

EDGERUNNERS
RULEBOOK


Sex Blasters
ゼン™

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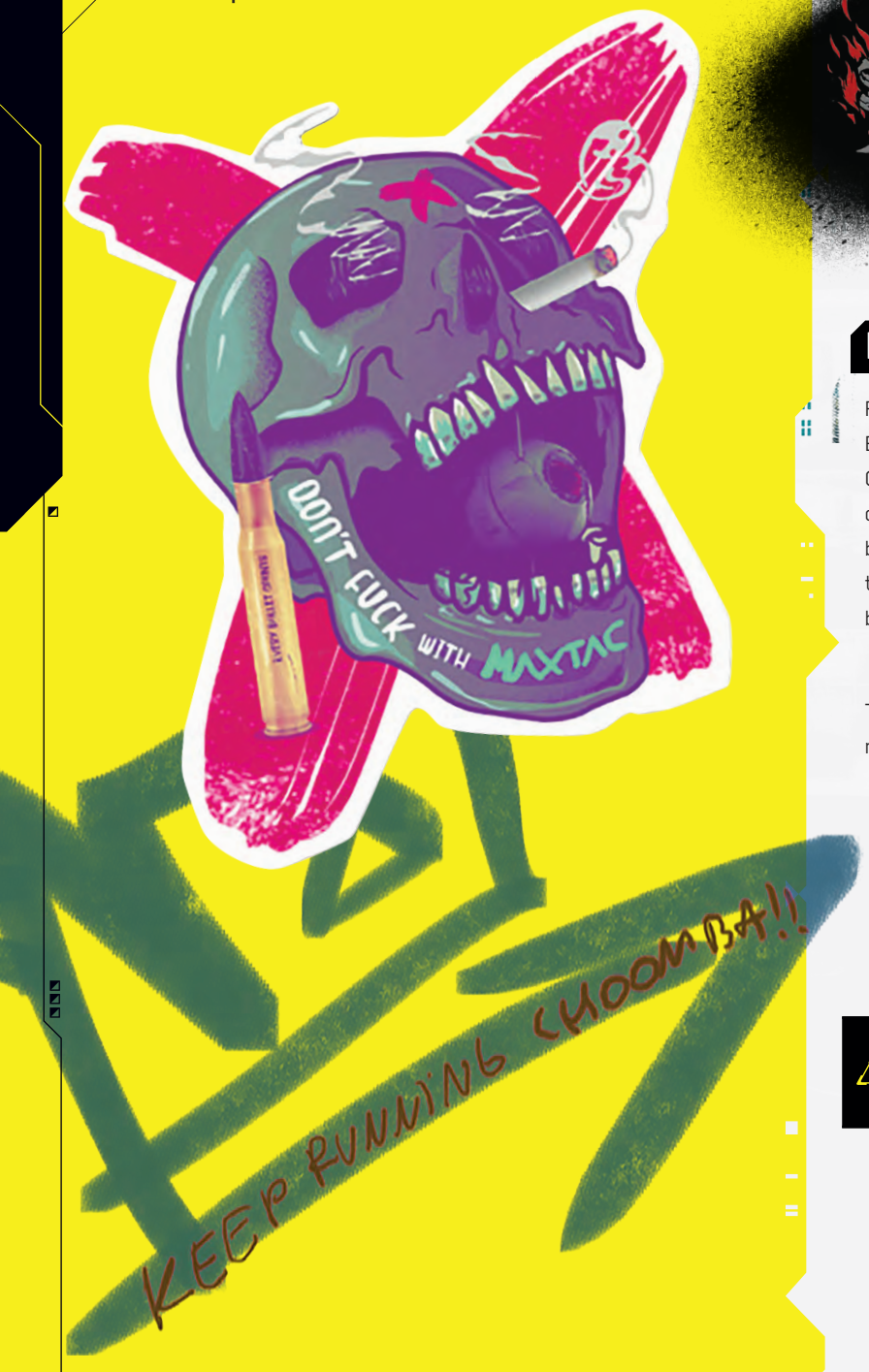
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EDGERUNNERS EXPANSION

Edgerunners expansion adds new Characters with unique abilities and Cyberware, and some shiny new gear to mix into your available pool. Let's hit the Moon!





"They were punks. Outcasts. Dreamers turned martyrs. And even when the city chewed 'em up, they left bite marks. That's more than most can say. Bottoms up!"

