

STRETCH GOALS
RULEBOOK



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STRETCH GOAL BOX

This Stretch Goal box is filled with additional content unlocked during the Gamefound Campaign thanks to our Backers' support. It's you who motivated us to work on new missions, your beloved characters, and fun game modes. We've listened to your ideas, insights, and critiques. Here you'll find the product of your vision coming to life by our hands.





NEW MISSIONS

This box includes several Missions: two new story arcs to be played in the Campaign Mode, and several stand-alone Missions available in the Afterlife mode. Unless stated otherwise, all core game rules apply. Depending on your progress in the Campaign, not all these Missions may be available yet.

You select new Missions the same way as you did with the Core game. Follow the setup instructions described in this rulebook.

NEW CHARACTERS

New characters have joined your team! Each of them comes with a unique set of abilities and challenges. You may freely choose among them who to take on your next Mission, with one exception: during the first RONIN Mission, your goal is to free Goro Takemura, who has been kidnapped. He cannot be on your team.

NEW MODULES

These optional modules add new twists to the game. They may be added to most of your Missions should you need more possibilities, help, or thematic immersion. We advise using only 1 module at a time, but an experienced team of edgerunners may want just to throw everything in. Just don't forget to take your Omega blockers!



RONIN BOARD TILES



They feature narrow corridors and tight spaces. Add them to your pool of available tiles.

They have no new features, but provide different room arrangements. When playing Ronin Missions, use only these tiles (random sides of tile A, B, C, and D, unless stated otherwise). You may also use them when playing other Missions to increase their difficulty slightly.

NEW GEAR

This box adds new Quickhacks, Crafting cards, Legendary cards and Cyberware. Add these cards to the corresponding Locked decks. You'll be able to unlock them during your Night City events. Find a detailed symbols description on the Player Aid card.



9 Cyberware tokens and cards



16 Legendary cards



16 Crafting cards



9 Quickhack cards

NEW CAMPAGIN SHEET

When playing with additional story Missions, use the included extended Campaign Sheet. Follow the usual rules for Street Cred, but note the new symbol:

- when reached, choose an additional Hideout action from the sticker sheet and apply it in the Night City Guide.

NEW HIDEOUT ACTIONS

With increasing Street Cred, new spots become available in your Hideout (see Core game rulebook, page 51).



Roach Race – make an Interaction test; if successful, gain 2 RAM.



Gwynbleidd – make a Heal test; if successful, gain any Legendary card.



Take a Ride – read another Afterlife Street Story.

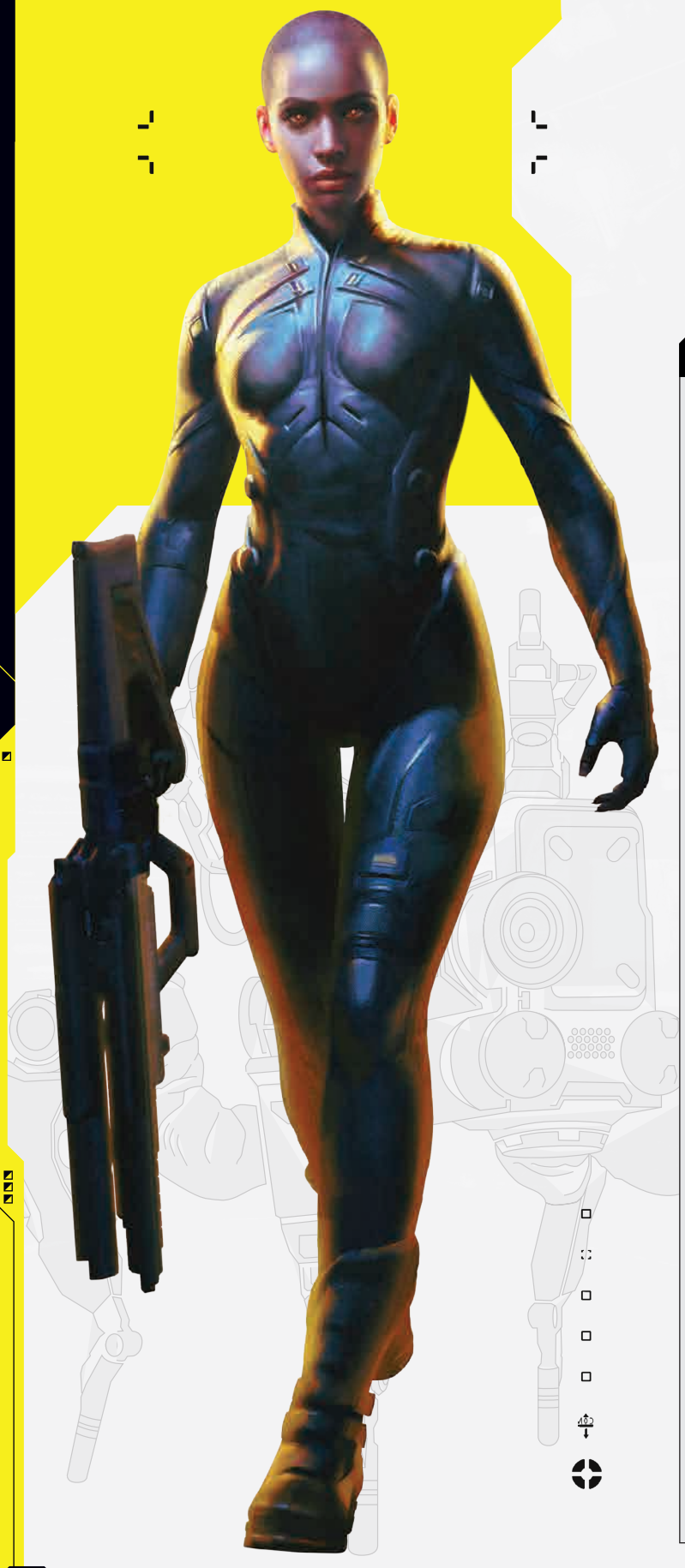


Samurai Poster – make an Attack test; if successful, start the Mission with full HP.



