

PHANTOM LIBERTY

RULEBOOK


THE NEW
UNITED
NUSA

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PHANTOM LIBERTY EXPANSION

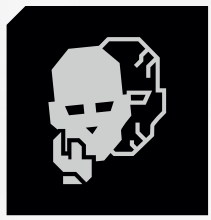
Phantom Liberty expansion adds new Characters with unique abilities, new gear, and three new Missions; one of which offers a new game mode – one versus many. On top of that, there's Mr. Hands, who'll gladly generate some Gigs for your team.



NEW CHARACTERS

Play as Songbird, Reed, or Alex. Add these characters 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.

All characters found in this expansion have access to a new effect on Action cards – Mimicry.



When resolving this effect, either:

- Choose a card on top of another player's discard pile and resolve symbols on **any** of its rows, or
- Choose any card on top of any Legendary card pile in the common supply, and resolve symbols from its **top** row (as if you played that card having 1 Skill Shard of its color).

Skip all special symbols that cannot be resolved by your character (e.g., skip the Determination symbol from Reed's Action cards when resolving Mimicry with other characters).

Example:

1. **Alex** is in a room with a Guard. On her hand she has no red cards so she cannot attack the Guard.



2. She plays a card with Mimicry.



3. She peeks at **Reed's** discard pile, but his topmost card deals only 1 damage.



4. She checks the Legendary cards. She may either resolve symbols from the red card to kill the Guard or yellow card to escape.





5. She decides to use the red card and deals 2 damage to the Guard.



NEW MISSIONS

This box includes stand-alone Missions available in the Afterlife mode. Select new Missions the same way as you do with the Core game. Follow the setup instructions described in this rulebook.

"Who Let the Dogs Out" Mission is played differently than all other Missions – one player plays against the rest (up to 4 players). This mode requires a fairly good understanding of the game mechanics.

Missions in this expansions may be played only with the following player count:

» HAIL TO THE KING	**1–4**
» BROKEN PEOPLE	**2–4**
» HEART OF GLASS	**2–4**
» WHO LET THE DOGS OUT	**3–5**

NEW GEAR

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



Resolve the Mimicry effect.



Deal 3 damage to any Enemy on the board. You may split the damage between several targets.



Deal 1 damage and Heal yourself by 1, if you did.



SONG "SONGBIRD" SO MI

Songbird provides high-level intel, system breaches, and tactical guidance during covert operations. Unlike most netrunners, though, she pairs her brilliance with vulnerability. Her failing health and conflicted loyalties make her both a powerful asset and a fragile ally, forcing her allies to weigh trust against survival.

COMPONENTS



9 Action cards



1 ID card



1 Starting Quickhack



3 Advanced Action cards



1 Blackwall Progression track (double-layered)



1 Blackwall Skill token



3 Legendary Blackwall cards



4 Blackwall Skill Shards

1 character miniature

BREACHING BLACKWALL

At any Mission setup, when Songbird is chosen, shuffle and place 3 Legendary Blackwall cards next to the other Legendary cards, and place Blackwall Skill Shards in the common supply.

The new cards feature another color (glitched red) and scale up with glitched red Skill Shards. Only Songbird has access to these Shards, but other characters may still interact with the Legendary Blackwall cards through effects such as Mimicry. No character other than Songbird may gain a Blackwall card.

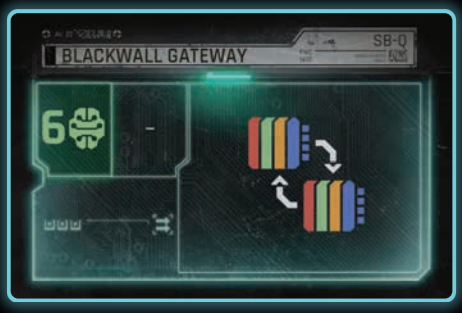


"The Blackwall is a digital leash – corp-made firewall to keep AIs on their side of the sandbox. Problem is, what's behind it ain't just code. It's ghosts, gods, and monsters built from logic and lunacy. Cross it, and you're not just gambling with your life – you're betting your soul."

Place the Blackwall Progression track next to the other Skill Progression tracks on Songbird's character board during character setup. Place one Blackwall Skill Shard on the first level and the Blackwall Skill token on the fourth Skill level. This token works like other Skill tokens, except that Songbird may gain only the top **Legendary Blackwall card** to her deck (or remove a card as usual).

You cannot play as Songbird in Missions that do not use Skill Shards (e.g. All Nightmare Long).





The only way for Songbird to gain more Blackwall Skill Shards is to use her Blackwall Gateway Quickhack. This allows her to exchange any Skill Shard in her Inventory with any other color in the common supply, including glitched red Blackwall Shards.

⚠ Blackwall Skill Shards may be installed only by Songbird.



Songbird has access to a new effect on Action cards – **Blackwall Siphon**. Deal 1 damage and Heal yourself by 1, if you did.



SOLOMON REED

Solomon Reed is an experienced FIA (Federal Intelligence Agency) operative. He takes the role of protector and field commander, bringing decades of espionage and combat expertise to the table. Reed is pragmatic, disciplined, and deeply committed to duty, keeping the team grounded when trust and survival are constantly tested.

PUSHED TO THE LIMIT



Reed is all about doing what has to be done, no matter the cost. At the character setup, place his Determination token on his ID card, lining up the track on the token with the HP track.

When resolving the Determination symbol on his Action cards, gain symbols shown on the Determination token, next to and above the current HP marker position.

⚠ **Example:** Using the Determination symbol while at 0 HP gives Reed 2 Attack and 1 Movement symbols, and allows him to destroy a wall.



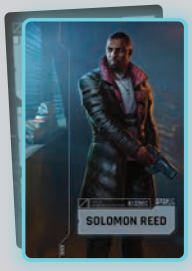
Suffer 1 damage to resolve the played card as if you had 4 Skill Shards in its color.

⚠ Play only as the Active player, or on the Active player. Suffering damage is obligatory and cannot be skipped when resolving the effect.

COMPONENTS



9 Action cards



1 ID card



1 Determination token



3 Advanced Action cards



1 Starting Quickhack



1 character miniature

ALENA “ALEX” XENAKIS

Alex, as an undercover FIA agent, excels at infiltration, disguise, and intelligence gathering to provide the team with insider knowledge and access. She’s a resourceful and pragmatic covert support specialist of the crew.



UNDERCOVER

Alex adapts to her surroundings by blending in and improvising the best solution. At any point during the game, when Alex installs a Booster, exchange it for her special one, with the Mimicry symbol in the middle.

Alex Boosters follow all Booster rules. Only Alex may use her special Boosters.



COMPONENTS



9 Action cards



1 ID card



3 Alex Booster tokens



3 Advanced Action cards



1 Starting Quickhack



1 character miniature



HAIL TO THE KING

FLOW.0_0005-30

Meet Kurt Hansen, the merciless leader of Barghest and unquestionable ruler of Dogtown. It's time you ended his reign.

COMPONENTS



3 Mission cards



1 Boss ID card
(double-sided)



4 Boss Quickhack cards



1 Fang token
(double-sided)

1 Boss miniature

⚠ Follow the Boss fight mechanics described in the Core game rulebook, page 75.

