASX is housed in a massive behive-shaped arcology of glass and steel. As busy as the trading floor can be, the true activity centers around the NASX mainframe.

Nicknamed "the All-Seeing Eye" by traders, the orb-shaped mainframe is clearly visible from the trading floor behind a glass ceiling.

2

Act 1c

Act 1c

Illus. Smirnoffe

Illustration by Illus. Smirnoffe

Illustration by Illus. Smirnoffe

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Illus. Smirnoffe

Illustration by Illus. Smirnoffe

Illustration by Illus. Smirnoffe

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp. 2014040916

Illustration by Imp. 2014040916

Illustration by Imp. 2014040916

2

Act 1c

Act 1c

Imp.

ACT 1d

You lie down in one of the meditation chambers below the Cathedral and carefully follow Null's instructions on how to access the programming. At the end of the meditation, you are invited to download a pamphlet with upcoming Starlight Crusade events, which turns out to be a shard of Null's files.

Add this card to the victory display.

An investigator with their meat body at Citadel of Starlight heals 1 horror.

If there are no acts remaining in the act deck, proceed to (\rightarrow R1).

Otherwise, if Rabotgord Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Rabotgord Shard

Victory 1.

ACT 1d

As you leave with your downloaded shard, you walk by a school tour is just leaving the parking lot. You decide to stay a moment to pet one of the cloned Laikas—the first animal to orbit Earth.

Add this card to the victory display.

An investigator with their meat body at Museum of Space Travel heals 1 horror.

If there are no acts remaining in the act deck, proceed to (\rightarrow R1).

Otherwise, if Quide Crakdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Quide Shard

Victory 1.

ACT 1d

The sheer scale of the Supā-Sen bathhouse attracts visitors from all over New Angeles. You book a space in the western sulfuric spring and wait for the other patrons to leave before beginning your download on the complementary terminal connection.

Add this card to the victory display.

An investigator with their meat body at Tourist Quarter heals 1 damage.

If there are no acts remaining in the act deck, proceed to (\rightarrow R1).

Otherwise, if Nihongai Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Nihongai Shard

Victory 1.

ACT 1d

The atmosphere on the trading floor is tense and electric. How many know about what happened in Titan Transnational and are secretly offloading their shares? You make your way to one of the many anonymous meeting booths and jack into the Network to complete your download.

Add this card to the victory display.

An investigator with their meat body at NASX gains 2 resources.

If there are no acts remaining in the act deck, proceed to (\rightarrow R1).

Otherwise, if Manta Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Add this card to the victory display.

An investigator with their meat body at NASX gains 2 resources.

If there are no acts remaining in the act deck, proceed to (\rightarrow R1).

Otherwise, if Manta Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Manta Shard

Victory 1.

ACT 1d

With your falsified credentials, you pose as an assistant coach of the Yellowjackets baseball team and enter the datacenters below the stadium. You walk past tens of rooms filled with film crew editors and directors before finally reaching the terminal marked in your floorplan.

Add this card to the victory display.

An investigator with their meat body at Sportsmetal Stadium draws 1 card.

If there are no acts remaining in the act deck, proceed to (\rightarrow R1).

Otherwise, if Guayaquil Crakdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

ACT 1d

You sit down at the counter of a 24-hour ramen and carefully recite the order Sandy, Null's AI assistant, sent to you. When the chef comes back to you with a completely different order, you juck into the guest terminal and find the data you were looking for, unlocked.

Add this card to the victory display.

An investigator with their meat body at Eat Row heals 1 damage.

If there are no acts remaining in the act deck, proceed to (\rightarrow R1).

Otherwise, if Esmereldas Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Esmereldas Shard

Victory 1.





ԱՆԴ ԲԵՐԿՈՒՆԻՔՆԵՐՆԵՐ NAPD Headquarters



4

LOCATION

2*

Meatspace. District. Laguna Velasco.

► If you control Null & Omar: Add them to the victory display.

►: **Resign.** If you control Null & Omar, add them to the victory display. If there are no undefeated investigators remaining, proceed to (→R1).

ԸՆԴ ԲՐՈՅՆԻՔ Club Phoenix



3

LOCATION

1*

Meatspace. District. Chakana.

►: **Parley.** Test ♀ (2), then ♂ (2), then ♀ (2), then ♂ (2). For each of these skill tests you succeed, gain 1 clue (from the token pool). (Group limit once per game.)

