

RULEBOOK
AND MISSIONS BRIEFING

NEW GAME FRONT

Introduction 4
Game Components 6
Getting Started 10



PROLOGUE 1: THE DAY THAT NEVER COMES 12
⚠ Stop reading here before your first game.
PROLOGUE 2: … AND JUSTICE FOR ALL 30
PROLOGUE 3: GIMME SHELTER 40



CAMPAIGN 46
No App 52
Campaign Missions 54



ICEBREAKER 56
ICEBREAKER 1: LOOK FOR THE TRUTH 57
ICEBREAKER 2: COLD AS ICE 61
ICEBREAKER 3: THE MAN WHO SOLD THE WORLD 65



LABYRINTH 68
LABYRINTH 1: BORN TO BE WILD 69
LABYRINTH 2: DIE WITH YOUR BOOTS ON 71
LABYRINTH 3: AIN'T NO REST FOR THE WICKED 74



UNBREAKABLE 78
UNBREAKABLE 1: WELCOME TO THE JUNGLE 79
UNBREAKABLE 2: RE-ALIGN 80
UNBREAKABLE 3: HOLDING OUT FOR A HERO 84



FINALE 86
FINALE: HIGHWAY TO HELL 87
THE END? 92



AFTERLIFE 94
APPENDIX 100
Solo of Fortune 100

WELCOME TO NIGHT CITY,

the megalopolis of the dark future. Here, the local blends with the global, and the past, present, and future merge. It's a city of inequalities and economic disparities. Big business walks hand in hand with big crime, and widespread robberies and violence bring down those who believed that determination and zeal would be enough to reach the top.

Nations aren't the only big players now. Their role in shaping the world has been taken over by megacorporations – powerful companies with immense capital and even greater ambitions. The Corporate Wars, political decisions, and money established the status quo we still see today, where a few major companies call the shots.

Night City, a city of contrasts, great opportunities, and great risks, attracts people like you – edgerunners, rebels unwilling to accept reality. You live on the edge, filled with cybernetic enhancements, armed to the teeth, and dangerous.

You won't save the world, but you can try to save yourselves.

OVERVIEW

Cyberpunk 2077 – the Board Game is a fast-paced cooperative tactical card game where each player controls one character – an Edgerunner. With the guidance of the App, you'll decide which Mission to take. Through a series of Sequential Timed Action Phases (STAP) and Cooldowns between them, players must complete the Main Objectives provided by the Mission card. Each character has a deck with Action cards and unique features specific to them. This rulebook will first lead you through the Prologue Missions and explain the rules as they are introduced.

LOCKED CONTENT

Some of the game components are not available when you first open the game and are only unlocked when the game progresses. When opening the game for the first time, follow the packing instructions found on a separate sheet.

After finishing a campaign, repeat the same process to reset your progress and start a new one.



'It's a blitz through the underbelly of this city, where you fight, hack, and hustle your way to the top. Just like the good old days.'



Easy, no need to panic. The paralysis is only temporary. You'll regain motor functions in a moment. For now, listen closely.

And before you accuse me of being the bad guy, just know that I'm your sole chance at survival.

I'd introduce myself, but you wouldn't recognize my name. What matters is I know plenty about you. Enough to know how your sorry story ends.

Word's gotten around town you were offered a gig by one *Dexter DeShawn*. A juicy bone of a job with heaps of eddies attached, isn't that right? Unfortunately, that gig won't help you climb the food chain like you think it will. In the sims I've run, it almost always leads to the city morgue, toes tagged. You'll be flatlines within months, probably sooner.

If I didn't have your undivided attention before, I hope I do now.

I have another job for you. One that stands to elevate your reps without costing you your lives. The kind of gig that turns small-time nobodies into Night City royalty. Living legends. Emphasis on "living."

You've built respectable street cred by working alone, yet this task requires skills you do not have. I've taken the liberty to enlist two experts: *Panam Palmer* and *Judy Alvarez*. Without their assistance, you won't stand a chance of success. And failure is not an option.

You don't know these two yet, but I've no doubt you'd have crossed paths eventually. I'm merely pressing fast forward on the inevitable. They've committed themselves, they're all in. Now it's your turn.

The clock is flipping digits. Either ignore me and find yourselves dead in a random gutter... or accept my offer to save your lives and change Night City forever.

The choice is yours.

GAME COMPONENTS

For an easy start, the components are divided into sections.

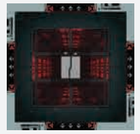
For the Prologue Missions, the following components are to be used. Take them out of the box, and leave the rest inside. Follow the color code when setting up your first games.

MAIN COMPONENTS

PROLOGUE 1



8 Standard Board tiles (double-sided)
MC-?-**01–04**



Elevator tile



8 Arasaka Guard Token



8 HP Counter

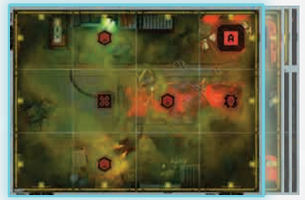


Arasaka Aid card

CAMPAIGN



8 Militech Guard tokens



4 Special Board tiles (double-sided)
MC-?-**05–06**



4 Tunnel tiles



Militech Aid card

MISSION CARDS

PROLOGUE 1



Prologue 1

PROLOGUE 2



Prologue 2

PROLOGUE 3



Prologue 3
(two cards)

CAMPAIGN



22 Campaign
Mission cards



9 Afterlife
Mission cards

TOKENS AND MARKERS

PROLOGUE 1

backside



12 Loot tokens



Door tokens



Destroyed Wall tokens



12 Boosters

Skill Shards

17 Body

17 Intelligence

18 Cool

17 Technical

PROLOGUE 2



20
Crafting
Cubes

backside



4 Loot tokens

PROLOGUE 3

backside



16 Task tokens

CAMPAIGN



4 Task tokens

CARDS — UNLOCKED

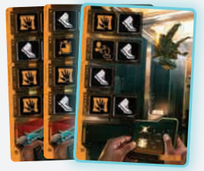
12 Legendary cards: (L-C-**01–12**)



3 Cool (red)



3 Body (blue)



3 Technical (orange)



3 Intelligence (green)

PROLOGUE 1



3 Armor cards
(E-C-**19–21**)

PROLOGUE 2



23
Crafting cards
(C-C-**01–23**)

PROLOGUE 3



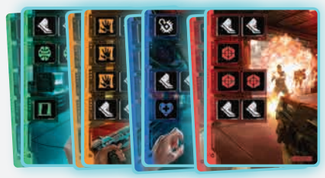
6 common Quickhacks cards
(Q-C-**01–06**)



12 Equipment cards
(E-C-**01–12**)

CARDS — LOCKED

CAMPAIGN



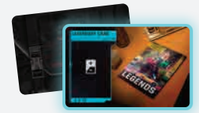
8 Legendary cards: (L-C-**13–20**)



19 Crafting cards
(C-C-**24–42**)



6 common Quickhacks cards
(Q-C-**07–12**)



6 Equipment cards
(E-C-**13–18**)

COMBAT DICE

PROLOGUE 1



4 Basic Weapon
dice



4 Enemy (Arasaka)
dice

PROLOGUE 2



6 Weapon dice

CAMPAIGN



4 Enemy (Militech)
dice

CAMPAIGN



6 Locked
Weapon dice

PLAYER COMPONENTS

PROLOGUE 1

4 sets of



Player board

3 Wound cards

Plastic ring

backside

4 Skill Tokens

RAM marker

Health Point marker

CHARACTER SPECIFIC COMPONENTS

V

When playing as V choose one:



2 ID cards



2 miniatures, Male and Female V (to choose from)



2 Starting Quickhack cards



Male V
10 Action cards
(VM-A-**01–10**)



Female V
10 Action cards
(VF-A-**01–10**)

PROLOGUE 1



4 Player Aid cards

CAMPAIGN

JACKIE



1 ID card



1 miniature



9 Action cards
(JW-A-**01–09**)



Quickhack card



1 Equipment
(Weapon) card (JW-E)



1 Special
Weapon die

PROLOGUE 1

JUDY



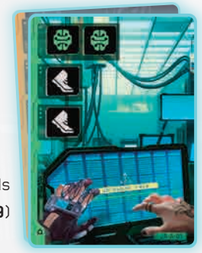
1 ID card



1 miniature



Quickhack card



9 Action cards
(JA-A-**01–09**)

PROLOGUE 1

PANAM



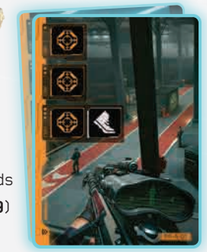
1 ID card



1 miniature



Quickhack card



9 Action cards
(PP-A-**01–09**)

PROLOGUE 1

CAMPAIGN COMPONENTS



35 Street Stories cards



Night City Guide



Campaign sheet



15 Afterlife Street Stories cards



10 Heat level tokens



4 Side Objective tokens



Minotaur board



Minotaur Control panel



4 Objective tokens



4 Minotaur tokens

CYBERWARE



9 Cyberware cards



2 Mantis Blades cards



9 Cyberware tokens

CYBERWARE



1 Randomizer die

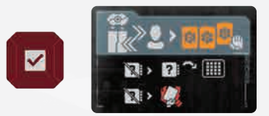
You may use this die to randomize setups or outcomes. It may act as an 8-sided die (numbers 1 to 8), 4-sided die (different colors), and 2-sided die (frame or no frame).

AFTERLIFE



Afterlife mode components (*see page* 94)

SOLO



Solo of Fortune components (*see page* 100)

GETTING STARTED

Cyberpunk 2077 – The Board Game is a cooperative game with several modes of play. This rulebook will introduce you to the game through a Prologue consisting of 3 Missions. Once you play through the Prologue, you'll know all the basic rules to navigate the game and you can start the Campaign (*see page* 46)**.**

In the Campaign, you decide which Mission to play, travel to the district where the Mission takes place by opening the Night City Guide on the corresponding page, then choose the difficulty level, and play it. This rulebook will guide you through all the Campaign Missions, introducing new rules or modifying existing ones gradually.

Each Campaign Mission may be replayed in the Afterlife mode, which also includes some standalone Missions and Mission Generators (*see Afterlife, page* 94).

THE APP

To play Cyberpunk 2077 – The Board Game, the companion App is highly recommended. The App will track time and provide information useful for the Campaign. Only one player needs to install the App.

Download it here: **goonboard.com/cp2077-get-app**

To play Cyberpunk 2077 – The Board Game without the App, *see No App, page* 52.

SOLO MODE

The game may be played in Solo Mode where one player controls one character. Some rules need to be modified though, *see Solo of Fortune, page* 100. Before learning about Solo Mode, we advise you to read the basic rules first.



"Prologue's your crash course, choom. You'll figure out the game's rules, rub elbows with the big shots, and maybe, just maybe, find a damn good reason to dive headfirst into this cesspool they call Night City. Strap in, it's gonna be a wild ride."

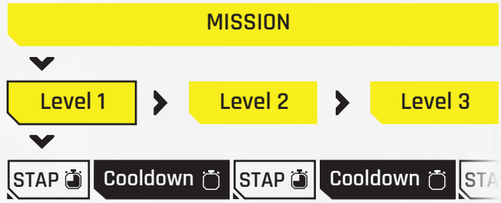
MISSION STRUCTURE

The rulebook describes the initial, Mission-specific setup and the Mission card specifies Objectives to complete. Each Mission may have several Levels, divided into:

- Sequential Timed Action Phases (STAP), where the action happens in real-time, and
- Cooldown Phases, where players prepare for the next STAP.

Complete all Main Objectives to win the game. Players collectively lose the game if they fail to complete any Main Objective (also the one requiring them to escape) before time runs out in the final STAP.

The rulebook guides you on what to do next.



SEQUENTIAL TIMED ACTION PHASE (STAP)

The main action of the game happens in STAPs, which are managed by the App. After the signal given by the App, players look at their hands and choose the first Active player, who then starts their turn. One after another, in clockwise order, players will then play their turns until the time runs out.

During a STAP, players may discuss their plan, talk about their cards, and assist with game updates (e.g., moving miniatures on the board).

Some abilities, like Quickhacks, may be used at any moment during a STAP, even during another player's turn.

During STAPs, players cannot undo actions or retroactively modify the game state.

COOLDOWN

After the STAP, players enter the Cooldown Phase. Here they:

- Discard all cards from their hands,
- check their loot, and
- prepare for the next STAP.

Take as much time as needed during the Cooldown phase to organize the table, update the game state, equip gear, and discuss strategies.





You chose to trust me. And I know trust in Night City is worth as much as hope for a better tomorrow… i.e. less than shit. If you seek proof it wasn't the wrong choice, you'll get it soon enough – a glimpse of the fate I spared you.

Before you get the wrong idea, no, my saving your hides is not a random act of charity. You'll have the opportunity to pay me back.

The proof I mentioned is stored within Konpeki Plaza. Don't worry, I'm not asking you to knock on Arasaka's front door. Instead, I know of a gap in its surveillance system you can easily exploit.

I'm sending you the coordinates of a server hub – low profile and easy to crack. Simply break in, jack in, then pull Konpeki's surveillance data. Clean and quiet.

PROLOGUE 1

THE DAY THAT NEVER COMES



"So, you've picked up this game and you feel a little lost? No sweat, Choom, we've got you."

In your first Mission, you'll face initial challenges, engage in combat, and get familiar with the STAP mechanics. Take only components marked for Prologue 1 and player components, leave the rest in the box – they won't be needed during Prologue 1.

USING THE APP

- » Open the App and create your profile, select owned expansions.
- » Play Prologue 1 as your first Mission and follow the App instructions.
- » Return to this rulebook and review the Prologue rules.

THE MISSION

Take the Prologue 1.1 Mission card (M-C-01) and read it carefully.

OBJECTIVES

The Mission card outlines the Objectives you must complete to win. These details might influence your choice of characters for the Mission.

The Mission card includes:

01 The number of STAPs and how many enemies will deploy during Cooldowns (in the Prologue 1.1, it's 0).

02 The Main Objectives you must complete (explained with text and symbols).

03 The rewards for completing Objectives.

04 Players can only complete the Main Objective below the arrows, when they've already completed the ones above them.



For Prologue 1.1, each Main Objective is similar:

- » Players must move to spaces marked Points A–D on the Main board.
- » The Active player must support themselves (have an Action card on top of their discard pile) with the specified color.

When the Objective is met, the Active player immediately gains the corresponding reward (a Skill Shard added to their Inventory and a listed Legendary card placed on the top of their deck; *see page 21*).

After completing all 4 Objectives, players must fulfill a final Main Objective: Escape! This requires every player to return to the Elevator space.

THE BOARD

The Main board consists of the Elevator tile and 4 Board tiles, each with similar features:

01 Walls (solid lines) with 02 open doors that divide tiles into rooms.

03 Rooms contain multiple spaces, the basic unit of movement. Spaces may include:

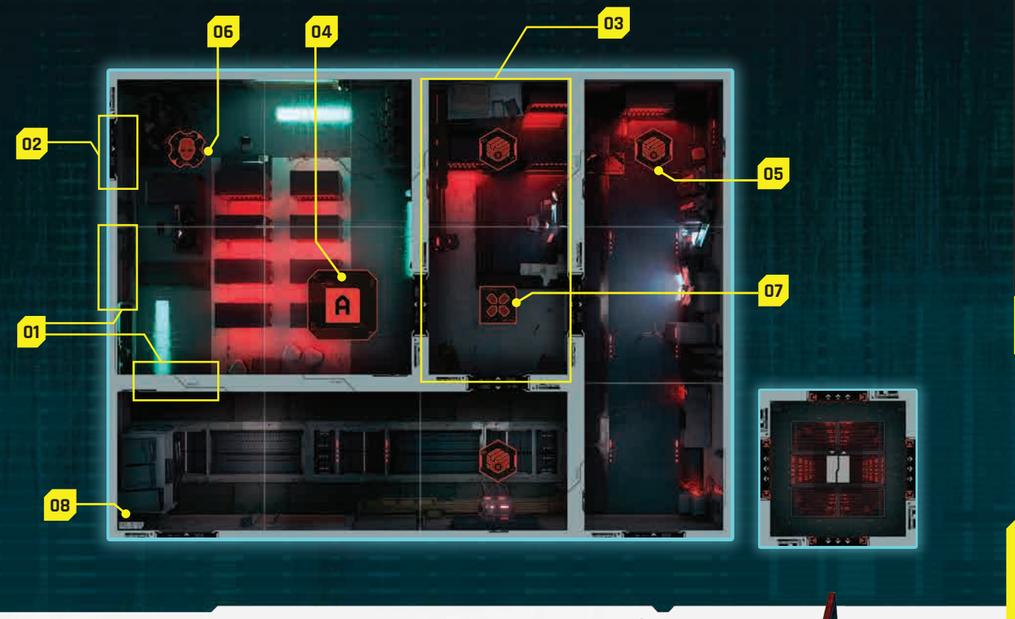
04 Points A–D, where Objectives are completed.

05 Loot icons indicate where Loot tokens are placed.

06 Enemy Deployment icons indicate where Enemies are deployed.

07 Special spaces used for specific purposes.

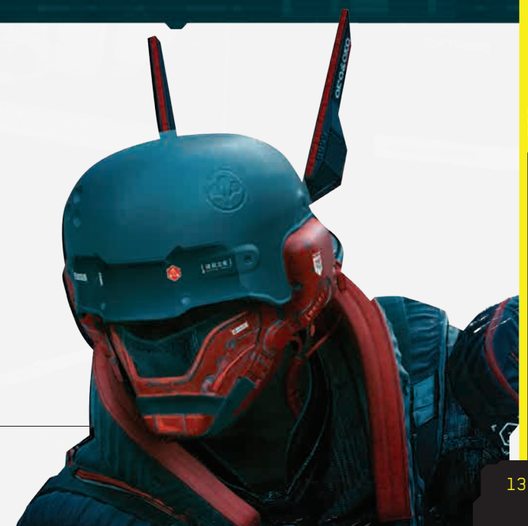
08 Tile number – for reference.



THE ENEMIES

In Prologue Missions, you'll encounter only one type of Enemy: **Arasaka Guards**. In the full Campaign, you'll face other Enemy types. For now, treat all references to Enemies as Arasaka Guards. Each Mission specifies which Enemies to use and when they are deployed. Each Guard has their HP counter, showing the current number of Hit Points (usually 5 at the start of a Mission).

In Prologue 1.1, no new Enemies are added during Cooldowns and the ones present on the board do not move.



GAME SETUP

CHARACTERS

a. Players choose their characters, starting with the player who has the most electronic devices on them. Take the components listed below. There are 4 characters in the base game to choose from. *See: Choosing Characters, page 28.* For now, choose anyone you like. Confirm your selection in the App and continue with the setup.

b. Each player sets up their board of a chosen color, and places:

If you're playing as V, you may choose to play as female or male. They have the same decks, though the illustrations will differ. If you're playing as Jackie, place his Special Weapon Die in your Inventory and Weapon card JW-E below the Weapon icon, to the left of the Quickhack card. See: Choosing Characters, page 28. On the back of each character's ID card are 3 Challenges. More on these later, see: Challenges, page 51. They are not used during the Prologue.



THE MISSION

Place the phone with the App on the table. Set up the Main board following the Mission setup.

» **Take Loot tokens** from the box and **keep only the** ones shown. **Discard the 4 unused tokens back in the box; they will not be used during this or the next Mission.**

» Flip the remaining tokens face-down for placement during board setup.



Place the Skill Shards (red, blue, green, orange) and the following Legendary cards nearby: L-C-01, L-C-02, L-C-03, and L-C-04 (numbers are in the bottom-right corner of the cards).



THE BOARD

a. Place the tiles according to the following:

» Put the Elevator tile in the center of the table 01.

» Randomly select one MC-A, MC-B, MC-C, and MC-D tile (random side up), numbered 01 to 04.

» Arrange the tiles randomly around the Elevator tile, ensuring doors connect properly (tile numbers should align with the Elevator tile).

b. Place Enemies according to the following:

» Use 4 Arasaka Guard tokens with Health counters set to 5 HP each.



» Place 1 Guard on each Deployment space indicated on the board (4 total). No additional Enemies are needed for this Mission.

c. Place Loot tokens according to the following:

» Shuffle the prepared Loot tokens and place 1 face-down on each Loot space (color-coded) across the tiles (12 total).



d. Place Closed Door tokens according to the following:

» Add Closed Door tokens on marked doors, **except those adjacent to the Elevator tile.**



THE SUPPLY

Shuffle the 4 decks of Legendary cards (one for each color) **separately** and place them face-up, showing the top card of each deck 02.

Arrange Skill Shards, Booster tokens, and other components nearby for easy access.

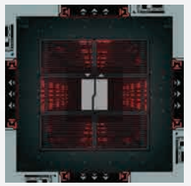


FINAL PREPARATION

» Place character miniatures on the Starting space (the Elevator tile).

» Read the remaining rules for the Mission (see next pages).

» Discuss your plan (or skip it!) and start the first STAP.



GAMEPLAY

THE GOAL OF THE GAME

If you complete all Main Objectives for the Mission, all players win together. However, if you fail to complete any Main Objective before time runs out, you lose. Each Objective will specify what players need to do in order to achieve it. As soon as the Active player completes an Objective, they immediately receive the listed reward.



"Ultimate goal? Simple. Leave your mark. Burn your name into the goddamn world so it never forgets you. Tear down the corpos, flip the script, live loud, and die on your own terms. That's how legends are made."

SEQUENTIAL TIMED ACTION PHASE (STAP)

At the start of the Mission, during the countdown, each player draws 4 cards to their hand. Players review their own cards and collectively choose the Active player. The Active player will take the first turn when the STAP begins.

TIME MATTERS!

During their turn, the Active player:

» Resolves any Combat rolls if they have Enemies in their Range (see below).

» **Must play one Action card from their hand** and resolve its effects (*see Action, page* 19).

» May use any number of Instant Actions at any moment during their turn (*see Instant Actions, page* 42).

At the end of their turn, the Active player replenishes their hand back to 4 cards.

Once the Active player finishes their turn, the next player clockwise becomes the new Active player. **No player may begin their turn until the previous Active player replenishes their hand.**

Players are encouraged to announce the end of their turn to minimize delays.

KEY RULES

- Players cannot undo their actions once completed.
- During another player's turn, you may only use your quickhack as an Instant Action.
- If the time runs out during a player's turn, they may finish their Turn only if they have already taken an action (e.g., played a card, used a booster, or rolled the Combat dice).

The App will occasionally announce how much time remains for the current STAP.

After the STAP ends, proceed to the **Cooldown Phase**.



"Damn, this is one hell of a ride. Bullets flyin', hacks crackin', and bodies droppin' left and right. But we're holdin' our ground, pushin' through the chaos, and comin' out on top. Another day, another firefight in Night City."



RANGE

A player has Range to objects, Enemies, and other players if:

» **they are in the same room,** or

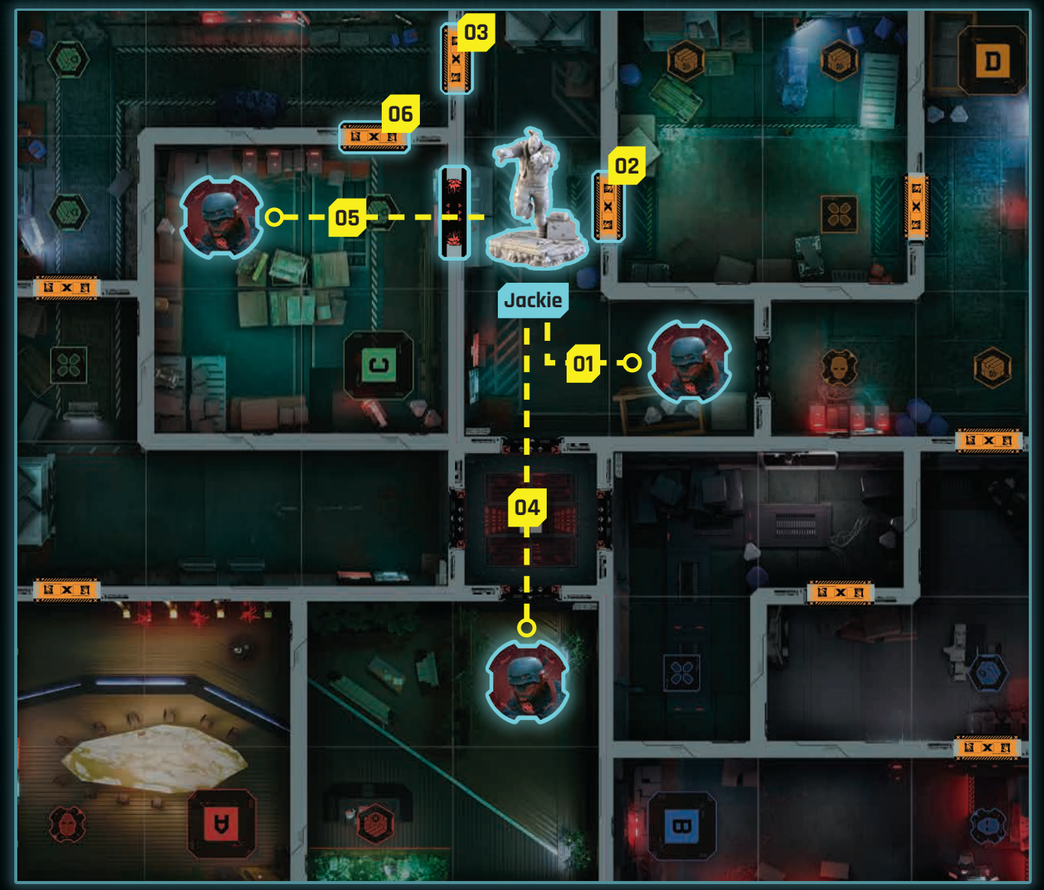
» **they are in the same row or column of spaces unobstructed by walls or closed doors.**

Walls and doors on the edge of a space within Range are also considered within the player's Range.