Dogtown has rules.

Hansen wrote them all – with blood, fear and iron.

For years he's ruled the unofficial district like a warlord, his Barghest troops turning every street into a checkpoint, every building into a fortress, every life into collateral. No one gets in or out without paying his toll. No one stands up to him and walks away whole.

But something's changed.

Whispers spread. Deals are shaken on. Someone, somewhere finally decided Hansen's reign has run its course.

And that someone sent you.

Your mission's simple:

Find Hansen. Eliminate him. Break the stranglehold of Dogtown's tyrant.

No diplomacy. No bargaining. No second chances.

His forces are already on the move – Barghest units sweep the area, locking down choke points setting up kill boxes. They know someone's out for their king's blood. They just don't know it's you.

Hansen himself waits at the heart of his compound – armored, armed and surrounded by loyal soldiers who'd follow him to hell. Or die trying to keep him out of it.

But Dogtown's bled under his rule for too long.

Tonight, someone else is writing the rules.

Time to topple the king.

BARGHEST REINFORCEMENTS

Kurt Hansen runs a small, loyal army. Reinforcements for this Mission are increased.

Example:



At level 1.1, the total Reinforcement value is 4: 2 as shown on the right, plus 2 for the uncovered Reinforcement symbols.

Players may complete Side Objectives to gain Side Objective tokens and then spend them to reduce the Reinforcements.

During any Cooldown, players may spend a Side Objective token to cover a Reinforcement symbol on the Mission card. The token is placed in the common supply after players advance to the next level of the Mission. Players may keep the unspent Side Objective tokens between the levels.





The player with the Fang token may use it as an Instant action: spend 1 Interaction symbol to return this token to the common supply and deal 5 damage to an Enemy in Range.



On side B, the Fang may be used to flip one Shields Up to its Down side instead of dealing damage, if the Fang is used on Kurt Hansen in Range.

BOSS CARDS

Activate the Boss Movement.
The Boss is placed on the Active player's space. *Suffer 1 damage – as usual for when an Enemy enters a player's space.*

Activate the Boss Ability.
Hansen's signature weapon – his knife, the Fang.
The Active player suffers 1 damage (2 damage on side B).
Immediately place the Fang token in the Player's Inventory (it may be traded between players following the trade rules), whether it was in the common supply or another player's Inventory.

BOSS QUICKHACK



Ignore the Boss Ability.

⚠ Do not change the possession of the Fang token.

Example:

1. Reed has the Boss Ability card in his hand and decides to play it before his Action card.



2. He suffers 1 damage and receives the Fang token.



3. Reed plays a card with the Determination symbol 01, destroys a wall, and moves through it 02.



4. He spends an Interaction symbol using a Booster, killing a Guard instantly 03.



5. Then spends the leftover 2 Attack for Determination 04 to deal 2 damage to the other Guard 05.



SETUP

Level 1.1

Standard board setup.

Use Militech as Enemies. *They represent Barghest gang members..*

Deploy additional Guards according to your Heat level.

Do not shuffle any Boss cards into players' decks.

During any Cooldown, players may spend Side Objective tokens to cover up to 2 Reinforcements symbols for the duration of the Level.

Level 1.2

Standard Board setup.

Place the Boss (Kurt Hansen) on the Deployment space on tile A, instead of a Guard.

Shuffle the Boss Movement and Ability cards into players' decks. Give each player the Boss Quickhack.

Prepare the Boss board; place 3 Shields Up and 3 Shields Down tokens on it.

Use side A of the Boss ID card and the Fang token.

During any Cooldown, players may spend Side Objective tokens up to 2 times to cover a Reinforcements symbol for the duration of the Level.

Level 1.3

Standard Board setup.

Do not reset the Boss board.

Place the Boss (Kurt Hansen) on the Deployment space on a random tile, instead of a Guard.

Deploy additional Guards on the Special spaces.

Use side B of the Boss ID card and the Fang token.

During any Cooldown, players may spend Side Objective tokens up to 4 times to cover a Reinforcements symbol for the duration of the 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.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Check the characters' Challenges.

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

Hansen drops to the floor with a final, heavy thud – his last breath punched out of him as his body hits concrete. For a second, the whole room stands still.

No gunfire.

No shouting.

No king.

Dogtown shifts in that silence – something subtle, but tangible. A weight lifting. A grip loosening. A tyrant gone.

Then his soldiers break.

Some flee. Some surrender. Some just stare at the man they thought couldn't fall.

You step over Hansen's body. His Yakut hunting knife lies beside him, still stained from battles he never should've won. You take it. Not as a trophy, but as a reminder – no king rules forever. Especially not in Dogtown.

Tonight, the streets belong to everyone.



BROKEN PEOPLE

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Barghest recognized that Songbird is a threat. Now her only chance is to get to the rocket in the Space Port. You need to help her get through.

COMPONENTS



3 Mission cards



1 Helicopter miniature



4 Board tiles



2 Boss ID cards
(double-sided)



4 Boss Quickhack cards (3x Signal Jamming, 1x Blackwall Proxy)



8 Drone tokens

⚠ Follow the Boss fight mechanics described in the Core game rulebook, page 75.

You weren't supposed to end up here. Dogtown was just a stop along the way – in, out, clean.

But plans have a way of falling apart under Colonel Hansen's rule.

Songbird collapses before you can even speak her name. Her pulse erratic, breath shallow, skin cold. The mind that once tore through Blackwall code like paper is flailing, hanging on a thread. She's alive – but only barely.

Then you hear a steady thrumming. Rotors.

A Barghest attack helicopter cleaves the smog, its searchlights slicing through the dark.

The first volley of gunfire hits hard enough to rattle the ground beneath you.

Hansen's men aren't here to intimidate. They're here to finish what he started.

Songbird can still help – if she survives long enough.

Even in her state, a few lucid seconds could jam signals, clear a path, shut down entire squads before they blink. But she won't last long on her own – a single hit could be lights out.

Barghest knows that. That gunship'll be tracking her every move.

Their soldiers are already sweeping the blocks. Their orders are simple: Eliminate the traitor. Prevent her escape.

If either of you go down, it's over. Songbird won't survive without you – nor you without her.

Your only mission now:

Shield Songbird, stay on the move, keep her breathing – and outrun the gunship tearing Dogtown inside out..

She's fading fast.

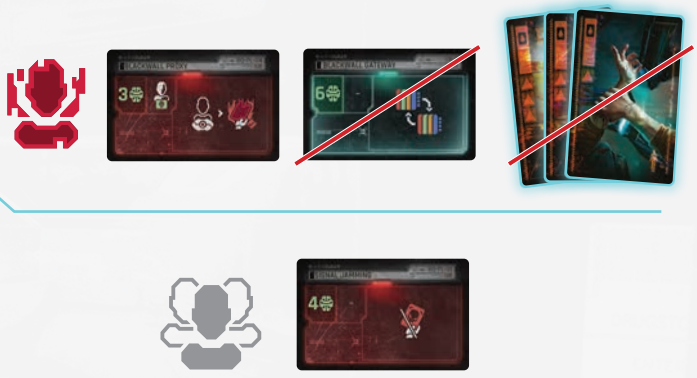
Barghest's closing in.

And the night's fresh out of second chances.