Braindance Wreath – make a RAM test; if successful, draw 3 Crafting cards and gain 1 of them as Crafted Item for the next Mission.

NEW CHARACTERS



T-BUG

T-Bug serves as the crew's eyes and ears in cyberspace, handling security systems, cameras, and taking remote control over Flathead, a highly specialized robot that can move undetected. As a team member, T-Bug is the technical backbone of the operation, providing guidance, intel, and critical hacks that make the heist possible.

COMPONENTS



9 Action cards



1 ID card



3 Advanced Action cards



1 Starting Quickhack



1 Flathead card
Operable / Inoperable side



1 Camouflage token
Hidden / Visible side



1 Flathead miniature



1 character miniature

CONTROLLING FLATHEAD

At the Mission setup, place the Flathead card next to your player board, Operable side up. Place the Camouflage token on its card any side up. Place the Flathead on the T-Bug's starting space.



As long as Flathead is Hidden, Enemies ignore it (Flathead doesn't suffer any damage for entering a space with an Enemy, and it doesn't engage in Combat).

When playing as T-Bug, you have a new Instant Action available to be used once per turn: Activate Flathead. Use it to gain 2 Move/Interaction symbols in any combination, or flip the Camouflage token between Hidden and Visible sides.



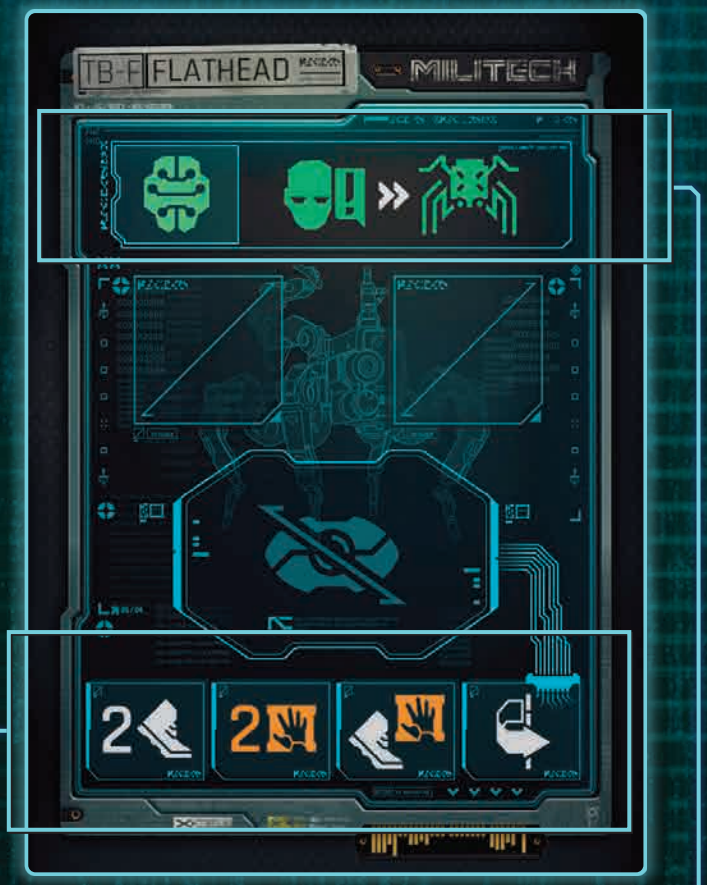
T-Bug's Action cards feature a new symbol that allows you to Activate Flathead a second time during your turn.

Flathead acts as another character on the board in terms of:

- moving on the board and opening doors,
- completing Objectives that require standing on a certain spot or spending Interaction symbols – providing it's **Visible**,
- picking up Loot tokens and Equipment markers from spaces on the board (it has 2 slots for such), and
- trading with other characters in Range.

Flathead isn't a character for the purposes of:

- **Combat** – if it starts its turn with an Enemy in Range and it's **Visible** or suffers any damage (e.g. from a grenade), it's immediately inoperable. Flip its card to the Inoperable side and place its miniature on the card along with 5 Crafting cubes. T-Bug may repair it by following the rules for Crafting (though Flathead is not a Crafting card). When the Flathead is repaired, flip its card back to the Operable side and place the Visible Flathead on the current T-Bug's space.
- **Range** – Flathead extends T-Bug's Range **for the purpose of targeting Quickhacks**, regardless of whether it's Visible or Hidden.
- **Triggering "Mission failed" conditions** – removing Flathead from the board bears no consequences for the Mission. It also does not need to declare Advance (*it'll find an exit through some vent).* If it was inoperable when T-Bug declared Advance, it starts the next Level on the Flathead card and needs to be repaired normally.
- Flathead cannot generate or spend symbols other than Interaction and Movement.



Flathead (but not T-Bug) may also use the built-in Quickhack – Spend 1 RAM to Move 1 Guard from an adjacent room to the Flathead's room following standard Enemy movement rules (see Core rulebook, page 35).



GORO TAKEMURA

Goro Takemura is the team's strategist and protector, bringing discipline, precision, and combat expertise rooted in his years as a former Arasaka bodyguard. As a team member, he provides tactical leadership and frontline strength, guiding V with sharp instincts, and a strict code of honor.