ԷՇ ՐՈՒՄ Eat Row



2

LOCATION

1*

Meatspace. District. Esmereldas.

►►► Spend 2 resources: Heal 1 physical or mental trauma from your investigator. (Group limit once per game.)

Neither trendy enough to attract slumming risties, and not exclusive enough for the other kind, Eat Row is the middle-class hot spot of choice.

Victory 1.

Illus. Henning Kudvigen

Մրց Խառնական

25 / 59

Ⓐ

253

32 / 28

Ⓑ

323

ՀԱՅԱՍՏԱՆԻ ՀԱՆՐԱՊԵՏՈՒԹՅՈՒՆ
Sportsmetal Stadium

Sportsmetal Stadium



2

LOCATION

1*

Meatspace. District. Guayaquil.

Forced – After the agenda or act advances: Each investigator with their meat body here draws 2 cards or gains 2 resources (their choice).

Recently renovated after the Worlds War, the new and improved Sportsmetal Stadium has breathed life back into Guayaquil.

Illus. Adam Schumpert

Մրց Վայս շրմանեց

26 / 59

Ⓐ

254

30 / 28

Ⓑ

324

ՆԵՐ ՎԱՅԱՀԱՆԱԿ ՀԱՆՐԱՊԵՏՈՒԹՅՈՒՆ
New Angeles Stock Exchange

New Angeles Stock Exchange



2

LOCATION

2*

Meatspace. District. Manta.

Forced – At the end of the round: Each investigator with their meat body here tests ♂ (X), where X is the number of tags they have. Each investigator who fails discards an asset they control.

Illus. Emilio Rodriguez

Մրց Վայս շրմանեց

27 / 59

Ⓐ

31 / 28

Ⓑ

322

ԴՐԱԿ ՉՈՐՏՆԵՐ
Tourist Quarter

Tourist Quarter



3

LOCATION

2*

Meatspace. District. Nihongai.

Forced – At the end of the round: Each investigator with their meat body here must spend 2 resources or gain 2 tags.

Although zoning ordinances restrict anything too stereotypical or kitsch, the undercity is still dominated by pachinko parlors, most quietly owned by the yakuza.

Illus. Viko Menezes (edited)

Մրց Արդ պահանջական

28 / 59

Ⓐ

256

38 / 28

Ⓑ

320

Illus. Emilio Rodriguez

Մրց Վայս շրմանեց

29 / 59

Ⓐ

257

30 / 28

Ⓑ

321

Illus. Adam Schumpert

Մրց Վայս շրմանեց

30 / 59

Ⓐ

30 / 28

Ⓑ

Էսմերէլդաս Esmereldas

LOCATION

Meatspace. District. Esmereldas.

Exceptionally unexceptional and on the poorer end, the district is often overlooked, a wide expanse of middle-class arks, modest shopping districts, and low-income towers. When others discuss Esmereldas at all, it is to mention the district's surprisingly vibrant culinary scene and its ever-evolving music community.

Illus. Kirsten Zirngibl
ILLUSTRATION BY KIRSTEN ZIRNGIBL

Նիհոնգայ Nihongai

LOCATION

Meatspace. District. Nihongai.

Also called "Little Nippon", many of the residents of the district are employees of Jinteki, which is headquartered in this district. Jinteki's presence and money have accelerated the district's beautification and gentrification while ensuring that Nihongai essentially belongs to the megacorp in every unofficial sense.

Illus. Kirsten Zirngibl
ILLUSTRATION BY KIRSTEN ZIRNGIBL

Չականա Chakana

LOCATION

Meatspace. District. Chakana.

The base of the New Angeles Space Elevator itself is situated here, on the slopes of what was once the third highest mountain in Ecuador. Thousands of hotels, restaurants, and upscale tourist destinations entertain and accommodate the millions of passengers who pass through the district daily.

Illus. Kirsten Zirngibl
ILLUSTRATION BY KIRSTEN ZIRNGIBL

Մանտա Manta

LOCATION

Meatspace. District. Manta.

Stretching along over one hundred kilometers of beautiful pacific coastline, Manta boasts a number of splendid beaches, luxurious resorts, and upscale attractions while also functioning as New Angeles' second-most-critical port and providing a solid middle-class living to untold millions of New Angelinos.

Illus. Kirsten Zirngibl
ILLUSTRATION BY KIRSTEN ZIRNGIBL

Լագունա Վելասկո Laguna Velasco

LOCATION

Meatspace. District. Laguna Velasco.