NEW CHARACTERS

Play as David, Lucy, Maine, Rebecca, Kiwi and Pilar. Add these Edgerunners to your roster and take them on any Mission: Campaign or Afterlife mode. They're more complex than the core game characters, so make sure you know how to play before bringing them to the fight. Also, as they rely heavily on their Cyberware, there's no way you won't generate any Heat before the Mission.

There are two main differences between Edgerunners and regular characters.

» **Specialties in their decks.** Each Edgerunner's starting deck lacks one of the four main colors. This acts as a disadvantage, but allows them to focus on their role in the team. Edgerunners may gain cards of any color as usual (e.g., from Street Stories' or Loot tokens).

⚠ Edgerunners with no Intelligence (green) cards in their deck do not have a Starting Quickhack, but may gain Quickhacks as usual during the game.

» **Starting Cyberware.** When playing as an Edgerunner, you have to install their signature Cyberware. You may install more Cyberware, provided there's still room. You may not use the Edgerunner's signature Cyberware with any other character.

NEW GEAR

This box adds a new Quickhack, Crafting card, and a Weapon. Add these cards to the corresponding Unlocked decks.



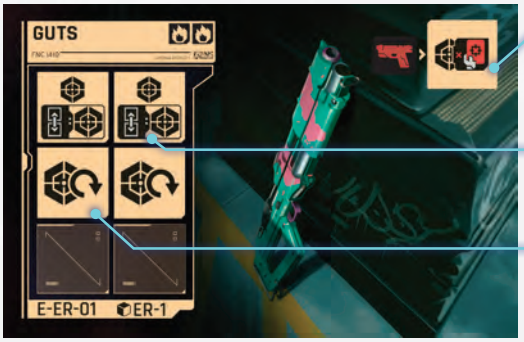
Play only as the Active Player.

Choose a character; this turn, you may interact with the board as that character.

⚠ You may spend symbols generated by your Action card as if you controlled that character's miniature, using your Skill levels. You cannot spend symbols generated from other sources (e.g., boosters, Crafting cards). You cannot use the controlled character's board inventory. The player whose character you are controlling may still use their Quickhacks..



Refresh all of your Boosters.



1 damage for each Cool (red) card in your hand.

1 additional damage if there's an Enemy on the same or adjacent space.

1 damage. Then, reroll this die and resolve its effect.



DAVID MARTINEZ

"Kid had spine, chrome, and a bullet train for a heart. Went from street rat to walking revolution – 'til the chrome bit back. Tragic? Yeah. But he burned bright enough to make the corpos sweat. I respect that."

David has no green (Intelligence) cards in his deck. He won't be the best netrunner in your team. Play those orange cards to add more time to the STAP.



COMPONENTS



9 Action cards

no Intelligence (green) cards in the starting deck



1 ID card



Signature Cyberware – David's Sandevistan



3 Advanced Action cards



1 Cyberware Aid card



1 character miniature

LUCYNA “LUCY” KUSHINADA

“Quiet storm. Netrunner with more ghosts than code. Played it cool, but deep down? She was running from more than Blackwall shadows. She fought for David, and that’s all you need to know.”



Lucy’s personality shows in two ways, as two special symbols. Lack of orange (Technical) cards in her deck makes her focus on a deadly approach.



Deal 1 damage for each green card in your hand.



Gain 1 RAM for each red card in your hand.

COMPONENTS



9 Action cards

no Technical (orange) cards in the starting deck



1 ID card



1 Starting Quickhack



Signature Cyberware – Lucy’s Monowire



3 Advanced Action cards



1 Cyberware Aid card



1 character miniature



MAINE

"Old school muscle. Heart big as his arms. Thought he could outrun cyberpsychosis on willpower alone. Spoiler: chrome always wins. But hell, he gave it a good run."

With no green (Intelligence) cards in his deck, Maine is the Weapon's specialist. Unlocking his Projectile Launcher turns him into a killing machine, one step from cyberpsychosis.



COMPONENTS



9 Action cards

no Intelligence (green) cards in the starting deck



3 Advanced Action cards



1 ID card



Signature Cyberware – Maine's Projectile Launcher



1 Cyberware Aid card



1 character miniature

REBECCA

"Loud, lethal, and completely unhinged – in all the right ways. Shot first, shot again, maybe yelled something after. Never met a gun she didn't want to cuddle. Crazy? Sure. But ride-or-die doesn't begin to cover it."