KATANA

At the Mission setup, place the laidō card next to your player board, lining up the grid on the card with the arrangement of spaces on the main board. Place the laidō marker on a random spot on it. Do not rotate the card during the game. The marker position determines the next Katana attack orientation in reference to spaces on the board. You need to face an Enemy from the marked direction in order to deal the damage.

When you play a Katana symbol, if you're on a space adjacent to an Enemy from the direction shown by the laidō marker, you deal 3 damage to the Enemy and move the laidō marker clockwise to the next spot on the card. Otherwise, move the laidō marker clockwise without dealing any damage.

Jump. When you play this symbol, choose an Enemy in your Range. Move your character to any space adjacent to the space with the Enemy.

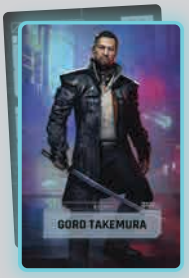
You move instantly, ignoring any effects of the spaces you pass through (e.g., you don't pick any Loot tokens or take damage from Enemies on such spaces). *Resolve these effects on the space you end your move.*

"laidō is the art of ending a fight before the other poor bastard even knows it started. Speed, precision, control – all wrapped up in a single draw. No wasted motion, no flashy bullshit. Just pure, disciplined violence."

COMPONENTS



9 Action cards



1 ID card



1 laidō card



1 character miniature



3 Advanced Action cards



1 Starting Quickhack



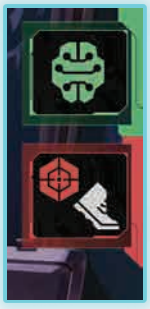
1 laidō marker

DANTE CARUSO

Dante acts as the covert operative and enforcer for Militech, blending anywhere between protector and executioner depending on whose order he's following. He's the sharp edge of corporate power, a composed professional who steps in when delicate situations threaten to spiral into chaos. Beneath that calm exterior lies an agent who believes in maintaining order.



ACTION CARDS EXTENSIONS



Your cards feature Extensions.

When you play an Action card, note if the top card on your discard pile has any extensions matching the color of the card you play. If so, you gain additional symbols, shown on the Extension.

The Extension's location on the card does not matter for matching the color of the next card.

QUICKHACK

System Boost. Play another Action card after resolving the first one. This Quickhack may only be used on the Active player (costs 3 RAM if you're using it on yourself, and 2 RAM if you're using its effect on another player).



COMPONENTS



9 Action cards



1 ID card



3 Advanced Action cards



1 Starting Quickhack



1 character miniature

RIVER WARD

River Ward is a Night City Police Department detective who brings investigative skills, street smarts, and determination to the fight. He's not afraid to bend rules if it means uncovering the truth. Unlike many others in Night City, he has a strong sense of justice and loyalty.



COMPONENTS



9 Action cards



1 ID card



3 Advanced Action cards



1 Starting Quickhack



1 Stealth token
Visible / Hidden side



1 character miniature

WORKING IN SHADOWS

At the Mission setup, place the Stealth token next to your player board, Hidden side up.

You're Hidden. **You may not fulfill Objectives**. Enemies do not see you – you don't engage in Combat, don't suffer 1 damage from an Enemy on your space, and don't trigger any effects that rely on Enemy's Range. You cannot use Minotaur Control Panel while Hidden.



⚠ **Note:** Boss Movement cards' effect doesn't rely on Range. *The Boss moves to your space sensing your presence, but you don't suffer 1 damage as you manage to hide.*

You may flip the Stealth token to the Visible side at any point during your turn. If you do so, double the damage you deal from the next source of damage (e.g., a Weapon die).

⚠ Spending RAM to use a single Quickhack multiple times still counts as one source of damage.



Flip the Stealth token to the Hidden side at the Breathe Out step of the Cooldown phase.



Hide. When you play this symbol, flip the Stealth token to the Hidden side.



Remember, a grenade exploding in your room doesn't care if you're visible or not.

COMPONENTS



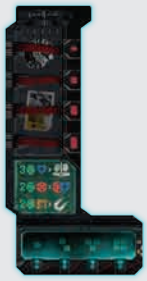
9 Action cards



1 ID card



3 Advanced Action cards



1 Net Master board extension



1 character miniature

ALTIERA "ALT" CUNNINGHAM

Alt Cunningham is a netrunner whose name carries weight across Night City and beyond. Alt's consciousness lives beyond the Blackwall, giving her unmatched reach and control in cyberspace. She provides unparalleled hacking power, and strategic foresight.





NET MASTER

At the Mission setup, place the Net Master board extension next to your Player Board. Your maximum amount of RAM depends on the number of Intelligence (green) Skill Shards you have – to a maximum of 10. You start the Mission without any Starting Quickhack card, but you may gain them as usual. You gain 3 additional Hacks:

Virtual Ghost. Spend 3 RAM and a Heal symbol to move to an adjacent space, ignoring walls and doors in between.

Siphon Life. Spend 2 RAM and an Attack symbol to deal 1 damage and Heal 1 HP if you did.

Through the Blackwall. Spend 2 RAM and an Interaction symbol to pick up any object from a room adjacent to the one you're in, ignoring walls and doors in between, and place it on any space in your room.

⚠ By any object, we mean characters, the Boss, Loot tokens, and other game components placed on spaces on the board. But you may not move Task tokens.



RONIN

These Missions focus on confrontation with a Cyberpsycho who needs to be captured alive. The thing is, he doesn't recognize you as his allies. Plus… he's not exactly the biggest threat you'll encounter. ***This story arc is available upon completing the Prologue.***

COMPONENTS



8 Mission cards



Cyberpsycho token



8 Control tokens



8 Max-Tac tokens



4 Max-Tac Enemy dice



1 Max-Tac Enemy card, 4 Max-Tac player aids



"Cyberpsychos. Chrome-jacked, burnt-out, and running on nothing but blood-lust. A walking cautionary tale of what happens when you trade too much meat for metal and let the city eat your soul."