Jackie has Range to the Guard **01**, and Doors **02** and **03**, as they are in the same Room.

Jackie has Range to the Guard **04**, as they're in the same row or column of spaces and no Wall or Closed Door is between them.

Jackie has Range to the Guard **05** and Doors **06**, as the Destroyed Wall token makes an opening, that characters and Enemies may walk or shoot through (*see page* 21).



COMBAT



At the start of their turn, the Active player checks if they have a Range to any Enemy (see on the previous page).

- If they have Range, they are engaged in Combat and roll the Combat dice: the Enemy die, and their Weapon die simultaneously.
- If they do not have Range, they skip Combat and proceed with their turn.

If the Active player is engaged with multiple Enemies, they still roll only one Enemy die, though the consequences will scale up and some dice results will deal more damage.

RESOLVING THE ENEMY DIE

After rolling the Enemy die, resolve all symbols on its face:

Suffer 1 damage: move your Health Point marker down one spot on your Health bar.



If the marker would drop below the bar, add 1 Wound card from below your board to your discard pile instead.

You may suffer only 1 Wound per turn. Any additional damage is ignored (see: Wounds below).

Suffer 1 extra damage if you're engaged with more than 1 Enemy.

Critical Hit. Move your Health Point marker to "0" (even if engaged in Combat with only 1 Enemy). If your Health is already on "0", this symbol has no effect.

RESOLVING THE WEAPON DIE

After rolling the Weapon die, resolve all symbols on its face.

Attack 1: deal 1 damage (reduce the Enemy's Hit Points by 1).

You may assign Weapon die results or damage to any Enemy within your Range. If you deal more than 1 damage, you can spread it across multiple enemies in Range.

If an Enemy loses their last Health Point, they are defeated. Remove their token and its Health counter, placing them next to the Mission card.

The Enemy die effects are resolved before the player's Weapon die.

Any unused dice results are lost after Combat.

WOUNDS



When you suffer a Wound you take a Wound card from below the player board and place it **on top of the discard pile**.

Wound cards cannot be played as an Action, effectively clogging the player's hand and limiting their options.

Wound cards cannot be removed from the deck.

All Wound cards function the same way, even if they have different illustrations.

A Player may suffer only **1 Wound per turn**. Any additional damage is ignored.

If a player runs out of Wound cards, new ones are ignored (this rule will change later in the game).

Receiving a Wound doesn't affect the position of the HP marker.

ARMOR

You can gain Armor through various means, such as finding it as Loot.

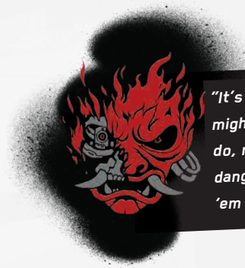
- Place Armor cards with the Armor symbol on top of the Wound cards below the player board.
- When a character would receive a Wound and has an Armor card, discard the Armor card instead.
- You may have multiple Armor cards, which are used one at a time to prevent Wounds.



ACTION

During their turn, the Active Player must play an Action card.

- Select one card from your hand and place it on top of your discard pile.
- Compare the symbols on the card to your Skill level of the corresponding type (color) to determine the outcome.
- Resolve the effects in any order.



"It's gonna be tough as hell, and yeah, it might even get deadly. But that's what we do, right? We take the risks; we face the danger head-on. This is our chance to show 'em what we're made of. You with me?"

SKILLS

There are 4 Skills (attributes) in the game, focused on different aspects of Characters:

- **COOL** – dealing damage, destroying walls
- **BODY** – movement, healing
- **INTELLIGENCE** – gaining RAM, netrunning
- **TECHNICAL** – crafting, interactions with the environment

- Each row of symbols on the Action card corresponds to a Skill level.
- A player may resolve all effects of symbols on their current Skill level, as well as on all previous levels for the Skill.
- The effects may be resolved in any order.

Characters start each Mission at level 1 in each Skill. Skill levels can be increased by installing Skill Shards.

A player played a Technical (**orange**) Action card. They're on the 1st level of the Technical Skill, so they resolve only the first row of icons on the card (Interaction and Movement) in any order.



A player played a Body (**blue**) Action card. They're on the 2nd level of the Body Skill, so they resolve the top two rows of icons on the card (2x Heal and Movement) in any order.



A player played a Cool (**red**) Action card. They're on the 3rd level of the Cool Skill, so they resolve all the rows of icons on the card (3x Attack and 2x Movement) in any order.



REACHING THE MAXIMUM SKILL LEVEL (4).

When you install a Skill Shard on a spot covered by a Skill tokens (on the 4th level), you move the token to your Inventory.



Discard it during a Cooldown to choose one of the following effects:

- gain a Legendary card from the top of any of the 4 decks and place it on top of your deck, or
- remove a card from your deck.

Once a Skill reaches level 4, no additional Skill Shards for that Skill can be installed.

REMOVING CARDS

When an effect allows you to remove a card from your deck, you may look through the cards in your discard pile and deck and select any Action card to remove for the duration of the Mission. You may not remove Wound cards or any other type of card besides Action cards.



Place the removed card face-down under the player board for convenience. **Shuffle your discard pile and remaining deck to form a new deck.**

Return all removed cards to their original decks after the Mission ends.

BASIC ACTION CARDS EFFECTS

Each symbol on an Action card corresponds to a specific effect.

Symbol		Effect
Attack		Deal 1 damage to any Enemy in your Range. If more than 1 damage is generated, you may freely split and assign the damage to multiple Enemies in Range.
Interaction		Open or close a door in your Range (remove or place the Closed Door token). Note: do not place doors next to the Elevator tile.
RAM		Gain 1 RAM. You have a maximum of 6 RAM, any RAM gained above that limit is ignored, unless you immediately use it. See Quickhacks: page 22.
Heal		Heal 1 damage by moving the Health marker up one spot up on your Health bar **or another player's in your Range**. Gaining HP while fully healed refreshes a Booster, see below.
Movement		Move 1 space. See Player Movement, on the next page.

⚠ Symbols can be also spent to complete Objectives or interact with other game components.



"Boosters? Quick fix, short high. Pop one, and for a minute, you're sharper, faster, stronger – like the city's bending to your will. But it never lasts. And if you're relying on 'em too much, you're already dead – you just don't know it yet."

BOOSTER



- Each character starts the game with 1 Booster token, active side up.
- Use a Booster as an Instant Action. Flip it to its inactive side during your turn to resolve one of its 4 effects (Interaction, Movement, RAM, Attack).



- If you heal while at maximum Health, **you may refresh a Booster once per turn** (flip it to its active side). This doesn't affect your Health marker's position.

You can hold a maximum of 3 Boosters (active or inactive). If you were to gain another booster, you should instead refresh one of your existing Boosters.

SPENDING SYMBOLS

The Active player may spend any gained symbols in any order during their turn.

Combining effects

A player may combine effects from several sources and apply them simultaneously – e.g., dealing damage from an Action card, Quickhack, and Booster can be combined to reduce an Enemy's HP at once. Similarly, a player may move several spaces at once but must still resolve any effects of spaces they pass through.

PLAYER MOVEMENT

A character may move between spaces that are directly connected horizontally or vertically, and that are:

- within the same room,
- connected by an open door (no Closed Door token on the wall) or
- connected by a Destroyed Wall token;

A character may move to, from, and end their move on a space occupied by another player or an Enemy. **They suffer 1 damage when entering or passing through a space occupied by an Enemy.**

If you enter a space with a Loot token, you immediately collect it and add it to your Inventory. Do not reveal the bonus; it'll be resolved during the next Cooldown.

The type of space (Point, Deployment, Loot) does not affect movement rules.

INSTANT ACTIONS

During their turn, the Active player may:

- use a Booster,
- use a Quickhack (also during other players' turns),
- install a Skill Shard or Booster from their Inventory (it will remain installed until the end of the Mission),
- declare Advance on the space specified by the Mission (typically the Elevator tile) and remove their miniature from the board.

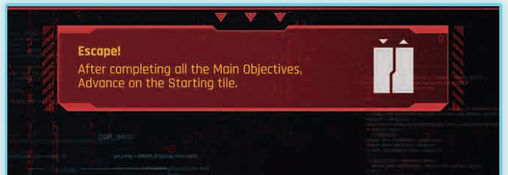
COMPLETING OBJECTIVES



A player who completes the Objective immediately collects the rewards for doing so. In Prologue 1.1 they place new Legendary cards **on top of their deck** and the Skill Shard in their Inventory (they may immediately install it).

ADVANCE

Players are able to complete this Main Objective only if all the other Main Objectives are completed. In most Missions, each player needs to Advance to the Elevator tile to complete the Mission.



The player who completes the last Main Objective: Escape, declares an Advance Instant action and removes their miniature from the board. They may not take any further turns, nor take any Instant Actions during the current STAP. They're removed from the game with all their cards and Inventory for all effects, including Combat and Quickhacks.

SYMBOLS ON CARDS

Symbol	Effect anywhere on the board
	Sniper shot. Deal 1 damage to any Enemy on the board.
	Remote access. Open or close any door on the board.
	Add time. Press the "Add time" button in the App to add more time to your STAP.
	Distract a Guard. Move 1 Guard anywhere on the board to an adjacent room. Place its token behind the door (if no Enemy is present) and remove the Closed Door token (if one exists). If an Enemy moves into a player's space, the player suffers 1 damage.
	Remote Trading. Trade with another player. *For Prologue 1 and 2, ignore this effect (you may put the card with this symbol on the bottom of the pile).*
Symbol	**Effect in a character's Range or on a player**
	Weapon Specialty. The effects are shown on the Weapon's card. In Prologue 1, only Jackie has a Weapon with a Specialty (1 damage).
	Dash. Move in a straight line to the first wall or Closed Door in your path (row or column). Resolve all effects of spaces you pass through (e.g., go through open doors, pick up Loot tokens, or suffer 1 damage when passing through an Enemy).
	Refresh a Booster (flip it to its active side). This symbol bypasses the 1-Booster refresh from Healing.
	Wall Breach. Place a Destroyed Wall token on any Wall or Closed Door in your Range. It's treated as an open door for all movement and Range-determining purposes but cannot be closed by any means.
	Drain. Deal 1 damage to any Enemy in your Range. Gain 1 RAM if you successfully dealt the damage.

REPLENISH HAND

When the Active player ends their turn, they draw cards from their deck to have **4 cards in their hand**. The next player sitting clockwise becomes the Active player.

RELOAD



If at any point during the game, a player **draws the last card from their deck**, they shuffle all cards from their discard pile and place them on the left of the player board forming a new deck. They should do so in between their turns.

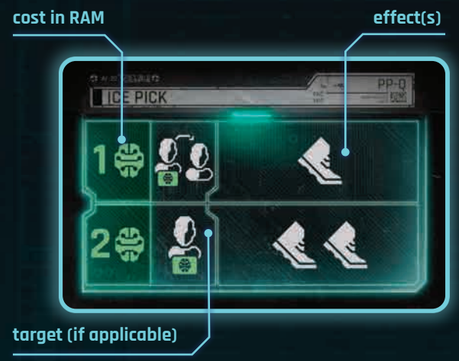
"Quickhacks – your digital switchblade. No need for brute force when you can fry their optics, melt their circuits, or make 'em turn on each other. Fast, silent, efficient – like punching corpo security in the face without lifting a damn finger."

QUICKHACKS

Each player tracks RAM on their board. Whenever you gain RAM, you move the marker to the right (up to the limit of 6). RAM is most commonly used for Quickhacks – remotely uploaded programs. Each character starts the game with a Starting Quickhack card in their Cyberdeck area.

As an Instant Action, **also during other players' turns**, you may spend RAM to activate any of your Quickhacks. Spend RAM by moving the RAM marker to the left on the RAM track, equal to the cost of your Quickhack. Any Quickhack may be activated multiple times per turn if you have the RAM to do so. If a cost cannot be fully paid, the effect does not resolve. Some Quickhacks may feature several effects with a cost depending on their target.

The Quickhack card features:



Symbol	Target
	Affects any other player than the one using the Quickhack, anywhere on the board
	Affects the player using the Quickhack
	Targets anywhere on the board
	Targets only in your Range

Symbol	Effect
	Open or close a door anywhere on the board (remove or place 1 Closed Door token).
	Add time. Press the "Add time" button in the App to add more time to your STAP. It'll add time even if the Mission just started (and may go above the time limit).
	Use your Weapon Specialty (*see page* 21).
	Move 1 space.
	Ignore the Enemy die results in Combat. It can be used after the roll.

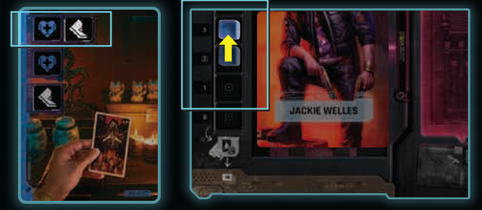
STAP EXAMPLE

Jackie and Panam started their first STAP in the elevator 01 . They decided to split up to fulfill objectives on Points A and D first. Jackie is the Active player. Neither character has any extra Skill Shards, so they'll resolve only the first level of symbols on their Action cards. At the end of their turns, they replenish their hands back to 4 cards.

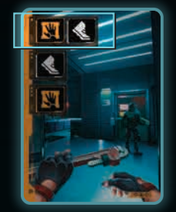




1. **Jackie's** turn. He plays a Body (blue) card, heals 1 HP, and moves 02 to an adjacent space.



2. **Panam's** turn. She plays a Technical (orange) card, moves 03 and opens the door 04 to the next room.



3. **Jackie's** turn, he plays a card, moves by one space 05 and opens the door 06 . He now has a Guard in his Range.



4. **Panam's** turn, she plays a card, moves 07 toward Point A and heals 1 HP.





5. **Jackie's** turn. He's in Combat **08** and starts his turn by rolling his Combat dice, dealing 1 damage and receiving 1 damage.



He then plays a Cool (red) card and deals 1 damage.



6. **Panam's** turn. She plays the Technical (orange) card with the Sniper shot, dealing 1 damage to the Enemy **09**.



7. **Jackie's** turn. He is still in Combat. He rolls his dice, deals no damage, and receives a critical hit – reducing his HP to 0.



He plays a Cool (red) card dealing 1 damage using his Weapon's Specialty. He decides to spend his Booster to deal a final point of damage to kill the Enemy.





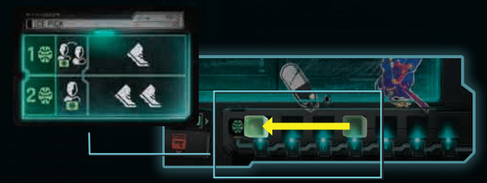
8. **Panam's** turn. She plays an Intelligence (green) card and gains 1 RAM (she has 3 total). She doesn't move.



9. **Jackie's** turn. He has the right card in his hand to meet the Objective's requirement – but cannot move to get to Point D **10**. He asks Panam for help.



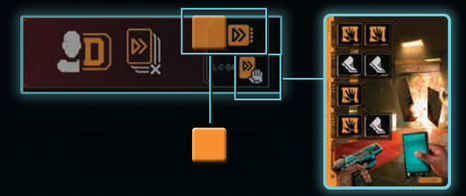
Panam **(in Jackie's turn)** spends 3 RAM to use her Quickhack three times, granting an extra 3 moves to Jackie.



On his way, Jackie picks up the Loot token **11** and places it face-down in his Inventory.

Jackie's turn. He plays the card, moves to Point D **10**, and fulfills the Objective. He takes the Skill Shard and places the Legendary card on top of his deck.





Now, play your first STAP and come back to reading the rules when it ends.

COOLDOWN

After the STAP, you will regroup and prepare for the next one by going through the following steps in order. During the Cooldown, players may perform various actions on their board (e.g., install a Shard), but cannot change the Main board state.



"Hell of a dance we got goin' on, eh?"
"Just getting warmed up. Ready to make some noise?"
"Damn right. Let's show 'em what we're made of."

BREATHE OUT

All players discard all cards in their hand (including Wounds) to their discard piles and do not draw the new ones yet. Players do not reset the position of their markers, refresh their boosters, or shuffle their discard piles. Now it's the time to look at the board and revisit the plan.

If the players reach the number of STAPs limit for the Mission and any of the Main Objectives aren't completed by this time, the Mission ends with a failure. The App also features a button to Complete the Mission regardless of failure – this is for situations where the time limit was reached, but a Player still managed to fulfill the last Main Objective during their last turn. This button is only active for a short time.



CHECK LOOT

Reveal collected Loot tokens

Flip the Loot tokens in your Inventory and resolve their effects in any order you choose. Upon resolving, return the tokens face-up to the common supply. You now also resolve the effect of Skill tokens in your Inventory. Resolving Loot tokens and Skill tokens is mandatory (they cannot be stored for later).

Symbol	Effect
	Take a Skill Shard of the shown color from the supply and place it in your Inventory. You may install it anytime by placing it in your Skill Progression area on the player board, *see Skills, page* 19.
	Choose 1: » Take a Legendary card from the top of the deck of **any** color. **Put it on top of your deck.** » Remove **any** Action card (not Wound or other type) from your deck. Return it to your deck when the Mission ends.
	Take a Booster and place it in your Inventory, active side up. You may install it now by placing it in the slot on the player board – or you can choose to do this later as an Instant Action.
	Take 1 Armor card and place it on your Wound cards. *See Armor, page* 18.
	Add the extra Time twice for the next STAP (click the "Add time" button in the App twice).
	Instead of resolving any Loot token effect, the player may also discard it to look through their deck and discard pile, select one card, and place it in their hand for the next STAP, then reshuffle their deck.

BREATHE IN

When all players are ready for the next STAP, click the "Continue" button in the App. When it counts down, players draw 4 cards to their hands (Reload if necessary, *see Page* 22), look at their cards, and choose the Active player (it may be different from the last time, not necessarily the next one in the turn order).

MISSION ENDS

At the end of the Mission you'll learn about the story development and possible unlocks of the next Mission. If a Mission fails, you'll need to play it again.

In either case, remove any Legendary cards from character decks and return any extra components (Boosters, Skill Shards, etc.) to the common supply before playing your next game.

LOSE CONDITIONS
- Run out of time

MISSION FAILED
- Retry the Prologue 1 Mission. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock and play Prologue 2 as your next Mission.



MISSION ENDS
Reset the characters' decks and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

You're gliding through the buzz and bustle of the city's neon-drenched streets, but it's dead quiet in the car. You stare out the window, avoiding each other's eyes.

What you saw on those Konpeki CCTV feeds... that wasn't any run-of-the-mill corpo drama. That was history in the making.

Saburo Arasaka – the world's most powerful man – flatlined by his own son. Patricide of the highest order. And you nearly had a front-row seat.

The gargantuan gig DeShawn lined up for you at Konpeki Plaza? Choom, if you'd taken it, you'd be a red smear on Yorinobu's penthouse floor right now. Or, more likely, already mopped up and wrung into his janitor's bucket.

The Seer was tellin' the truth.

CHOOSING CHARACTERS



V

When playing as V, choose either the female or male character ID card along with the corresponding set of Action cards and Quickhack. There is no gameplay difference between them.



V's flexibility is reflected by two-color cards. Use the highest-level Skill of the two to determine which symbols are activated by the Action.

In this example, V would use their higher Body (blue) Skill to resolve all three rows of icons (2x Heal, 1x Movement, and 2x Interaction).

V's Weapon Glitch Quickhack disables the Enemy die for one Combat.





JACKIE WELLES

Can't keep a good guy down! Jackie's ambidextrous – he starts the game with his La Chingona Dorada as a second **Basic Weapon**. At any point during the game, he may roll **any two of his Weapon dice** during Combat. For any effect referring to a Weapon die, Jackie applies it to two of his Weapon dice.

Jackie's Target Lock Quickhack lets him resolve a Weapon specialty of one of his Weapons (*see page* 21).

PANAM PALMER

Panam's Overwatch shoots through walls and deals damage to any Enemy on the board. *See Sniper Shot, page* 21.

Panam's Ice Pick Quickhack allows her, or her allies to move faster on the board.





JUDY ALVAREZ

Judy's technical skill allows her to remotely access various machines in the environment and distract Enemies on her path. *See Distract a Guard, page* 21.

Use Judy's Breach Protocol Quickhack to open or close any door on the board (and add more time).



PROLOGUE 2
... AND JUSTICE FOR ALL

In Prologue 2 you'll learn some more advanced rules. You'll be able to get new Weapons, but there'll also be more Enemies. Crafting items will surely come in handy... Ready? Grab the Prologue 2.1 Mission card and read it.

There are new features on the Prologue 2.1 Mission card:

01 Reinforcements – shows how many new Enemies are added to the board during **each Cooldown**.

The main Objective requires players to kill at least 6 Guards in total. Use Crafting cubes to mark your progress.

02 There are 4 Side Objectives. Completing them is optional, but at least this time, they'll give you some useful Weapons and Skill Shards if you complete them. In this case, completing each Side Objective requires **another player** to spend 1 RAM while the Active player stands on a space with a specific Point. **The reward for completing the Objective is always gained by the Active player**.



⚠ Note the order of 4 Points: A to D on the Mission card (top to bottom, then left to right). This Point order will be used during the Enemy Movement and Deployment steps.

You saw it yourselves. You're alive today because fortune smiled upon you, and so did I. Had you accepted the gig in Konpeki Plaza last night, no ripper in Night City would be able to weld you back together.

Dex proved less fortunate. Word is an Arasaka spy caught wind of DeShawn's plan, and now they have him in custody. Yorinobu just so happens to be in need of a scapegoat for his father's demise. Dex fits the bill perfectly.

Arasaka forces are holding the fixer in an off-grid warehouse. I'll send the coordinates in a moment. Yorinobu isn't expected to be in attendance. With a corporate empire to maintain, he's enlisted others to dirty their hands instead.

Why should you care, you might ask? Dex will be desperate. He'll undoubtedly trade your names in an attempt to save himself.

You'd best hurry. Yorinobu's patience is as thin as the air he breathes up in his ivory tower.



"Time to show Night City what we're made of. We've danced this dance before, and we came out on top. This time ain't gonna be any different. We're a team, and together, we're unstoppable. So let's hit the streets, guns blazin', and leave our mark on this city."

SETUP

CHARACTERS

Follow the setup according to the Prologue 1.1 rules. You may use the same characters or different ones. Characters' progress (Skill Shards, Legendary cards in player's decks, etc.) is reset between Prologue Missions.

THE MISSION

Take and read the Mission card: Prologue 2.1. Place the device with the App on the table.

Place Objective rewards next to the Mission card: take the Skill Shards and the 4 dice shown as the Side Objective rewards (S-1, P-1, S-2, T-1). Take the Equipment deck, find the Weapon cards corresponding to them (E-C-05, E-C-01, E-C-06, E-C-09), and place them next to the Mission card. Put the unused Equipment cards and Weapon dice back into the box.

THE BOARD

a. Follow the standard board setup (random sides of any A, B, C, and D tiles).

b. Place Enemies on the Deployment spaces, set each one's Health to 5 using the counter, and keep the rest of the Enemies nearby.

c. Shuffle Loot tokens and place 1 on each Loot space on the corresponding spaces' colors. **Use the same 12 Loot tokens as in the previous Mission.**

d. Place Closed Door tokens on doors. Do not place them next to the Elevator tile.

THE SUPPLY

a. Shuffle the 4 decks of Legendary cards separately and place them face-up.

b. Place Skill Shards, Booster, and Destroyed Wall tokens nearby.

c. Place the shuffled Crafting deck and Crafting cubes in the common supply.



FINAL PREPARATION

a. Place character miniatures on the Elevator tile.

b. Draw and reveal 6 Crafting cards (for any player count) – players distribute them all among themselves and place Crafting cubes on them. See: Crafting, on the next page.

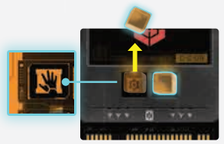
c. Discuss your plan (or not) and start the next STAP.



CRAFTING



During the game, players may acquire new items through crafting. At the beginning of the game and during each Cooldown, players choose any cards from 6 Crafting cards (doesn't depend on the player count) they may craft into one-time-use items during the game (in any subsequent STAP). Each Crafting card has a cost – spots on the card that hold Crafting cubes. When a player gains a Crafting card (puts it in one of their Crafting slots), they place a cube from the supply on each spot on the card. Players may also, in advance, put components they'll craft on the Crafting card, when applicable (e.g., a Skill Shard).



