

JOHNNY SILVERHAND

RULEBOOK


Sexi Blasters
ゴーゴー™

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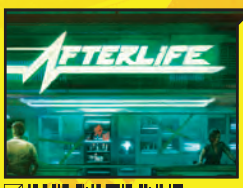
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JOHNNY SILVERHAND EXPANSION

Alright, you gutter rats and rebel souls – tonight, we set Night City on fire! Samurai's takin' the stage, and I wanna see every last one of you there, screaming your lungs out. No suits, no corpo trash – just raw, unfiltered chaos. So grab a drink, grab a friend, and get ready to burn this city down with me. See you in the pit!



NEW MISSIONS

Tag the damn expansion in the app. Listen up – new stand-alone Missions, '2 Minutes to Midnight' and 'The Final Countdown,' just dropped in Afterlife mode. Plus, you can cook up a fresh Nacho Gig with the 'Everytime We Touch' generator.

Best part? You run these gigs with whoever the hell you want, not only with us, the Legends of Night City!

NEW CHARACTERS

Got some fresh blood in the crew – Spider, Kerry, Rogue... and yeah, yours truly, Johnny Silverhand. Suit up, chooms, time to raise some hell.

Legends don't start from the bottom. In this gig, we kick things off strong – each of us gets an Action card stacked with fourth-tier skill icons. Play like a legend, 'cause you are one.

NEW GEAR

Fresh gear's in – new Quickhack, Crafting, and Weapon. Toss 'em into their decks, they're unlocked and ready to use in any Mission. Go wild.



The infamous Soulkiller – rips your soul out, turns you into a digital ghost. Who knows what gets lost in translation?

You got 1 RAM to burn? Take a hit, any amount you can handle, and patch up a choom anywhere on the board for the same HP.

Drop 2 RAM and flip the script – heal your HP for theirs. Would be polite to ask first… but hey, not required.



Standard issue rocket launcher, what's more to add. Deal 2 damage and collapse a wall, nothing you shouldn't expect.

Ah, my favorite symphony of chaos – Malorian Arms 3516. Semi-auto, smart-link enabled, loaded with incendiary rounds straight from hell. Just perfect for making a statement.

The usual, straight-up damage.



Not enough? Burn 'em for 1 damage, close quarters only.

Pull the trigger up close – boom, flames, gone. Guard on your space or next to it? Say goodbye and remove him from the board.



JOHNNY SILVERHAND

That's me. Rockerboy, chaos dealer, and the reason corpos get nightmares before breakfast. I don't just play the game, I rewrite the rules while shooting the assholes who think they run Night City. I'm the fire in your spine, the middle finger in your face, and the guy who makes sure every legend remembers my name, whether they love it or bleed from it.

SILVER HAND

In Night City, quiet gets you killed. You want to live? You make noise. You scream your name into the chrome sky 'til it echoes. When I'm on the job, stealth's off the table. Add 3 Heat – 'cause subtlety's dead, and I'm the one who buried it.

My chrome hand ain't just for show, it's got its own card – number ten in the deck. When you play it, check your lowest Skill level.

You'll need to put in the work to unleash its full potential. No shortcuts, just raw effort.

01 Blow a hole in the wall.

02 Play one of those Legendary cards from the common stash like you're already top-tier – Skill level 4, no questions asked.

03 Take a Legendary card from any stack and stash it at the bottom of its deck. Keep the cycle going.



If any game effect checks the color of a card and you draw this one – skip it and try again.