MAX-TAC

During Ronin Missions, Max-Tac will be your Enemy. Treat Max-Tac Operatives as Guards for Enemy Movement, Deployment, and all other game effects (e.g., Request Backup Quickhack works on them). At the Mission setup, use Max-Tac dice as the Enemy dice.

When Deploying Enemies (also during setup), choose a random Max-Tac Operative from the ones available (you may use the randomizer die). The icon on the token will show the Operative's specialty. Place an HP counter next to it. Put the killed Enemies back into the pool.

Each Max-Tac Operative has an ability, depending on their specialty. When you roll an Enemy die during Combat, apply the effect of all Operatives that are in your Range in addition to damage symbols.



"Night City's biggest, baddest cleanup crew. When the sirens scream and the AVs drop, you know some poor bastard went full cyberpsycho. Max-Tac doesn't knock – they kick the door in, put you down, and leave before the blood dries."

Max-Tac symbol effect:		
Max-Tac Operative	**Effect**	
Netrunner		Lose all your RAM.
Mantis Blades		Place this Operative on your space (and suffer 1 damage as usual). *If you started your turn with the Mantis Blades Operative on your space, you just suffer 1 damage.*
Heavy		Suffer 2 damage.
Assault		Ignore your Weapon die result. *Jackie ignores both of his dice results.*

⚠ Hand out Max-Tac player aids at the game setup to each player.

Example:

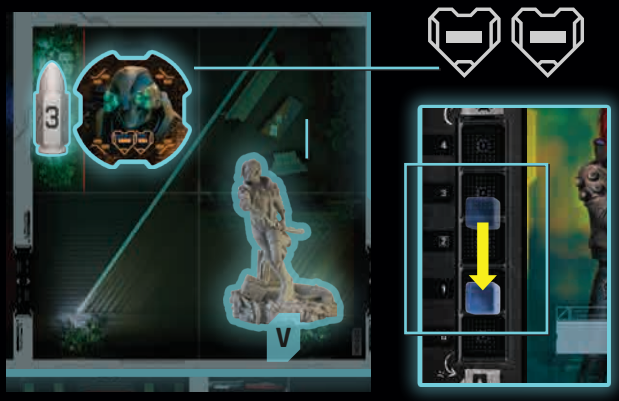
1. V starts her turn with two Max-Tac Operatives in Range.



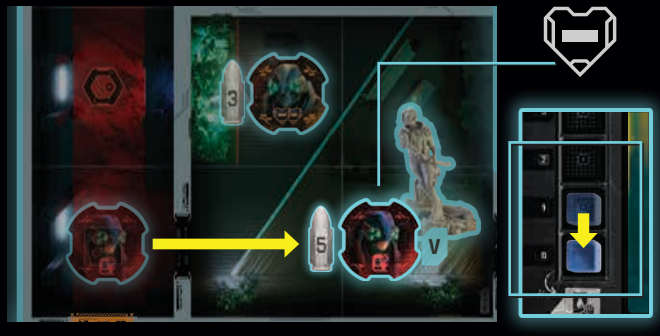
2. She rolls her Combat dice, resulting in Max-Tac activation. She suffers 1 damage.



3. Heavy Operative deals 2 damage.



4. Mantis Blades Operative moves to her space and deals 1 damage.





RONIN 1
JAILBIRD

Saburo Arasaka's not the only one who kicked it that night in Konpeki Plaza.

Granted, Goro Takemura didn't flatline, but his life ended all the same. One instant he was Saburo's most loyal protector, the next – a living contradiction to Yorinobu the Patricide's claim of innocence. A witness.

After Yorinobu's rise, Takemura went to ground, became a ghost – only very much alive… and dangerous.

Arasaka doesn't let "traitors" off the hook. Soon enough they captured him, but sly old Takemura gave them the slip once again, making it out by the skin of his teeth.

He didn't enjoy his freedom for long. This time, someone else stepped in.

A MaxTac unit picked him up. Fast, clean. The kind of arrest that doesn't go on the books. No press. No questions. Indefinite detention – orders from the top.

Takemura is being held in a MaxTac facility – a site for holding folks who know too much and can't be disappeared without consequences.

That's where the Seer comes in.

The Seer's afraid Takemura knows something – something tied to a project that powerful interests are circling. If Takemura talks, the secret'll get out.

Your task is simple – extract him before that window closes.

You've already cut through the on-site rent-a-cops, but subtlety's no longer an option. The alert level's climbing fast. MaxTac response units are mobilizing and they don't ask questions – they shoot till there's nothing left to shoot at.

Time to bust in and pull Takemura out.

SETUP

Level 1.1

Use Ronin board tiles.

Use Max-Tac as Enemies.

Deploy additional Guards according to your Heat level.

Level 1.2

Set up the board following the layout on the right.

Use tile MS-B-01 instead of a random standard B tile and random Ronin board tiles for others.

01 Use Tunnel tiles to extend the board.

02 Take 4 Task tokens with RAM, 4 with Attack and 4 with Interaction symbols. Shuffle them face-down and place a Stack of 2 face-up Task tokens on each shown open door (instead of closed door tokens). Discard the leftover tokens.



The door cannot be opened (or destroyed) until there are no Task tokens on it. Task tokens may only be removed by players spending symbols on the adjacent space.