ESCORTING SONGBIRD

To play this Mission, one player has to play as Songbird. They do not use their Starting Quickhack (Blackwall Gate) and **any of the Wound cards**. Songbird receives Blackwall Proxy while every other player receives the Signal Jamming Quickhack. **If Songbird were to receive a Wound, the game immediately ends in failure.**



Note: Songbird may still benefit from Armor.

Follow the rest of Songbird's setup.

Without the Blackwall Gate, Songbird may no longer gain additional Blackwall Skill Shards.

Most Objectives are easier to complete by Songbird, due to her connection beyond Blackwall.



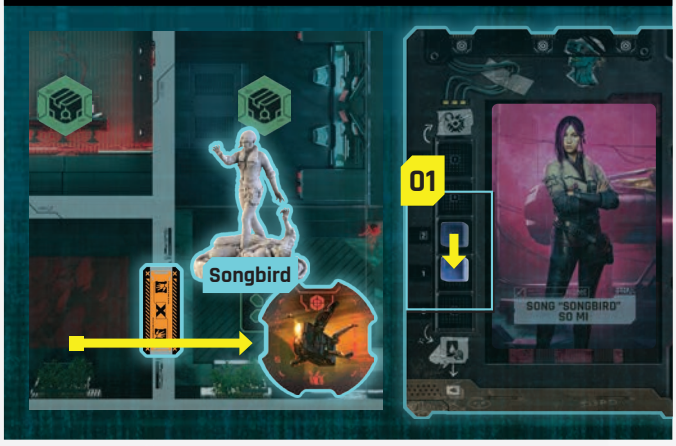
DRONES

Drones are considered Enemies and follow all of their rules. Each Drone has 1 HP and after it's destroyed, flip its token to the other side. A player on a space with a destroyed Drone may return its token to the common supply to remove 1 cube from their Crafting cards.

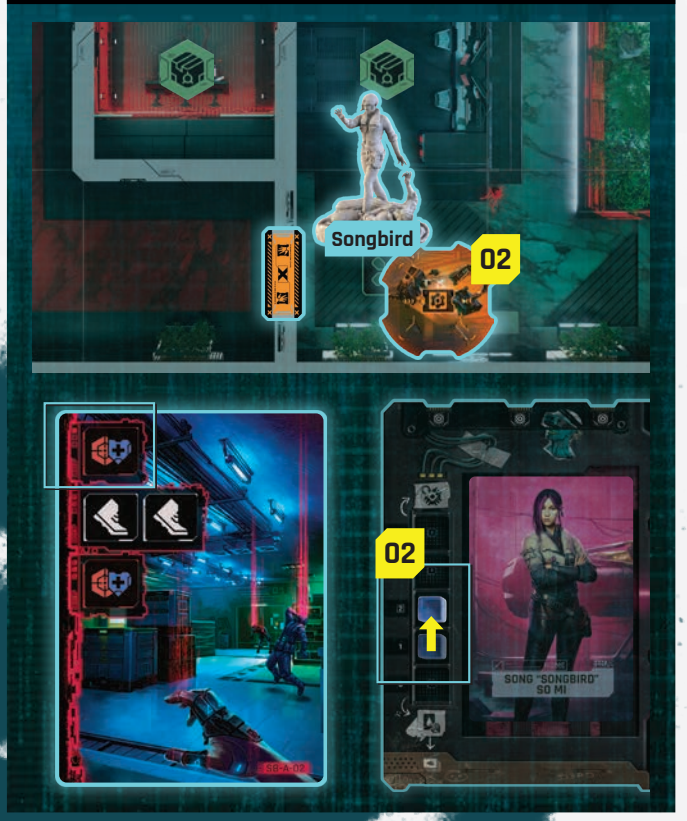
Drones also move and are deployed as Reinforcements, after Guards.

Example:

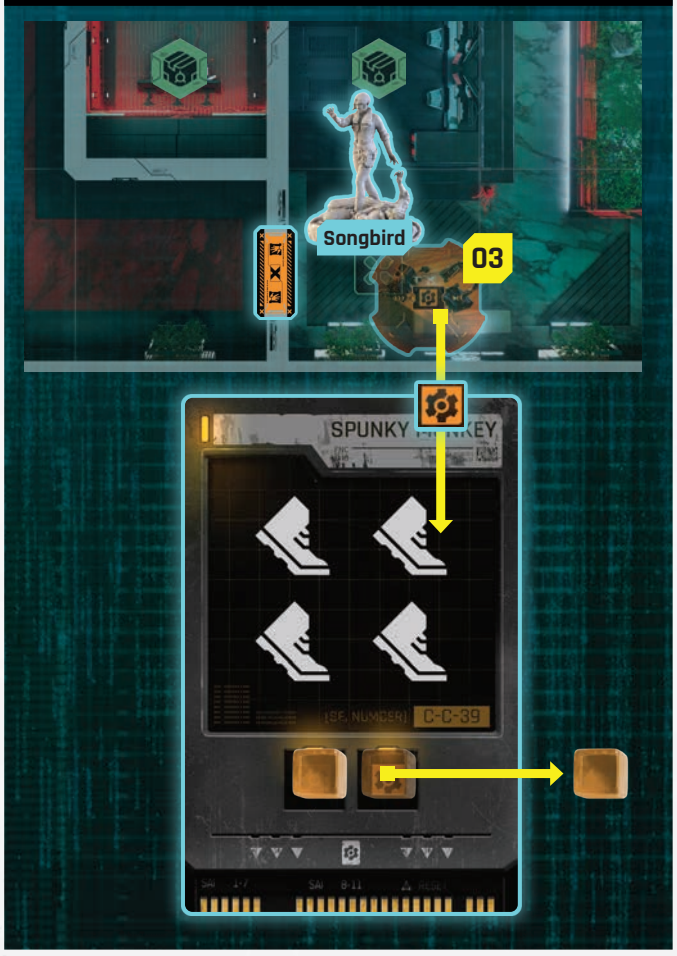
1. During **Songbird's** turn, a Drone is deployed on her space. **Songbird** suffers 1 damage **01**.



2. **Songbird** plays a card with a Blackwall Siphon symbol. Deals 1 damage to the Drone, destroying it, and healing 1 HP **02**.



3. **Songbird** then returns the destroyed Drone token to the supply and crafts 1 of her Crafting cards **03**.



BOSS CARDS

The Helicopter won't be present on the board, but it'll instead circle the board, shooting everything in its sight. At the Mission setup, place it next to a random edge of the board.

Activate the Boss Ability.

Deploy a Drone (or a Guard on side B) onto the Active player's space (dealing 1 damage as usual).

This may cause multiple Enemies to occupy one space.

Activate the Boss Movement.

The Helicopter shoots targets visible from the edge of the board it's next to and deals 1 damage (2 damage on side B). Then, it moves clockwise to the next edge of the board.

When resolving this attack, consider spaces visible from the edge of the board – this visibility ends on any wall and closed door, or on the first space with any characters. Any characters on the spaces behind the first targeted space are ignored.