COMPONENTS



10 Action cards



1 ID card



3 Advanced Action cards



1 Starting Quickhack



1 character miniature

ROGUE AMENDIARES

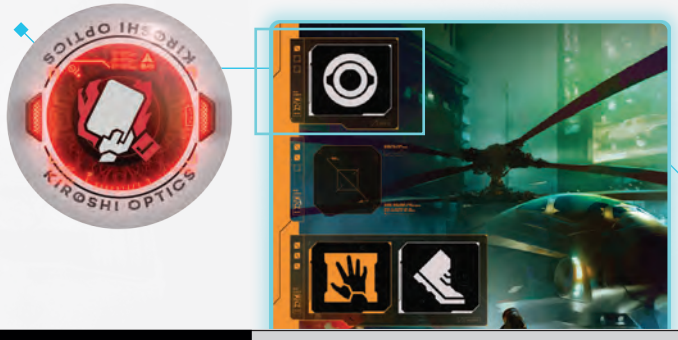
The legend, the ghost, the one you call when things go sideways and you want them fixed yesterday. She's got brains, looks, fire-power, and zero patience for anyone who doesn't pull their weight. Rogue doesn't just get the job done; she does it with style and somehow still keeps her cool while everyone else's plan is going up in smoke.



OVERHEAT

When Rogue wants something done, she doesn't sit around hopin' – she makes it happen.

If her Overheat token's active, she can burn it (flip it to inactive side) to play her next card like she's already mastered it – Skill level 4, no sweat. And the best part? Some of her cards let her flip that token right back to active. Keeps the heat on.



COMPONENTS



9 Action cards



1 ID card



3 Advanced Action cards



1 Starting Quickhack



1 Overheat token
Active / Inactive



1 character miniature



KERRY EURODYNE

On the surface, Kerry's all swagger, guitars, and a middle finger to anyone who thinks they own him. But underneath, he's the guy who still believes in people, even when Night City keeps proving him wrong. Kerry throws himself into the line of fire and still manages to turn the mess into a show worth remembering.

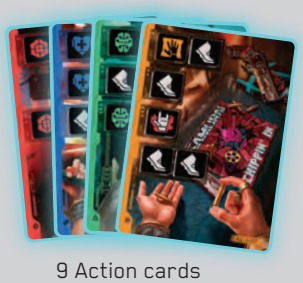
POWER RIFF

What's that, you ask? That's an epic Riff symbol. And what does it do? First off, the App finally cranks out some decent music – about damn time. Just hit the button on your phone when you trigger this bad boy.

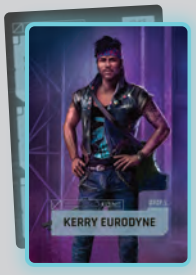
But hold on, there's more. While the Riff's playing, any Action card you slap down gets an extra Movement symbol on its first Skill level. Right music, right moment? You'll swear you grew wings.

Not using the App? Boo-hoo. Look at you, turning your nose up at perfectly good tech. Fine, grab an hourglass or count down 20 seconds – won't be the same without the sound, but hey, your loss.

COMPONENTS



9 Action cards



1 ID card



3 Advanced Action cards



1 Starting Quickhack



1 character miniature

SPIDER MURPHY

Now that's a netrunner who doesn't just hack, she assassinates through code. She shuts down defenses before enemies even blink, and turns the battlefield into her own digital playground, leaving chaos without ever showing her face.



NETRUNNER TOOLKIT

Spider's a damn good Netrunner – squeezes every last drop of RAM she gets her hands on. And where does she get it from? Well... see all those corpses? Go on, connect the dots yourself.

Her Quickhack? Basic stuff on the surface. But in the right hands? She turns it into pure digital carnage – scrambling brains and wrecking systems like no one else.

01 Poor guard's got no clue what's comin'. Give him a reason to wander off – right into a trap or outta your way. Either way, he's takin' a walk.

02 Dash in a straight line with only the solid walls stoppin' you.



COMPONENTS



9 Action cards



1 ID card



3 Advanced Action cards



1 Starting Quickhack



1 character miniature



2 MINUTES TO MIDNIGHT

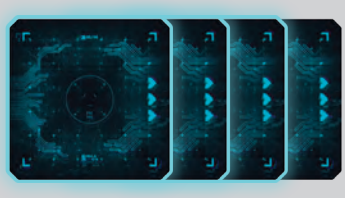
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Alright, you know the crew – now let's talk business. First up, we need a bomb. Problem is, my memory ain't as sharp as it used to be. Some details might be a little... fuzzy.