03 Place Objective B token (*it represents Goro Takemura*) on Point B and a Task token with Healing symbols on it.

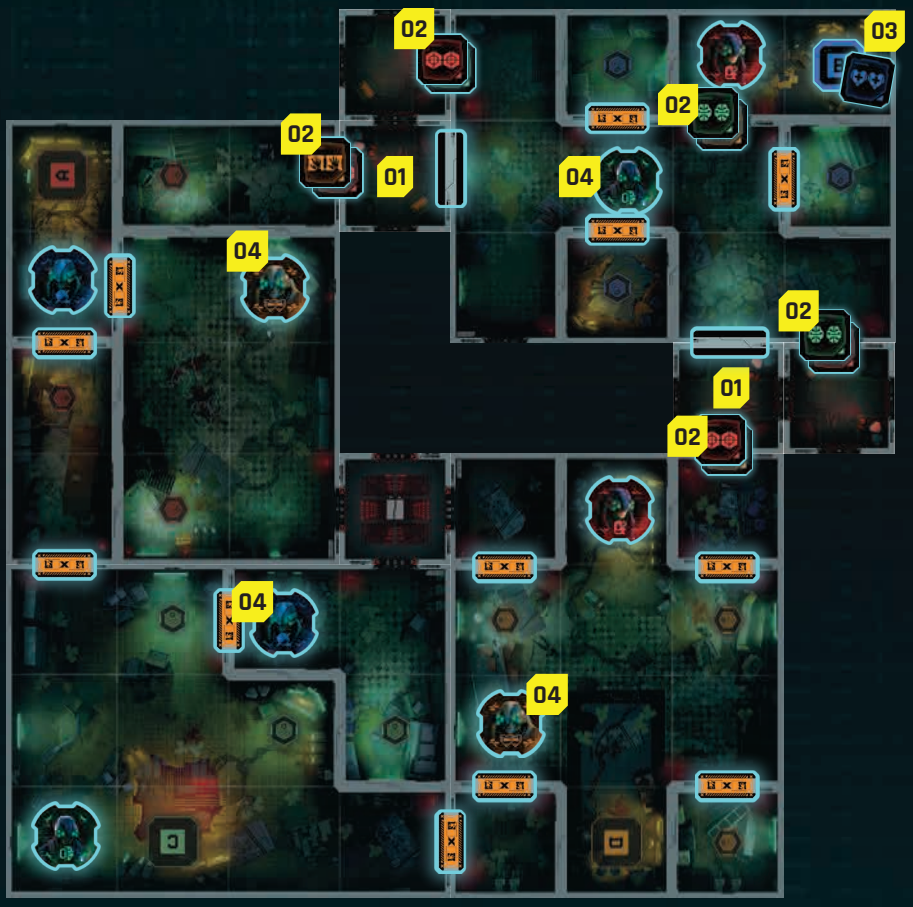


The Objective B token may only be picked up while there's no Task token on its space. This Task token may be removed as usual, by players spending 2 Heal symbols on its space.

04 Place additional Guards on the Special spaces on each tile.



Don't place the Loot tokens on the 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

MISSION COMPLETED

- Unlock 2 Missions:
  RONIN 2
  PARALLAX 1
- 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

The fight reaches its peak inside the detention block. MaxTac breaches the level with stun grenades and controlled bursts, sweeping the row of cells with ruthless efficiency.

You hold the line just long enough to break Takemura's restraints and drag him out of the solitary wing.

By the time MaxTac secures the floor, you've already withdrawn through the maintenance corridors, leaving the empty cell behind you – restraints still swinging from the impact.

Outside the facility, alarms fading into the distance, Takemura musters enough strength to speak.

His time in MaxTac containment wasn't pleasant – but still nothing compared to what Arasaka did to him before he escaped.

He was subjected to repeated interrogations and "procedures" led by Dr. Kenji Saito, a specialist operating under an Arasaka research program.

The good doctor was attempting to break him by inducing cyberpsychosis – pushing him to his mental limits, monitoring his physical deterioration, treating breakdowns as data points.

Takemura doesn't remember everything. Or he chooses not to.

He isn't sure how much he spilled – or how much was taken. His words are measured, careful. He's holding something back. Pressing him gets you nowhere. Loyalty dies hard, even after betrayal.

Still, he offers you a condition.

Turns out there's something you can do for him – something that would make him talk. In Night City, intel always comes at a premium.

The Seer doesn't interrupt. She already knows where this is going.

Saito didn't just extract data – he became a liability. Whatever he pulled from Takemura can't be allowed to surface. Not now. Not ever.

If the truth is gonna be recovered – and contained – it won't be through Takemura alone.

Dr. Kenji Saito has to be found.

And whatever he learned has to be dealt with before it eaks any further.

This isn't the end of the op.

It's the point of no return.



RONIN 2

SMOKE ON THE WATER

Takemura warned you – he could give you answers, but not for free. Now you know what he meant.

He didn't escape Arasaka's deathgrip on his own.

A netrunner – Yuuta, a former Arasaka employee – pulled him out of his cell. He was another prisoner. Another subject. Another mind pushed to the edge under Dr. Kenji Saito's "procedures."

They delta'd together before MaxTac scooped them both up. Takemura's safe, but Yuuta's still trapped inside.

The ever-honorable Takemura won't tell you what he knows until you give Yuuta the same treatment.

After their arrest, Yuuta vanished into MaxTac custody. No public records. No transfer logs you can access directly.

The only lead points to a facility near the docks – a site that doubles as a monitoring center and a containment zone. The kind of place where people disappear into paperwork and locked rooms.

Somewhere on Level 3, there's a datastore holding operational logs: detainee movements, "medical transport" routes, updated containment assignments. Everything you need to learn Yuuta's whereabouts.