Commonly known as the Government District, developers moved City Hall here from Base de Cayambe a few years after the city's incorporation. To this day, Laguna Velasco remains a district peopled by the cream of the societal crop, including the very rich and political heavyweights.

Illus. Kirsten Zirngibl
ILLUSTRATION BY KIRSTEN ZIRNGIBL

Գվայակիլ Guayaquil

LOCATION

Meatspace. District. Guayaquil.

Guayaquil started out as the center of economic prosperity of Ecuador, until Weyland and U.S. interests developed the cheaper real estate—at the time—of Quinde, Rabotgorod, and Laguna Velasco. Despite the decades of decay since, Guayaquil remains the most populous of all the districts due to history and circumstance.

Illus. Kirsten Zirngibl
ILLUSTRATION BY KIRSTEN ZIRNGIBL

3

LOCATION

1✿**Meatspace. District. Quinde.**

→ Gain X tags: Play an asset from your hand, reducing its resource cost by X. (Limit once per round.)

The museum plaza is dominated by a magnificent holosculpture in the center, designed by renowned Martian artist Zhang Yi Flower, which depicts the three inhabited worlds in the solar system.

Illus. Maciej Rebisz
Приз үркел мөрөн31/59 Ⓛ 259
31\28 Ⓛ 328Traffic Control
Traffic Control**4**

LOCATION

2✿**Cyberspace.**

Traffic Control is connected to each other cyberspace location and vice versa.

⚡ Spend 1✿ resources: Flip over a Skylane.

⚡ Spend 1✿ resources: Look at the revealed side of a connecting unrevealed location.

Illus. Scott Uminga
Приз үркел мөрөн34/59 Ⓛ 262
34\28 Ⓛ 323

Victory 1.

3

LOCATION

1✿**Meatspace. District. Rabotgorod.**

→ When you are dealt damage, if your meat body is here, discard any number of cards from your hand: Cancel that much damage.

With no immediate hopper or tube-lev access, all visitors must cross the Cathedral's plaza and take in the view for themselves before entering the main worship hall.

Illus. Viko Menezes
Приз үркел мөрөн32/59 Ⓛ 260
32\28 Ⓛ 320Чакана Нодж
Chakana Node**3**

LOCATION

2✿**Cyberspace. Node.**

→ Search your deck and discard pile for a **Armor**, **Firearm**, or **Innate** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

The touchstone of true intelligence is the ability to learn, to predict, to change. But change means death and rebirth; only the immutable can last forever.

Illus. Liiga Smilshkalne (edited)
Приз үркел мөрөн (өзөлө)35/59 Ⓛ 263
35\28 Ⓛ 323**Meatspace. District. Rutherford.**

Forced – At the start of the investigation phase: Each investigator with their meat body here tests ♦ (3). Each investigator who fails loses 1 action.

Vidscreens and virt projectors rise above the square, where gaggles of pedestrians and tourists can see the latest streaming content from NBN and other media providers.

Illus. Maciej Rebisz
Приз үркел мөрөн33/59 Ⓛ 261
33\28 Ⓛ 321Есмегелдэс Нодж
Esmereldas Node

LOCATION

2✿**Cyberspace. Node.**

→ Search your deck and discard pile for a **Practiced**, **Talent**, or **Upgrade** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Over the last few cycles, she'd watched a distant, isolated node collapse and restart itself again and again. Was it a glitch, or some kind of transformation?

Illus. Liiga Smilshkalne (edited)
Приз үркел мөрөн (өзөлө)36/59 Ⓛ 264
36\28 Ⓛ 324

Րութերֆորդ Rutherford



LOCATION

Meatspace. District. Rutherford.

From the gleaming lights of Broadcast Square to the upscale markets of La Concordia, Rutherford is the cultural heart of New Angeles. The district's many arcologies include some of the most luxurious residences available, as well as housing for the middle class and (beneath the plaza level) those further down the economic ladder.

Illus. Kirsten Zirngibl
Առ. Կիրստ Զիրնգիլ

Առաջային շենք 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
Առ. Ադամ Ս. Դոյլ

Ռաբոտգործ Rabotgorod



LOCATION

Meatspace. District. Rabotgorod.

Rabotgorod is a district struggling to escape from the legacy of its Project days. Back then, it was a pop-up city heavily populated by refugees during the breakdown of the Russian Federation. Today, the district is also called "Robot City," a reference to the district's large android population.