COMPONENTS



4 Glitch tokens



4 Limbo tokens



1 Limbo board



4 Objective tokens
(from the Core game)



3 Mission cards

LIMBO

Limbo's like the cracks in reality – and in my memory. Things go in, line up, then get spit out someplace else. Ever been so hungover you couldn't tell which way was up? Yeah, it's kinda like that.



2 MINUTES TO MIDNIGHT

LIMBO

It all starts with an old-as-shit braindance wreath.

A prototype. Bulky. Damaged.
Supposedly one of the very first rigs – back from when BD tech was still in its infancy, sometime in the 2020s. Guy you scored it from swore it belonged to one of the techs testing it out.

After some spit and duct tape, it boots up. Lights flash. Everything goes white.
That's when you remember the BD's raw. Untuned…
You're sitting in some dive – cheap booze, tacky neon, music older than the bartender.
Then you feel it. A stare. Heavy. Piercing.
You look up and there he is.
Some guy sitting alone in a corner booth, heeled boots propped up on the table, chrome cyberarm reflecting the neon glow, cig-pinched silver fingers tapping the rim of a half-finished glass. He points the glowing butt at you and then at the table – a silent "sit your ass down."
You walk over, slide onto the synthleather seat across from him.
"Ever steal a nuke, choomba?" he asks, his aviator shades revealing nothing but your own reflection.
"Talkin' 'bout the real deal – fissile payload, unstable isotopes just waitin' for the right target?"
"Yeah. Thought so." He grins.
The BD glitches for a few seconds – audio tearing, image smearing – before stabilizing again…
"Johnny Silverhand. Remember the name. This moment right here – gonna brag about it one day."
He puts out his cig and takes a gulp of his whiskey..
"Now listen up. Gonna tell you how I nabbed that nuke."

SETUP

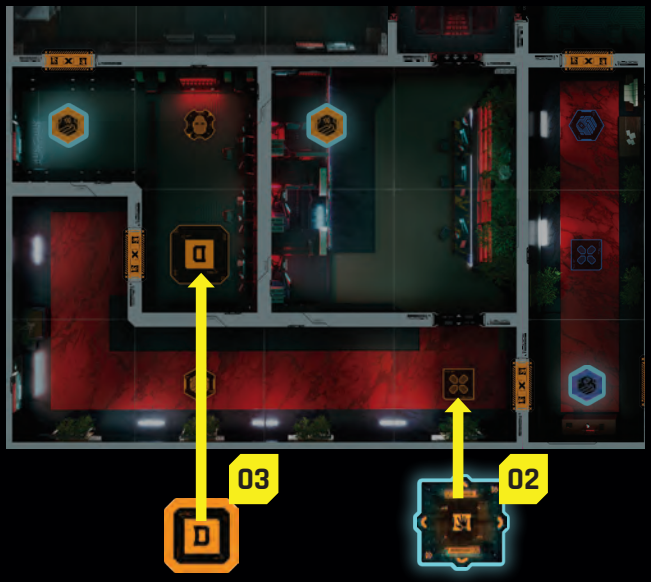
01 Drop the Limbo board somewhere within reach. Line up 3 Limbo tokens below it, one after another like they're waiting in a line for a cheap drink. Keep the fourth one nearby. It will join the party soon.

These three? They keep things stuck in Limbo. The fourth? That's your entry point. New stuff goes there, slides the rest forward.



02 Then, slap 1 Glitch token randomly onto each Special space on the board.

03 Another deal with 4 Objective Point tokens – put 'em on their matching spots. Now, here's where it gets fun: those Objective tokens? They *are* the Objective Points now. Forget what's printed on the board. Reality's about to get weird, so keep your head on straight.



WHEN YOU STARE INTO DARKNESS...

See those icons on the Glitch tokens? Yeah, they ain't just for show. You can spend the matching symbol to shove 'em to an adjacent space – even through walls. Reality's got rules, but Glitches don't give a damn. Just don't move one Glitch into another unless you wanna break reality... and trust me, you don't.