Example:

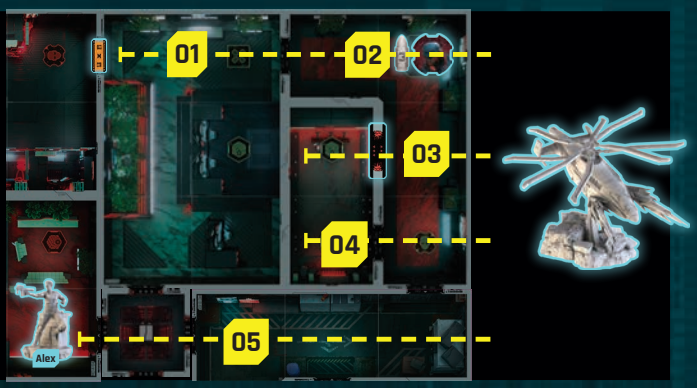
01 Visibility ends on the closed door.

02 Guard does not block the visibility.

03 Breach in the wall and open doors do not block visibility.

04 Walls block visibility.

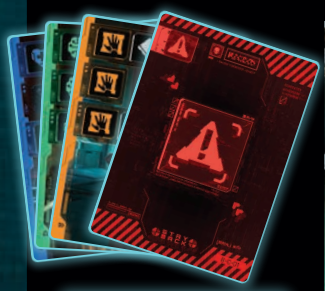
05 Elevator does not block visibility.

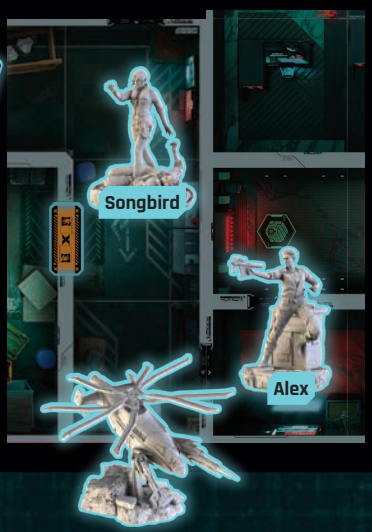


Players have Range to the Helicopter (and can therefore damage it) if they are visible from the edge of the board it is adjacent to. Consequently, walls, closed doors, and characters block visibility.

Example:

1. **Alex** has the Boss Ability card in her hand, and **Songbird** is in the Helicopter's Range. Using Accelerate Quickhack on **Songbird** won't bring her to safety.





2. Alex decides to cover **Songbird** and moves between her and the Helicopter.

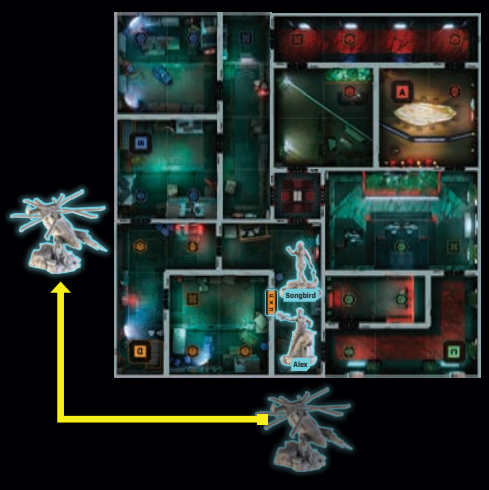


3. **Alex** plays the Boss Ability card and suffers 1 damage, but at least, Songbird is safe.





4. The Helicopter moves next to the next edge of the board.



BOSS QUICKHACKS



Ignore the Boss Movement or Ability card.



Songbird's unique Quickhack for this Mission. It cannot be traded.

Resolve the played Blackwall (glitched red) Action card, as if you had 4 Blackwall Skill Shards. **You may only use this Quickhack if you have another player in your Range.**

SETUP

Level 1.1

Standard board setup.

Use Militech as Enemies. *They represent Barghest.*

Deploy additional Guards according to your Heat level.

Return Songbird's Wound cards and Quickhack to the game box.

Shuffle the Boss Ability card into Songbird's deck. Give her the Blackwall Proxy Boss Quickhack.

Shuffle the Boss Movement card into any other player's deck. Give the Signal Jamming Boss Quichack to any player other than Songbird.

Prepare the Boss board; place 5 Shields Up and 1 Shields Down tokens on it.

Place the Helicopter next to a random board edge.

Use side A of the Boss ID cards.

Use Netrunning rules and components (Core rulebook, page 57). Place the Access Point token on each Special space.

Place 2 Side Objective tokens in the rewards – the Side Objective may be completed twice.

Place the Blackwall Skill token as one of the Advance Objective rewards, instead on the Songbird's board. *When the Objective is completed, Songbird gains the top card of the Blackwall Legendary cards (or she may remove one card from her deck).*



Level 1.2

Standard board setup.

Do not reset the Boss board.

Deploy a Drone on each Objective Point.

Place an Access Point token on each Special space.

Flip the Movement Boss ID card to its B side.

Place 2 Side Objective tokens in the rewards – the Side Objective may be completed twice.

Place the Helicopter next to a random board edge.

Level 1.3

Standard Board setup.

Do not reset the Boss board.

Place Objective tokens onto matching Objective Points on the board.

Deploy Guards on the Deployment spaces (as usual). Deploy Drones on Objective Points and Special spaces.

Flip the Ability Boss ID card to its B side.

Shuffle the second Boss Ability card into Songbird's deck.

Place the Helicopter next to a random board edge.

⚠ When a player completes a Side Objective while all Shields Up are already flipped to their Down side, they instead remove one Shields Down token from the Boss board (as usual).

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.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Check characters' Challenges.



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 stumble through the final stretch to safety, Songbird leaning heavily on your shoulder, every step a battle she's barely winning.

Her breath is shallow, but steady..

She's alive. That's more than anyone had a right to hope for.

Behind you, the chopper roars past one final time, tearing chunks out of Dogtown's skyline. But this time you're ready. A coordinated burst – smartguns, quickhacks, whatever strength you had left – pierces through its hull. The engine coughs, sputters, then screams as the chopper spirals away in a tail of fire.

It crashes somewhere out of sight, a bloom of orange lighting up the sky.

For the first time since this nightmare began, this city's not trying to zero you.

You guide Songbird to cover. She collapses to the ground, exhausted, trembling, but conscious.

Her eyes find yours. There's gratitude there. Fragile, flickering... but real.

She'll make it. You both will.

Dogtown'll be counting its dead. Tonight, you refused to join them.

GIG GENERATOR

You also gained access to a new Mission Generator (see: Core Rulebook, page 95).

WADE "MR. HANDS" BLEECKER — HEART OF GLASS

BROKEN PEOPLE rules, page 15. One player has to play as Songbird.

Level 1.1

Standard boss setup.

Setup the Boss board; place one more than the number of players Shields Up tokens and 1 Shields Down token on it.

Return Songbird's Wound cards and Quickhack to the game box.

Shuffle the Boss Ability card into Songbird's deck. Give her the Blackwall Proxy Boss Quickhack.

Shuffle the Boss Movement card into any other player's deck. Give the Signal Jamming Boss Quickhack to any player other than Songbird.

Place the Helicopter next to a random board edge.

Place the Blackwall Skill token as one of the Advance Objective rewards, instead on the Songbird's board.

Level 1.2

Flip the Movement Boss ID card to its B side.

Place the Helicopter next to a random board edge.