No green cards, all the fun. When playing a red card, slide it slightly to the right. When resolving this symbol, deal 1 damage for each red card played subsequently (including this one), without any other colors interrupting the sequence.



COMPONENTS



9 Action cards

no Intelligence (green) cards in the starting deck



1 ID card



2 Cyberarms boosters



3 Advanced Action cards



1 Cyberware Aid card



1 character miniature



KIWI

"Cold, clinical, and always calculating. Trusted her once, got burned twice. Rule number one: never turn your back on a netrunner who won't show their face."

Kiwi has access to Cyberware mods. Place the 6 mod tokens on the Kiwi's Cyberdeck at the setup.
When resolving any of these symbols on the Action card, place a corresponding mod shape on the chosen Quickhack in Kiwi's possession. There's no limit on how many mods a Quickhack can have.

The next time Kiwi uses a modded Quickhack, add symbols on any mods on it to the effect. Once the Quickhack resolves, return the mod tokens to Kiwi's Cyberdeck supply.



6 Cyberware mods



Adrenaline rush. Choose any card on top of any Legendary card pile in the common supply, and resolve symbols from it as if you played that card having 4 Skill Shards of its color.

COMPONENTS



9 Action cards

no Cool (red) cards in the starting deck



1 ID card



1 Cyberware Aid card



3 Advanced Action cards



Signature Cyberware – Kiwi's Cyberdeck

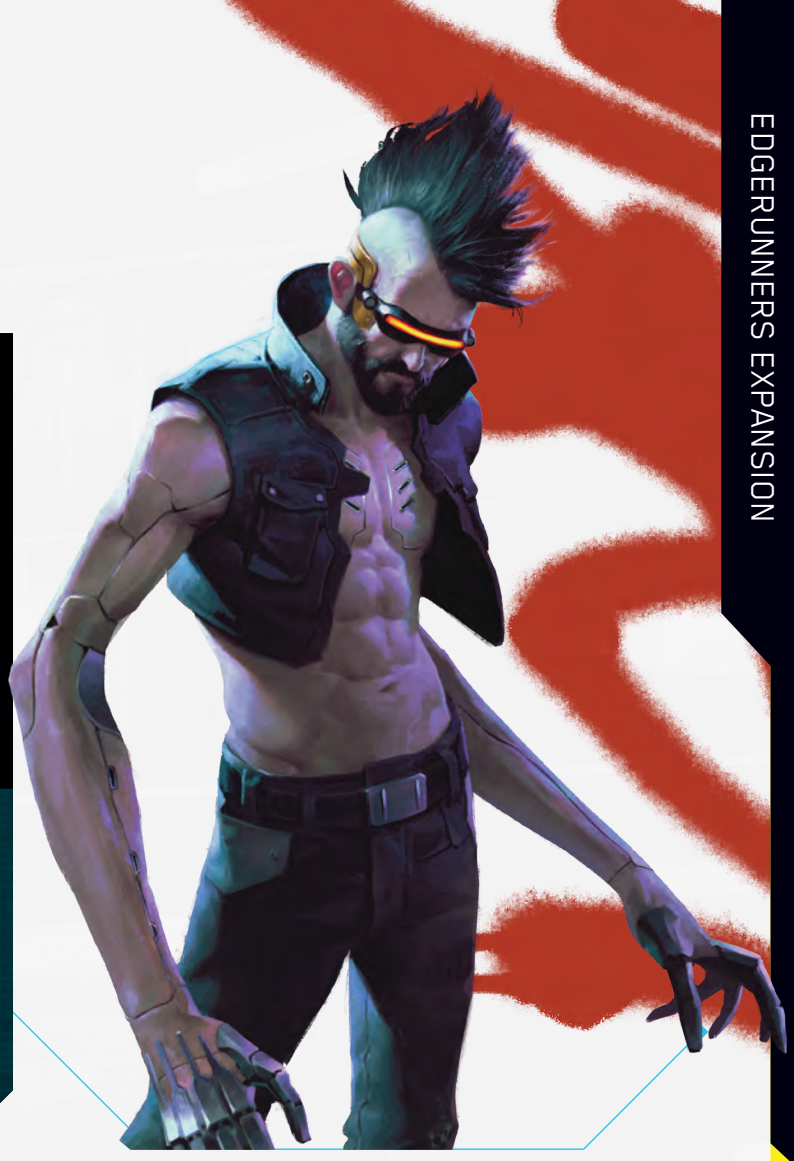


1 Starting Quickhack

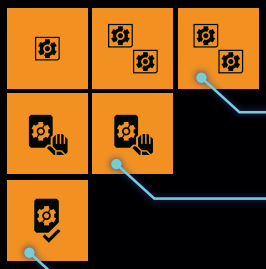
1 character miniature

PILAR

"Clown with chrome. Not saying I liked the guy, but every crew's got a jester. Problem is, jesters die first in Night City."