Illus. Kirsten Zirngibl
Առ. Կիրստ Զիրնգիլ

Առաջային շենք 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
Առ. Ադամ Ս. Դոյլ

Կվինդ Quinde



LOCATION

Meatspace. District. Quinde.

The most heavily industrialized sector of the city, Quinde is a manufacturing hub for androids, both clones and bioroids. New androids are said to walk out of HB and Jinteki factories only to walk into another to claim the job of a human worker. Unsurprisingly, there is a strong undercurrent of anti-android sentiment here, where the erosion of the working class is felt most keenly.

Illus. Kirsten Zirngibl
Առ. Կիրստ Զիրնգիլ

Տրաffic Control Traffic Control



LOCATION

Cyberspace.

Each other cyberspace location is connected to Traffic Control and vice versa.

What newsies termed "the Skylanx Fiasco" led to the formation of the Citywide Traffic Task Force and the Traffic Management Center to oversee and protect City Flight Control servers.

Illus. Scott Uminga
Առ. Սկոտ Ումինգա



କ୍ଷେତ୍ରଫଳ ନୂପୁ Guayaquil Node

ମନ୍ତ୍ର ନୂପୁ Manta Node

ନିଃନୋଗୀ ନୂପୁ Niñõgai Node

3

LOCATION

2*

Cyberspace. Node.

»: Search your deck and discard pile for a *Insight*, *Tarot*, or *Tool* card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Kit drew in a breath and closed her eyes, sitting in padmasana. She charted a course for that far-off quadrant of the Network and lit across the distance.

Illus. Liiga Smilshkalne (edited)

37 / 59 Ⓛ 265

ପ୍ରତି ଟିକ୍ସ ଶାଖାରେଖାରେ (ସେହା)

କୁନ୍ଡେ ନୂପୁ
Quinde Node

3

LOCATION

2*

Cyberspace. Node.

»: Search your deck and discard pile for a *Charm*, *Spirit*, or *Supply* card and add it to your hand. Shuffle your deck. (Group limit once per game.)

She felt herself near the end of her journey and slowed. Beyond, she could sense a drop-off. The node she sought lay beyond: she had no choice but to let herself fall.

Illus. Liiga Smilshkalne (edited)

38 / 59 Ⓛ 266

ପ୍ରତି ଟିକ୍ସ ଶାଖାରେଖାରେ (ସେହା)

ରେବଟଗୋର୍ଡ ନୂପୁ
Rabotgorod Node

3

LOCATION

2*

Cyberspace. Node.

»: Search your deck and discard pile for a *Augury*, *Fortune*, or *Spell* card and add it to your hand. Shuffle your deck. (Group limit once per game.)

"What are you?" Kit asked it. "Who are you working for?" Insufficient permissions. You are not supposed to be here. It swooped down as a meteor aflame, and Kit braced herself.

Illus. Liiga Smilshkalne (edited)

40 / 59 Ⓛ 268

ପ୍ରତି ଟିକ୍ସ ଶାଖାରେଖାରେ (ସେହା)

ମନ୍ତ୍ର ନୂପୁ Manta Node

2

LOCATION

2*

Cyberspace. Node.

»: Search your deck and discard pile for a *Pact*, *Tactic*, or *Tome* card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Before her, a vermillion phoenix soared against a sea of stars. It was borne up on wings that seemed to spread through multiple servers, feathers trails of code.

Illus. Liiga Smilshkalne (edited)

39 / 59 Ⓛ 267

ପ୍ରତି ଟିକ୍ସ ଶାଖାରେଖାରେ (ସେହା)

ରୁଥେର୍ଫର୍ଡ ନୂପୁ
Rutherford Node

2

LOCATION

1*

Cyberspace. Node.

»: Search your deck and discard pile for a *Gambit*, *Melee*, or *Trick* card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Illus. Liiga Smilshkalne (edited)

42 / 59 Ⓛ 270

ପ୍ରତି ଟିକ୍ସ ଶାଖାରେଖାରେ (ସେହା)

Առաջնորդված Հեղինք

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
Առաջնորդված Հեղինք

Առաջնորդված Հեղինք

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
Առաջնորդված Հեղինք

Առաջնորդված Հեղինք

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
Առաջնորդված Հեղինք

Առաջնորդված Հեղինք

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
Առաջնորդված Հեղինք

Առաջնորդված Հեղինք

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
Առաջնորդված Հեղինք

Առաջնորդված Հեղինք

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
Առաջնորդված Հեղինք

4

Null & Omar

ASSET



Ally, Dreamer.