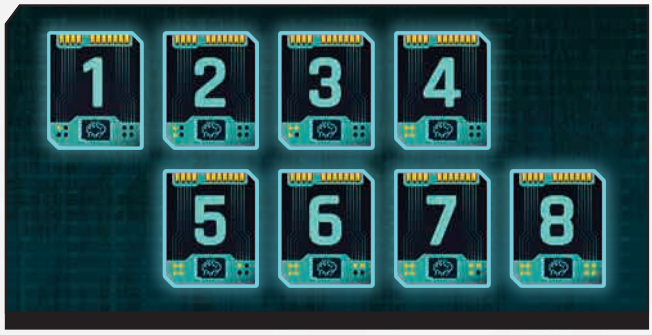
You'll have to move quietly. Cyberpsychotic inmates are locked below, their instability tracked by an automated alert system. The more commotion you cause upstairs, the higher the alert ratchets – and the more aggressive MaxTac becomes. And if they need to, they'll unseal the cyberpsychos' cells to funnel crazies into your path, turning the lower levels into a trap they can clean up later.

Your objective's clear: infiltrate, reach Level 3 and pull the data pinpointing Yuuta's current location.

Move carefully. Stay ahead of the alert system.

CONTROL TOKENS

Control tokens represent important items, information, and points of interest. They are placed on the main board during setup. You may pick them up if a token is on your space. You can trade them or place them from your Inventory on your space. During this Mission, they're used only to complete Objectives.



CYBERPSYCHO ON THE ALARM TRACK

During Level 2.2 setup, you'll prepare an Alarm track and place the Cyberpsycho token on it. Follow the rules of the track found in the Core game rulebook, page 65.

The Cyberpsycho activates during each Cooldown and moves on the Alarm track for each uncompleted Main Objective. Players may upload Daemons using Side Objective tokens gained as a reward on Levels 2.1 and 2.2.

On Level 2.3, moving the Cyberpsycho back on the Alarm track is only possible by completing the Side Objective, but it may be completed many times. Each time the Active player kills the Guard (Max-Tac Operative) while another player supports them with a green card, the Cyberpsycho moves back 1 spot on the Alarm track.



SETUP

Level 2.1

Use Ronin board tiles.

Take a random Control token and place it in any player's Inventory. Place the rest of Control tokens as follows:

- tile A: 1 on
- tile B: 2 on
- tile C: 3 on
- tile D: 4 on

Use Max-Tac as Enemies. Deploy additional Guards according to your Heat level.

When playing solo, move the Side Objective token to cover the part of first Side Objective. It's considered to be fulfilled.



Level 2.2

Use Ronin board tiles.

Take a random Control token and place it in any player's Inventory.
Place the rest of Control tokens as follows:

- » tile A: 5 on
- » tile B: 6 on
- » tile C: 7 on
- » tile D: 8 on

Prepare the Alarm track and place the Cyberpsycho on it.

Level 2.3

Do not reset the Alarm track.

Use Ronin board tiles.

Take a random Control token and place it in any player's Inventory.
Place the rest of Control tokens as follows:

- » tile A: 1 on A, 2 on
- » tile B: 3 on B, 4 on
- » tile C: 5 on C, 6 on
- » tile D: 7 on D, 8 on

Place additional Guards on the Special spaces on each tile.

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

MISSION FAILED
- Retry.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock Mission: RONIN 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 break through the last security node just as the alarm surges into its final phase. The facility lights flicker, then flare to emergency red just as MaxTac begins sealing the upper floors. Cyberpsychotic subjects bang against their reinforced cells below, their movement feeding the alert system as you sprint toward the exit.

You make it out seconds before full lockdown hits.

Outside, away from the sirens and reinforced blast doors, the files finish decrypting.

One entry cuts through the data noise – not personnel, but a secured asset under priority containment. Your gut tells you it's Yuuta. His data trail ends at a single set of coordinates – a MaxTac installation built for more than just detention. Total isolation.

The Seer studies the data in a silence that's louder than words. This extraction op won't be a stroll along the bay. MaxTac won't hesitate – if they can't contain their asset, they'll liquidate him.

You know where Yuuto's being held. You also know breaking in'll draw the full weight of MaxTac's might.

Only one way to go. Forward.



RONIN 3

WHEN A BLIND MAN CRIES

You thought rescuing Yuuta would be tough. It just got a whole lot harder.

While you're preparing, Takemura offers up one "minor" detail.

Saito's "treatment" left deep scars in Yuuta's mind. He was already displaying advanced signs of cyberpsychosis before MaxTac brought him in. By now his condition's likely deteriorated even further. Yuuta himself may be as dangerous as those guarding him.

Cyberpsychosis burns through reason long before it burns through soft tissue. Whatever Yuuta once believed in, whatever loyalties he held – they're fragmented now, reduced to reflex and fear.

Even if you reach him, you won't convince him to leave. Not with reason. Not with words.

Expect resistance from both sides. MaxTac will try to neutralize all of you, while Yuuta's sure to lash out at anything that moves – including you.

He's a storm: unpredictable, violent, spiraling in its own vortex.

Your job's to pull him out before MaxTac – or his own mind – tears him apart.

Goes without saying you'll have to keep him through it all. If he flatlines, Takemura'll zip his lips for good.

Two floors stand between you and the containment level. Breach them and be ready for what waits above.

Move with intent. Act without hesitation.

Remember – get Yuuta out in one piece.

CYBERPSYCHO ON THE MAIN BOARD

On level 3.3 of this Mission, you'll meet the Cyberpsycho again – but this time as your target. You need to capture him alive. He starts the mission with 7 HP, and the App is used to track his HP during the Mission. See: *No App, page* 54 *for rules when playing without the App.*

Characters may heal the Cyberpsycho if he's in their Range using Healing symbols. If, at any point during the game, the Cyberpsycho's HP drops to 0, **the Mission fails**.