Now, if a Glitch slides over something – an Enemy, a choom, some loot, or an Objective Point – guess what? That poor bastard enters Limbo. Take it, slap it on an empty Limbo token, and shove it into the queue from the left. Limbo ain't a clown car – one thing per token, no exceptions. If a bunch of stuff gets sucked in, line 'em up one by one, each on its own spot. Where's it all going? Who the hell knows. Welcome to the funhouse.

Wait a moment – there's more. If someone enters the Glitch of their own free will (or is pushed into the Glitch because of someone else's free will), the same thing happens.

Being in Limbo? Ain't all bad. Nail a few objectives, hop across the board like a ghost in the machine. Sometimes the shortcut's through the madness. You can still draw Range on someone while stuck in Limbo – so if you end up sharing that weird-ass void with an enemy, feel free to blast 'em. Just don't be surprised when they return the favor. You may not shoot anyone still on the main board (and vice-versa), unless you have your sniper rifle. You heard that right, high-caliber rounds may break even this barrier.

Silver lining to being stuck in Limbo? You get a front-row seat to all the Glitch tokens – you can shift 'em around by spending the right symbols. Might as well make the most of your time in the void.

The only problem is, you ain't exactly got the freedom to move around. The only way out? Through the gutter at the end of the line.

... IT SPITS RIGHT INTO YOUR EYE...

What goes in, must come out. When you put a new Limbo token from the left of the line, a Limbo token at the end gets booted from the queue, whatever's on it gets spit back onto the board. Where? Hell if I remember – roll the Randomizer die and let fate decide. Plop it down next to the matching Glitch token. And yeah, walls and doors still matter for their placement as well as other normal rules (Enemies cannot share a space) – this ain't some no-clip dreamland anymore. If you can't find any legal placement, just move to the next Glitch clockwise around the board. Keep your head up when Enemies leave Limbo during the Reinforcement step – they're pissed off and move as normal.

You don't like that randomness? I've got you covered, choom. Any player can toss in some RAM to keep you in the game – so sit back and enjoy the ride, and let the tech do its thing:

- Got 1 RAM to spare? – swap the places of two Limbo tokens.
- Feelin' like a control freak? For just 2 RAM ignore the Randomizer die when something gets spit outta Limbo. You pick the Glitch token it pops out from.

... SO YOU PUNCH IT BACK

This Limbo biz shakes things up, no doubt. So when things get messy? Trust your gut. If Reinforcements are dropping but the Objective Point's in Limbo? Toss the enemy in there too, slap 'em on a new token.

With these rules, even two Objective Points might stack on the same spot, and it's fine.

You may be scratchin' your head – what if a corpo rat's supposed to drop on tile A, but Point A's in the Elevator? Guess what, choom? That's tile A now. Plant that gonk right there.

It may happen that Limbo becomes empty due to a smart kiddo's Ping or a Guard's action – you guessed right, a Limbo tile is left empty. Once it reaches the end, it drops nothing. The universe hates emptiness, but Limbo hates the universe.

Wild, huh? But that's how I roll – chaos, noise, and a middle finger to convention. Don't like it? Tough. Save the whining for your knitting circle. Go find a hobby where matching puzzles gets you a gold star and a warm hug. This ride ain't for the faint of chrome.





Example

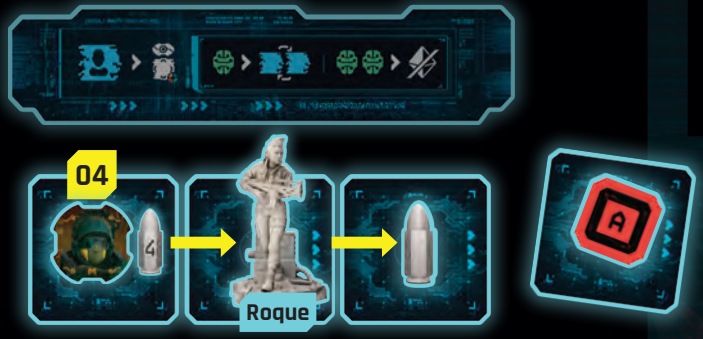
1. Roque is in Limbo 01.