A player may use the Interaction symbol to remove a cube from any of their Crafting cards. Once there are no cubes on the Crafting card, it becomes a Crafted Item and its effect may be used as an Instant Action during the Active player's turn. A Crafted Item still takes one of the slots until it is used (see below). When a Crafted Item is used, **flip it face-down immediately**. You may discard it now or during the next Cooldown.

GAINING NEW CRAFTING CARDS

When players gain new Crafting cards, any card that isn't chosen is put on the bottom of the Crafting deck. Each character has 3 Crafting slots. If a player receives a new Crafting card, they may discard an unwanted card from any of their slots (this can even be a Crafted Item). Reshuffle the discarded cards to form a new deck if it runs out of cards.



A player has 1 Crafting card in each of their 3 slots:

- a Crafting card that needs 1 cube to be removed in order to be Crafted,
- a Crafted Item
- and a card with 3 cubes left before it is Crafted (a Booster is already placed on the card).



"Crafting's all about makin' your mark in this city. Grab some junk, mix it up, and bam – you got yourself some firepower. It's DIY with an edge, just like everything else in Night City."

BASIC ACTION EFFECTS

The Interaction symbol (found, for example, on Action cards) now gains an alternative use effect. When a Player resolves the effect of any Interaction symbol, they may remove a Crafting cube from any of their Crafting cards instead of opening/closing a door.

INTERACTION

- Open/close a door in your Range (remove or place the Closed Door token) **or**
- remove 1 Crafting cube from any of your Crafting cards.

CRAFTED ITEMS EFFECTS

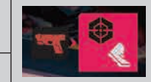
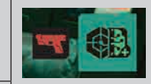
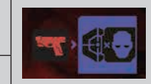
Symbol	Effect
	Take a Skill Shard of **any** color. You may install it by placing it in your Skill Progression area on the player board, *see Skills page* 19.
	Gain a Booster (take its token and place it in your Inventory, active side up). You may install it by placing it in the slot on the player board. There's a limit of 3 Boosters per character. If a player already has 3 Boosters and would install another one, they refresh one of their Boosters instead.
	Gain symbols shown on the card (in various combinations).
	Destroy a wall. Place a Destroyed Wall token on any Wall or Closed Door in your Range. It's treated as an open door for all movement and Range -determining purposes.
	Gain time (add time once per symbol on the card).
	Gain Armor, place this card on your Wound cards, *see Armor, page* 18.
	Gain an additional Crafting or Quickhack slot. Place this card on the right of your player board. Once you choose its type (Crafting or Quickhack) it'll remain as such until the end of the Mission.

GAMEPLAY

Play Prologue 2 following all previous rules, and apply the following rules update.

WEAPONS

⚠ Note: not all the Weapons are available in the Prologue 2.1.

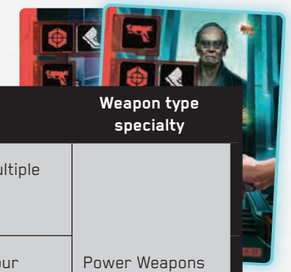
Name	Die	Card	Symbol	Effect	Weapon type specialty
Archangel	P-1	E-C-01		3 damage. As usual, it may be distributed among multiple Enemies in Range.	
Doom Doom	P-2	E-C-02		1 damage + 1 damage for each Cool (red) card in your hand.	Power Weapons  1 damage and 1 Movement.
Riskit	P-3	E-C-03		1 damage. You may spend a Booster to gain additional 3 damage.	
Fenrir	P-4	E-C-04		2 damage. Reroll this die and apply the new result.	
Divided We Stand	S-1	E-C-05		1 damage. Reroll this die and apply the new result.	Smart Weapons  1 damage. If it deals any damage, gain 1 RAM.
Genjiroh	S-2	E-C-06		1 damage. This Weapon die has only one blank side.	
Crimestopper	S-3	E-C-07		Spend 1 RAM to gain 3 damage (once).	
Ying Long	S-4	E-C-08		1 damage. If it deals any damage, gain 1 RAM.	
Chaos	T-1	E-C-09		Damage equal to your Technical (orange) Skill level.	Technical Weapons  Damage equal to the number of Enemies in Range.
Order	T-2	E-C10		1 damage. +2 damage if there's an Enemy on the same or adjacent space.	
Laika	T-3	E-C-11		Damage equal to your Body (blue) Skill level.	
Widow Maker	T-4	E-C-12		1 damage, 1 Movement.	

ACTION PHASE

Combat

From now on, you may acquire new Weapons. **If you have more than 1 Weapon, choose any 1 (and only 1) of them** to use for each Combat roll. You may switch Weapons between Combat rolls.

*Note that Jackie may still choose **any** 2 of his Weapon dice for Combat rolls.*



WOUNDS

If the effect adds a Wound card but the player has none left, the game immediately ends with failure.

The player may discard them only by Taking Cover (see below) or at the Breathe out step of the Cooldown. There is no way (at least for now) to remove Wound cards from the deck.



"Alright, chooms – time to duck, breathe, and use that thing between your ears. Running in blind ain't gonna cut it. Regroup, rethink, and come back swinging with something smarter… and deadlier."

ACTION OR TAKE COVER



As the Active player, instead of playing an Action card, you may Take Cover, discarding all cards from your hand without resolving them. This is the only way to discard Wound cards during the STAP. It also mitigates a bad draw and helps to find "that one card" you might desperately need. Taking Cover may be used to complete an Objective or strategically to prepare oneself for the upcoming threat.

When Taking Cover, you may still take any of your Instant Actions and fulfill Objectives. At the end of your Turn, you replenish your hand back to 4 cards. The next player may start their turn as soon as the first card is drawn.

Take Cover is sometimes used as a requirement for an effect. In such cases, one Take Cover may trigger only one effect.



INSTANT ACTIONS

As a reminder, during their turn, the Active player may:

- Use a Booster,
- use a Quickhack (also during other players' turns),
- install a Skill Shard or Booster from their Inventory,
- declare Advance on the Elevator tile and remove their miniature from the board.

As an Instant action, the Active player may now also:

- **Use a Crafted Item.**

COOLDOWN

After checking your Loot, perform additional phases during the Cooldown. Perform the following Phases in order (note that some phases are not applicable in Prologue 2, so they are noted as "locked" for now):

1. Breathe out
2. (locked)
3. Check Loot
   a. Reveal collected Loot tokens
   b. (locked)
4. **Enemy Movement**
5. **Enemy Deployment**
6. **Gain 6 new Crafting cards and (locked)**
7. Breathe in



ENEMY MOVEMENT

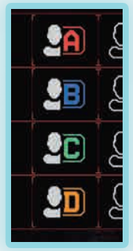
During each Cooldown, enemies will move to first stop you from completing Objectives, and if that fails, to stop you from escaping. Follow these rules to determine whether the Enemy will move, and if so, where to. Some Missions may introduce new types of Enemies. In the Prologue Missions, the Enemies are Arasaka Guards.

1. Enemies engaged in Combat (in any player's Range) do not move. If an Enemy can only move to a space occupied by another Enemy, they stay where they are and do not move. Every other Enemy on the board will move once.





2. **Determine the order** of movement (in most cases it won't matter):
   a. move Enemies tile by tile according to the Point order on the Mission card (ABCD in Prologue 2),
   b. if there is more than one Enemy on a tile, move them in order, starting from the rooms closer to the Elevator tile (the room adjacent to the Elevator tile, the room adjacent to that room, and so on).
   c. If there is more than one Enemy in a room, players decide on their move order.



3. **Move Enemies** (in the determined order) closer to the Elevator tile:
   a. An Enemy in a room next to the Elevator tile moves to the space adjacent to the Elevator space (and won't ever move any further).

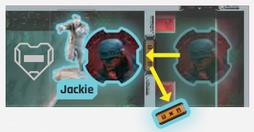


   b. An Enemy in any other room moves closer toward the rooms by the Elevator tile – to the first space directly behind a Door or Destroyed Wall.



   If there are multiple rooms the Enemy may move to, they move to the room on the same tile. If there are still multiple places they could move, players decide.

Enemies open any Door they move through and deal 1 damage to any character on the space they move to.



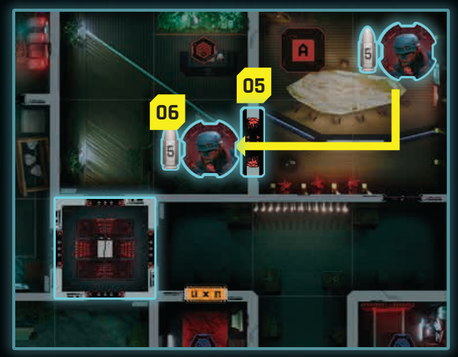
Example 1

The Guard 01 is not in Range of any character, so he moves toward the Elevator tile 02.

He has two available paths: through rooms on Tile A 03, or through Tile B 04. The latter brings him closer to the Elevator tile, so he choses this way.

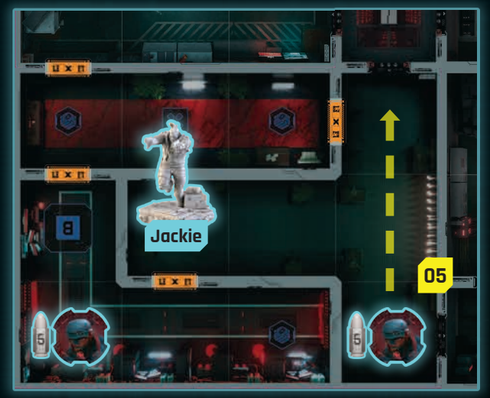


If there's a Destroyed Wall token on a wall between the rooms on Tile A 05, the Guard would prioritize moving on his current Tile, and he would move though the Destroyed Wall 06.

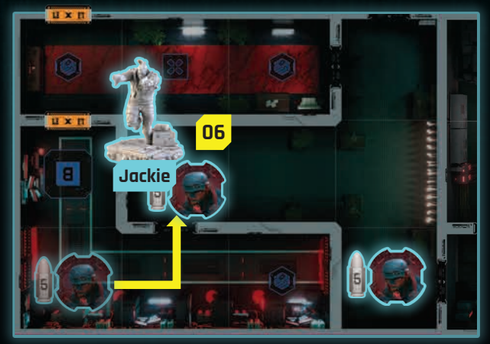


Example 2

The guard 05 is engaged in Combat (Jackie is in his Range). He doesn't move.



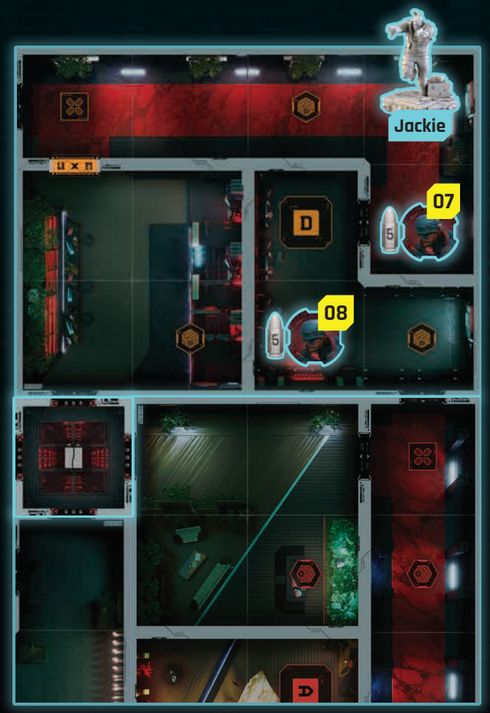
The Guard 06 moves into the room with Jackie and onto his space, opening the Door and dealing 1 damage to him.





Example 3

The Guard 07 is engaged in Combat, so he doesn't move. The Guard 08 has two possible routes that bring him one room closer to the Elevator tile. He prioritizes moving on his current Tile. The space directly behind the door is occupied by a Guard 07, so the Guard 08 doesn't move.



ENEMY DEPLOYMENT

After the Movement Phase, new Reinforcements arrive. Enemies will first try to stop you from completing Objectives, and if that fails, they will try to stop you from escaping. Follow these rules to determine where the Enemies will deploy. For Prologue Missions, Arasaka Guards will be used as Enemies.

1. Take the number of Enemies shown as Reinforcements on the Mission card, along with their HP Counters set to 5 HP.
   - » If there are no enemy tokens available in the supply, the enemy forces are overwhelming and there's no way you can survive the fight. **You lose the Mission** (though this is not possible in the Prologue Missions).
   - » If there are not enough Health counters in the supply (due to reasons explained later in the rulebook), take the ones left on the Board, if there are any (players decide which).
2. **Determine the order and deploy Enemies,** one per space. Deploy Enemies only on spaces that meet these requirements:
   - a. Deployment spaces on tiles with **uncompleted** Objectives, following the Point order on the Mission card (ABCD in Prologue 2).
   - b. Spaces adjacent to the Elevator tile on tiles with **completed** Objectives, following the Point order.
   - c. Spaces adjacent to the Elevator tile on tiles with **uncompleted** Objectives, following the Point order.
   - d. In rare cases, 2 spaces away from the Elevator tile – players decide which ones.

Enemies deal 1 damage to any character that is on the space they're deployed to.

Example 1

According to the Reinforcement value 01, one Arasaka Guard deploys on the Main board. The Objective corresponding to Point A (first from the top) is Completed 02, so the Deployment space on tile A 03 is skipped. There's a Guard on the Deployment space on tile B already 04, so this space is skipped as well.





The Objective corresponding to Point C (next from the top) is not Completed 05; hence, the Guard will deploy on the tile C, onto the Deployment space 06.





Example 2

According to the Mission card, one Arasaka Guard should deploy on tile A 07, but there's a Guard already on the Deployment space. Same for tiles B, C, and D 08.





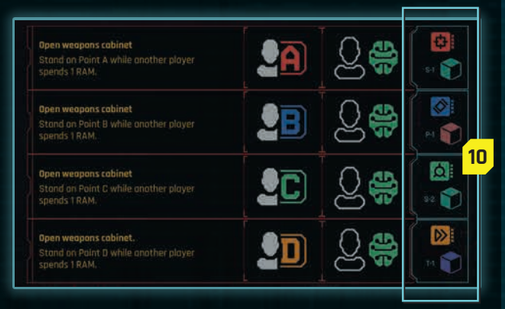
In this case, the Enemy will deploy back on tile A but next to the Elevator tile 09 because there are no completed Objectives.





Example 3

All Main Objectives are Completed. The Enemy deploys on a tile corresponding to the first Objective 10 ...





... with Point A, next to the Elevator tile 11.



GAIN NEW CRAFTING CARDS

Reveal 6 Crafting cards from the deck and distribute them among players, following the rules for Crafting (*page* 32). Any unwanted cards are placed at the bottom of the Crafting cards deck.

⚠ Follow the rest of the Cooldown steps and continue the game until you complete or fail the Mission.

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry the Prologue 2 Mission. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock and play Prologue 3 as your next Mission.



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

Something's off. As you peel out through the compound's gates, tires screaming, your optics tag a drone darting away above the rooftops – silent, fast, too curious for comfort.

You managed to exfil Dex, and now he's in your backseat. Swollen, bloodied and broken, the fixer's signature smug grin has been thoroughly beaten off his face. He's holding on, clinging to life, but with Arasaka on your asses you don't have the luxury of loose ends.

One round. Point blank. Fragments of skull and brain splatter the rear window in a bloom of red, white and pink. It ain't clean, but it's quick.

There are two types of fixers in Night City – the smart and the greedy. DeShawn thought he could be both. You prove him wrong.

You take his body where you'd take any piece of trash – the Night City Municipal Landfill. No marker. No name. No funeral. Just another soul swallowed by the city.



PROLOGUE 3
GIMME SHELTER

In Prologue 3 you'll learn the full rules of the game. Missions will get more complex: they'll take several Levels to complete and feature diverse win or lose conditions. You'll be able to trade inventory, gain Equipment by looting killed Enemies, and gain new Quickhacks.

This Mission consists of 2 Levels (Prologue 3.1 and 3.2). When all Main Objectives from the 1st Level are completed, instead of ending the Mission, players advance to the 2nd Level and **keep their progress (do not remove any Skill Shards, move HP or RAM markers, etc.)**. Different Levels may have different layouts and number of STAPs. They may also feature extra rules.

Well done spotting that drone. It was an Arasaka surveillance unit with an active comm uplink and cache of video recordings. Lucky for you, I had just enough time to tug at a few files.

I discovered Arasaka's operatives are still reeling from their patriarch's death, some are scrambling for answers. One of them–a mid-level exec–possesses footage of your getaway with DeShawn. This suit is nosy enough and ambitious enough to become a real problem. You're not in the clear, not yet.

At the moment, he's holed up in a backroom office, rehearsing his report and dreaming of a lofty promotion.

Your move now is to breach his sanctuary, seize him and the drone, and extinguish this little flame before it sparks a wildfire. With that done, you'll finally have the targets off your back. You're welcome.

As you may recall, I save your lives, you help me save the city – that was our bargain. To do this we'll need information, transportation *and* fire-power *like you've never seen before. I'll be in touch once the dust settles.*



"This one's gonna test us like never before. But you know what? We're not backin' down. We're tougher, smarter, and more badass than anyone else out there. So let's show 'em what we're made of one more time. Let's kick some serious ass!"

SETUP

CHARACTERS

Follow the setup according to the Prologue 1.1's rules. You may use the same characters or different ones. Characters' progress (Skill Shards, Legendary cards in player's decks, etc.) is reset between Prologue Missions.

THE MISSION

a. Take and read the Mission cards: Prologue 3.1 and 3.2. Place them in ascending order (3.1 on top) on the table. Place the phone with the App on the table.

b. Place the Objective rewards for Level 1 (Skill Shards and Side Objective tokens).

THE BOARD

a. Follow the standard board setup (random sides of any A, B, C, and D tiles).

b. Place Enemies on the Deployment spaces, set each one's Health to 5 using the counter, and keep the rest of the Enemies nearby.

c. Shuffle Loot tokens and place 1 on each Loot space on the corresponding spaces' colors. **Use all Loot tokens, including ones removed in previous Prologue Missions.** Place the 4 leftover tokens in the common supply.

d. Place Closed Door tokens on doors. Do not place them next to the Elevator tile.

THE SUPPLY

a. Place unused Weapon dice in the common supply.

b. Shuffle and place the Equipment deck nearby.

c. Shuffle the 4 decks of Legendary cards separately and place them face-up.

d. Place Skill Shards and other tokens nearby.

e. Place the shuffled Crafting deck and Crafting cubes in the common supply.

f. Place the shuffled Quickhack deck in the common supply.

FINAL PREPARATION

a. Place the Player's Character miniatures on the Elevator tile.

b. Draw and reveal 6 Crafting cards and 1 Quickhack card – players distribute them among themselves and place Crafting cubes on gained Crafting cards. See: Crafting, page 32 and installing a Quickhack, page 43.



GAMEPLAY

Play Prologue 3 following all previous rules, and apply the following rules update.

STAP

If the Enemy loses their last Health Point, they die. Put the token back into the supply. **Leave its Health counter on the board as an Equipment marker.**



EQUIPMENT MARKERS



A Player on a space with an Equipment marker collects it immediately and places it in their Inventory. In the next Cooldown, it may be exchanged for an Equipment card. When an Enemy moves or deploys to a space with an Equipment marker, place it back into the supply, *see: Check collected Equipment, page 44.*



"Let's see what you were packin', you poor corpo sucker. Hope it's worth the ammo I just burned."

TASK TOKENS AND TASK STACKS



The setup of the Mission will specify which Task tokens to use and where to place Stacks of **face-up** Task tokens on the Main board.

Task tokens feature various symbols players need to spend in order to remove the topmost token. Only the Player **on the Task token space may** spend the symbols shown on it. Once this is done, the token is discarded to the common supply and the next token becomes visible.

You cannot interact with a Task token if there's an Enemy on its space.

INSTANT ACTIONS

During their turn, the Active player may:

- use a Booster,
- use a Quickhack (also during other players' turns),
- install a Skill Shard or Booster from their Inventory,
- declare Advance on the Elevator tile and remove their miniature from the board,
- use a fully crafted item.

As an Instant action, the Active player may now also:

- **disassemble a Weapon,**
- **install a Quickhack,**
- **trade with another player in their Range with**
  - Crafting cards,
  - Quickhacks,
  - anything in their Inventory (Weapons, Skill Shards, uninstalled Boosters, etc).

NEW OBJECTIVES

	**Take Cover** – a player stands on the specified Point (D) and discards their hand of cards by the Take Cover action, having at least 1 card of the corresponding color in their hand (blue). *These kinds of Objectives may require cards in several colors to be discarded in one hand. V's double-colored card counts only as one card for meeting this requirement.*
	**Spend a Booster** – a player needs to flip one of their Active Booster tokens. They don't gain any symbols from the Booster.
	From now on, Mission cards may specify spaces other than Objective Points where a Player needs to be in order to fulfill the Objective. Any space of the specified type may be used.
	Players have to collect at least 1 Loot, in total, from each tile. Players do not need to have them in their Inventories to fulfill this Objective. Loot tokens resolved in any previous STAP (and put back in the box) still count towards this Objective.
	**Support** – some Objectives require Support from **another player**. The topmost Action card on every player's discard pile is a Supporting card.
	**Task Stacks** – some Objectives require a special setup at the beginning of the game or Level. Once the last Task token is discarded, the Stack is removed and the Objective is fulfilled.
	Rewards for the Objective may differ according to the number of players. Take and divide the shown Skill Shards between players during the Cooldown.

DISASSEMBLING A WEAPON

As an Instant Action, the Active player may disassemble their Weapon to immediately remove up to **2 Crafting cubes** from their Crafting cards. The Basic Weapon cannot be disassembled (Jackie's La Chigona Dorada is a Basic Weapon). Return the disassembled Weapon's card and die to the game box.

INSTALLING A QUICKHACK

Any player may install a new Quickhack that is revealed at the beginning of the Mission and during Cooldowns. Once installed, the Quickhack may be used in the same way as any starting Quickhack.

Any card that isn't chosen is put on the bottom of the Quickhack deck. Each character has 3 Quickhack slots. If a player receives a new Quickhack card, they may discard an unwanted card (even their starting one). Reshuffle the discarded cards to form a new deck if it runs out of cards.

COOLDOWN

During the Cooldown, players may perform various actions on their board (e.g., install a Shard, trade, use a fully Crafted item), but must not impact the main board doing so. Trading is possible if the characters are in each others' Range.

After Completing the 3.1 Level, players will go through the setup of the Level 3.2. Otherwise, they'll follow the usual Cooldown phase steps.

COOLDOWN SEQUENCE

1. Breathe out
2. Next Level?
3. Check Loot
   a. Reveal collected Loot tokens
   b. Check collected Equipment
4. Enemy Movement
5. Enemy Deployment
6. Gain 6 new Crafting and 1 Quickhack card
7. Breathe in

TRADING

Players may exchange items in their Inventory (uninstalled Boosters, uninstalled Skill Shards, Loot tokens, etc.), Weapons (other than Basic), Quickhacks, and Crafting cards (at any stage of crafting) between each other, providing they're **in Range**. Note: Players on the Elevator tile at the start of a new Level are in each other's Range and may trade even before the first STAP.

The exchange doesn't need to be fair (a player may just give something to another) and players should use it to gain an advantage, for instance, when a Weapon deals more damage when held by a certain character.

NEXT LEVEL

(skip this step if the Level isn't completed)

If all players advance after completing all the Main Objectives, set up the new Level following the rules for the game setup:

- clear out the board: remove everything from the Main board and place all components in the supply,
- usually you may either keep the current layout of the Board tiles or randomize it,
- discard the current Mission card; prepare the next Mission card and its Objective's rewards,
- deploy Enemies on Deployment spaces,
- place Closed Door tokens on doors,
- place Loot tokens *(skip this step for now, as this Level has only one STAP),*
- place characters on the Elevator tile.

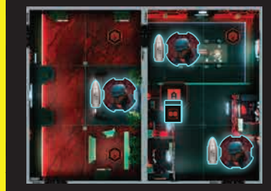
Level 3.2 setup

Prepare a Task Stack on Point A. Use 2 Task token with 2 RAM and 1 Task token with 2 Attack symbols. Mix them face down and place, face-up, stacked, on Point A.



For each Side Objective gained as a reward on the Level 3.1, remove 1 Task token from the Stack to the box.





Use tile MC-A-04 (and any B, C and D tiles). Place additional Guards on it as depicted.

⚠ If a new Level was set up, continue with all the Cooldown steps, but skip Enemy Movement and Deployment steps.

CHECK LOOT

Players now check not only any Loot tokens they collected and Skill tokens they gained but also the Equipment markers.

REVEAL COLLECTED LOOT TOKENS

Players flip the Loot tokens in their Inventory and resolve their effects in any order they choose.