"You go up against a cyberpsycho, you better be ready for a fight that ain't fair. They're fast, ruthless, wired to the gills – and they don't stop. Taking a cyberpsycho alive? Yeah, good luck with that."

MOVEMENT

The Cyberpsycho starts the Level outside the board, and the App will decide when and where he will move by showing a Control token number. The Cyberpsycho immediately moves to the space with the Control token – whether the token is placed on the main board, or is in any character's Inventory, **and he suffers 1 damage**.

Should he enter a space occupied by a character, the player suffers 1 damage. If he enters a space occupied by a Guard, the Guard doesn't stand a chance; they're annihilated and removed from the board, along with the Equipment marker.

The Cyberpsycho does not activate during Cooldowns.

COMBAT

Treat the Cyberpsycho as an Enemy for Combat purposes. Players don't need to roll their Weapon Die when engaged with the Cyberpsycho, but they need to roll the Enemy die and apply its result.



The Cyberpsycho counts as having Mantis Blades Max-Tac Operative's specialty. This means that if you roll the die face with the Max-Tac symbol, you'll suffer 1 damage as the Cyberpsycho moves to your space.

CAPTURING THE CYBERPSYCHO

Each Side objective on Level 3.3 gives 2 Code dice as its reward. These dice should be kept together near the Mission card. Players can now **initiate Netrunning** (read Core game rulebook, page 57), while the Cyberpsycho is in Range, to try to capture him. **The Objective (and the Mission) is completed when any player captures the Cyberpsycho.**

Instead of arranging Code dice in patterns on a Terminal board, the player who is Netrunning takes all the dice kept next to the Mission card and rolls them to have **any 4 matching symbols**.

The Netrunning player may reroll any of their dice as many times as they want, providing they still have the Cyberpsycho in their Range. Even if he moves to another Control token in the Netrunning player's Range, the player may continue the attempt, **but if he ever moves out of the player's Range, they need to Disconnect**. Return the Code dice to the pool next to the Mission card, draw 4 cards to their hand, and continue playing their turns, as usual.

SETUP

Level 3.1

Use Ronin board tiles.

Solo: tile order (clockwise): A, B, C, D.

Take a random Control token and place it in any player's Inventory.
Place the rest of Control tokens as follows:

- » tile A: 1 on
- » tile B: 2 on
- » tile C: 3 on
- » tile D: 4 on

Use Max-Tac as Enemies.

Deploy additional Guards according to your Heat level.

Level 3.2

Use Ronin board tiles.

Take a random Control token and place it in any player's Inventory.

Place the rest of Control tokens as follows:

- » tile A: 5 on
- » tile B: 6 on
- » tile C: 7 on
- » tile D: 8 on

Level 3.3

Use Standard board tiles.

Take a random Control token and place it in any player's Inventory.
Place the rest of Control tokens as follows:

- » tile A: 1 on A, 2 on
- » tile B: 3 on B, 4 on
- » tile C: 5 on C, 6 on
- » tile D: 7 on D, 8 on

Place additional Guards on the Special spaces on each tile.

Place the Cyberpsycho next to the board.

During the first STAP this Level, the App will ignore the first Cyberpsycho Movement for each Side Objective token you've collected.

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

MISSION FAILED
- Retry.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock CRAZY TRAIN Afterlife Gig.
- 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

Takemura watches as Yuuta takes his long, deep breaths – ragged, shallow, but alive. For the first time since Konpeki Plaza, something in him loosens up. Not relief. Not peace. But the certainty that at least one chapter of this ordeal's come to a close.

You've kept your end of the deal. So does he.

Takamura speaks with the Seer over a secure channel. Only fragments of his words reach you through the static. Names. Half-sentences. Hesitation followed by resolve. Not enough to get the full picture, but enough to understand the weight of what's said.

When the Seer finally gets back on comms, her voice is steady – too steady. She doesn't divulge specifics or the broad strokes… But there's a tightness in her voice you haven't heard before. Not fear – something colder. Calculation under pressure.

Whatever Takemura confirmed didn't surprise her… but it clearly raised the stakes.

You're dismissed without ceremony.

Whatever this secret project involves – you're still in the dark on why it matters so damn much. But you know one thing.

What you dragged into the light tonight didn't stay buried.

And sooner or later – it'll come looking for you.



PARALLAX

These Missions demand a different approach. Infiltrating the compound demands stealth and coordination. Making too much noise will certainly bring trouble. *This story arc unlocks during the campaign.*

COMPONENTS



8 Mission cards



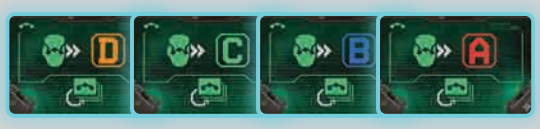
1 Netrunner ID card



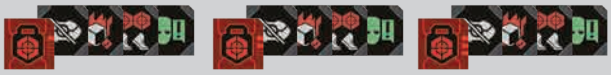
Netrunner token



8 Trace tokens



4 Netrunner Surveillance cards



12 Item tokens (3 sets of 4 tokens for each Level)

Use a set of 4 Items with 1 bar during setup of Level 1, 2 bars on Level 2 and 3 bars on Level 3 of Parallax Missions.

⚠ PARALLAX Missions use board tiles' sides '05' and '06' with dangerous spaces (see Core game rulebook, page 78). When setting up a Mission, use the specified tiles.

STEALTH

NOISE LEVEL

When playing Missions in this story arc, the App suits an additional purpose – it measures noise around the table. Follow the App instructions.

Players will be punished by reducing the STAP time every time they make noise. Dropping a component or asking for help too loudly may end the current STAP prematurely. The App doesn't measure noise during Cooldowns, so use these breaks to talk through the plan.