2. Kerry burns 1 RAM 02, slams that Glitch right into a Militech meathead 03, and boom – dude's sucked into Limbo 04 like a corpo at a board meeting.



3. He hits the queue 04, shoves Point A out the back end.



4. Dice roll 05. Fate says it's the orange Glitch. Kerry says that Point A lands right on the Elevator tile 06. Convenient.





5. Now Roque's up. Trapped in Limbo, toe-to-toe with some poor bastard. She rolls her dice. Malorian sings its swan song – bang.



SETUP

Level 1.1

Standard Board setup.

Use Militech as Enemies.

Deploy additional Guards according to your Heat level.

Set up Limbo. Place 1 Guard on the left Limbo token, a random Loot token from the box on the middle token, and another Guard on the right Limbo token.

Level 1.2

Standard Board setup.

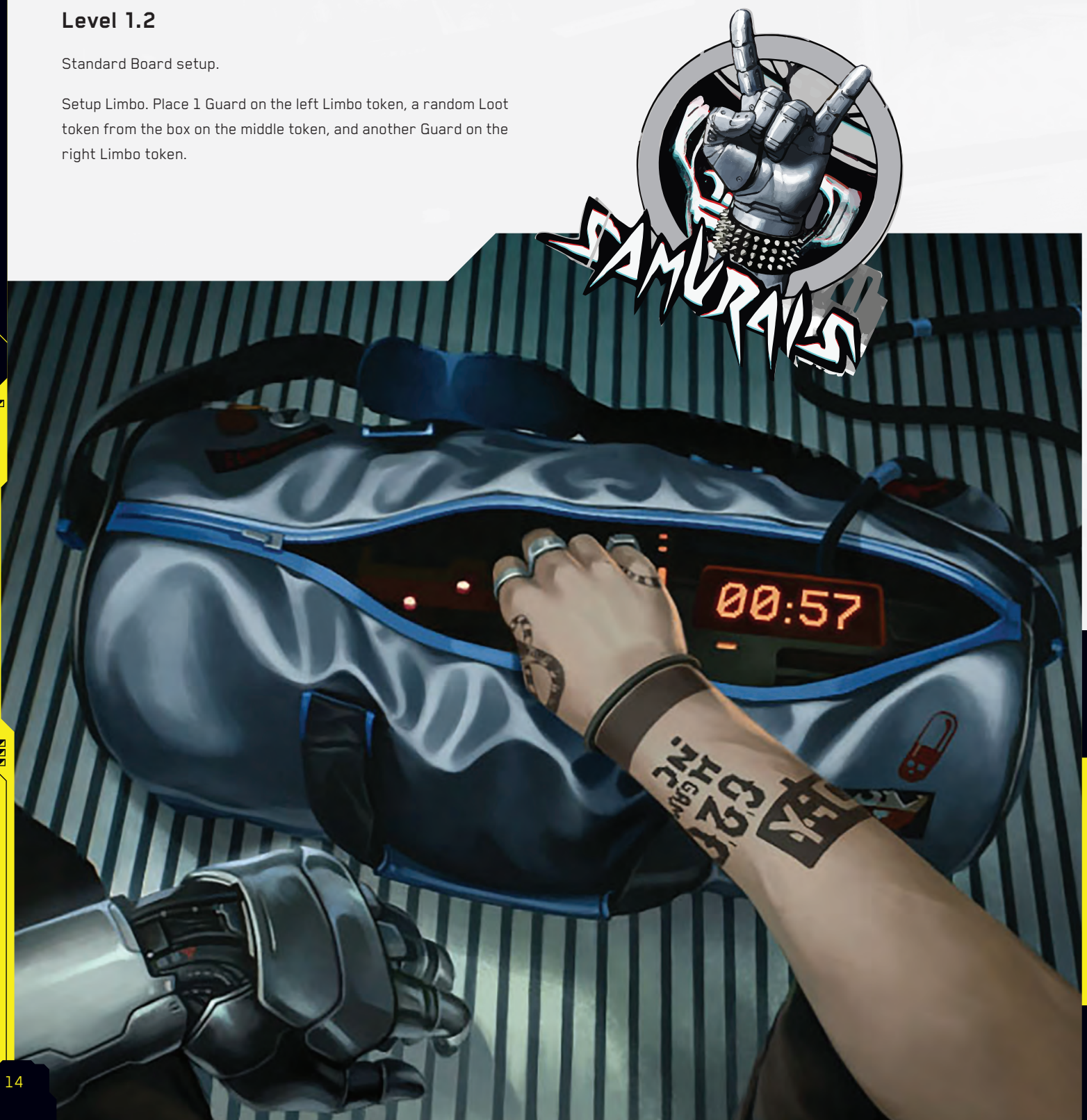
Setup Limbo. Place 1 Guard on the left Limbo token, a random Loot token from the box on the middle token, and another Guard on the right Limbo token.