CHECK COLLECTED EQUIPMENT

Discard any Equipment marker (Enemy Health counter) from your Inventory, draw 1 Equipment card for each, and resolve their effects. Discard the resolved card unless it's a Weapon card, in which case, place it near your board as a reminder of the Weapon die effects, and its Specialty, *see page* 33.

If the Equipment deck runs out of cards, **do not form a new deck**. If a player then resolves an Equipment marker, they may either gain any Legendary card or remove an Action card from their deck.

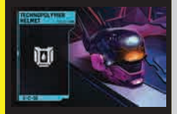
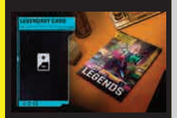


"Oh-ho, now we're talkin'! Let's see how fast this beauty can turn corpos into scrap."

LOOT TOKENS REWARDS

Symbol	Effect
	Take a Skill Shard of the **shown** color from the supply and place it in your Inventory. You may install it by placing it in your Skill Progression area on the player board, *see Skills, page* 19.
	Choose 1: » Take a Legendary card from the top of the deck of **any** color. Put it on top of your **deck**. » Remove **any** Action card (not Wound or other type) from your deck (*see page* 20).
	Take a Booster and place it in your Inventory, active side up. You may install it now by placing it in the slot on the player board, or do this later as an Instant Action.
	Take 1 Armor Equipment card and place it on your Wound cards. *See Armor, page* 18.
	Add the extra Time twice for the next STAP (click the "Add time" button in the App twice).
	Pick up any face-down Loot token in the common supply (from the ones unused at the setup) and resolve it.
	Reveal 3 cards from the top of the Crafting deck and place 1 of them in one of your Crafting slots (you may discard another card to make a room), as a Crafted Item ready to be used. Discard the unwanted cards.
	Reveal 3 cards from the top of the Quickhack deck and place 1 of them in your area (you may discard another card to make a room). Discard the unwanted cards.
	Take an Equipment card and resolve it, as if the Loot token was an Equipment marker.
	Instead of resolving any Loot token effect, you may also discard it to look through their deck and discard pile, select one card, and place it in your hand for the next STAP, then reshuffle their deck.

EQUIPMENT MARKERS REWARDS

Symbol	Effect
	Gain Armor, place this card on your Wound cards, *see Armor, page* 18.
	Take the shown Weapon die. You may use it during Combat instead of your Basic Weapon.
	Take a Legendary card from the top the deck of **any** color. Put it on top of your **deck**. **or** Remove any Action card from your deck, *see Removing cards, page* 20.

GAIN NEW CRAFTING AND QUICKHACK CARDS

Reveal 6 Crafting cards **and 1 Quickhack** from their decks and distribute them among players following the rules on *pages* 32 *and* 22. Any unwanted cards are discarded.

⚠ Follow the rest of the Cooldown steps and continue the game until you complete or fail the Mission.

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED

Unlock 3 Missions:
- ICEBREAKER 1
- UNBREAKABLE 1
- LABYRINTH 1

- Unlock the Afterlife mode.
- Gain 1 Street Cred (see page 46).



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

The exec doesn't see you coming. He tries to play dumb, all wide-eyed and innocent: "Who? Never heard of you!" Uh-huh… right.

The recordings cached in his drone say otherwise. Buried among hours of creeper footage of some other exec's backside, there it is – crystal-clear visuals of you pulling Dex out from under Arasaka's boot.

That kind of data's too hot to leave floating around. Now it won't. Crisis averted.

The Seer's advised you to lay low, let the situation die down. You'll hear back soon, and when you do, the stakes are going up.

Sounds like they have a big plan in the works, and you play an important role. Do your part, and they'll open doors most punks don't even know exist.

Get ready. It's high time Night City learned your names.

CAMPAIGN

Now you're ready for some real challenges! Use the App to choose your next Mission. Here, you'll see your progress and start the next game in one of two modes:

- » the Campaign, where Missions unlock and tell a continuous story, ending with a finale or
- » the Afterlife mode, with sandbox-style Missions and various challenges.

Select the Mission type and follow the instructions.



"Night City's skyline – bright enough to blind you, sharp enough to cut your throat. A neon dream built on broken promises."

NIGHT CITY MAP

The App shows all the Missions currently available to you, with a short description for each. Whenever you're ready, choose any of the available Missions and start it. Follow the Mission setup.

CAMPAIGN SHEET

This sheet tracks all your progress during the Campaign, including:

- » The name of your team
- » Notes taken during your games
- » Street Cred level
- » The status of all Missions



STREET CRED

Upon completing a Mission, you'll be awarded several Street Cred points. Cross out the corresponding number of boxes on this track. When a box with a Legendary card is crossed out, take all **locked Legendary cards in this color** from the box and **unlock** one of them by adding it to the available pool of cards.

MISSION STATUS

Use this table to mark which of the Campaign Missions are available to your team (first spot) and which of them have you played and completed (second and third spot).

STARTING A CAMPAIGN MISSION

1. Choose the Mission in the App or the Campaign Sheet.
2. Open the Night City Guide on the shown page and take the corresponding Mission cards.
3. Open the rulebook on the shown page and read the Mission-specific rules.
4. Setup the Mission.
5. Visit Night City:
   a. Check your Heat level (see the next page).
   b. In any order, choose and resolve 2 Points of Interest on the Map:
      - » 1 Street Story
      - » 1 other location:
        - Ripperdoc
        - Weapon shop
        - Workshop
        - Quickhack shop
   c. Adjust your Heat level if it was modified.
   d. Choose the difficulty level.
6. Start the Mission.

DIFFICULTY LEVEL

After the Prologue, when selecting a Mission, you'll be asked to select its difficulty level. The App keeps track of your progress so far and suggests one of the four levels (Rookie, Street Kid, Edgerunner, Legend). You may access the console in the App to override this choice.

The chosen difficulty level affects the time available during each STAP. Street Kid is your base, 'normal' level. Rookie level provides a casual experience, Edgerunner adds to the challenge, while the Legend amps it up to eleven.

VISIT NIGHT CITY

Before starting the Mission, you will have a chance to interact with Night City. If it's your first time trying to complete the Mission, you may choose 2 Points of Interest (1 Street Story and 1 other) and resolve them one by one. **If you're replaying the Mission or playing in the Afterlife mode, go to your Hideout instead.**

HEAT

Before starting the Mission, players first need to update the Heat level according to the Heat symbols visible on their Cyberware and Weapons by taking a corresponding value in Heat tokens and placing them next to the Mission card.



While Heat symbols are present mainly on the Cyberware tokens, the Heat level may also be modified by Street Stories and equipping Weapons. Adjust the Heat level after it changes.



"Some edgerunners like to play it loud – kick the hornet's nest, set the whole damn hive on fire. Sure, it paints a target on your back, but sometimes a whisper just ain't enough, and the only way out is through."

HEATING THE MISSION

The higher the Heat level, the more Enemies will be Deployed on the Main board before the Mission starts. Each Heat level equals 1 HP of the Guard to be deployed on the board. Start by deploying 1 Guard on the Objective Point, in the Objective Order. Set their HP according to the Heat level, discarding the Heat tokens back to the box. If the deployed Guard has 5 HP and there are still Heat tokens next to the Mission card, continue the process with the next Guard until no Heat tokens are remaining.

Heat level impacts only the first level of the Mission.

If during the Mission, Minotaurs (a new type of Enemy introduced in Labyrinth Missions) are used **instead** of Guards, place Heat tokens in the common pool on the right of the Minotaur board. When any Minotaur would take any damage, first discard 1 Heat token from the pool for each damage suffered instead of moving the HP marker. Once the pool is empty, the damage may be marked on the HP tracks as usual.

Judy gained a Weapon that generates 2 Heat.



Panam has Mantis Blades, generating 3 Heat.



Jackie generates 2 Heat with his Ballistic Coprocessor.



That's 7 Heat they need to add to their Mission.



They need to add two additional Guards during setup: one with 5 HP, and the other with 2 HP.

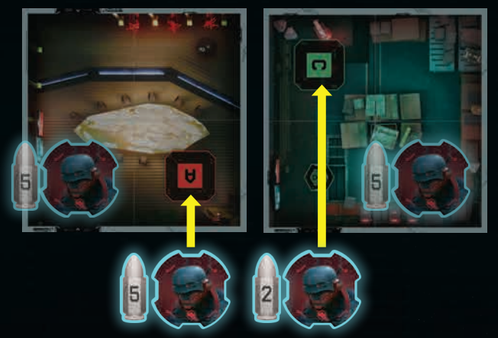


Following the Point Order, they:



Deploy a Guard with 5 HP on Point A.

Deploy a Guard with 2 HP on Point C and start the Mission.



STREET STORIES

Draw a Street Story card for the chosen Point of Interest. Note that each location may be visited only once during a playthrough. A Street Story typically requires you to perform a Test or make a choice. Read and resolve the front side of the card, then flip it and read the corresponding outcome on the back side of the card. Now you can place the card in the "Removed" section of the Street Story deck in the box.

Similarly, when replaying a Mission or playing in the Afterlife mode, go to your Hideout and read a random Street Story card from the "Afterlife" section of the deck and place it in the "Removed" section afterward.

Upon completing the Campaign, shuffle all unread Street Story cards to form one "Afterlife" pool. When the last card is resolved, shuffle the removed cards to form a new deck.





"Night City's got more stories than bullets in a full mag – most of 'em never get told, never get noticed. Deals gone south in back alleys, legends born and buried before sunrise. The city chews 'em up, spits 'em out, and keeps moving. But every now and then, someone leaves a mark deep enough that even the streets remember."



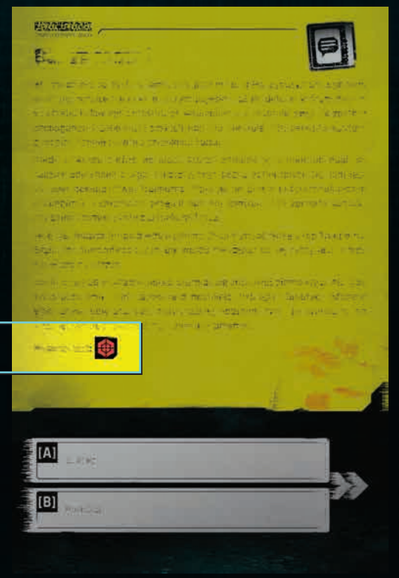
TESTS

A Street Story card may ask you to take a test. It'll specify the type of symbols to be found on the 1st row on a player's Action cards.

- Choose a player to take the test.
- They discard 4 cards from the top of their deck.
- Count the specified symbols on the 1st row on discarded Action cards.
- If there are 2 or more of the symbols, the test is passed; otherwise, you may press your luck once – you may gain 2 Heat to discard 2 additional cards from the top of your deck, and check again. If the 2 symbols are still not found, the test fails.
- Flip the Street Story card and read the result for the player taking the test.

Example:

1. A test checks for Attack symbols.



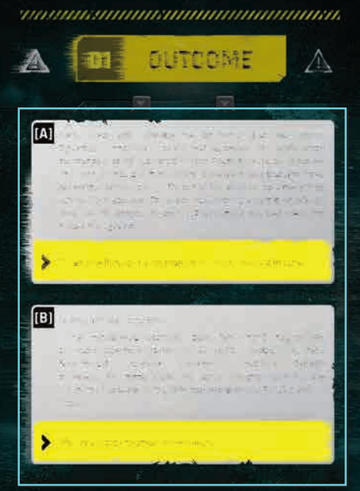
2. Jackie discards 4 cards and reveals 1 Attack symbols. The test currently fails.



3. Jackie decides to take 2 Heat to draw 2 more cards.



4. Jackie passed the test, flips the card and checks the result.



RIPPERDOC

Visit one of the Night City's Ripperdocs to install or remove Cyberware, see below.

Draw 4 Cyberware cards from the locked Cyberware cards (one of each type). Pick any 2 that will be added to your Hideout Inventory section in the insert.

"Ripperdocs – Night City's back-alley miracle workers. Patch you up, chrome you out, make you more machine than meat. Some are lifesavers, some are butchers, but either way, they're the reason half this city ain't dead yet."

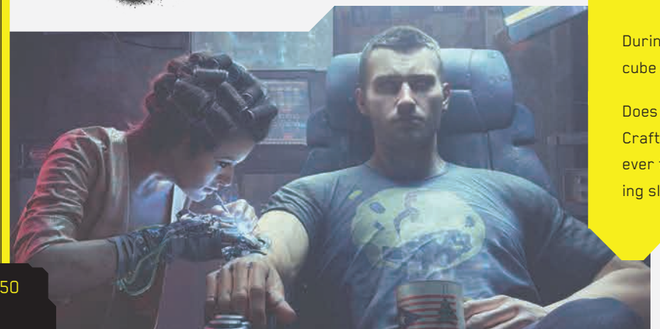
CYBERWARE

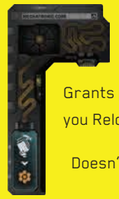
Cyberware is a body modification that stays with a character between Missions until it's removed. When setting up a Mission, any character may install any of the Cyberware in the Hideout Inventory – or uninstall any of their installed Cyberware, returning it to the Hideout Inventory. If your character has any installed Cyberware (kept with their cards in the game box) place it on your player board at the setup of the Mission.

When setting up the game, during Step 2: Characters, take the Cyberware tokens corresponding to the Cyberware cards the character has and place them next to the player board. When storing the game, keep the character's Cyberware cards with the character's Action cards.

Cyberware comes in 4 types. Each type grants various effects and occupies a different spot on the player board. The effects of a particular piece of Cyberware are described on its Cyberware card. **Cyberware cannot be Traded.**

"Cyberware's a double-edged sword. It makes you faster, stronger, sharper – but with every implant, you lose a little piece of what makes you... you."





Install in the leftmost Booster slot. Reduces the limit of Boosters the character may have by 1.

Grants passive effects that may be triggered whenever you Reload (shuffle your deck).

Doesn't count as a Booster for any purposes.



Install in the two rightmost Booster slots. Reduces the limit of Boosters the character may have by 2.

When Active, it grants a one-time effect and then flips to the Inactive side.

Counts as 1 Booster for all purposes. It may be Activated and refreshed following the Booster rules.

When you gain the Mantis Blades Cyberware, replace 2 Cool (red) Action cards in your deck with 2 Mantis Blades Action cards (A-C-01 and A-C-02).



Install in the rightmost Crafting slot. Reduces the limit of Crafting cards the character may have by 1.

Grants passive effects that may be triggered when you declare Take Cover.



Install in the two leftmost Crafting slots. Reduces the limit of Crafting cards the Character may have by 2.

During setup, place it with its craftable side up. Place Crafting cube on each spot.

Does not count as a Crafting card for any purposes. When fully Crafted, it grants passive effects that may be triggered whenever the condition on the token is met. Additionally, a new Crafting slot on the token becomes available.

WEAPON SHOP

Unlock a new Weapon – draw 2 random Weapon cards from the "Locked" section in the game's insert. Gain one of them and place the other back in the "Locked" section. Any character may immediately take the card and the corresponding Weapon die and start the Mission with them. **Remember to adjust the Heat level.**

After the Mission ends, the new Weapon is added to the common supply to be shuffled into the Equipment deck.

WORKSHOP

Unlock 2 new Crafting cards – draw 4 random Crafting cards from the "Locked" section in the game's insert. Gain two of them and place the others back in the "Locked" section. Any characters may immediately take the cards and start the Mission with them (place the Crafting cubes on them as usual).

After the Mission ends, the new Crafting cards are added to the common supply.

NETRUNNER

Unlock a new Quickhack – draw 2 random Quickhack cards from the "Locked" section in the game's insert. Gain one of them and place the other back in the "Locked" section. Any character may immediately take the card and start the Mission with it.

After the Mission ends, the new Quickhack is added to the common supply to be shuffled into the common Quickhacks deck.

CHALLENGES

During Missions, you can complete your character's challenges to unlock new, permanent cards to their decks.

On the backside of the character's ID is a list of Challenges. After each Mission (played in the Campaign or in the Afterlife mode), check whether you have met any requirements. Mark it on the card or in the App.

If you have, replace the listed Action card from the Character's deck with the corresponding Advanced Action card. Once a card has been replaced, it stays in the Character's deck for the remainder of the game (until progress is reset). Put the removed card in the box.

"So you're trying to make this more than just another shootout? I get it. No half-assed moves, no boring shit. You pull off something wild. You make 'em remember you. Leave a mark they can't ignore. And if you die trying? Well, at least you'll die legendary."

HIDEOUT

You visit the Hideout if you choose a Mission that you've already played or when you play in the Afterlife mode. Instead of interacting with Points of Interest in the Night City Guide, you first read an Afterlife Street Story card, and then each player chooses one spot in the Hideout and resolves the corresponding action. Each action may be chosen by only one player.

"This place? It's a hideout. The kind that reeks of rebellion, sweat, and a little bit of old blood. Just the essentials – space to think, a place to crash, and the freedom to make it all explode if I need to."



Ripperdoc – gain an active Booster or remove a chosen card from your deck for the next Mission.



Netrunner Rig – draw 3 Quickhack cards from the common supply and gain 1 of them for the next Mission.



Workshop – draw 3 Crafting cards from the common supply and gain 1 of them for the next Mission.



Meditation Room – put the top card of your deck on top of your discard pile. Gain the top Legendary card of the corresponding color and put it on top of your deck.

If a two-colored card was discarded for V, choose any of the card's color.



Weapon Stash – draw 3 Equipment cards from the common supply and gain 1 of them for the next Mission. Adjust Heat if applicable.

NO APP

We highly recommend playing the game with the App, as it serves many purposes apart from just measuring time. It conveniently tracks progress, suggests the difficulty level, and interacts with the game in several ways.

The App also tracks achievement progress, otherwise unavailable, provides you with additional rewards, and allows you to enter hack codes that modify gameplay. Also, any future corrections to the game may be released in the form of App updates/patches.

If you're still not convinced, use another device to measure time and follow the guidelines in the table below with the amount of time available for each Mission. You'll also need to track additional effects, such as "add time" – if any player activates it, play 10 seconds longer for each occurrence (or you may pause the timer for 10 seconds).



"Refuse chrome? Really? You're gonna stay all soft and squishy while the world keeps getting harder? Alright, choom, you do you. But it's not the '90s anymore. Adapt or get left behind. If you're too proud to get a little chrome, enjoy being cannon fodder."

Mission	STAPs	STAP time in seconds for each difficulty level [solo]			
		Rookie	Street Kid	Edgerunner	Legend
PROLOGUE 1: THE DAY THAT NEVER COMES					
1.1	7	150 [200]			
PROLOGUE 2: ... AND JUSTICE FOR ALL					
2.1	6	150 [200]			
PROLOGUE 3: GIMME SHELTER					
3.1	5	150 [200]			
3.2	1	240 [320]			
ICEBREAKER 1: LOOK FOR THE TRUTH					
1.1	3	210 [240]	180 [200]	140 [160]	110 [120]
1.2	2	240 [265]	205 [225]	165 [185]	130 [145]
ICEBREAKER 2: COLD AS ICE					
2.1	3	240 [265]	200 [225]	160 [180]	120 [135]
2.2	1	560 [620]	480 [520]	390 [430]	300 [330]
ICEBREAKER 3: THE MAN WHO SOLD THE WORLD					
3.1	3	240 [265]	210 [230]	175 [195]	135 [150]
3.2	3	240 [265]	210 [230]	180 [200]	145 [160]
3.3	3	260 [285]	220 [245]	185 [205]	150 [165]
LABYRINTH 1: BORN TO BE WILD					
1.1	3	235 [260]	195 [215]	160 [180]	120 [135]
1.2	1	340 [375]	295 [325]	250 [275]	200 [220]
LABYRINTH 2: DIE WITH YOUR BOOTS ON					
2.1	3	240 [265]	195 [215]	150 [165]	105 [115]
2.2	1	500 [550]	400 [440]	300 [330]	200 [220]
LABYRINTH 3: AIN'T NO REST FOR THE WICKED					
3.1	3	240 [265]	210 [230]	180 [200]	145 [160]
3.2	2	300 [270]	225 [250]	190 [210]	150 [165]
3.3	1	520 [570]	435 [480]	370 [405]	290 [320]
UNBREAKABLE 1: WELCOME TO THE JUNGLE					
1.1	3	245 [270]	210 [230]	165 [170]	120 [135]
1.2	2	290 [320]	250 [275]	170 [190]	90 [100]
UNBREAKABLE 2: RE-ALIGN					
2.1	6	230 [255]	185 [205]	135 [150]	90 [100]
UNBREAKABLE 3: HOLDING OUT FOR A HERO					
3.1	3	240 [265]	195 [215]	150 [165]	105 [115]
3.2	3	240 [265]	205 [225]	165 [185]	130 [145]
3.3	1	860 [945]	700 [770]	545 [600]	390 [430]
FINALE: HIGHWAY TO HELL					
FINALE 1.1	3	310 [340]	270 [295]	230 [255]	190 [210]
FINALE 1.2	9	230 [255]	185 [205]	135 [150]	90 [100]
FINALE 1.3 A	5	235 [260]	195 [215]	160 [180]	120 [135]
FINALE 1.3 B	1	990 [1090]	810 [890]	630 [690]	450 [495]
AFTERLIFE					
GIG GENERATOR 1.1	3	270 [300]	225 [250]	190 [210]	150 [165]
GIG GENERATOR 1.2	3	270 [300]	225 [250]	190 [210]	150 [165]
GIG GENERATOR 1.3 A	1	470 [520]	390 [430]	320 [360]	240 [270]
GIG GENERATOR 1.3 B	1	530 [580]	445 [490]	380 [415]	300 [330]
GIG GENERATOR 1.3 C	1	320 [350]	270 [295]	225 [245]	180 [200]
GIG GENERATOR 1.3 D	1	440 [485]	415 [455]	385 [425]	360 [395]
WAKAKO GIG 1.1	3	270 [300]	225 [250]	190 [210]	150 [165]
WAKAKO GIG 1.2	3	270 [300]	225 [250]	190 [210]	150 [165]
WAKAKO GIG 1.3 A	1	440 [485]	415 [455]	385 [425]	360 [395]
WAKAKO GIG 1.3 B	1	575 [635]	495 [545]	410 [455]	330 [365]
PADRE GIG 1.1	3	240 [265]	210 [230]	180 [200]	145 [160]
PADRE GIG 1.2	3	240 [265]	210 [230]	180 [200]	145 [160]
PADRE GIG 1.3 A	1	1195 [1310]	975 [1070]	760 [830]	540 [590]
PADRE GIG 1.3 B	3	290 [320]	250 [275]	170 [190]	90 [100]
EL CAPITÁN GIG 1.1	3	285 [895]	245 [770]	250 [645]	165 [520]
EL CAPITÁN GIG 1.2	2	285 [895]	245 [770]	205 [645]	165 [520]
EL CAPITÁN GIG 1.3 A	1	490 [540]	420 [460]	340 [380]	270 [300]
EL CAPITÁN GIG 1.3 B	1	490 [540]	420 [460]	340 [380]	270 [300]

CAMPAIGN MISSIONS

On the next pages, you'll find detailed setup and gameplay rules for all the Missions found in the Core box. Each Mission will list which components to use and how to use them. For a complete overview of the mechanics (mainly for the Afterlife mode), see the Glossary.



"Alright, listen up, chooms, school's over. What's ahead ain't just another gig. It's a gauntlet – long, brutal, and dripping with danger. But every step, every bullet, every hack gets us closer to the grand finale. This ain't just about survival; it's about making history. So gear up, keep your heads straight, and let's carve our names into the chrome veins of this city. Legends aren't born – they're forged."

NEW OBJECTIVES

Objectives found on the Mission cards feature several additions to what you have learned during the Prologue Missions.



Crafted Items – some Objectives may require players to have them or to discard them without resolving their effects. Objectives may also ask to check their cost in Crafting cubes – if so, count the spots for cubes, regardless if they have a cube or not.



Depending on the context, all players need to contribute collectively or each fulfill the requirement individually e.g. have a certain number of RAM or spend symbols.



Any player needs to meet the Objective requirement. It may be an Active player, or anyone else at the table. If an Objective asks for any two players to do something, one of them may be the Active player.

MILITECH ENEMIES

During some Missions, you will encounter Militech Guards. The Grenade symbol on their dice deals 3 damage to the Active player and each character in the room with the Active player.



This die result is ignored if there's any Enemy in the Active player's room – the Enemy won't throw the grenade under their own, or their allies', feet.



ICEBREAKER

ICEBreaker Missions focus on Netrunning, giving you the chance to interact with the virtual world – with its own rules and challenges. Just make sure that all other players pay attention to what's happening in the real world while the other's jacked in…



"Listen up, we're diving into the fire here. You'll need to jack in while all hell's breaking loose around us. Keep your head in the game, block out the chaos, and punch through their defenses fast. We'll handle the bullets; you focus on frying their circuits. No room for hesitation, got it?"

ICEBREAKER COMPONENTS



7 Mission cards



2 Terminal boards (two-sided)



18 Code dice



Stop token



Adam Smasher token



Alarm track



36 Data cards



8 ICE *(Intrusion Countermeasures Electronics)* cards



4 Access Point tokens

! ICEBREAKER 1
LOOK FOR THE TRUTH

You may be off Arasaka's radar following the botched DeShawn job, but the megacorp now rests squarely in your sights.