Level 1.3 B

Place Objective tokens onto matching Objective Points on the board.

Deploy Guards on the Deployment spaces (as usual). Deploy Drones on Objective Points.

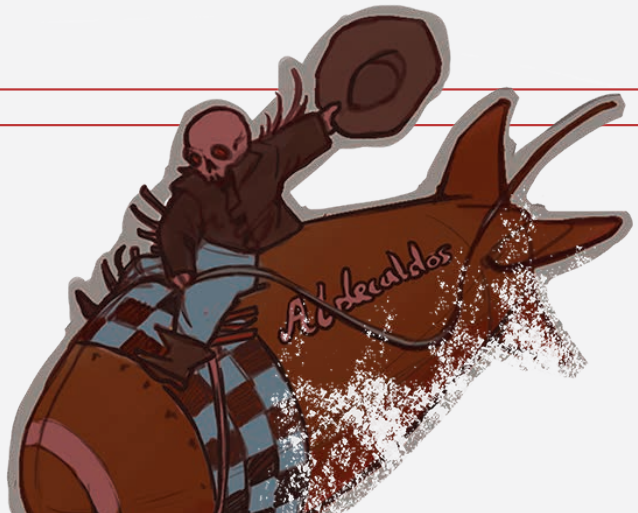
Prepare Task tokens: take the shown Task tokens, shuffle them face-down, and place a face-up Task token on each Loot space.



Flip the Ability Boss ID card to its B side.

Place the Helicopter next to a random board edge.

Shuffle the second Boss Ability card into Songbird's deck



ONE VERSUS MANY MODE



Saved for last, this is the main dish of this expansion. One player takes the role of Songbird, being a proxy for a Blackwall AI, now in charge of security systems. While she's not present on the main board, she will use her influence from the confines of the Cynosure bunker, taking control of the terrifying Cerberus mech.

The other players (still referred to as players or characters) try to make their way through the Mission, as in a regular game. The characters win the game if they complete all the Main Objectives. Both sides (characters and Songbird) play simultaneously in real time.

Songbird may win on the 1st or 2nd Level if she completes all Blackwall Objectives for that level, the characters have not completed their Main Objectives and the time runs out.

The third Level of this Mission has no time limit, and therefore, the side that completes its Objectives first wins the game.

If, on the 1st or 2nd Level, the time runs out, and neither side completes their Objectives, both sides lose the game.

This mode features several changes to the rules, so a good understanding of game mechanics is required. Any characters other than Songbird may be chosen, but do not track their character Challenges.

For consistency, Guards and Drones are still referred to as Enemies, though they're allies of the Cerberus player.



"Damn it, Songbird... you knew the Blackwall was poison. Now you're just another ghost with a god complex. Alright, people, that's not her anymore. That's the Blackwall talkin'. Don't hold back – mercy's not for puppets. She made her choice the second she turned on us. Now we finish this – or she finishes us."



WHO LET THE DOGS OUT

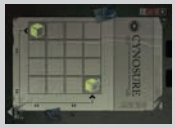
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The Cynosure bunker contains answers to many questions, some of which are better left unasked. Bringing Songbird along triggered something deep within the system, and it escaped. Who is now in control?

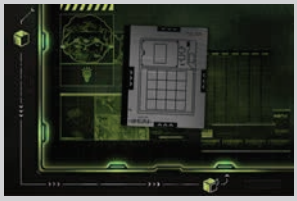
COMPONENTS



3 Mission cards



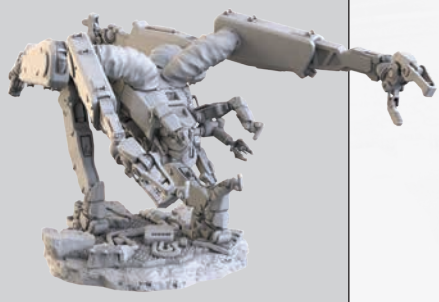
2 Stun Diagram cards



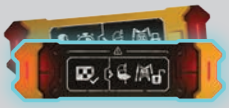
2 Stun Direction cards



2 Terminal boards



1 Cerberus miniature



2 Firewall tokens



1 Doom track



4 Regular Daemon cards



4 Evolved Daemon cards



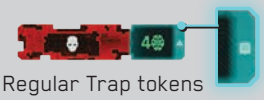
12 Blackwall Objective cards
(3 sets of 4 cards for each Level)



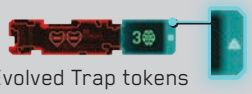
1 Songbird board



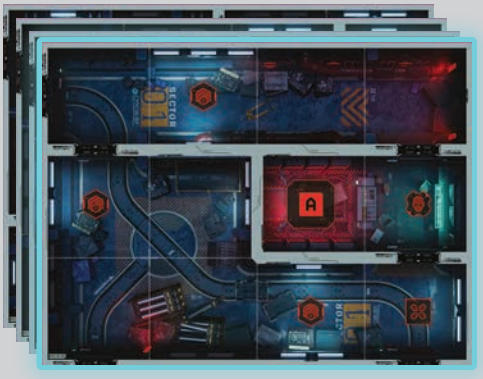
9 Blackwall Code dice



4 Regular Trap tokens



4 Evolved Trap tokens



4 Board tiles

Cynosure wasn't supposed to come back online.

The Militech bunker was sealed, its machinery cold, its security systems dormant.

Then the lights flicker.

A low hum creeps through the floor.

The door behind you seals itself with a dull, final lock.

The speakers crackle to life – a voice you recognize instantly… Songbird.

Weak, scared, begging for help.

But before you can respond, her tone shifts – something's speaking through her, wearing her.

The Blackwall didn't just corrupt her. It turned her into its puppet.

She flickers between moments of clarity and maniacal possession – one second pleading for rescue, the next lashing out.

Sometimes she injects corrupted daemons into your neuralware – blinding you, jamming your cyberware, turning your chrome against you.

Her assault's no longer confined to the Net. A tremor runs through Cynosure as a hulking, autonomous Militech prototype awakens – heavy footfalls, reinforced plating shifting with mechanical precision. Night City's got a thousand urban legends. Most of 'em bullshit. This one just powered up. No doubt about it – Songbird's now in control of that mech-monster.

From this point on, a captive mind sits at Cerberus's helm – one that belonged to a former squadmate.

They're the hunter – you're prey trapped in a hostile labyrinth. No clear exit.

Every hallway could become a dead end. Every dark corner could hide a chrome behemoth scrambling toward you on industrial-size limbs.

Cerberus hunts.

You run.

Good luck. You'll be needing it.

Data cards and Code dice will be used. See ICEBREAKER rules, Core game, page 56. For an easier setup, divide the Data cards into:

» two piles of 7 cards, one for each board,

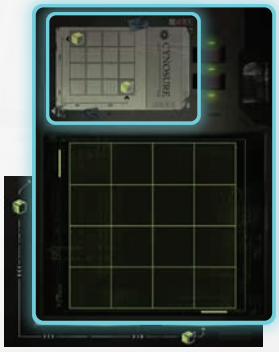
» and the rest, which Songbird will use.

For this Mission, only their side with patterns is relevant; ignore the other.

Also, 4 Drones will be used, see: page 16. Though Songbird cannot use all 8 Drones available in the box, the destroyed Drones will return to her available pool during Cooldown.