Level 1.3

Standard Board setup.

Set up Limbo. Place a Minotaur on each Limbo token in the queue (one will miss all the fun).

Place the collected Side Objective tokens on any spaces on the board. They enter Limbo through glitches, like any other components, but serve no further purpose.





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

Johnny drains the last drops from his glass, the story crashing to a halt just as the bottle runs dry.
You're not sure what makes less sense – his yarn, or the amount of booze he's put away spinning it.
You open your mouth to ask a question, maybe three – but Johnny slaps his 'ganic hand against the table with surprising force, wobbling only slightly as he gets to his feet.
He turns, points a silver finger straight at you.
"Believe me or don't. Couldn't give two shits."
And just like that he's out the door, leaving you with nothing but the bill and one clear, triple-distilled thought.
That's the last time you drink with strangers.



THE FINAL COUNTDOWN

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Where were we…? Oh yeah, the bomb! Time to take the fight to 'em – make 'em choke on their own poison. Corps think they're untouchable, invincible. Our job? Show 'em just how wrong they are. This is where their greed dies.

COMPONENTS



1 Bomb board



14 Data dice
(from the core game)



Boss – Adam Smasher components
(from the core game)



3 Mission cards





THE FINAL COUNTDOWN

THE BOMB

Arasaka Tower looms ominously over the Night City skyline – an austere monument to corporate ego. And tonight, Johnny Silverhand plans to tear the whole damn thing down.

The bomb he's carrying isn't the kind you arm and walk away from.

No, this one's a diva – volatile, temperamental and hungry for attention.

To make the tower crumble, the charges have to be spread across multiple floors and placed just right.

Too high or low, too close together? The whole thing fizzles and you're nothing but a scorch mark on Arasaka's marble.

And then there's Smasher lurking somewhere in the tower.

Listening.

Waiting.

If he spots you hauling live explosives through the corridors, congrats – you've just upgraded from "intruder" to "fresh meat."

So keep those hands steady and stack those charges like your life depends on it – 'cause it does.

This is a night peeps'll talk about for decades.

The night Arasaka Tower was annihilated.

The night Johnny Silverhand pulled off his greatest "Fuck you."

Just make sure the building comes down before you do.

THE BOMB

Plan's simple – stroll in like you own the place, looking damn good while at it. Plant the charges, head up a floor, rinse and repeat. Then? Light the fuse and try not to die. Hope your hands don't shake, 'cause this ain't the time for second thoughts or screw-ups. Feels like it should be easy… but I've got a hunch this walk in the park's got a few landmines waitin' for ya.



SETUP

01 Alright, place the Bomb board within reach and take 14 shiny Data dice.

02 Roll a set of three Data dice – no duplicates allowed, so reroll 'til you get three unique results. Slot 'em into the leftmost column on the grid. Do it again three more times 'til the whole grid's filled. Each column is tied to one of the Objective Points on the board.

03 Got two dice left over? Toss 'em to the side – they're your loose wires.

04 Oh, and see that space for down below? Let's call it the Charges Ready area. Place just 8 Crafting cubes here for now, but just know – some Data dice are definitely gonna end up here as well.