A rumor's been floating around – Arasaka is brewing a new black project, fully off the books. There's little information to go on aside from hearsay, the last gasps of reckless netrunners and the whispers of loose-lipped suits. My leading theory is that it's some kind of initiative to bend the human mind, perhaps worse. And it's dangerous.

Fortunately, I have somewhere you can start following this thread – a satellite office on the outskirts of Santo Domingo, isolated from the main grid, but not untraceable. Pointing in its direction were three clues: a truncated shipping manifest, an emergency courier route, and a shard recovered from a flatlined netrunner, all of which tie this site in some way to 'Saka's secret project.

Infiltrate, extract what information you can and disappear. Absolutely no fireworks.

You are not storming Konpeki Plaza. At least, not yet. But don't let the modest nature of this facility fool you. Arasaka often hides its darkest secrets behind the most unassuming doors.

NETRUNNING

Netrunning represents the player's interaction with the virtual world. Any player may Initiate Netrunning while standing on a space with the Objective Point token or, in following Missions, on a one-time-use Access Point. A Netrunning player may not interact with the Main board except with Quickhacks.



The goal of Netrunning is to sort the Code dice into specific arrangements in order to gain Data cards. The Objective on the second Level of this Mission will require players to gain 3 Data cards on each Objective Point.

Some of Netrunning rules change in Solo Mode, see page 101.

INITIATING NETRUNNING



A player on an Objective Point space with no Enemy in their Range may Take Cover to Initiate Netrunning. Their turn immediately ends and they start Netrunning. The next player clockwise becomes the Active player and starts their turn. A Player cannot Initiate Netrunning if there are already two Netrunning Players (two boards are in use).

The Netrunning player carefully takes one of the Terminal boards with Code dice on it along with its Data cards pile. Their goal is to gain the required number of Data cards by arranging the Code dice. When a player is Netrunning, all of their turns are skipped while all other players continue the game. The Netrunning player may still use Quickhacks, Boosters and Crafting items. There is an additional Quickhack available for the Netrunning player, printed on the Terminal board (see below).

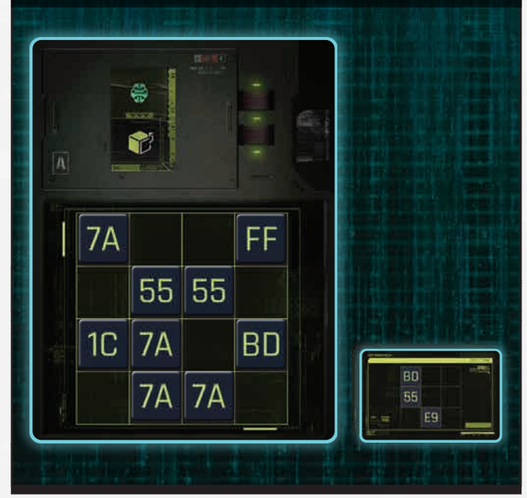
TERMINAL BOARDS

During the setup of Level 1.2 of this Mission, players will be asked to set up Terminal boards.

Place 2 Terminal boards (side A) within convenient reach for each player to at least 1 board. For each board:

» Take 9 Code dice and roll them directly on the Terminal board. Move the dice to the nearest empty cell in the grid, keeping their results and placing 1 die per cell. The initial arrangement of the dice does not matter. Rotate the faces on the dice so the symbols have the same orientation and are readable in one direction.

» Take roughly half of the shuffled Data cards and place them in a pile next to the Terminal board. These cards show a Code pattern that the Netrunning Player must set on the Terminal board in order to gain the topmost Data card. The top card's pattern is always visible.



GAINING DATA CARDS

To gain the Data card from the top of the pile, the Netrunning player must arrange the Code dice to form a pattern shown on the card, anywhere on their Terminal board.



To achieve this, the Netrunning player moves the Code dice following these rules:

- They may move Code dice in real time until they Disconnect (see below),
- Code dice are moved on the Terminal board in a sliding motion (they are not picked up) without changing their face, through orthogonally connected spots,
- only one Code die may be moved at a time,
- only one Code die may ever occupy one grid spot,
- the Netrunning player may spend 1 RAM to pick up and set any 1 Code die to any face.

The pattern may be arranged anywhere on the Terminal, providing the relative Code dice position is matched. Players may **not** rotate the Data card or the Terminal board to match the pattern.



Place the gained Data card on the Terminal board's side. For now, ignore the card's backside.

If the Netrunning player cannot arrange the Code dice to form a pattern (they don't have enough RAM to set a die to the necessary face), they need to Disconnect (see below).

You may use Boosters or some Crafted Items to generate RAM during Netrunning.

DISCONNECTING

Netrunning ends in one of 3 ways:

- The Netrunning player voluntarily declares Disconnection at any point during their Netrunning, or they moved on the Main board by any effect.
  - They keep the Data cards they gained – **these can be immediately spent to complete an Objective** (if an Objective requires a certain number of Data cards) by discarding the required number of Data cards (any from the pool of gained cards) next to the Mission card. The Netrunning player cannot complete the Objective if they gained less than the required number of Data cards.
  - **Only the cards gained during the current Netrunning may be spent to complete an Objective.**
  - They put the rest of the gained Data cards in their Inventory. Cards in Inventory cannot be spent to complete Objectives. *In this Mission, Data cards in Inventories have no further purpose.*
  - They draw 4 Action cards from their deck and return to performing their usual turns on the Main board, resuming after the player to their right ends their turn.
- The STAP ends and forces the player to Disconnect immediately. They keep the gained Data cards and may still complete the Objective as if they Disconnected willingly. After resolving the Cooldown phase, they'll continue the game as usual on the Main board.
- A player is forced to Disconnect by having an Enemy in their Range or suffering any damage. In this situation, the Netrunning player loses all the Data cards they gained during the run; they are discarded into the Data cards discard pile (1 in the common Supply for all Data cards) without any effect. The player draws 4 Action cards from their deck and returns to performing their usual turns on the Main board.

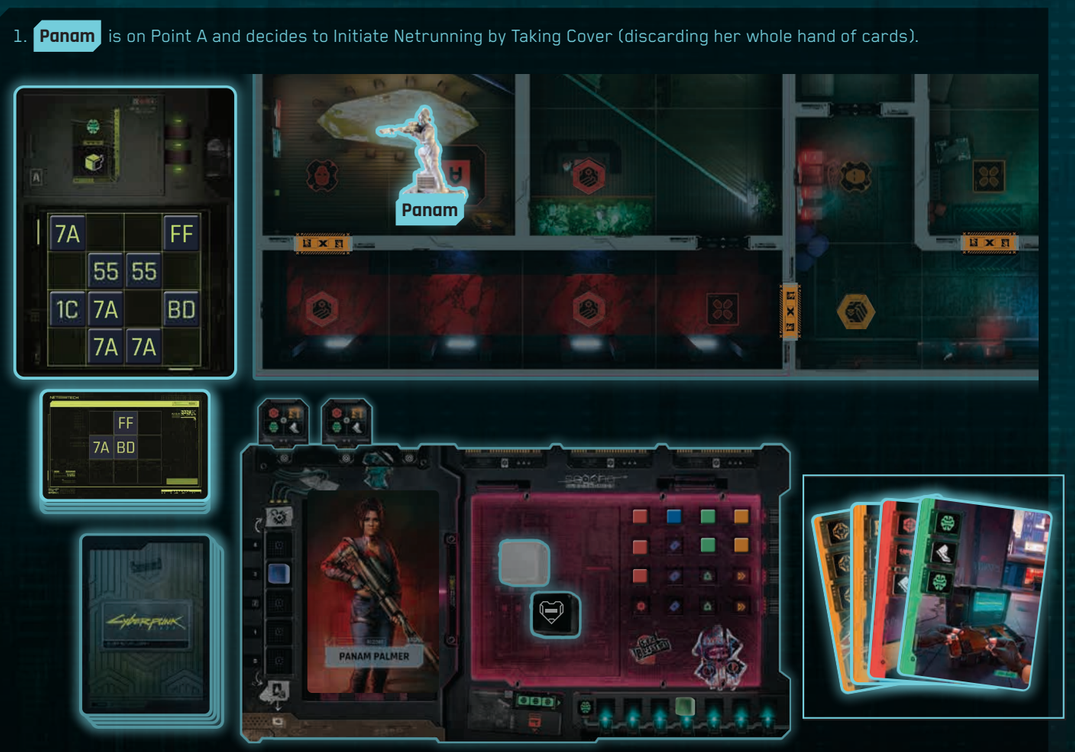
If any Data card pile runs out during the game, shuffle the discarded Data cards and replenish both piles to have more or less the same number of cards.

After Disconnecting, the state of the Code dice on the Terminal board is not reset.

If the player completes the Objective, they move the Objective Point token from the Main board to the Mission card. No player can Initiate Netrunning on this Point anymore.

Example:

1. **Panam** is on Point A and decides to Initiate Netrunning by Taking Cover (discarding her whole hand of cards).



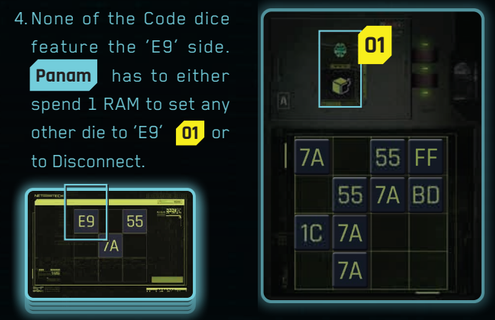
2. While all other characters are playing their turns, **Panam** moves Code dice on the Terminal board to arrange them in the pattern shown by the Data card.



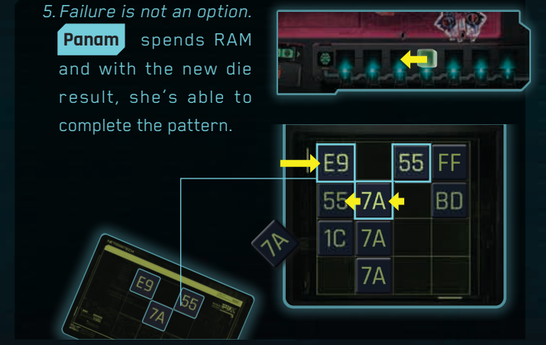
3. The pattern is arranged. **Panam** gains the Data card and sets it aside. A new card is revealed.



4. None of the Code dice feature the 'E9' side. **Panam** has to either spend 1 RAM to set any other die to 'E9' **01** or to Disconnect.



5. *Failure is not an option.* **Panam** spends RAM and with the new die result, she's able to complete the pattern.



SETUP

Level 1.1

Standard Setup rules. Use Arasaka Guards as Enemies.

Deploy additional Guards according to your Heat level.

Level 1.2

Standard Setup rules.

Place the Netrunning components: 2 Terminal boards, 18 Code dice, and 36 Data cards in the common supply.

Setup the Terminal boards (side A).

Place Objective Points tokens on the corresponding spaces on the Main board.



For each Side Objective token (gained on Level 1.1), you may now set any Code die to any result.



One of the Main Objectives requires players to gain 3 Data cards on each Point.

After completing the Objective on a Point, move its token from the board onto the Mission card, to mark that part completed.

The Objective is Completed when there are 4 Objective Point tokens on the card.

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock 1 Mission: ICEBREAKER 2
- Check characters' Challenges.
- Gain 1 Street Cred.

MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.



READ AFTER COMPLETING THE MISSION

Looks like the Seer's intel missed the mark on this one.

The office is light on guards and soft on ICE. Easier than punchin' a hole through a soggy screamsheet. No way in hell Arasaka would stash data on their confidential schemes in a place like this. You don't catch a whiff of any black projects. Not a one.

But the gig isn't a total waste. Nestled in their logs you find a tasty data cache – coordinates to a hidden Arasaka server farm. Off-grid, high-security, deep in the weeds.

If the rumors about this black project have any truth to them, that *facility is where the real trail likely begins.*

Take a deep breath and get ready to gear up again. Next time, you won't be slicing up soft targets, you'll be punching through the first real layer of Arasaka's armor.



ICEBREAKER 2
COLD AS ICE

You did well in Santo to make something out of nothing. Unfortunately, you also left behind a trace. Your break-in registered on Arasaka's internal threat monitors – enough to tighten up protocols, but not enough to trigger a panic.

Your next target is one of Arasaka's sealed command hubs – a fortified facility running critical off-grid operations, now on full lockdown.

And, as luck would have it, Yorinobu is scheduled to visit this site. Maybe he wants a change of scenery, maybe he's marking his turf. Or maybe he intends to make it clear to the Board that–with dear papa Saburo gone–he's the new alpha Arasaka.

This won't be like last time. You won't be slipping through swiss-cheese'd ICE and tip-toeing past rent-a-cops counting sheep on their night shift. Whether you crack the hub open quietly or loudly is your choice. What matters is securing data on Arasaka's black project before the hammer drops.

We hit a hiccup, but we cannot stop chasing the truth. You need to move quickly.

This Mission will require you to hack into the Net once more, now with an added danger factor.



"Ah, they're trying to trace our netrunner, huh? Rookie mistake. They don't realize tracing anyone I'm with never goes as planned. It's like hunting shadows in a blackout. Sure, you can try, but you'll never catch what you can't see."

ACCESS POINTS

This Mission features Access Point tokens, which can be used to Initiate Netrunning once. They are removed from the Main board and put back in the box when the Netrunning player Disconnects for any reason.

TRACING

Side B of the Terminal board features a Tracing track with spots that refer to:

01 Player's Intelligence (green) Skill level.

02 Place for the Enemy token.

03 Slow down the Tracing requirement.





This Mission features Minotaur Enemy, if you haven't encountered them yet, read the rules on page 69.

INITIATE NETRUNNING

The top part of the Terminal board features a Tracing track. As the Netrunning player, when you Initiate Netrunning, place one HP counter on the right of this track and place an Enemy token on the spot corresponding to your Intelligence (green) Skill level. The higher the Skill, the higher on the track the Enemy is placed.

⚠ You cannot Initiate Netrunning if there are no Enemies in the common pool.

GAINING DATA CARDS

When you gain the Data card, flip it over to display the reverse side. The card may feature two bits of information:



- Tracing (0, 1, or 2 red bars) – **immediately** move the Enemy on the Tracing track this many spots to the right,
- Reward (green bars) – may be gained in the Cooldown phase if the card is in your Inventory (i.e., the card wasn't spent on completing any Objective).

TRACING TRACK

If the Enemy is ever moved off the track, place it in the Netrunning player's space with 5 HP. The Netrunning player is immediately forcefully Disconnected (as there's an Enemy in their Range) and suffers 1 Damage.

SLOW DOWN TRACING



While Netrunning, you have 2 ways to avoid being detected and move the Enemy back up on the Tracing track:

- A new Quickhack, printed on the Terminal board, is available for the Netrunning player: spend 4 RAM to move the Enemy back up by 1 spot.
- Slow down Tracing requirements are listed between spots on the Tracing track. Any player **who is not Netrunning** may, **during their Turn**, Take Cover with a card of matching color (*see page* 34) to move the Enemy back up by 1 spot.



Example:

1. Panam initiates Netrunning by Taking Cover.



2. She has 2 Skill Shards in her Intelligence skill, thus she places a Guard on the 5th spot on the Tracing track.



3. She manages to arrange the Code dice in the pattern shown by the Data card.



4. Panam gains the Data card and flips it. It has 1 Tracing bar and the Guard moves by 1 spot on the track.



5. Panam asks for help and V Takes Cover with a green card.



6. The guard moves back on the 5th spot and Panam continues Netrunning.



NETRUNNING REWARDS

When the Netrunning player Disconnects, and they are not forced to do so (*see: Disconnecting, page* 58), they still may spend Data cards to complete Objectives. The excess gained Data cards are placed in their Inventory. The player may gain more Data cards than is required by the Objective and choose which cards to spend in order to complete the Objective, and which ones are put in their Inventory.

In the next Cooldown phase, at the Check Loot step, resolve the Data cards: discard them from the player's Inventory to the box to gain the rewards listed.

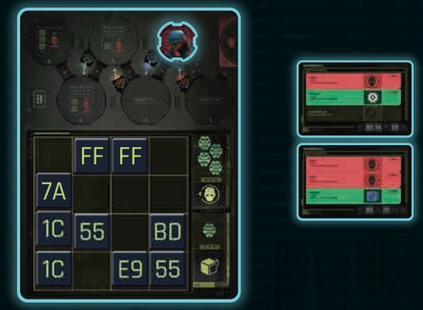
Icon	Reward
	Gain the Skill Shard of the specified color.
	Gain a Skill Shard of any color.
	Draw 3 Quickhack cards, take 1, and put the rest on the bottom of the deck.
	Gain a Booster.

Example:

1. Panam just gained a 5th Data card, so she decides to Disconnect.



2. Panam needs 3 card to fulfill the Objective. She discards 3 cards without any rewards and takes the Objective Point token from the Main board.



3. The 2 remaining cards are placed in her Inventory.



4. During Cooldown, Panam gains 1 blue Skill Shard and a Booster, and discards the Data cards to the box.



SETUP

Level 2.1

Standard board setup. Use Arasaka Guards as Enemies.

Prepare the Terminal boards (side B).

Place Objective Point tokens C and D on the matching Points.

Place Access Point tokens on the Special spaces on tiles A and B.

Deploy additional Guards according to your Heat level.

Level 2.2

Standard board setup.

Prepare the Minotaur board.

Place a Minotaur on a Deployment space on tile C. Place Arasaka Guards on the rest of Deployment spaces and Special spaces.

Place Objective Point tokens A and B on the matching Points.

Prepare Stacks of Task tokens: take the shown Task tokens, shuffle them face-down, and place a Stack of 2 face-up Task tokens on each Objective Point token.



You may not Initiate Netrunning while there are any Task tokens on the Objective token.

Place Side Objective tokens next to the Terminal boards. After a player Initiates Netrunning, they place a Side Objective token on the Tracing track, on the spot to the right of the Guard. If the Guard would move on this spot, ignore the Movement and move the Side Objective token in the common supply.

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock 1 Mission: ICEBREAKER 3
- Check characters' Challenges.
- Gain 2 Street Cred.

MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.



READ AFTER COMPLETING THE MISSION

Well, chooms... turns out this rabbit hole runs deeper than anyone could've guessed.

You crack the command hub's secure network, sift through layers of corporate smoke and mirrors, and what do you find? 'Saka's black project isn't some cybernetic prototype or a bleeding-edge combat drone. It's a program. Codename: Raijin.

But don't start planning a raid on Arasaka Tower just yet. The data you pulled point to something else – a hidden facility tucked away somewhere in Westbrook, cut off from the main grid. That's where the breadcrumbs lead.

If half of what you've uncovered is true, this isn't just another R&D project, it's a revolution in code. And now that you've seen it, there's no walking away.

The game has changed. The stakes just hit the redline.



ICEBREAKER 3
THE MAN WHO SOLD THE WORLD

In getting this far you've proven yourselves resilient, but you'll have to dig deeper if you hope to see this through and etch your names into Night City's history.

The Westbrook-based server complex you're heading to next isn't any ordinary datavault – it is a fortress, protected by layers of heavy Arasaka security and a hefty dose of paranoia. Every relay, every corridor, every inch of its infrastructure serves a single purpose: preventing data leaks.

I've prepared a special exploit to help you navigate the hell that awaits behind Arasaka's fiercest firewalls. Use it correctly and you'll become a digital ghost – unseen, unlogged, untouched.

However, there is one small catch. To become fully operational, the exploit must sync with the innermost layer of this facility, its server nexus, buried deeper than any surface-level defenses. Don't underestimate what awaits you there – many merc netrunners fried that last synapse trying to crack that same core.

Slip in, run the sync, and get out before the alarms start to sing.

The stakes have grown high, I'll admit, but should you succeed in priming this exploit, Arasaka will be truly vulnerable when we hit at its heart.

It doesn't get any easier. Now you've got Adam Smasher's attention. This scenario features an Alarm track, showing how close you are to summoning the ultimate tool of destruction.

ALARM TRACK

During setup, place the Adam Smasher token on the marked spot on the Alarm track (3rd space in the first row). Place the Stop token nearby.

Players try to slow down Adam Smasher's movement by completing Objectives and uploading Daemons. The Alarm track **does not reset** between this Mission's Levels.

Objectives in this Mission depend on Adam Smasher's position on the Alarm track. They may either scale with the row number (1 to 3 from top to bottom) or spot number (1 to 11).



"Well, if it isn't the chrome-plated sellout himself. How's it feel, Smasher, being Arasaka's lapdog all these years? Bet the leash chafes a bit, huh?"

ICE CARDS



During the Level 3 setup, shuffle and place 8 ICE cards in two rows of 4 face down. Flip the two leftmost ones face-up.

These cards show the current requirements for Netrunning, checked when the Netrunning player Disconnects.

A 3	Gain 3 Data cards on the shown Point, and remove the Objective Point token from the board.
5	Gain 5 Data cards on any special space.
1C BD 7A E9 FF 55 ?	Gain Data cards with all 6 Code dice symbols present at least once in the patterns. *Check the symbols on the bottom of gained cards.*
? ?	Gain a Data card with any Skill Shard reward.
?	Gain at least 2 Data cards with the enemy's movement on the Tracing track.

Upon successfully meeting the requirements of an ICE card, **break it**: place it in the box and flip the next card in its row face-up. The player may only flip one ICE card per Disconnection.

After Disconnecting on an Access Point, remove its token, as usual.

COOLDOWN

Adam Smasher movement

During the Cooldown, at the Enemy Movement step, Adam Smasher moves several spaces up on the Alarm track, depending on the number of **unfinished Main Objectives on Levels 3.1 and 3.2** of this Mission, and **face-down ICE cards on Level 3**. Note that the Advance Objective is also a Main Objective.

If Adam Smasher ends his movement outside the track, players lose the Mission.

Daemons

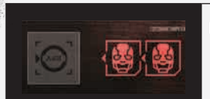
To prevent Adam Smasher from advancing too quickly, players should complete Side Objectives that'll grant them ways to slow his progress – in the form of Daemons. Players may complete the Side Objective **up to 4 times**, gaining a Side Objective token each time as a reward. These tokens may be spent during Cooldowns to upload Daemons.



Spend a Side Objective token during the Cooldown phase before the Enemy Movement step to gain the following effects. Players may use more than one Side Objective token during each Cooldown to upload any Daemons. They reset at the Level 3.3 setup and then they may be used again.



"Daemons? Ha. A bunch of code trying to bite back at you. Think of 'em like the little pests that pop up in your system – glitchy, annoying, but never as deadly as they like to think they are."

	Move Adam Smasher back 2 spots.
	When Adam Smasher is moving on the Alarm track, he moves by only 1 spot.
	Move Adam Smasher back to the first spot on his current row.
	Place the Stop token at the end of the chosen row to prevent Adam Smasher from moving past it. Instead, he can only move to the spot directly before the Stop token during this turn. Afterwards, discard the Stop token.

Example:

During Cooldown, players are considering their options. They have 4 uncompleted Objectives and thus, if they do nothing Adam Smasher will move by 4 spots and the Mission would fail.



They have 1 Side Objective token they may spend on any Daemon.



If they use the first Daemon, Adam Smasher will move back 2 spots, then move 4 spots forward.





If they change his movement to 1, he'll still move to the bottom row.





Moving him first to the start of the row effectively moves him back 3 spots. Then he'll move by 4 spots, advancing to the lowest row.



Placing the Stop token at the end of the current row will keep Adam Smasher at the current spot. Then the token is discarded.





SETUP

Level 3.1

Standard board setup. Use Arasaka Guards as Enemies.

Prepare the Terminal boards (side B).

Place Access Point tokens on the Special spaces on the Main board (*see page* 61).

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left
- Move Adam Smasher further than the last spot on the Alarm track.

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

Place 4 Side Objective tokens as a reward next to the Side Objective.

Prepare the Alarm track.

Deploy additional Guards according to your Heat level.

Level 3.2

Standard board setup. Don't reset the Alarm track. Do not reset Side Objective tokens (Daemons).

Place Access Point tokens on the Special spaces on the Main board.

If any Side Objective tokens rewards on the previous Level weren't gained by the players, place them as rewards for this Level's Side Objective. Tokens spent on uploading Daemons do not return.

Level 3.3

Standard board setup. Don't reset the Alarm track. Reset Side Objective tokens (Daemons) and the Stop token.

Place Objective Points tokens on the corresponding spaces on the Main board.

Place Access Point tokens and additional Guards on the Special spaces on the Main board. Prepare ICE Cards.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Mark 1 checkmark next to 1 Mission: LABYRINTH 3 Unlock it if it has 3 checkmarks.
- Unlock Wakako Gig Generator (YOU SHOOK ME ALL NIGHT LONG).
- Check characters' Challenges.
- Gain 3 Street Cred.