At the start of the investigation phase: Take control of Null & Omar. Any investigator at Null & Omar's meatspace location may trigger this ability. Reduce the cost for you to enter an Unexplored Server by 1 clue.

4



43/59 271

42/28 331

Sifr

ASSET



Item, Console.

Permanent.

Reduce the difficulty of the first skill test each investigator performs to 0.

Balance out the equation.

Illus. Martin de Diego Sádaba
Proprietary and Confidential

46/59 274
42/28 334

Police Hopper

ASSET



Vehicle.

Forced – At the end of the investigation phase: The investigators may have Police Hopper move to the Skylane in the traffic direction.

4



44/59 272

44/28 332

Los Scorpiones Thugs

3 2 2

Humanoid, Criminal.

Meatspace Spawn.

Los Scorpiones Thugs gets +1 fight and +1 health for each copy of Los Scorpiones Thugs in the encounter discard pile.

"You want to do business in Los Scorpiones turf, then you gotta deal with me."

ENEMY



Illus. Aurore Polny
Proprietary and Confidential

47/59 275
43/28 335

Omar's Conviction

ASSET



Condition.

Permanent.

While gathering cards from encounter sets during scenario setup, for each card (*by name*), you may treat the number of fragments marked in your Campaign Log as if there were up to 4 fewer or up to 4 more fragments marked (to a minimum of 0 fragments).

4



45/59 273

42/28 333

Los Scorpiones Thugs

3 2 2

Humanoid, Criminal.

Meatspace Spawn.

Los Scorpiones Thugs gets +1 fight and +1 health for each copy of Los Scorpiones Thugs in the encounter discard pile.

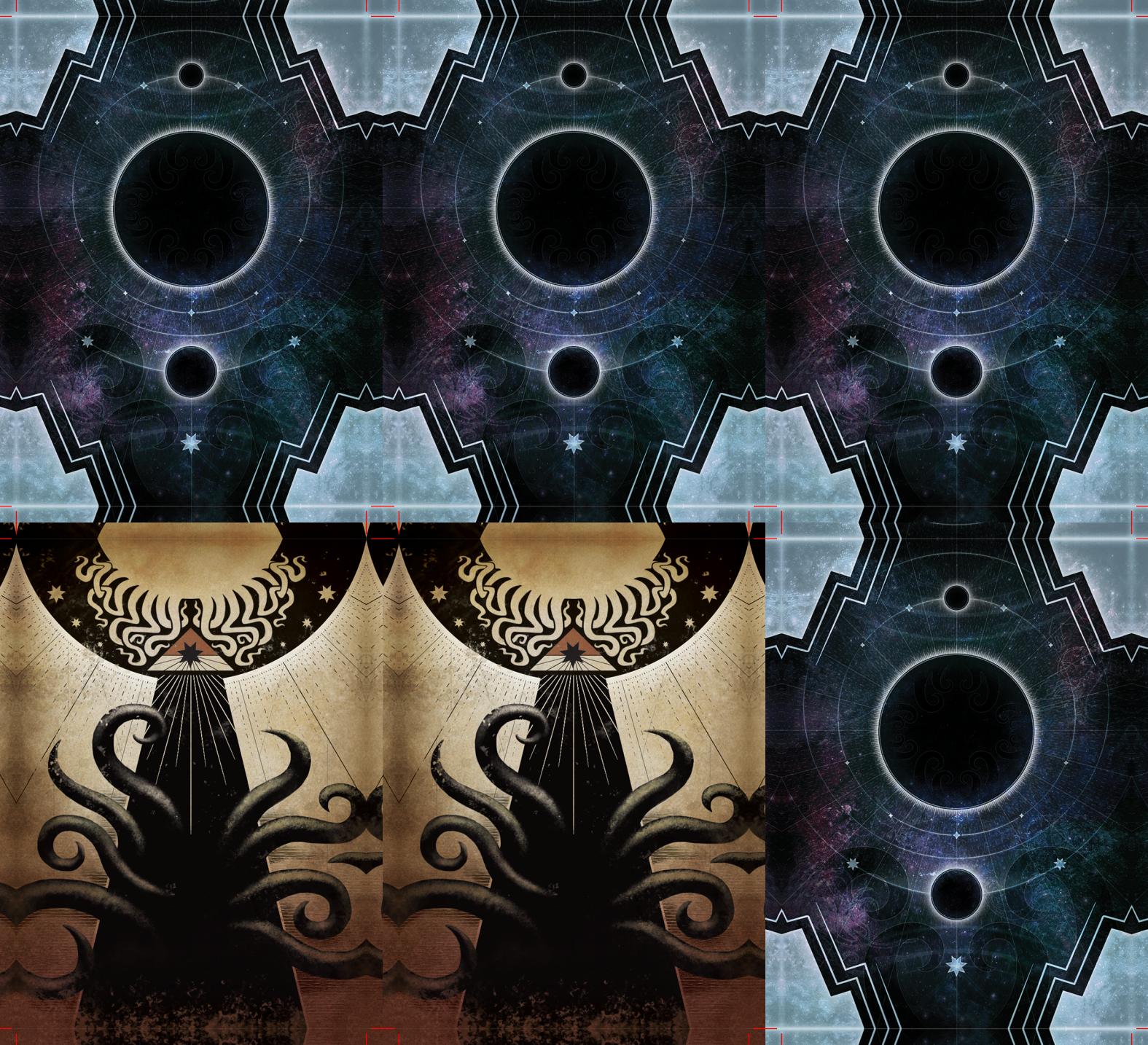
"You want to do business in Los Scorpiones turf, then you gotta deal with me."