SETTING THE CHARGES

Standing on an Objective Point? Sweet. Time to play some Bomberman. As Instant Actions, anytime during your turn, and in any order, you can:

- Grab a Data die from the side and, without changing its face, slide it into the top of the column matching the Point you're on. Whatever die gets pushed out? Toss it back to the side, no face changes.
- Spend an Interaction symbol to rotate a die on the side to any face you want.

Get all three dice in your column showing the same symbol? Congrats, move 'em to the Charges Ready area. If not – better luck next turn, choom.

PLANTING THE BOMB

Alright, time to put these firecrackers to good use. Check the Mission card – it'll tell you where to plant the charge. Get there, stay sharp, and try not to get too distracted.

Remember Netrunning rules? Planting the bomb is similar, here's the gist: call Take Cover, mess with the dice until you're satisfied – or until some corpo GoOn Boards the party. Meanwhile, the rest of the crew keeps playing their cards.

Now, deep breath. Time for a dive.

- The Mission card tells you what kind of bomb you need. Grab the required components from the Charges Ready area, and put 'em up on your space.
- Now stack 'em and make sure they match the bomb requirements.
- Hands off, shout that it's planted, and get back to work.



And if your little tower of destruction crumbles? Well, choom, you better hustle back and stack it up again – if you still have time. So, here's the nightmare scenario – your whole crew's chillin' in the Elevator, safe and sound… but some gonk screwed up, and now someone's still on the board and gotta step back out there to fix the mess. Guess what, hotshot? That someone's you. Otherwise? Mission's blown, and not in the fun way.

THE BOSS

Isn't it just great? I could smell the stench of trouble from a mile away. And of course, if it ain't the infamous Adam Smasher, then I must be dreaming.

Alright, chooms, come on – let's dance. You? Yeah, you know the drill. Check the Core rulebook, page 75–76. All the dirty details for boss fights are right there. Get ready.

SETUP

Level 2.1

Standard Board setup.

Use Arasaka as Enemies.

Deploy additional Guards according to your Heat level.

Set up the Bomb board.

Level 2.2

Standard Board setup.

Set up the Bomb board.

Set up the Boss. Set Adam Smasher's HP: 5 Shields Up, 1 Shields Down.

Shuffle the Boss Movement card into players' decks. Give each player the Boss Quickhack.

Place Adam Smasher next to the board, he'll enter the game with the first Movement card played.

Level 2.3

Standard Board setup. Do not reset the Boss board.

Deploy additional Guards on the Special spaces.

Set up the Bomb board.

Place Adam Smasher next to the board, he'll enter the game with the first Movement card played.

For each Side Objective tokens add 4 Crafting cubes to the Charges Ready area. You may use them when planting the bomb to make the construction more stable. If you run out of Crafting cubes to complete all bombs, you'll have to go and disassemble some of them by Planting a bomb again, and returning cubes to the Bomb board.



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
- All the Bombs are successfully planted (they stand in stacks)

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

The last charge snaps into place.
The bomb's primed, humming like a dying star – seconds away from rewriting the skyline.
You regroup just in time to watch Smasher hit the floor hard, a smoldering heap of chrome and rage.
For a moment there's silence. Real, honest silence.
Son of a bitch – you actually did it.
The Tower's wired. Smasher's down. For the first time tonight it feels like the plan's coming off.
Then you hear it. A metal groan. Low. Slow. Wrong.
You look back – did his fingers just twitch?
The ruined chassis shifts.
The unkillable bastard starts to rise again.
No time to finish the borg beast.
No time for questions.
Just the ticking bomb, the shaking tower and one word blaring through your skull:
Run.

GIG GENERATOR

You have access to a new Gig Generator (see: Core Rulebook, page 95). When setting the Mission, choose any of the two "EVERYTIME WE TOUCH" Level 3 Mission cards (A or B). Alternatively, you may use "2 MINUTES TO MIDNIGHT" Level 1.3 – find its setup rules under the stand-alone Mission setup.