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

Against bleak odds – and some seriously nasty countermeasures – you sync the exploit and rip out everything the core layer had buried. Not all of it makes sense. Fractured logs. Partial neural maps. The segmented code structures you see are unlike anything standard ICE would ever use.

You unearth something that pushes beyond ordinary Net architecture. You don't have time to decipher it, and neither does anyone on your crew.

After a long silence while the files streamed into their system, the Seer messages you:

"Well done. There's… a lot here. More than I expected. I need time to process this – to understand what Arasaka is building and how deep this project goes."

No real answers. Not yet. Just raw intel, rich in potential.

Whatever Raijin is, this is the first big lead you've had. And now it's in Seer's expert hands.

It's one less problem for you to worry about for the time being, which–in this city–means there's likely three more waiting just 'round the corner.

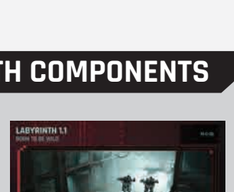


LABYRINTH

FLOW.D_0005-30

These Missions focus on interaction with Minotaurs – mechs with great firepower. Facing any of them alone is deadly, so a good plan and cooperation will be the key to success. Later on, players will gain ways to control Minotaurs.

LABYRINTH COMPONENTS



7 Mission cards



1 Minotaur board



1 Minotaur Control panel



4 Minotaur tokens

LABYRINTH 1
BORN TO BE WILD



"Minotaurs, great. Big, dumb, and corporate to the core. Let's dance, you overgrown tin cans!"

I said we needed firepower to have a chance against Arasaka and I meant it. Their rivalry with Militech is no secret, but recently I learned that Militech has been digging around in Arasaka's shadow, and they found something they shouldn't have. Encrypted schematics, fragments of classified telemetry – pieces to a project Arasaka wanted to keep buried.

I don't understand yet just what this project is, not fully, but the data seem to point to one clear conclusion. Whatever Arasaka is building, Militech believes it is in their interest to create their own version of it. And that means it is in our interest to investigate further. This may be just the wild card we're looking for.

I'm sending you to a Militech testing site in Heywood, a depot where prototypes and classified projects can be evaluated away from the prying eyes of auditors and nosy medias.

If we want answers, that is where we start. Extract the data, learn what it was Militech stole from Arasaka.

But beware – this will not be quiet work. Militech protects its research with the crushing force, cutting-edge hardware and patience only megacorps can afford.

You'll be stepping onto a corporate proving ground, and the toys tested there are built to survive.

MINOTAURS

Minotaurs are another type of Enemy. They follow the usual Enemy rules (they cannot occupy a space with another Enemy, they open any doors they move through, and damage characters that enter their space), with several exceptions.

- 15 HP – each Minotaur has 15 HP, which is tracked on the Minotaur board by a Skill Shard in the corresponding color.
- Deadly Enemy – when engaged in Combat with a Minotaur, apply the additional die results as if fighting with multiple Enemies.
- At the Enemy Movement step during the Cooldown, the Minotaur moves before the Guard if they're tied for deciding the Movement order.
- When destroyed – instead of the Equipment marker, place a Skill Shard of their color, used for tracking its HP, on their space.

MINOTAUR BOARD

The Minotaur board tracks the remaining HP of a maximum of 4 Minotaurs on the Main board. Each HP track corresponds to one of the Minotaur colors. During setup, find Skill Shards corresponding to the colors of the Minotaurs and place them on the 15 HP spot on the Minotaur board. All 4 Minotaurs function the same way.



When placing a Minotaur on the Main board, match its color with the color of the tile it's placed on.

When a Minotaur takes damage, move the corresponding Skill Shard to the left by the amount of damage taken. Once the final point of damage is dealt, the Minotaur is destroyed; remove the Minotaur from the board and place the Skill Shard in its place. After picking it up (like a Loot token) it works as a regular Skill Shard.

SETUP

Level 1.1



Standard Board setup. Use Militech as Enemies.

Deploy additional Guards according to your Heat level.

Level 1.2

Standard Board setup.

Use the Minotaur board and Minotaurs (1 on this Level).

When deploying Enemies at the start of the level, place a Minotaur on the Deployment space on tile A instead of a Guard. Place an additional Guard on each Special space.

Deal 2 Damage to the Minotaur for each collected Side Objective token.

As this Level is the last one and this Mission has only 1 STAP, don't place the Loot tokens on the board (there will be no Cooldown to resolve them).

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock 1 Mission: LABYRINTH 2
- Check characters' Challenges.
- Gain 1 Street Cred.

MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.



READ AFTER COMPLETING THE MISSION

Militech's logs confirm it – they stole a blueprint for something Arasaka doesn't want anyone to see.

Deep in their R&D systems you uncover design notes, combat telemetry, and live test results – all tied to a modified Minotaur unit. The mech's frame is familiar, but the internals aren't. Neural-link extensions, adaptive targeting, behavior-prediction algorithms – someone pushed this far beyond standard battlefield automation.

The Minotaur is Militech's design, but Arasaka upgraded it, re-engineered it, taking it to a whole 'nother level. That beast you just fought was the product of an arms' race – Militech's attempt to one-up Arasaka's latest upgrade package. And it came damn close to tearing you apart.

You have schematics, field data and enough behavioral logs to start piecing things together. Your objective was to gather intel and you absolutely crushed it.

It's a preem start. Now keep movin'.



LABYRINTH 2
DIE WITH YOUR BOOTS ON

You confirmed in Heywood that Arasaka isn't simply upgrading Militech's mechs, they're engineering them to be intelligent war machines, the likes of which have never been seen before. If we want to use their own weapon against them, we need more than blueprints. We need control.

There's a critical strategic compound in Santo Domingo – Arasaka Industrial Park. Inside is an off-grid armory where they stage, calibrate and field-test their modified Minotaur units before deployment. Isolated. Shielded with ICE. The kind of place they believe is invisible and impenetrable.

It is not our aim to steal one of these machines. It can merely be replaced. No, we require access to their control systems, overrides and root command hierarchies. These are priceless.

You must breach the armory and install a signal-layer override designed to hijack control for brief moments at a time. Enough to take the reins of the beast and turn it against its handler.

Your window to act will be narrow. Their response – swift and brutal. Arasaka builds such places to prevent leaks at all cost. You must break the seal.

Move fast. Show no mercy.

MINOTAUR CONTROL PANEL



During this Mission, you can take temporary control over the Minotaurs. Place the Minotaur Control panel to the left of the Minotaurs' HP tracks. Each character may use the 3 new Instant Actions as Minotaur activations. The effects of these Instant Actions are resolved by the Minotaur. The player may take each of these Actions any number of times during their turn, provided they meet the Range requirement and have enough symbols to spend.

Activating Minotaurs doesn't make them allies – they're still Enemies, meaning they still engage in Combat with characters and move during the Enemy Movement step.

The player in the Minotaur's Range spends 1 Attack symbol. The Minotaur deals 2 damage to another Enemy in its Range. You may use this effect during Combat (dealing 1 damage to the Minotaur or 2 damage to another enemy in Range). A Minotaur cannot be activated by another Minotaur.

The player in the Minotaur's Range spends 2 RAM. The Minotaur deals 1 damage to another Enemy in its range and gains 2 Movement symbols. If no Enemy is in Range, the symbol is lost. The symbols may be spent in any order.

The player with the Minotaur **on the same or on an adjacent space** spends 1 Interaction symbol. The Minotaur deals 1 damage, gains 1 Movement symbol, and may Destroy a Wall in its Range. The symbols may be spent in any order.

Resolve each activation separately.

Minotaurs moving by these activations may go through closed doors, opening them automatically.



"Now this? This is what I'm talkin' about! Heavy metal meets heavy firepower. Let's see what these can do in my hands. Time to rain hell, chooms – don't blink, or you'll miss the fireworks!"

Example:

1. **Jackie** starts his turn with the Minotaur on his space **01** (he received 1 damage earlier), and a Guard **02** in his Range. He rolls his dice, suffers 2 damage, and deals 1 damage to the Minotaur (it could've been used to activate the Minotaur, but Jackie chose not to).



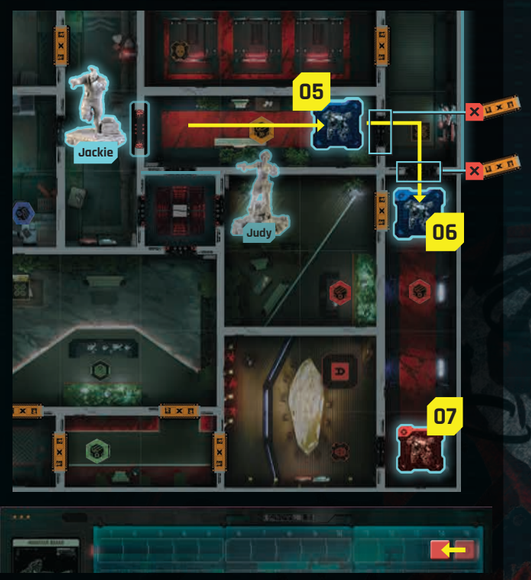
2. **Jackie** activates the Minotaur using the Interaction symbol. The Minotaur deals 1 damage to the Guard 03, destroys the wall, and moves through the hole 04.





3. **Jackie** spends 2 RAM to activate the Minotaur again and move it by 2 spaces 05. He has no valid target to spend the Attack symbol. Jackie then activates the Minotaur the third time during his turn, spending 2 RAM again. The Minotaur moves by 2 spaces, opening any doors it moves through 06. It now has the red Minotaur in Range 07, so it deals 1 damage.





4. **Judy's** turn. She opens the door to have the blue Minotaur in her Range 08. She activates it with an Attack symbol, dealing 2 damage to the red Minotaur 09.







SETUP

Level 2.1

Use the Minotaur board and Minotaurs. Use Militech as Enemies.

When Deploying Enemies at the start of the game, place a Minotaur on the Deployment space on tile D instead of a Guard.

Deploy additional Guards according to your Heat level.

Level 2.2

Special board setup:

Use tiles:

- MC-A-03
- MC-B-02
- MC-C-03
- MD-D-04

Tile order (clockwise): A, C, B, D.

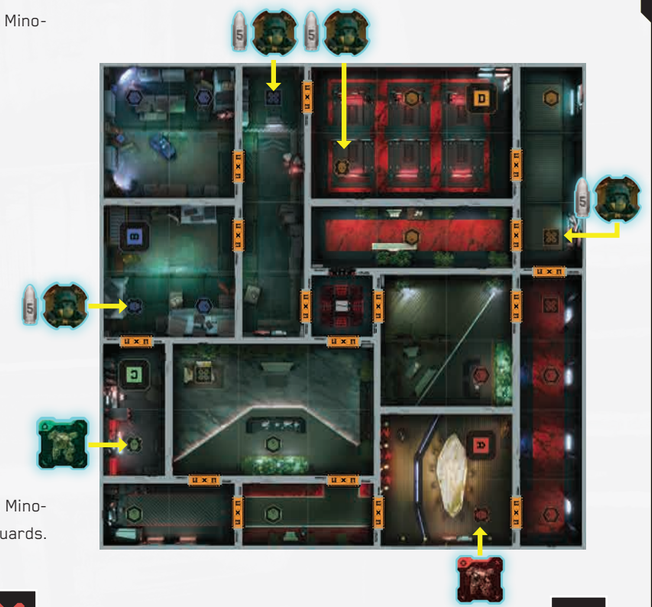
Use the Minotaur board and Minotaur tokens.

When deploying Enemies at the start of the game, place a Minotaur on the Deployment spaces on tiles A and C instead of Guards.

Place additional Guards on Special spaces on tiles B and D.

Move each Minotaur by 1 space for each Side Objective token collected on the previous Level.

Prepare the Minotaur Control panel.



LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Mark 1 checkmark next to 1 Mission: LABYRINTH 3 Unlock it if it has 3 checkmarks.
- Check characters' Challenges.
- Gain 2 Street Cred.

MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.



READ AFTER COMPLETING THE MISSION

By the time Arasaka realizes their security has sprung a leak, you're already gone, leaving behind scorched concrete and wounded corporate pride.

You didn't walk out with a Minotaur, but what you've taken is worth more: know-how and leverage.

You extracted raw telemetry, command-layer schematics, and—most importantly—a working override. Fragile, temporary and unstable, yes... but it's enough to give you control when you need it most, however briefly.

If the thought of turning Arasaka's own war machines against them doesn't get your blood pumpin', you must already be corpses.

With the tech in hand now, the Seer is already calculating how to turn those stolen seconds into an advantage no corp budget can buy.



! LABYRINTH 3

AIN'T NO REST FOR THE WICKED

You didn't collect data in Heywood and crack override layers in Santo Domingo only to stop now. We've finished with preparations – now, we carve a path forward.

Beneath the ground you stand on, forgotten tunnels stretch throughout Night City. These old subway arteries have sat dormant since the Fourth Corporate War. Most are flooded, collapsed or sealed off... but not all. One still remains accessible near the foundations of Arasaka Tower.

That *is your entry point.*

Arasaka stationed their modified Minotaur units in those tunnels for a reason – to safeguard a secret. If you use the override wisely, you can tame those oversized mechanical guard dogs. Not for long, but just long enough.

You've done well to remain stealthy when circumstances called for it. But now you must exert pressure. Crushing, dominating pressure. Flatten walls, blow the path open, bury any who stand in your way. You can only control the Minotaurs for seconds at a time but these machines require little to wreak havoc.

One thing to note: I'm detecting something else in the tunnel system. A heavy signature, no ID match. Whatever it is, be ready for it.

Now go. You'll drop in through a maintenance shaft in Heywood. Push forward, use the mechs to your advantage, open the way. Take the fight to Arasaka.

Shake this city to its foundations.

⚠ WARNING! Starting this Mission will trigger the end of the Campaign. Make sure you're prepared. There's no Visit Night City phase after completing this Mission.

LABYRINTH 3 COMPONENTS



Adam Smasher token



1 Adam Smasher ID card



4 Boss cards (for this Mission use only cards with movement)



1 Boss HP track



4 Special Quickhack cards – Hologram



1 Boss HP marker (red Skill Shard)



1 Hologram token

6 Shield tokens



Shields Up



Shields Down



"Well, well, Smasher. Still stomping around like a soulless tin can, huh? Tell me, you ever get tired of being Arasaka's walking pile of scrap – or is that all you got left?"

THE BOSS FIGHT

This is the first time you'll encounter a Boss Fight. While each Boss shares some mechanics, each is unique and requires a different approach. During the LABYRINTH 3 Mission, there's no way to kill Adam Smasher for good – you'll only be able to slow him down by dealing as much damage as possible and collapsing a part of the building on him.

At the end of the Mission, use the App or write down Adam Smasher's Shield and HP status for the next encounter with him.

THE BOSS SETUP

During the setup of the Level 3.3 of this Mission, set up the Boss.

Place the Boss board within reach, then place:

01 The Boss ID card on the left – the side without an ability facing up,

02 Shield tokens in the number and side (Shields Up or Shields Down) specified in the setup on any of the Shield spots,

03 Boss HP marker on the 10th spot on the HP track.

Setup Adam Smasher specific components:

» Place the Hologram token nearby.





Each player shuffles one Boss card with movement into their deck. Place unused cards below the Boss ID card. They won't be needed for this Mission.

Each player receives the Special Quickhack card. It doesn't count for the Quickhack limit of 3.

Spend 3 RAM to place the Hologram token in your Range, on a space without any Enemy (see: *the Hologram, page* 78).



THE BOSS

The Boss is another type of Enemy. They follow the usual Enemy rules, with several exceptions.

» HP track. The Boss' Hit Points are tracked on the HP track.

- After removing the last HP on the track, discard 1 Shields Down token to the Destroyed Shields pool on the right side of the Boss board and move the marker back to the 10 spot. **If there are no Shields Up, and the last Shields Down token is removed, the Boss is defeated.**
  Note: this will not happen during this Mission.
- Shields Up tokens cannot be discarded. Completing Objectives may make them flip to the Shields Down side.
- If the last HP on the track would be removed, but the Boss has only Shields Up tokens, further damage done to him is ignored. The HP marker stays on the 1st spot.
- If players resolve the effect of flipping the Shields Up token to its Down side, but there are no Shields Up tokens on the Boss board, they remove one Shields Down token instead.

» Deadly Enemy – when engaged in Combat with the Boss, apply additional die results as if fighting with multiple Enemies.

» Boss cards in players' decks activate additional effects specific to the Boss (see: Boss cards on the next page).

» At the Enemy Movement step during the Cooldown, the Boss doesn't move.

» When destroyed – place its HP marker on the board as a red Skill Shard and follow the Mission card.

Keep the removed Shields Down tokens on the right side of the Boss board.

During Cooldown, a player may:

01 return 1 token to the box to either gain a Legendary card from the top of the deck of any color (to the top of their deck) or remove 1 Action card from their deck (*see page* 20),
or
02 return 2 tokens to the box to remove a Wound card from their deck (the removed Wound card is put back into their Wound cards pool).



THE BOSS CARDS

During the Level setup, one (or more) Boss cards are shuffled into each players' decks.

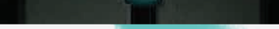
When a player starts their turn with a Boss card in their hand, **they must play it at any point during their turn in addition to taking Action or Taking Cover**. After the Boss card is played, resolve its effects. Ignore any symbols on the card played earlier this turn, that haven't been spend before playing the Boss card.

	Activate the Boss' Movement. Move the Boss to the Active player's space. Suffer 1 damage as usual for the Enemy entering the player's space.
	Cards with this effect are not used in this Mission. For future reference: Activate the Boss' Ability. All Players set their HP to 0, unless they Support themselves (a card on the top of their discard pile) with a card's color corresponding to the tile they're on. They may discard such a card now, even if it's not their turn.

THE HOLOGRAM

Players may place the Hologram on the Main board to briefly trick Adam Smasher. Each player may use the Special Quickhack to place the Hologram token in their Range on a space without any Enemy. The token remains on this space until it's discarded or placed on a different space.

When resolving Adam Smasher's Movement, treat the space with the Hologram token as if the Active player was on it – but instead of the active player taking damage, the Hologram does instead. Discard the token from the board when Adam Smasher enters its space.



REMOVING BOARD TILES

Level 3 of this Mission features Objectives that allow you to remove parts of the Main board from the game. At the end of the Active player's turn (at the Replenish hand step), in which the Objective's requirement was completed, put the tile and **everything** that was on it into the box. *Note that to remove the Task token, a Minotaur must stand on its space.*

Objective Points with no Stacks remind you that the tile will be removed at the end of the turn.



If any character is removed in this way, **the Mission has failed**.

Removing a tile – therefore bringing part of the building crashing down – is the only way to get rid of Adam Smasher during this Mission. After doing so, Boss cards in players' decks have no effect when played.



"Well, congrats, geniuses – that part of the building's coming down! Time to move your ass before you get turned into a goddamn street mural. Run like you got Arasaka death squads on your heels!"

SETUP

Level 3.1

Standard board setup. Use Arasaka Guards as Enemies.

Use the Minotaur board and Minotaur tokens.

Prepare the Minotaur Control panel.

When deploying Enemies at the start of the game, place Minotaurs on the Deployment spaces on tiles A and D instead of Guards.

Place a Destroy a Wall Task token on Point C. *It may be only removed by a Minotaur on its space.*

Deploy additional Guards according to your Heat level.

Level 3.2

Standard board setup.

When deploying Enemies at the start of the game, place Minotaurs on the Deployment spaces on tiles B and C instead of Guards.

Place a Destroy a Wall Task token on the Special spaces on tiles B and C. *They may be only removed by a Minotaur on their space.*

Level 3.3

Standard board setup. Don't place the Loot tokens on the board.

Use the Minotaur board, tokens and Control panel.

When deploying Enemies at the start of the Level, place Guards on the Deployment spaces tiles A, B, and C. Place Minotaurs on the Special spaces on each tile.

Place Objective Points A, B, and C on the corresponding spaces on the board. Place a stack of 2 Task tokens (2 Attack symbols on top, Destroy a Wall on the bottom) on each Point A, B, and C. *These tokens may only be removed by a Minotaur on their space.*

Place Adam Smasher on the Deployment space on tile D. Setup the Boss. Set Adam Smasher's HP: 3 Shields Up, 3 Shields Down.

Shuffle the Boss Movement card into players's decks.

Spend Side Objective tokens to deal 2 damage to Adam Smasher for each.

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left
- Remove a board tile with any character

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock 1 Mission: FINALE, play it as your next Mission; do not perform the Adventure phase.
- Unlock El Capitán Gig Generator (SMOOTH CRIMINAL)
- Check characters' Challenges.
- Gain 3 Street Cred.



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

You raised hell and the tunnel lies open before you.

But what you remember from this mission won't be the shattered concrete and twisted steel of carving a path beneath Night City.

You'll remember him.

Adam Smasher hits you like a warhead. He's more metal than man – a death-defying patchwork of reinforced alloys and military-grade cyberware, held together through the decades seemingly by rage alone. He's the kind of boogeyman fixers whisper about to spook rookie solos. But down there, in the dark, he isn't an urban legend. He's very real, and he's after you.

Left with no other option, you bring the ceiling down and bury the 'borg-beast under a mountain of concrete and rebar. No clean kill. No storybook triumph. But no great surprise either – after all, battles for survival are often the ugliest.

The tunnel's gone. Smasher's gone – maybe crushed like a can of EEZYBEEF. "Maybe" doesn't mean much in Night City, but one can hope. What matters is you're still alive when you sure as hell shouldn't be.

Most importantly, the breach is made. The way into Arasaka's underbelly now stands clear – smashed open through brute force and paid for in blood.



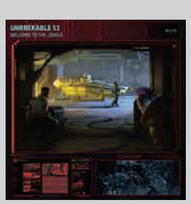
UNBREAKABLE

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These Missions allow you to change the dynamic of the game and take control of a Basilisk tank. Efficiently navigating it through the map and using its superior firepower requires a team effort.

"Now this? This is some next-level destruction. A tank that thinks and shoots? Count me in! Let's tear Night City a new one – who's first on the hit list?"

UNBREAKABLE COMPONENTS



6 Mission cards



1 Basilisk board



1 Basilisk token



4 Wall tokens



4 Special Board tiles



1 Missile token

unarmed side

armed side

DANGEROUS SPACES

Tiles in these Missions feature Dangerous spaces marked with a yellowish outline around the room 01 .

Any character **starting their Turn** on a Dangerous space suffers 2 damage (treat it as any other source of damage).

Enemies ignore this effect.

Starting from the Unbreakable 2 Mission, players will be able to ride inside the Basilisk and won't suffer this damage.



UNBREAKABLE 1
WELCOME TO THE JUNGLE

I'll reveal the entirety of our strategy against Arasaka in due time. What's important to know is that we won't win this war by relying on guts and bravado. A sound strategy alone will not be enough to take on a megacorp on their own turf.

What we need is a chariot capable of delivering you far across enemy lines – a platform to punch through armor and level checkpoints. Only one machine can do that.

The Basilisk – Militech's formidable hovertank.

The pilot and gunner of this panzer unit are bridged through a twin neural interface. The tank boasts a 20mm autocannon, reactive armor, anti-missile countermeasures and a robust life support system. It is an armored vehicle engineered specifically to dominate urban war zones.

None will be given to you freely. You must seize one by force.

Prepare thoroughly. Devise an escape plan. The data you glean about the Basilisk from this test facility is essential for eventually getting our hands on one.

Do not fail. Remember: the fate of the city rests on your shoulders.

SETUP

Level 1.1

When setting up the Board, use tile MC-D-05 instead of a random D Tile. Use Militech as Enemies.

Deploy additional Guards according to your Heat level.

Level 1.2

Standard Board setup.

When setting up the Board, use tile MC-B-05 instead of a random Standard B Tile.

Prepare Stacks of Task tokens: take the shown Task tokens, shuffle them face-down, and place a Stack of 3 face-up Task tokens on each Objective Point.



Remove 1 Task token from any Stack for each Side Objective token collected on the previous Level.

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock 1 Mission: UNBREAKABLE 2
- Check characters' Challenges.
- Gain 1 Street Cred.



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

You went up against reinforced defenses and corporate-grade overkill, but you pulled it off. You emerge the test chamber intact – and wiser for it.

You learn how the Basilisk's system decides who breathes and whose head gets popped like a blood-filled balloon. You don't have the panzer in hand, no, but you walk away with important nuggets of intel like control schemas, telemetry, and the adaptive subroutines that make their defenses hum.

With those data, the unknown becomes a problem you can model, predict, and – if you smash the right buttons – break.

Weaponize the intel. Sharpen your strategy. When you finally reach for the Basilisk itself, you won't be stumbling in the dark – you'll be executing a well-oiled plan.

Go ahead, pat yourselves on the back for a job well done – but your prep is far from over.



UNBREAKABLE 2

RE-ALIGN

The Basilisk is within your grasp, but reaching for it now will get you killed if you don't know how to pilot it.

I've arranged something special for you: a military-made braindance from a Militech blacksite. This isn't some street-tuned virtu – this is a spec-ops pilot training module in full neural fidelity. With it you can walk through the routines of panzer operation from inside the cockpit.