STUN

During the Setup take Stun Direction cards, Stun Diagram cards and Terminal boards. Prepare them as shown on the illustration below. From now on they are called Stun boards.



The game is not lost if a player were to draw their 4th Wound card – they've become stunned instead. There are now also effects that cause players to lose RAM, and in case the cost cannot be met, the player is stunned.

The stunned player discards all cards from their hand and is skipped in playing turns (similarly to Initiating Netrunning). Place their miniature on its side to mark that they are stunned, but still on the board.

The stunned player cannot check Range for any purpose (thus they don't engage in Combat or trade), cannot suffer any damage, and cannot interact with other players or Songbird. No Enemies may be moved on the stunned player's space.



The Stunned player takes the Stun board with Code dice, along with a pile of Data cards. They follow the Netrunning rules for gaining Data cards. As soon as they gained their 3rd card, they immediately spend them to return to the game:

» Gain either 3 HP or 3 RAM, depending on loss of which caused the stun,

» Place your miniature upright,

» Draw 4 cards,

» Continue taking turns after the player to your right.

As a difference to the Terminal board, the Stun board doesn't have a Tracing track or any Quickhack available. Instead, you may slide the Code die from the top left corner, set to any value, and slide it back in, through the bottom-right corner, provided the spot is free (as shown on the Stun Direction card).

If the time for the current STAP ends when any players are stunned, they stop moving the Code dice and resolve the Cooldown steps as usual, but without trading with other players. When the next STAP begins, they resume moving the Code dice.

If a player becomes stunned and two other players are already stunned, they wait till one of the Terminal boards is available. If the Data cards pile runs out, shuffle the discard to form a new one.

Example:

1. **Alex** plays her turn and suffers 2 damage in Combat. As she has 1 HP, she loses it and has to draw a Wound card.



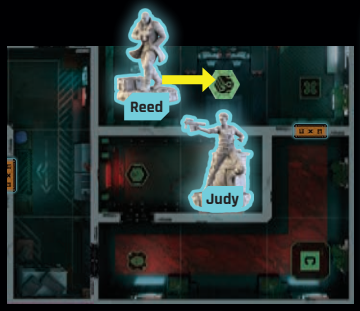
2. **Alex** has no Wound cards left to draw, so instead, she becomes Stunned. She discards the cards in her hand, takes the Stun board, and tries to gain 3 Data cards.







3. While **Alex** is stunned, all other characters are playing their turns, skipping hers.









4. Later on, **Alex** succeeds by gaining her third Data card. She draws 4 cards, gains 3 HP, and resumes taking turns.









ENEMY MOVEMENT AND DEPLOYMENT

During Cooldown, Songbird decides on where each Enemy on the board will go. They still follow the usual rules for Movement (such as each Enemy moves only once and moves to an adjacent room), but may ignore being engaged in Combat. Also they do not have to move towards Elevator - Songbirds decides on the direction of the Movement.

Similarly, each time the Reinforcements deploy, Songbird chooses any of the Deployment spaces or spaces adjacent to the Elevator.



SONGBIRD – BLACKWALL'S PROXY

Songbird sets up the Songbird board and several tools to slow down the player's progress through the Mission. At the same time, she has a set of Blackwall Objectives that increase her capabilities or allow her to win the game instantly.



At the start of the Mission, setup the Songbird board.

It shows:

- 01 – the Terminal, where Blackwall Code dice are being moved,
- 02 – a place for Data cards to be gained by Songbird (acting as her currency),
- 03 – space for Objective cards,
- 04 – available Actions,
- 05 – space for prepared Daemon cards.

At the start of the game:

- » roll 9 Blackwall Code dice and place them on the terminal 06, following the Netrunning rules (Core game, page 57),
- » shuffle the set aside Data cards and place them nearby 07,
- » shuffle the Blackwall Objective cards for the current Level (depicted in the Level Setup) and place them face-up above the board 08,
- » place 2 random Evolved Traps and 2 random Evolved Daemons above the Objective cards (one Daemon or Trap above each Objective, in any order) 09,

Next to the board place: 10

- » the pool of available Daemon cards (face-down)
- » available Trap tokens (face-down)
- » 4 Drone tokens.



Place the Cerberus miniature next to a random tile (you may use the randomizer die). It marks one tile as the Cerberus tile. **Most of your Actions may be performed only on the Cerberus tile.**

The players may now adjust their plan for the Mission.

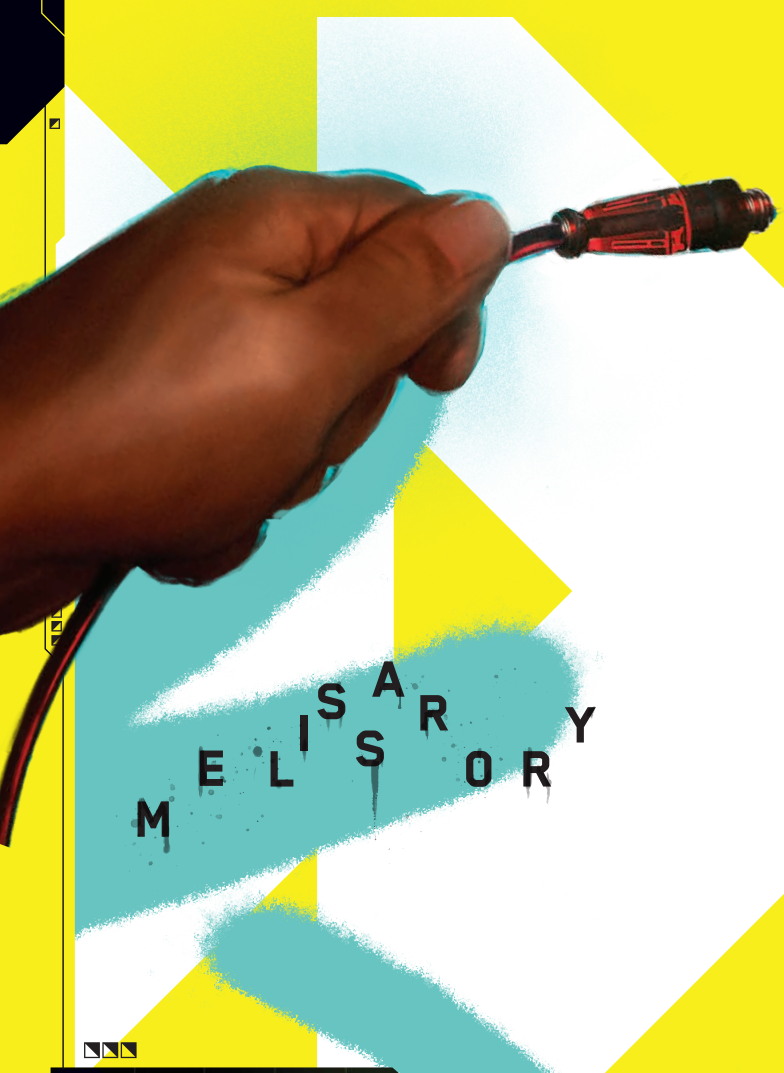
TERMINAL

Songbird moves the Code dice on the Terminal similarly to the other players using the Stun boards. After a pattern from the Data card on top of the pile is visible, gain it and immediately use one of your Actions. Only when the Data cards pile runs out, shuffle the spent cards to form a new pile.