ENEMY



Illus. Aurore Polny
Proprietary and Confidential

47/59 275
43/28 335



Հօշ Տրոպիկան Դրան Los Scorpiones Thugs

3 2 2

Humanoid. Criminal.

Meatspace Spawn.

Los Scorpiones Thugs gets +1 fight and +1 health for each copy of Los Scorpiones Thugs in the encounter discard pile.

"You want to do business in Los Scorpiones turf, then you gotta deal with me."



Surge.

Revelation – Flip over the nearest Skylane. Each investigator with their meat body there gains 1 tag.

"Traffic was murder."

Illus. Alex Kim
լուս վեց կտու

52/59 ⚡ 278
23\28 ⚡ 338

Illus. Alex Kim
լուս վեց կտու

52/59 ⚡ 278
23\28 ⚡ 338

Illus. Alex Kim
լուս վեց կտու

52/59 ⚡ 278
23\28 ⚡ 338

"Traffic was murder."

"Traffic was murder."





Covert Surveillance

Scheme.

Revelation – Attach to the nearest meatspace location without a copy of Covert Surveillance attached.

Forced – At the end of the round: Each investigator with their meat body at attached location or a connecting location gains 1 tag. If Null & Omar is at one of those locations, deal 1 direct damage to them. Discard Covert Surveillance.

Illus. Nasrul Hakim
Приватный

55/59 ⚡ 279
22\28 ⚡ 329

Covert Surveillance

Scheme.

Revelation – Attach to the nearest meatspace location without a copy of Covert Surveillance attached.

Forced – At the end of the round: Each investigator with their meat body at attached location or a connecting location gains 1 tag. If Null & Omar is at one of those locations, deal 1 direct damage to them. Discard Covert Surveillance.

Illus. Nasrul Hakim
Приватный

55/59 ⚡ 279
22\28 ⚡ 329

Covert Surveillance

Scheme.

Revelation – Attach to the nearest meatspace location without a copy of Covert Surveillance attached.

Forced – At the end of the round: Each investigator with their meat body at attached location or a connecting location gains 1 tag. If Null & Omar is at one of those locations, deal 1 direct damage to them. Discard Covert Surveillance.

55/59 ⚡ 279
22\28 ⚡ 329



Troll-in-the-Middle Attack

Scheme.

Revelation – Put Troll-in-the-Middle Attack into play in your threat area.

Forced – When you commit exactly 1 card to a skill test: Take 1 horror and corrupt the top card of your deck.

►: Test ♦ (3). If you succeed, discard Troll-in-the-Middle Attack. You may spend an action to automatically succeed.

Illus. Alexandre Elichev
Приватный

56/59 ⚡ 280
28\28 ⚡ 380

Troll-in-the-Middle Attack

Scheme.

Revelation – Put Troll-in-the-Middle Attack into play in your threat area.

Forced – When you commit exactly 1 card to a skill test: Take 1 horror and corrupt the top card of your deck.

►: Test ♦ (3). If you succeed, discard Troll-in-the-Middle Attack. You may spend an action to automatically succeed.

56/59 ⚡ 280
28\28 ⚡ 380