PHIL HERNANDEZ "NACHO" — EVERYTIME WE TOUCH

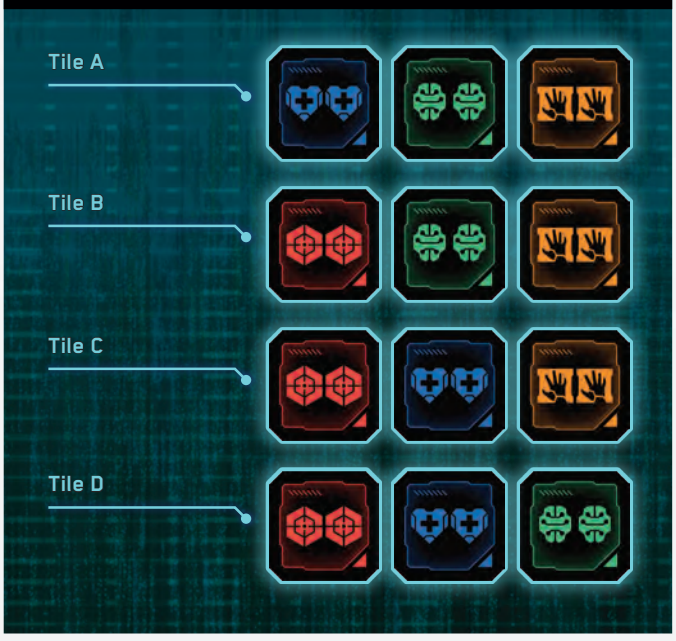
Follow 2 MINUTES TO MIDNIGHT rules.

Level 1.3 A

Standard Board setup.

Set up Limbo. Place 1 Guard on each of the three Limbo tokens.

Do not place Loot tokens. Take the following Task tokens and place them **face-up** randomly on Loot token spaces:



You may not interact with the Task tokens. The only way to complete the Mission is to move them via Limbo and Glitch tokens.

For each Side Objective token you may remove one of the Task tokens to the box.

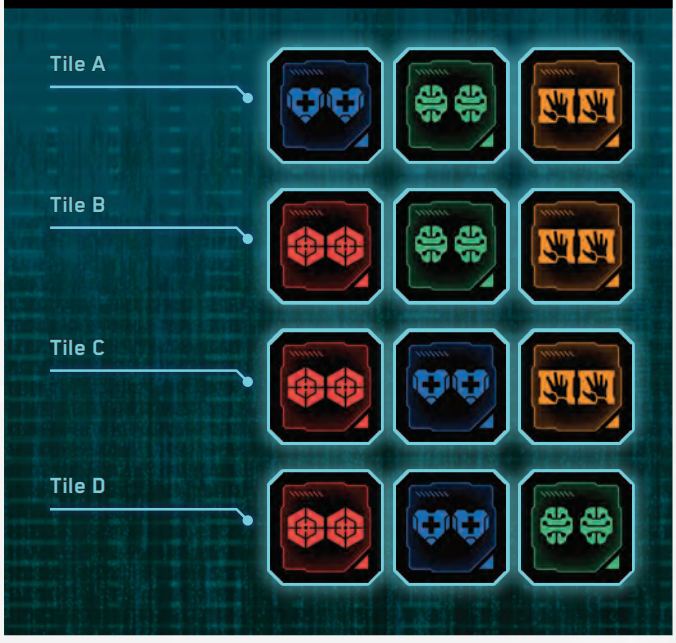
Level 1.3 B

Standard board setup, use tiles MC-A-05, MC-B-06, MC-C-06, and MC-D-06 in random order.

Set up Limbo, but place Objective Point tokens on Special spaces on the matching tiles and the Glitch tokens on the Point spaces.

Place 1 Guard on each of the three Limbo tokens.

Do not place Loot tokens. Take the following Task tokens and place them **face-down** randomly on Loot token spaces:



You may not interact with the **face-down** Task tokens. They flip face-up once they move to Limbo through Glitch tokens. Once they're face-up, players may spend symbols on their space to remove them to the box.

For each Side Objective token you may flip one of the Task tokens face-up.


BAR

GO ON BOARD

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Wojciech Kazimieruk
Paulina Moszyk
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