ACTIONS

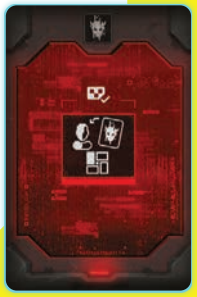
Spend the gained Data Cards to resolve the following effects. Each action requires 1 Data card. **Most of your Actions may be performed only on the Cerberus tile.** The Elevator tile cannot become the Cerberus tile.

Symbol	Effect
	Move Cerberus next to **any** tile. The new tile becomes the Cerberus tile.
	Place a Trap on the Cerberus tile. See: *Traps, p.28.*
	Open or close any doors on the Cerberus tile. *Doors that are between tiles count as being on both tiles.*
	Remove a Loot token from the Cerberus tile.
	Move an Enemy on the Cerberus tile, following the Movement rules. *The Enemy has to start their movement on the Cerberus tile, but may end their move on a different tile.*
	Deploy a Drone token on a space without a character on the Cerberus tile. *During Cooldown, destroyed Drones return to your available pool.*
	Prepare a Daemon card. See: *Daemons, p. 29.*
	Place one resolved Daemon card or one destroyed Drone back into your available pool.



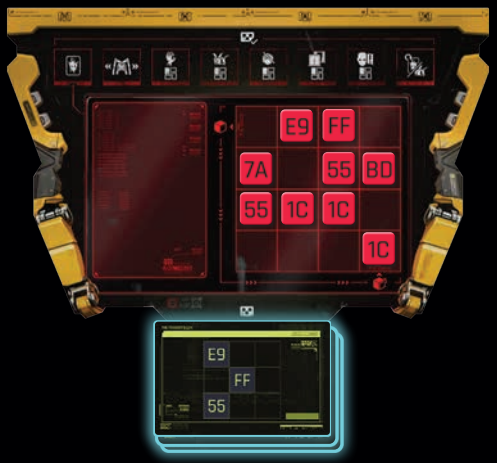
⚠ When, as a consequence of any of your actions, an Enemy gains Range to a player's character, you must warn that player aloud (e.g., "*I deployed a Drone here – it sees you, Reed!*").

	Upload the Daemon – put the prepared Daemon card from your board onto the character on the Cerberus tile's deck. See: *Daemons, p. 29.* *During Cooldown, resolved Daemons return to your available pool*



Example:

1. While characters are playing their turns, **Songbird** is arranging Blackwall Code dice on her Terminal, trying to gain Data cards as quickly as possible.



2. **Songbird** gains a data card and spends it to prepare a Daemon card. Then resumes moving dice on the Terminal.



3. Another card is used to open/close any number of doors on the Cerberus tile.



4. **Songbird** wants to upload the Daemon card.



There's no character on the Cerberus tile, so she decides to use the action to move the Cerberus next to a tile with Reed.





TRAPS

When Songbird places a Trap, she selects one token from her pool, or from anywhere on the board (not only from the Cerberus tile), and places it face-down in any room without characters (even Stunned) **on the Cerberus tile**. The Trap is not considered to be on any of the room's spaces, instead, it applies to the whole room. Songbird may peek at Trap tokens in their pool and face-down Traps on the board at any time.

When a character enters any space in the room with an armed trap, they flip the Trap token on its face-up side and may either spend the shown number of RAM to disarm the Trap and ignore its effects, or activate it, suffering consequences.

Regular Traps - gained during the Setup

Trap	Effect
	**Proximity Mine.** Suffer 2 damage.
	**Electric Shock.** Discard all cards in your hand. *Your turn doesn't immediately end – you may still use symbols on the card you've played and Instant Actions (Crafting, Boosters, etc.).*

Evolved Traps – they are added to Songbird's pool when she completes Blackwall Objectives.

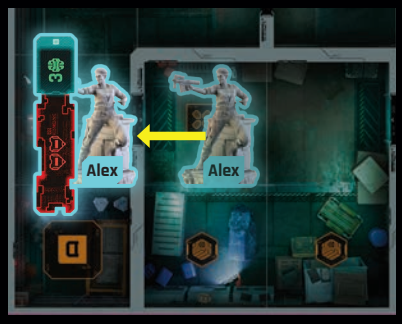
Trap	Effect
	**Backup.** Place a Guard (with 5 HP) on your space (*and suffer 1 damage as usual*).
	**Explosives.** Lose all your HP. You're stunned. Once you become unstunned, regain 3 HP as usual, regardless of how much HP you lost due to this Trap.

Example:

1. **Songbird** placed a Trap in a room with the Objective Point. **Alex** has to walk into it.



2. **Alex** flips the Trap token, revealing a Proximity Mine. She spends 3 RAM and disarms it, ignoring the effect.



3. The Trap token stays face-up in the room.



4. Later on, **Songbird** takes action to place a Trap, and they choose to pick up the Proximity Mine and place it face-down on **Alex's** possible escape route.



DAEMONS

When Songbird prepares a Daemon, she chooses any card from her available pool and places it face-down on her board. Only one card may be prepared at a time.

When Songbird uploads a Daemon, the card is placed on top of the deck of any player on the Cerberus tile. They treat it as a special Action card. A stunned player cannot gain any new Daemon cards.

After Replenishing Hand, if the Daemon card is in player's hand, its effect is immediately resolved; no player may use any Instant Actions or Quickhacks in between drawing and resolving the Daemon card. After resolving, place the card aside the Songbird board. Songbird may use an action to place it back into her available pool of Daemon cards. **During Cooldown, resolved Daemon cards are returned to the available pool.**

If the time for the current STAP ends, the player with a Daemon card on top of their deck will draw it at the beginning of the next STAP. The Daemon card always stays as the first card to draw (even after you shuffle your deck). There's no limit on how many Daemon cards are placed on any player's deck.

Regular Daemons - gained during the Setup	
Daemon	**Effect**
	**Neurospike.** Lose 2 RAM. If you don't have enough RAM, lose all RAM you have and become stunned. *If you have 1 RAM, you spend it and you are stunned.*
	**Ghostfire.** Lose 2 HP, or spend each of your Boosters. *If you have at least 1 Inactive Booster, you won't be able to spend it, so you have to lose HP.*

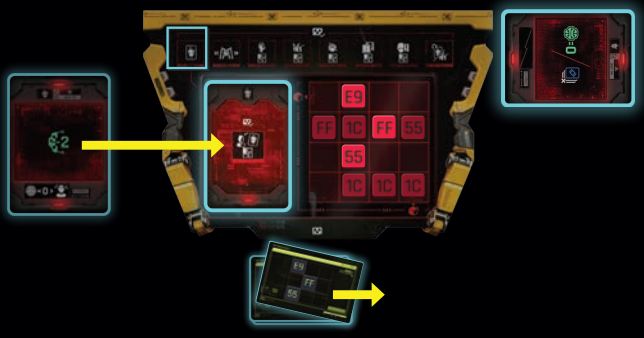
Evolved Daemons – they are added to Songbird's pool when she completes Blackwall Objectives.	
Daemon	**Effect**
	**Stackburn.** Lose all your RAM or discard a green/blue card.
	**Logic Bomb.** Lose all your HP or discard a red/orange card.