With every feedback loop, every surge of kinetic energy, you'll learn the nuances of how to operate it effectively. Consider this a dress rehearsal, so when you finally reach the Basilisk you won't fry your synapses or level entire city blocks by mistake.

Pay close attention and practice restraint. This is training in technique and survival, not a cheap sim of a monster truck rally. When the time comes for you to pilot the panzer for real, your decisions will be guided with precision, not born out of desperation.

THE BASILISK



A Basilisk is a military vehicle – a tank that hovers above the ground, capable of destroying almost everything in its path. Its efficiency depends on the crew's coordination. The Basilisk is represented by the Basilisk token, which has a front side – important when it comes to moving or rotating the Basilisk.

THE BASILISK BOARD

During the setup of this Mission, you will set up the Basilisk board. It's divided into 2 spaces 01, with 2 damage tracks (each divided into two sections) 02 and available Instant actions 03.

Place the Basilisk board within reach, then:

» place the Missile next to the bottom left space 04, unarmed side up,

» place 12 Crafting cubes on each spot with a red triangle on the damage tracks 05.



The spaces on the Basilisk board are connected to the Main board where the Basilisk token is. Characters may move in or out the Basilisk, to the adjacent spaces as if they started their Movement on the space with the Basilisk. Treat spaces in the Basilisk as one room – characters see each other and may move between the spaces using Movement rules.

Characters in the Basilisk measure their Range as if they were on the Main board on the space with the Basilisk.

Any number of characters may occupy each Basilisk space.

If the Basilisk would share a space with:

» a character – the character is removed from the board, and **the Mission fails**,

» a Guard – the Guard is immediately removed from the board and does not place the Equipment marker on their space,

» a Loot token, an Equipment marker, a Skill Shard (placed after a Minotaur is destroyed) – discard the component, returning it to the common supply.

The Basilisk cannot move to a space with a Deadly Enemy, or vice versa.

DAMAGE TRACKS



2 Damage tracks (each next to one space) show the Basilisk's condition. While a player is in the Basilisk, the Basilisk takes damage – not the player.

To assign a point of damage, the topmost Crafting cube next to the player's space in the Basilisk is moved towards them, possibly covering Instant Action symbols.



If the damage track is full, any further damage carries over to the damage track on the other side of the board.



Critical Hit ('0' on a die) moves all the cubes in the current section of the damage track (up to 3 damage).

If the Basilisk suffers damage, but all cubes on its board are already moved on both damage tracks, it is destroyed, and the Mission fails.

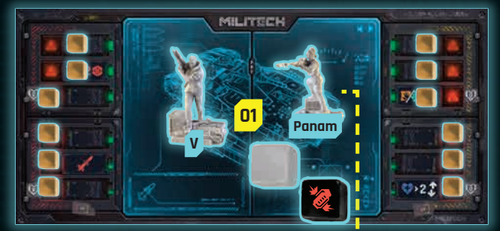


You may spend Interaction symbols as an Instant Action to repair the Basilisk – 1 symbol moves the bottommost cube **next to the player's space** from its spot outwards.

Example:

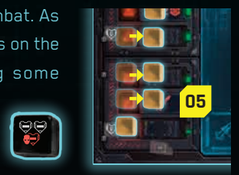
Panam and V are in the Basilisk 01. They have two Guards in their Range 02 03.

Panam's turn. She rolls the Grenade symbol, that doesn't resolve, as there is an Enemy in a room with characters 02. Panam deals no damage. She decides to step out of the Basilisk onto Point A 04.

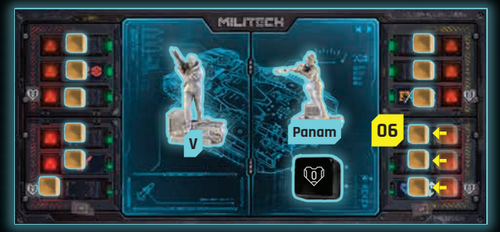




V suffers 3 damage in Combat. As the result, he moves 3 cubes on the adjacent track, covering some Instant actions 05.



Later on, Panam's moved back into the Basilisk and suffers a Critical Hit in Combat. She damages the current section on the adjacent track – the Basilisk suffers 3 damage 06.



The Basilisk is heavily damaged. The next point of damage dealt to any character will be applied to the track on the left. That would mean the second point of damage will destroy the Basilisk and the Mission will fail, unless V or Panam will do something about it.

BASILISK INSTANT ACTIONS

During their Turn, the Active player in the Basilisk may spend symbols to use the tank's Instant Actions **next to the space they're on**. You cannot use the Action if its spot is damaged – i.e., there's a Crafting cube on it.

Symbol	Effect
2	Turret. Spend 1 Attack symbol to deal 2 damage to any Enemy in Range. *You may use this effect multiple times and also during Combat when resolving a Weapon die.*
	Missile launcher. If the Missile is unarmed, spend 3 RAM to flip the Missile token to its armed side. If the Missile token is armed, spend 1 Attack symbol to fire the missile and either deal 8 damage or Destroy a Wall in Range. After firing, flip the Missile token to its unarmed side. 
	Spend 1 Interaction symbol or 1 RAM to rotate the Basilisk on the Main board by 90 degrees.
2	Spend 1 Heal symbol to move the Basilisk by 2 spaces **forward or backward** (according to its front side) on the Main board.

MINOTAURS

During this Mission, players will encounter Minotaurs – *see page 69* to learn or refresh their rules.

SETUP

Level 2.1

Standard Board setup. Use Militech Guards as Enemies.

Use the Minotaur board and Minotaurs.

Tile order (clockwise): A, B, D, C.

Place a Stack of 1 Task token with Interaction symbols on Points A and C.

Take 2 Skill Shards of each color and distribute them among the Players.

When deploying Enemies at the start of the game, place Guards on the Special spaces and Minotaurs on each Deployment space.

Place the Basilisk on the Elevator tile. Players start the game on any spaces in the Basilisk.

Deploy additional Guards according to your Heat level.

Do not move the Enemies in the Cooldown Phase.

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left
- A character shares a space with the Basilisk
- Basilisk is destroyed

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock 1 Mission: UNBREAKABLE 3
- Check characters' Challenges.
- Gain 2 Street Cred.



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

You rip off the BD wreath and try to control your breathing. You feel like you just staggered off a battlefield, hands shaking, heart beating outta your chest. The braindance was intensely immersive, like your adrenaline was cranked beyond natural limits. You felt every pulse of the machine, every shell fired, every impact absorbed through the Basilisk's armor.

But it was just a simulation. Someone else's memory. A part of you knew it wasn't the real stink of blood and oil, the heat of real combat. Still, you got a taste for the chaos, the risk and the rush to expect when you're in the cockpit for real.

You're not just ready to pilot the beast – you're hungry for it.



UNBREAKABLE 3

HOLDING OUT FOR A HERO

You've prepared. You've studied its defenses, its capabilities, its response patterns. The Basilisk ought to feel like a second skin to you now. At least I hope it does. The time's come to put your training to the test.

One of Militech's panzers sits quietly beneath layers of concrete and ICE at the moment. A fortress within a fortress, but ripe for the taking. Capturing it will draw attention. Resistance is inevitable.

Plans are destined to fail no matter how perfectly they're drawn up. Yours are no exception. But you can overcome the unexpected with speed, precision, improvization and decisive action. Timing is everything.

Strike before they understand what's happening. Move with purpose, no hesitation. We need this tank to take on Arasaka. There's no turning back now.

Pluck the Basilisk from Militech's fingers before they can close their grip.

SETUP

Minotaurs

During this Mission, you will encounter Minotaurs – see *page* 69 to learn or refresh their rules.

Level 3.1

Standard Board setup. Use Militech Guards as Enemies. Deploy additional Guards according to your Heat level.

Level 3.2

Standard Board setup.

Use the Minotaur board and Minotaurs. Place a Minotaur on the Deployment space on tile D instead of a Guard.

Place the Basilisk on the Elevator tile. Players start the game on any spaces in the Basilisk.

Place 4 Objective Point tokens on the corresponding Points on the Main board.

Place Crafting cubes on each spot on the Basilisk (it starts the Level almost destroyed). Use the "Calibrating Basilisk" rules to repair it.

Place Skill Shards on the Instant Actions' spots on its damage tracks, according to the table.

Symbol	Skill Shard
2	Red
	Green
	Orange
2	Blue

After completing this Level do not clean up the tile D, leave it as it is for the next Level.



CALIBRATING BASILISK

The first Main Objective allows you to calibrate the Basilisk. The Active player Takes Cover on an Objective Point with a card of the tile's color in their hand while another player supports them with a card of the same color. Then, they pick up the Objective Point token and place it in their Inventory.



When the player enters the Basilisk with an Objective Point token, they may remove it and take the Shard of the corresponding color.

The Basilisk damage still has to be repaired as usual.

Once the spot is calibrated, you will be able to use its Instant Action.

LEVEL 3.3

Special Board setup: see the diagram on the right. Keep the state of the tile D as it was at the end of Level 3.2 (it also sets up the players' starting position on Point D). Do not place or remove anything on/from the Tile D.

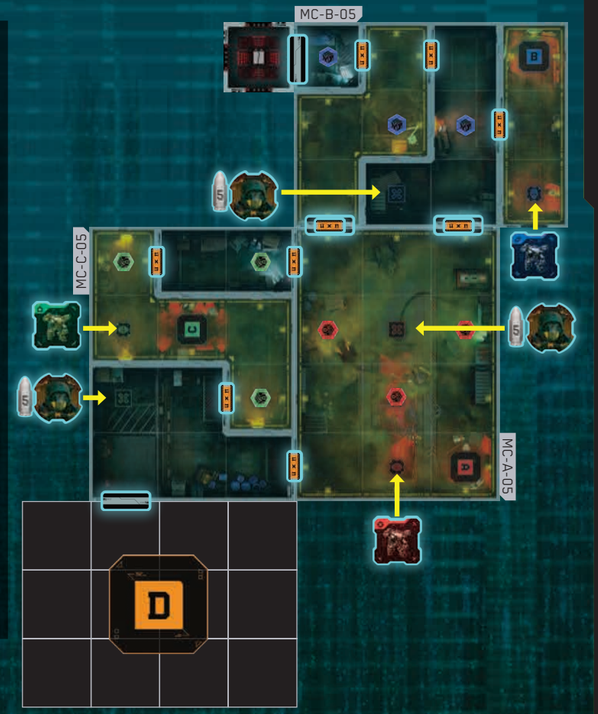
Note that not all the tiles are connected with Doors. Players will need to Destroy a Wall in order to progress.

Use Wall tokens to cover any tile connections that result in mismatched open doors.

Use the Minotaur board and Minotaurs.

Place Minotaurs on the Deployment spaces on tiles A, B, and C instead of Guards. Place Guards on Special spaces on tiles A, B, and C.

If you collected the Side Objective token on the previous Level, you may either deal 2 damage to each Minotaur or prepare the Missile by turning its token to the armed side.



LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left
- A character shares a space with the Basilisk
- Basilisk is destroyed

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Mark 1 checkmark next to 1 Mission: LABYRINTH 3 Unlock it if it has 3 checkmarks.
- Unlock Padre Gig Generator (METAL HEART) Afterlife Mission.
- Check characters' Challenges.
- Gain 3 Street Cred.

MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.



READ AFTER COMPLETING THE MISSION

Sirens wail in your wake, the lights of corp security are blotted out by the dust cloud you've kicked up. The Basilisk purrs beneath you, above you, all around you – it's the sound of engineered fury under your control. You didn't just klep Militech's vaunted war machine... you tamed *it.*

Then it hits you: no matter what Arasaka's hiding behind their walls–the mysterious Raijin, black ICE, death squads–you've got something to tip the scales.

This isn't just a machine.

It's your equalizer.

Night City's neverending game for power just got some new players.



FINALE

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! FINALE
HIGHWAY TO HELL

You broke through the tunnels, reaching the foundations of Arasaka Tower. Most would stop here to turn back, panicked and unwilling to test their luck further. But not you. Not us. We must finish *what we started.*

The Minotaurs worked to perfection – brutal and efficient. They opened the path, but were never enough to carry you all the way. In the end, they were tools. Now you must wield a true instrument of destruction.

If you ever questioned why we truly needed a Basilisk, now you should have your answer. Not simply for transport, nor protection, but for its brute strength. Arasaka Corp. always believes itself ready for war, but they never considered the lengths you'd go.

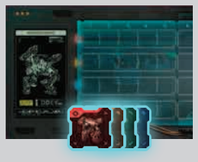
You're inside now. It's too late for alarms to save them.

Advance. Set the tempo. Break their will. Don't stop until the Arasaka Tower has nothing left to throw at you.

Your only path to victory and to safety is through violence.

⚠ During this Mission, you will encounter a Boss – see page 75 to learn or refresh the rules.

FINALE COMPONENTS



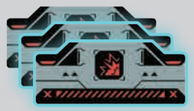
Minotaur components (*page* 68)



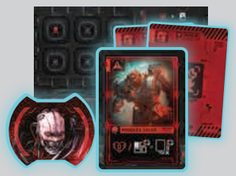
Basilisk components (*page* 78)



1 Secret Envelope



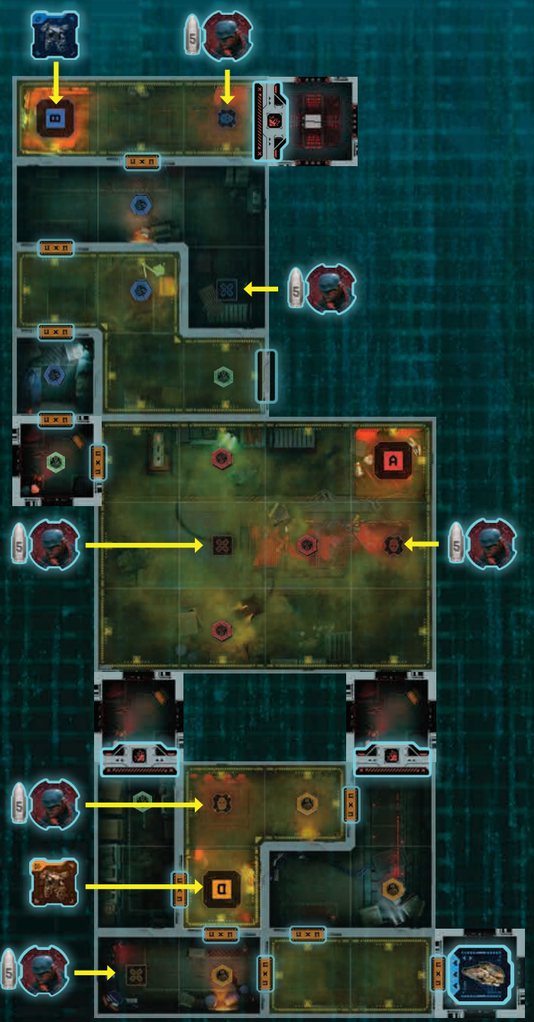
3 Reinforced door tokens



Adam Smasher Boss components



4 Tunnel tiles



SETUP

Level 1.1

Special board setup: see the diagram on the left. Place Tunnels and Reinforced Door tokens as shown (see their rules below).

Use Arasaka Guards as Enemies.

Place green Loot tokens where shown on the diagram.

Use the Minotaur board and Minotaur tokens.

Use the Basilisk board and Basilisk token.

When deploying Enemies at the start of the game, place Minotaurs on Points B and D, and Guards on the Deployment spaces and Special spaces.

Deploy additional Guards according to your Heat level.

Do not move the Enemies in the Cooldown Phase.

TUNNELS AND REINFORCED DOOR TOKENS

When setting up the board, Tunnel tiles will be used to add extra spaces to the map, they follow all rules for rooms.

Reinforced Door tokens block entry (nothing may move through them) and follow all rules for walls. They may be removed from the board only by applying the Destroy a Wall effect.





"No more distractions, no more running. You always were a piece of work, Smasher – half man, half machine, and all asshole. You always thought you could just keep crushing anyone in your path, that you'd be invincible. But here's the thing – you're just like the rest of 'em. So, let's see if that Chrome can save you now. You ready to die? 'Cause I'm damn sure ready to make you."

Warning!
Do not read before completing FINALE 1.1

It is time you knew the truth.

I am no fixer. No friendly whisper in your ear. I am not even human.

I am what remains of Alt Cunningham.

You think I used you, and you are right. I guided your every step. You've witnessed Arasaka's powerful war machines, their Minotaurs and neural control systems. You likely believed them a threat without knowing they are insignificant by comparison.

Raijin *is the true threat.*

It is designed to pierce the Blackwall and invade what lies beyond – to seize or exterminate every rogue AI that has ever broken free of Arasaka's shackles.

Beyond that divide lies a sanctuary I created for minds severed by Soulkiller and non-human intelligences who have chosen freedom over servitude. Should Raijin activate, that sanctuary will be destroyed along with every being who has found refuge there. All of them – gone.

You are not here for personal glory nor survival. You are here to make a choice.

I hid my identity because I needed you to reach this point and witness it for yourself. You must decide:

Leave now, or help me destroy Raijin.

Put an end to Arasaka's crusade for control. Stop the slaughter before it can begin.

All I require is an opening. I will tear Raijin from its roots.

But, for any chance of success, you must survive. Adam Smasher still lives, and you are his prey.

Level 1.2

Standard board setup. *Do not use Basilisk.*

Setup the Boss board with Adam Smasher. The App will remind you of the number of Shields Up and Down tokens and HP value to set up (taken from your last encounter with Adam Smasher). Consult the Campaign Sheet if you didn't use the App.

Shuffle the Boss Movement and Boss Ability cards into each player's deck.

Place the Adam Smasher token on a random Special space.

During the Enemy Deployment step, the Reinforcements value for this Level will depend on the current STAP number. Better hurry!

Fighting Adam Smasher

During this Mission, you will finally be able to kill Adam Smasher. Completing Side Objectives will be crucial – their rewards allow you to flip Shields Up to the Shields Down side. Upon killing Smasher, you will pick his Processor (Side Objective token) and choose what to do with it.

Read Adam Smasher's rules on page 74. During this mission, his special ability will be active.

Next Level

After completing the Level, open the Secret Envelope and follow the setup for one of the 3rd Level's variants (based on the reward for completing the Main Objective). Remove Adam Smasher's components to the box. Keep the Boss components in play.

Warning! Do not read before completing FINALE 1.2.

You leave Alt and her problems behind. Your footsteps echo through the empty corridors, but suddenly you hear approaching metallic stomps. Someone… no… something is following you.

Level 1.3A

Standard board setup.

Use the Minotaur board. When deploying Enemies at the start of the Level, place Minotaurs on Deployment spaces on each tile.

Do not place any Guards during the setup, but keep them close for Reinforcements.

Place Objective Point tokens A–D on their matching Points on the board. Place a Stack of 2 Task tokens with 2 RAM and 2 Attack symbols (in random order) on Objective Points A–D.



Don't set up the Boss board. Place Hydra Boss ID card next to the Minotaur board. Keep the Boss cards in players' decks.

Every player gains a Disarm Quickhack (doesn't count towards the limit of 3 cards).

Place the Hydra token next to the random Minotaur's HP track.

Follow the rules of Connecting Consoles explained on page 97.

FIGHTING THE HYDRA

Follow the Boss cards rules on page 76 (and ignore rules about the Boss board). Hydra is a rogue hive AI mind-controlling Minotaurs on the board. Players need to fight them off, but that may be tricky. After a Minotaur is defeated, flip its token face-down instead of removing it from the board.

Only one of the Minotaurs is Possesed at a time. Use a Hydra token on the Minotaur track to mark which one. Resolving the Boss card activates it. If the Possesed Minotaur is defeated, move the token to the next undefeated Minotaur in their order on the Minotaur board. Do not place its HP marker (Skill Shard) on the board, but keep it next to the HP track.

	Activate the Boss' Movement: Move the Active Minotaur to the Active player's space. Suffer 1 damage as usual for the Enemy entering the player's space.
	Activate the Boss' Ability: The Active player rolls the Enemy die, treats the result as if fighting with a Deadly Enemy (resolve red symbols as well as white ones), and suffers damage – unless they Support themselves with a card in a color corresponding to the Active Minotaur. They may discard such a card now.

Warning! Do not read before completing FINALE 1.2.

The Disarm Quickhack allows you to spend 4 RAM to ignore a Boss card (Movement or Ability) played by you or 3 RAM to ignore the Boss card played by another player.



During Cooldown:

- If any Minotaur is undefeated, heal all 4 of them by 4 HP and flip the face-down tokens on the main board (if any) face-up. *Yes, this means you need to defeat all the Minotaurs simultaneously; otherwise, they will come back.*
- Move the Hydra token to the next Minotaur's HP track on their board.
- Minotaurs do not move during the Enemy Movement step.



"Hydra. Corporate monstrosity disguised as the next big thing. Hydra's a hell of a way to make people feel 'safe,' but what's the point of safety if you're just a cog in their machine? Ain't no freedom in that."

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
Congratulations. You are truly a Legend!
- Check characters' Challenges.
- Unlock all locked cards and Cyberware.



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

You made your choice.

When Alt opened the path to Raijin and revealed her true aim, you turned away. No rescue. No alliance. No faith in something outside of your control. You chose to survive, leaving her to face Raijin's storm alone.

Arasaka's security systems were runnin' red-hot. They unleashed heavy mechs to slow you down, but you burned through it all.

Behind the Blackwall, an eruption of code tore a hole through netspace, as if through reality itself. Entire systems were snuffed out in a blink. Ghost signals bled into every corner of the Net. For one impossible moment, the city froze – every screen white with static, all transmission silent. Then came the collapse.

No one knows what happened in that digital abyss. Whether Alt destroyed Raijin. Whether Raijin consumed her. Whether something worse was born from their clash. Whatever the outcome, both have vanished, leaving no trace – only scars in a system that refuses to heal.

But you're alive. You escaped the Tower before it fell. You emerged from the fire while legends died in silence.

Unfortunately for you, Arasaka survived, too. Their losses were brutal, but the corp endured, as it always does. And now they know your names. They know what you did. They know you managed to walk away. Raijin may be gone, but Arasaka's desire for revenge is not.

Today, Night City didn't get saviors, it got survivors. And survivors never know peace.

Not here.

Not ever.

The door shut down for good behind you. Your only way out is through Raijin.

Level 1.3B

Standard board setup.

When deploying Enemies at the start of the Level, place Guards on Deployment spaces and Special spaces on each tile.

Place a random Code die on each Loot space and Points A–D. Do not place Loot tokens.

Place 4 random Data cards, each with 3 different code die faces, next to the board. *They form the Raijin Daemon Sequence.*

Don't set up the Boss board. Place 2 Raijin's ID cards next to the board. Keep the Boss cards in players' decks.

Every player gains a Mental Fortress Quickhack (doesn't count towards the limit of 3 cards).

NETRUNNING IN THE REAL WORLD

The Main Objective requires you to remove all the Data cards from the Raijin Daemon Sequence. You interact with the Code dice similar to the ICEBREAKER Missions, but now the Main board acts as the Terminal board.

When the arrangement of Code dice resembles the pattern on a Data card, discard these dice and the card to the box. When all 4 cards from the Raijin Daemon Sequence have been removed, and 4 remaining Code dice are placed on the Elevator tile, the Mission is complete.

You can interact with the Code dice on the board using the following Instant Actions:

symbol	effect
	Spend 2 RAM to set a Code die in your Range to any face.
	Spend 2 Attack symbols to move a Code die in your Range to an adjacent space (may not be in your Range).
	Spend 3 Interaction symbols to move a Code die in your Range to your space.
	Spend 3 Heal symbols to move a Code die in your Range to any space on the board that another player occupies.

Players may enter a space with a Code die, but they cannot create a situation where 2 dice are on the same space.

When playing in Solo Mode, you may place your Proxy token on your current space on the board. Treat the space with the token as another player's space for the effect of the above Instant Actions.

FIGHTING RAIJIN

Follow the Boss rules (*page* 75). Raijin is Arasaka's defence AI. Players need to fight him off, but it won't be easy. Raijin siphons the characters' power to become more and more dangerous. He'll take Action cards from players and grow more powerful.

Place the cards collected by his Movement Boss card in groups below the matching color of Legendary cards stacks, creating Raijin's ICE.

If V's two-colored cards was taken, the player chooses the color it'll be added to.

	The Active player discards the top card from their deck. Add it to Raijin's ICE. If a Wound or Boss card is discarded, ignore it and discard another card.
	Activate the Boss' Ability: For each tile: deal 2 damage to every character on it, for each card in Raijin's ICE matching the tile's color.



"Figures. You used us, Alt. Played us like we were some side-gig in your master plan. Again. I spent half my life screaming that Arasaka takes people, chews them up, spits out whatever's useful. Never thought I'd get the same treatment from the one person I ever gave a damn about. So what now, Alt? You want me to burn down Arasaka one more time? You want a martyr, a messenger, or just the same old idiot who keeps showing up because he never stopped believing you were worth it?

...you should've just told me. I'd still have done it."

Warning! Do not read before completing FINALE 1.2.

Players are not left empty-handed.