No blue cards in the deck? No problem, Pilar will craft these medkits himself. The special symbol allows you to roll his die. These will allow you to:



remove 1 or 2 Crafting cubes from your Crafting cards,

gain a random Crafting card,

gain a random Crafting card as a Crafted item, ready to be used.

⚠ When playing as Pilar in any Parallax Mission, you may gain a random Crafting card instead of risking making a noise when rolling the die.



COMPONENTS



9 Action cards

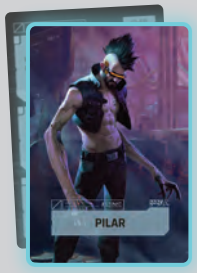
no Body (blue) cards in the starting deck



3 Advanced Action cards



Pilar's die



1 ID card



1 Cyberware Aid card



Signature Cyberware – Pilar's Cyberarms

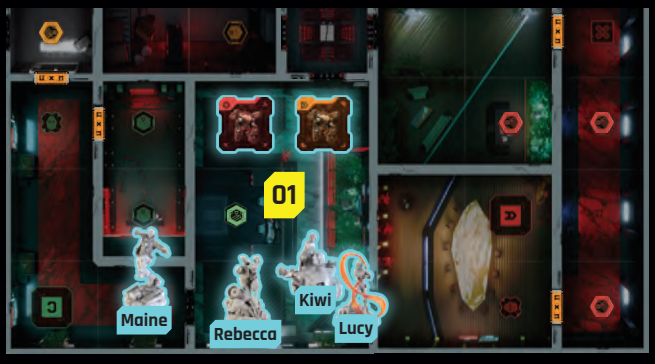


1 Starting Quickhack

1 character miniature

Example:

1. **Lucy** , **Rebbeca** and **Kiwi** are in a room with 2 Minotaurs **01** , while **Maine** is in an adjacent room.



2. **Lucy** rolls her combat dice, deals 1 damage, and suffers 3 damage. She then plays a red card with her special symbol (1 damage per green card in her hand) **02** and has 3 green cards in her hand; she deals 3 damage to the Minotaur.



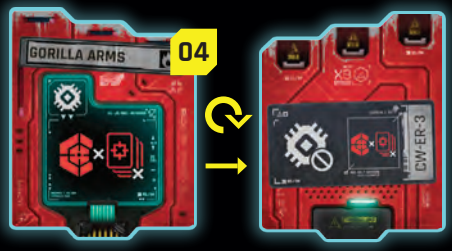


She moves out of the Minotaurs' room.



3. **Rebbeca** rolls her combat dice, deals 1 damage, and suffers 2 damage. She then plays the red card with her symbol and deals 5 damage **03** (2 on the card, 3 for the number of red cards in sequence). She uses her Cyberware to deal another 3 damage **04** .







She moves out of the room.

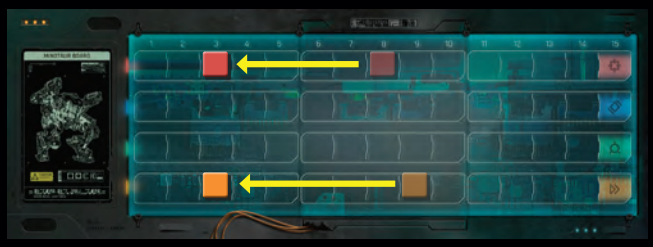


4. **Kiwi** rolls her combat dice, deals 1 damage, and suffers a critical hit. She then plays a card to gain 2 RAM **05** and place the third mod on her Synapse Burnout Quickhack **06**, then she uses it.



She deals 2 base damage, plus 2 more, allows Kiwi to use the full effect of the Legendary card (6 damage), and allows her to dash out of the room **07**.







5. **Maine** has no Range to any Minotaur, but has his Cyberware ready, so he plays a card with 1 damage and uses his Weapon specialty **08** : deals 3 damage to each Minotaur, destroying them both.





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