Example:

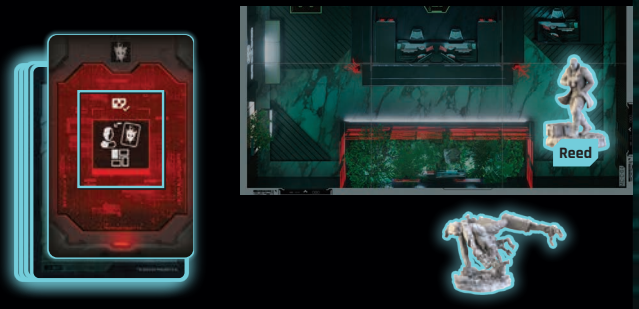
1. **Songbird** has no Daemon cards in her pool, so the next time she spends a data card, it's to retrieve one resolved Daemon card.



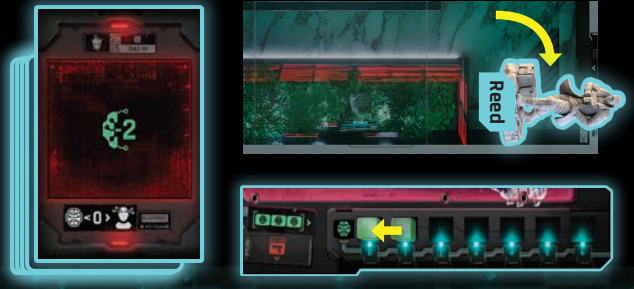
2. **Songbird** gains a data card and uses an action to prepare a Daemon card.



3. With the following action (from another Data card), **Songbird** uploads the Daemon onto Reed's deck, as he's currently on the Cerberus tile.



4. After taking his turn, before drawing cards, **Reed** resolves the effect of the Daemon card. He reveals Neurospike and has to lose his 1 RAM, and then he becomes stunned.



BLACKWALL OBJECTIVES

At the start of a Level, take 4 Objective cards for that Level and place one random card on each spot on the Songbird Board, on the Songbird Board, along with a reward (Evolved Trap or Daemon). As soon as the condition on the Objective is met, flip its card face-down and add the reward to the available pool.

If you complete all 4 Objectives on Level 1 or 2, and the time ends while players didn't complete their Main Objective, you win the game.

DOOM TRACK



At the setup, place a marker (glitched red Blackwall cube) on the first spot on the Doom track.

On the 3rd Level, for each completed Blackwall Objective, move the marker on the Doom track by 1 space. After it moves, each player suffers the shown number of damage. When the marker reaches the last spot. The game is over. Songbird wins.

GET TIME AND FIREWALL

When players resolve any "Get time" effect (also in Cooldown via one of the Loot tokens) **on the Cerberus tile**, they may instead decide not to add more time for both sides, but to hinder Songbird's plans instead.

Place the Firewall token on the Songbird board. Songbird has to spend a Data card to remove it. Until she does so, she cannot take any other action. A maximum of 2 Firewall tokens may be placed at a time on the Songbird board.

SETUP

Level 1.1

Standard Board setup.

Use Militech as Enemies.

Deploy additional Guards according to your Heat level.

Players need to complete at least 3 Side Objectives to Advance.

Songbird uses BO-PL-01, BO-PL-02, BO-PL-03, BO-PL-04 Blackwall Objective cards.

Level 1.2

Standard Board setup.

Players need to complete at least 3 Side Objectives to Advance.

Songbird uses BO-PL-05, BO-PL-06, BO-PL-07, BO-PL-08 Blackwall Objective cards.

Level 1.3

Standard Board setup.

Place Objective tokens on matching Objective Points.

Deploy additional Guards on the Special spaces on each tile.

Prepare Stacks of Task tokens: take the shown Task tokens, shuffle them face-down, and place a face-down Task token on each Loot space. A Task token is flipped face-up whenever there's a player on its space.



Prepare the Doom track.

Spend Side Objective tokens; for each token spent, remove a Task token from the board.

Songbird uses BO-PL-09, BO-PL-10, BO-PL-11, BO-PL-12 Blackwall Objective cards.

LOSE CONDITIONS

- All players and Cerberus lose the game when the time ends on Level 1 or 2, and no side has completed their Objectives.

CHARACTERS WIN CONDITIONS

- Complete all main Objectives

CERBERUS WIN CONDITIONS

- Complete all Objectives (Level 1 or Level 2) while the characters did not complete the Main Objective.
- Reach the end of the Doom track.



READ AFTER COMPLETING THE MISSION

MISSION ENDS

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

PLAYERS WON

Cerberus reels as the final blow lands – limbs locking, sensors dimming, the chassis collapsing under its own weight.

Then Songbird's scream pierces the static.

What's left of her mind flickers – corrupted fragments breaking free as Cerberus's control grid collapses. For a moment, the bunker goes still. No mechs. No daemons. No voice bleeding through the speakers.

Cynosure's systems sputter one last time before shutting down in a cascade

Lights flicker out. Air vents go still. The entire bunker exhales.

Songbird's signal fades to a whisper – a weak, exhausted echo that barely registers. But she's free. And you're still standing.

You drag your teammates out of the bunker as emergency lights flicker out behind you. Cerberus lies motionless – an empty shell robbed of its stolen mind.

You made it. All of you.

Cynosure stays buried.

You don't look back.

CERBERUS WON

Cynosure Node: *CERBERUS*
Status: *Active*
Threat assessment: *Complete.*
Hostile units: *Neutralized.*
Anomalous interference: *Removed.*
Recovered mind-state: *Stabilized.*
Integration protocol: *Successful.*
Cognitive resistance: *Terminated.*
Songbird-interface: *Contained.*
Blackwall-vector: *Operational.*
Command authority: *Uninterrupted.*
Environment sweep: *No hostile activity detected.*
Containment integrity: *100%.*
Objective outcome:
- *Intruders eliminated.*
- *Asset secured.*
- *Control maintained.*

Awaiting new directive…

NO APP

Use the following times for Missions in this expansion.

Mission	STAPs	STAP time for each difficulty level (seconds)			
		Rookie	Street Kid	Edgerunner	Legend
HAIL TO THE KING					
1.1	3	240 (265)	210 (230)	175 (195)	135 (150)
1.2	3	285 (315)	245 (270)	205 (225)	165 (180)
1.3	2	500 (550)	400 (440)	300 (330)	200 (220)
BROKEN PEOPLE					
1.1	3	285 (315)	245 (270)	205 (225)	165 (180)
1.2	3	280 (310)	240 (260)	195 (215)	150 (165)
1.3	1	575 (635)	495 (545)	410 (455)	330 (365)
HEART OF GLASS					
1.1	3	285 (315)	245 (270)	205 (225)	165 (180)
1.2	3	285 (315)	245 (270)	205 (225)	165 (180)
1.3	1	900	740	580	420
WHO LET THE DOGS OUT					
1.1	3	280 (310)	240 (260)	195 (215)	150 (165)
1.2	3	280 (310)	240 (260)	195 (215)	150 (165)
1.3	1	-	-	-	-



GO ON BOARD

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