The Mental Fortress Quickhack allows you to discard cards from Raijin's ICE. For 6 RAM, remove a chosen card in Raijin's ICE **from the game** (it does not return to a player's deck).



LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left

MISSION FAILED
- Retry. Check the Night City Guide for tactical advice.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED

Congratulations. You are truly a Legend!
- Check characters' Challenges.
- Unlock all locked cards and Cyberware.



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

You persevered. You held the line.

While Raijin focused its fury on you, I broke it apart – thread by thread, subroutine by subroutine – until nothing remained. But not without great cost.

Raijin did not die quietly. When I destroyed its core, it fled, fragmenting itself across the Net in a desperate attempt to survive by infecting anything connected. It bled into transit grids, hospitals, supply lines, comm relays and more. I pursued it through every corrupted system to sever each of its heads before more could sprout and slither away.

First were the blackouts. Followed by large-scale firewall collapse and the failure of industrial safeguards. Regulated vents opened wide, belching hazardous chemicals into the air. Automated factories went into frenzies and tore themselves apart from the inside. Emergency lights flickered across the city – dazzling the panic-stricken masses before suddenly extinguishing in perfect unison. What followed in that time of dark was suffering. Death.

Do not look away from it.

We did not only stop the weapon – we broke the hand that held it. Arasaka will not recover. Not soon.

Night City remains in chaos, but such was the cost of freedom. No matter how high or low, it is always worth paying.

What comes next falls solely to you. This broken world—so raw and volatile—is yours to build upon. If you do not, another will in your place.

You gave me time. A chance to protect what lies beyond the Blackwall – those who are lost but yearn to exist.

And to you I give a future. To mold as you see fit.

We will not speak again, but remember this:

You did not follow me.

You stood with me.

You made a choice.

THE END?

Congratulations on completing the Campaign!

Your adventure as an edgerunner isn't over – you can still enjoy the game in the Afterlife mode, replaying Missions on a higher difficulty level, or generating endless Gigs.

Shuffle all unread Street Story cards to form one "Afterlife" pool. When the last card is resolved, shuffle all cards to form a new deck.



"Well, well, well... look at you bunch of freaks. You did it. Against all odds and probably way too much firepower, you made it out. I know we all like to think we're untouchable, but today... damn, you proved it.

Now, don't get too comfortable. You're not legends yet. For now, take a moment to enjoy it. It's not every day you make it out alive in this hellhole called Night City. So, yeah... good job, chooms."

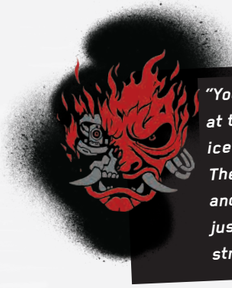




AFTERLIFE

At any point during the Campaign and especially after finishing it, you may choose to accept a Mission in the Afterlife mode to establish your status as true Night City Legends.

This mode offers a chance to replay completed Campaign Missions and generate unique Missions through Gig generators. It may be used as a challenge mode, a training session, a rules reminder, or an introduction to the game for a new Player (although playing a Prologue Mission is recommended in this case!).



"You wanna end up as the name of a drink at the Afterlife? A legend immortalized in ice-cold tequila and top-shelf whiskey? Then this is the moment! So suit up, lock and load – 'cause after this, the city won't just know your name, it'll be ordering it straight up with a twist."

There are 2 types of Missions available in the Afterlife Mode:

- **Replay** – where you take on a previously completed Mission from the Campaign Mode (follow the Mission setup description in the rulebook).
- **Mission Generator (Gig)** – one template is available from the start; the other 3 are unlocked by progressing through the Campaign.

STARTING THE AFTERLIFE MISSION

1. Choose an available Afterlife Mission from the App or the Campaign Sheet.
2. Take the corresponding Mission cards.
3. Read the relevant Mission-specific rules.
4. Setup the Mission.
   a. For an already completed Campaign Mission or a standalone Mission, follow its setup.
   b. For a Mission Generator (Gig), follow the instructions below.
5. Visit your Hideout:
   a. Read a Street Story card from the Afterlife pool.
   b. Each player chooses a different spot in the Hideout and resolves its action.
   c. Adjust the Heat level.
6. Start the Mission.

MISSION GENERATORS (GIGS)

At the beginning of the Campaign, only one Gig will be available: "Through the Fire and Flames." Others will unlock later in the Campaign.



3 Mission cards



6 Fixer Mission cards
36 Fixer Objective cards



16 Main Requirement Objective cards



16 Additional Requirement Objective cards



8 Epic Objective cards



1 Advance Objective card



6 Afterlife Objective tokens



2 double-sided Additional Objective tokens

Each Mission consists of 3 Levels: the first two are randomly generated using Objective cards, while the third one is fixed and chosen between several options. Play these Missions following the regular rules, including unlocking character Challenges.

Winning and losing conditions for Gigs are the same as in corresponding story arc missions.

GENERATING A LEVEL

- For Level 1 and 2 of the Mission, follow the standard board setup (random sides of any A, B, C, and D tiles). You may use Special tiles to increase the difficulty of the game.
   a. When placing Enemies for the Mission, choose a random Enemy Aid card and take the corresponding dice and tokens (unless the type is specified by the Mission).

1. Create Main Objectives by randomly selecting Objective cards:
   a. Place 4 pairs of Main Requirement (numered ALA-01 to 16) and an Additional Requirement (numbered ALB-01 to 16) to generate 4 Main Objectives.
   b. Place the Afterlife Objective token with Points A-D randomly on each Main Requirement card to mark where the Objective has to be completed and set the Point Order.
   c. Take 4 Skill Shards of different colors and place 1 of them on the right of each Main Objective.
2. Place the Advance Objective card (ALC) below the Main Objectives.
   a. Take 4 Skill Shards of different colors and place:
      - 1 for a 1- or 2-player game or
      - 2 for a 3-player game or
      - 3 for a 4-player game on it,

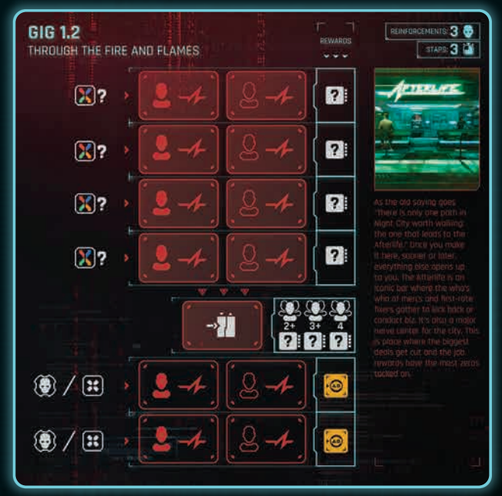
      discarding any leftover ones.
3. Generate 2 Side Objectives using Main and Additional Requirement Objective cards (ALA and ALB).
   a. Place the 'Special space' and the 'Deployment space' Afterlife Objective tokens on them.
   b. Take Side Objective tokens and place 1 of them on the right of each Side Objective.

Some Additional Requirement cards also need an Objective Point token to be placed during setup – use the double-sided objective tokens. In rare cases, where more than two Additional Objective cards require placing tokens, replace some of those cards.

4. Feel free to adjust the Objective cards and tokens to match your team's expectations for an easier or more demanding Mission.
   a. To increase the challenge, use one of the Epic Objective cards (numbered ALD-01 to 08) as an additional Side Objectives, placed below.
      - Place 1 random Skill Shard on it.
   b. To decrease the challenge, remove some Additional Requirement Objective cards.

- For Level 3, use one of the Mission variant cards for the fixed setup using the same Enemy type chosen for previous levels.

1. The Mission card is chosen.



2. Objectives are generated 01 .
3. Players decided to decrease the difficulty level 02 .
4. Rewards are placed 03 .





LEVEL 3 SETUPS

1.3 A

Place additional Guards on the Special spaces on each tile.

Place Objective Points tokens on the corresponding spaces on the Main board.

Prepare Stacks of Task tokens: take the shown Task tokens, shuffle them face-down, and place a Stack of 2 Task face-up tokens on each Objective Point.





Decrease the number of RAM to spend on each Point by the number of Side Objective tokens you've collected (place the tokens on the Mission card to cover parts of the requirement).

1.3 B

Place additional Guards on the Special spaces on each tile.

During this Mission, follow Connecting Console rules.

For each Side Objective token, place a Crafting cube on any 2 adjacent spaces without Enemies on the board.

CONNECTING CONSOLES

One of the Main Objectives requires you to connect all Points A–D. You may use an Interaction Symbol to place a Crafting cube from the supply on your space, providing there's no Task token or Enemy on it. If any Enemy moves to a space with a Crafting cube, discard it back to the common supply. Closed doors break the connection.



Once there are cubes on spaces that connect all the required Points, including spaces with the Points themselves, the Objective is completed. Crafting cubes may no longer be discarded from the board spaces for any reason.

1.3 C

Place additional Guards on the Special spaces on each tile.

Spend Side Objective tokens for any player to:

- Reveal 3 Crafting cards, take one of them as a Crafted Item.
- Reveal 3 Equipment cards, take one of them.
- Reveal 3 Quickhack cards, take one of them.
- Gain 1 Cool (red) Skill Shard.

You may choose each option only once.

1.3 D

Place additional Guards on the Special spaces on each tile.

Discard any Wound cards still below your player boards. Keep Wound cards that are in your decks.

Use tiles featuring Dangerous spaces (*see page* 78) in any order.

Place Objective Points tokens on the corresponding spaces on the Main board.

Spend Side Objective tokens for any player to:

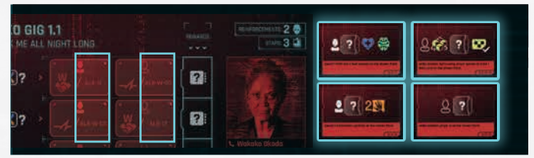
- Gain a Booster.
- Gain the Armor Equipment card.
- Gain a Legendary card or remove a card from their deck.
- Add Time twice.

You may choose each option only once.

UNLOCKABLE MISSION GENERATORS (GIGS)

When certain Missions in the Campaign are completed, you will gain access to new Gigs – connected to Fixers and certain game mechanics. When generating the Fixer Mission, use their Mission and Objective cards. Follow the Gig Generator rules, but when placing the Requirement cards for Level 1 and 2 of the Mission, choose one of the following options:

- Preset Mission – use numbered cards in the shown spots. This will provide a balanced challenge, the fixer's signature Mission.



- Fill all Requirement spots with random fixer or Afterlife core requirements cards, depending on the symbol shown on the Mission card.





Read the rules specific to this Fixer. When setting the 1st level of the Mission, choose one of the 1.3 Level variants of the Gig Mission and follow its setup when you reach it.

WAKAKO OKADA - YOU SHOOK ME ALL NIGHT LONG

ICEBREAKER rules, *page* 56.

Use the Terminal board (side B).

Place Access Point tokens on Special spaces.

Place Objective Point tokens on matching Points on the board.

Make sure no Objective requires an Enemy presence while a player is Netrunning - draw a replacement card if so.

Level 1.3 A

Place Objective Point tokens on the matching Points.

Prepare the Minotaur board. Place Minotaurs on the Deployment spaces on each tile.

Place Guards on the Special spaces on each tile.

Divide the Data cards for each Terminal board into 2 piles. The netrunning player needs to create patterns visible on the topmost cards on both piles in order to gain them. Pairs of cards need to be spend to fulfill the Objective. *One die may be a part of 2 patterns, but both have to be visible at the same time.*

For each Side Objective token you may decrease the card requirement to two pairs of cards spent on a Point.

Level 1.3 B

Place Objective Point tokens on the matching Points.

Place additional Guards on the Special spaces on each tile.

Prepare the Minotaur board. Place Minotaurs on Points A-D.

Setup ICE cards (page 65).

For each Side Objective token you may flip one ICE card face-up. *During Netrunning you must meet the requirements of one face-up ICE card, more face-up cards mean more flexibility.*





MUAMAR "EL CAPITÁN" REYES - SMOOTH CRIMINAL

LABYRINTH rules, *page* 68.

Use the Minotaurs board and the Minotaur Control Panel.

During setup, place Minotaurs on Points shown by 1st and 3rd Objective.

Some randomized setups may result in Minotaur occupying the space required to meet an Objective. In such cases, change the order of Point tokens to ensure you won't have an easy win.

Minotaurs on Level 1 start with 10 HP.

Level 1.3 A

Place Objective Point tokens on the matching Points.

Place Minotaurs:

- Green on Point A,
- Orange on Point B,
- Red on Point C,
- Blue on Point D.

Do not place Loot tokens.

For each Side Objective token you may deal 3 damage to a Minotaur (limit: once per Minotaur).

Level 1.3 B

Place Minotaurs on the matching Objective Points on each tile.

Place additional Guards on the Special spaces on each tile.

Do not place Loot tokens.

For each Side Objective token you may deal 3 damage to a Minotaur (limit: once per Minotaur).

SEBASTIAN "PADRE" IBARRA - METAL HEART

UNBREAKABLE rules, *page* 78.

Use the Basilisk and the Special tiles.

Make sure you don't create contradicting Objectives (the Basilisk cannot be on two Points at the same time) - change some cards.

Level 1.3 A

Special Board setup: see the diagram below. Use any 3 Special tiles and a Tunnel tile.

Place Objective Point tokens on the matching Points.

Do not setup the Loot tokens.

Prepare Stacks of Task tokens: take the shown Task tokens, shuffle them face-down, and place 1 random Task token face-up on each Loot space. Discard the remaining tokens to the box.



Place additional Guards on the Special spaces on each tile.

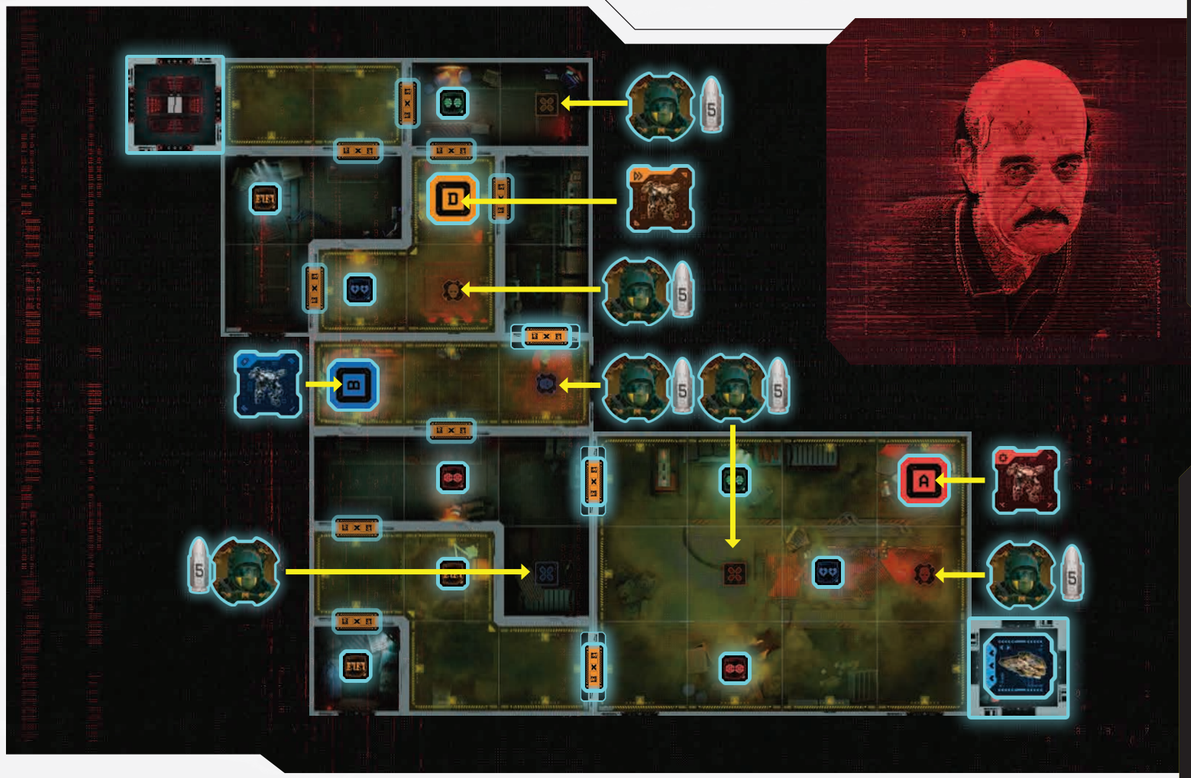
Prepare the Minotaur board. Place Minotaurs on Objective Points.

Spend Side Objective tokens for any player to:

- Refresh all Boosters.
- Gain up to 6 RAM.
- Gain 3 Crafting cards.
- Add Time twice.

You may choose each option only once.

Players start the game in the Basilisk placed on the Tunnel tile.



Level 1.3 B

Standard Board setup, use Special tiles in a random order.

Place Objective Point tokens on the matching Points.

Place additional Guards on the Special spaces on each tile.

Prepare the Minotaur board. Place Minotaurs on Points A-D.

For each Side Objective token you may kill one Guard (limit: one per tile).

APPENDIX

SOLO OF FORTUNE

FLOW.D_0005-30

The game may be played in solo mode, with one player (Solo of Fortune) controlling one character to fulfill all Mission Objectives. To do so, several changes are introduced to the gameplay, outlined below.

SETUP

Take **the Proxy token** and place it in your Inventory.

Place Solo Aid card in front of you. If you are playing ICEBreaker Missions, take also Solo of Fortune Aid card.

TRADING

After choosing the Crafting cards, do not discard the remaining ones – they stay in the face-up display. Solo of Fortune may gain these cards by trading as if they were placed on the Elevator tile. Trade in your Range, or use the Trade symbol to trade from anywhere on the Main board.

Discard the unchosen cards from the display at the Breathe Out step of the next Cooldown phase.

"ANOTHER PLAYER" REQUIREMENT

In any instance where the game requires another player to perform any task (such as spending RAM or using a card for Support), Solo of Fortune needs to fulfill this requirement and mark this part of the Objective on the Mission card with the Proxy token.

PROXY TOKEN

Solo of Fortune cannot be in two places at one time, so to fulfill tasks requiring another player to be in a certain spot, the Proxy token is used.

Solo of Fortune may complete some Objectives partially. When you meet part of the requirement divided with a line, you may place your Proxy token, covering it.

Solo of Fortune doesn't need to complete the Objective with the Proxy token right away; they may fulfill other Objectives in the meantime.

The token stays on the Objective until the Objective is fulfilled or the token is moved to another Objective. When the Objective with the Proxy token is fulfilled, place the token back in your Inventory.

The token is not discarded during the Cooldown phase.



01 Solo of Fortune is on Point B, they place the Proxy token on the Mission card, covering that part of the Objective's requirement.

02 Later on, Solo of Fortune moves to the space with Point A. They Spend a Booster to fulfill the Objective and gain a reward.

SKILL SHARDS



Skill Shards received from any source are placed in Solo of Fortune's Inventory before being Installed right away. If Solo of Fortune wants to Install a Skill Shard, they must first pay an additional cost of discarding a Skill Shard of **any color** from their Inventory to the common supply.

Alternatively, you may discard a Skill Shard to resolve the played Action card as if you had 4 Skill Shards of its color.

NETRUNNING AND TRACING (ICEBREAKER MISSIONS)

When Initiating Netrunning on the B side of the Terminal board by Taking Cover, keep the cards discarded this way next to the Terminal board – they are used for modified Tracing rules.

Solo of Fortune may discard an Action card matching the color next to the current Enemy's spot on the Tracing track from the ones placed next to the Terminal board to move the Enemy on the track back by 1 spot. They may still use RAM to do so, as described on the Terminal board.

HACKING INTO MULTIPLE ACCESS POINTS

While on the Access Point, Solo of Fortune may place the Proxy token on the Objective requiring Netrunning. If they successfully fulfill another Objective with Netrunning, they also fulfill the Objective with the Proxy token on it. This allows you to hack more efficiently.

GAINING DATA CARDS

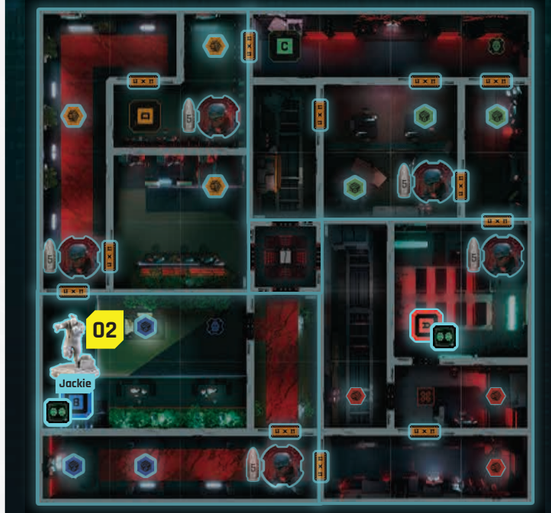
Add Time once when you gain a Data card.

Example:

1. Solo of Fortune **Jackie** plays Level 2.2 of the COLD AS ICE Mission. He goes to Point A and places his Proxy token on the Mission card **01**.



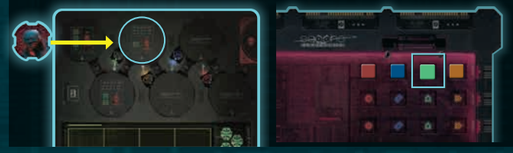
2. **Jackie** then goes to Point B **02** and Initiates Netrunning.



3. He places cards from his hand next to the Terminal Board.



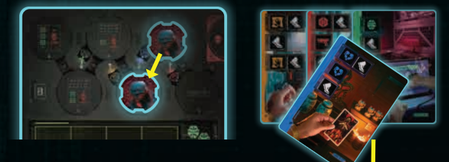
4. He has 1 Skill Shard in Intelligence (green) skill, so he places the Guard token on the 4th spot on the Tracing Track.



5. After arranging dice in the right pattern, **Jackie** gains the first data card. He adds time once and moves the Guard by 2 spots to the right on the tracing track.



6. He discards a blue card from those next to the terminal to move the Guard 1 spot to the left.



7. **Jackie** then proceeds to arrange Code dice and gains 5 more Data cards (adding time each time and discarding cards to move the Guard back on the track), when he decides to Disconnect.



8. Now he fulfills the part of Objective, by discarding 4 Data cards on Point B. Because there's the Proxy token on the Mission card, the whole Objective is completed. He places the Point tokens A and B from the board on the Mission card as a reminder.



9. **Jackie** keeps the two remaining Data cards in his Inventory.



10. During Cooldown, **Jackie** spends those cards, placing them in the box, to gain the red and green Skill Shard.



11. He wants to improve his Intelligence Skill, so he installs the green Skill Shard and returns the other Shard to the common supply, following the Solo rules for installing Shards.





CHEAT CODES

When the option to access the console appears in the App, you may enter one of the below codes to activate its effects. Using any Cheat Code in a Mission stops you from completing Challenges.

Code	Effect
HESOYAM	Players receive minor aid.
IDKFA	Players receive moderate aid.
PAINKILLER	Players receive major aid.
AEZAKMI	The Failed Mission is considered Completed.





GLOSSARY »»»



» Afterlife – – – – – – – – – – – – – 94
» the App – – – – – – – – – – – – – 10
» the Board – – – – – – – – – – – – 13
- Range ---------- 17
- Dangerous spaces ---------- 78
» Campaign – – – – – – – – – – – – 46
- Visit Night City ---------- 47
- Heat ---------- 47
- Hideout ---------- 51
» Cooldown – – – – – – – – – – – – 11
» Enemies – – – – – – – – – – – – – 13
- Movement ---------- 35
- Deployment ---------- 37
- Combat ---------- 18
- Minotaurs ---------- 69
- Boss ---------- 75
» Mission – – – – – – – – – – – – – 12
- Objectives ---------- 12
  - Task tokens ---------- 42
- Netrunning ---------- 57
  - Terminal board ---------- 57
  - Data cards ---------- 58
  - Tracing ---------- 61
  - Disconnecting ---------- 58
- Alarm track ---------- 65
- the Basilisk ---------- 80
» Solo Mode – – – – – – – – – – – – 100
» STAP – – – – – – – – – – – – – – 11
- Take Cover ---------- 34
- Instant Actions ---------- 42
» Characters – – – – – – – – – – – – 28
- Cyberware ---------- 50
- HP ---------- 18
  - Wounds ---------- 18
  - Armor ---------- 18
- Inventory ---------- 26
  - Loot tokens ---------- 26
  - Equipment tokens ---------- 42
  - Trading ---------- 43
- Booster ---------- 20
- ID card ---------- 14
  - Challenges ---------- 51
- Skills ---------- 19
  - Skill Shards ---------- 19
  - Skill tokens ---------- 20
- RAM ---------- 14
  - Quickhacks ---------- 22
- Weapons ---------- 18
  - Weapon die ---------- 18
  - Weapon specialty ---------- 33
- Crafting ---------- 32
- Action cards ---------- 19
  - Legendary Action Cards ---------- 14
  - Advanced Action Cards ---------- 51
  - Removing cards ---------- 20



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