You do not roll any Combat dice, but some game effects, such as using your Weapon specialty, may still be applied.

ONE SHOT, ONE KILL

Players need to eliminate Enemies in one turn. Damage may be combined using different sources (e.g., an Action card, Crafted Item, or another player's Quickhack), but if the amount of damage dealt isn't enough to bring an Enemy to 0 HP, they manage to alert the security and **the Mission fails**.

SNEAK

Guards are looking for you, but your sneaking skills mean you're able to distract them for a while and stand in a room or on a space with them **during STAP** without any consequences. **You do not engage in Combat with Enemies. You do not receive any damage when entering or passing through a space with an Enemy.**

But, if at any point **during Cooldown** (before and after the Enemy Movement and Deployment steps) any Enemy on the board has any character in their Range, **the Mission fails instantly**.



HIDDEN TASKS

Task tokens are placed face-down on the main board. They are flipped face-up when any character is on (or moved through) their space.

Exclusions

This missions require stealth approach, so do not use Crafting cards C-SG-11 and 12. If you would gain any of them, draw another Crafting card instead. Also, you'll have to leave Kerry (from the Johnny Silverhand expansion) in your Hideout – his loud guitar riffs won't help you here.

If Weapon Glitch is your character's Starting Quickhack, replace it with a Common Quickhack during the mission setup – draw 3 Quickhack cards and keep 1 of them.

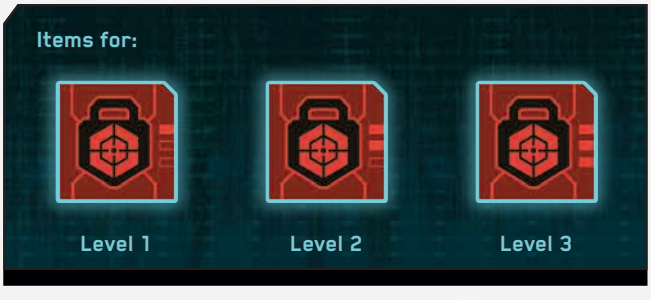
ITEMS

You'll find more useful loot scattered on the main board. They're placed face-down on Special spaces during setup. A set of 4 Items will be placed on the board at each Level of the Mission. Items for each Level are the same, though they differ in their backs for an easier setup.

They are stored in locked containers, so in order to reveal and pick them up, a character must spend 1 Attack symbol on the space with the Item token.

Once picked up, these items follow Crafted Items rules – they may be used immediately during STAP as an Instant Action, and may be traded or kept for later. They do not take any Crafting slots.

Once used, place the Item token in the box.



Symbol	Effect
	Distract a Guard. Move 1 Guard anywhere on the board to an adjacent room. Place its token behind the door (only if no Enemy is present on that space) and remove the Closed Door token (if one exists). If an Enemy moves into a player's space, the player **does not suffer 1 damage in this story arc**.
	Smoke Grenade. Place the token face-up on a space in your Range. No Range can be determined through any space in the room with the Smoke Grenade token until the end of the next Cooldown phase. *The smoke blocks any visibility in the room.*
	Full burst. Resolve the effect of every face on one of your Weapon's die.
	Emergency supplies. Use the shown symbols.

Smoke Grenade example:



It's time to pay Dr. Saito a long overdue visit.

This time, Takemura was more cooperative from the get-go. He doesn't know everything, but he confirmed one thing – what he went through wasn't an isolated incident. It was part of a wider initiative – codenamed "Parallax" – a hidden echelon within Arasaka's vast infrastructure, buried behind protocols designed to erase every trace of its existence.

Takemura gave us a place to start our hunt for Saito.

A subsidiary laboratory – small, unremarkable, yet tied directly to the research stream feeding Saito's work. If Saito left traces anywhere, they'll be nesting there. Test logs. Custody records. Names. Enough to pick up his trail – and to understand why Arasaka chose to manufacture cyberpsychosis rather than prevent it.

Reaching the facility is simple enough.

Crossing it undetected is anything but.

The guards respond to every signal – heat, motion, vibration. If you strike and fail to neutralize one of them instantly, the system reads it as a breach. Once that ship sails, the mission ends. Immediately.

Stay clear of the zones marked Bio-Interference, not because they're toxic but because they're anti-organic fields – high-frequency ionizing radiation that disrupts biological tissue the way a corrupted script shreds data. The guards wear compensating modulators calibrated directly to their neural signatures and implants, so salvaging the tech from their corpses won't get you anywhere. Stay in one of those rooms too long and the damage'll compound fast – the facility won't wait for you to recover.

Every hallway here has ears. Every surface resonates.

The Seer'll be monitoring every sound you make. You're not entering this place to pick a fight. You're entering it to melt into the scenery.

Extract the data. Find Saito's trail. Leave behind nothing that can't be erased.

PARALLAX 1
THE SOUND OF SILENCE

SETUP

Level 1.1

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

Use Arasaka as Enemies – **set their HP to 3 instead of 5**.

Deploy additional Guards according to your Heat level (following regular rules).

Place Level 1 Items on Special spaces.

Level 1.2

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

Deploy Guards with 5 HP.

Place Level 2 Items on Special spaces.

Do not place Loot tokens. Take 3 of each Task tokens with RAM, Attack, Heal and Interaction symbols. Place a random face-down Task token on each Loot space.



Spend Side Objective tokens; for each token spent, flip 2 Task tokens face-up.

LOSE CONDITIONS
- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left
- Deal damage to an Enemy without killing him in the same turn
- Have an Enemy in your Range during Cooldown

MISSION FAILED
- Retry.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Unlock 1 Mission: PARALLAX 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 slip out the same way you came in – unheard, unseen, unregistered.

No alerts. No patrol reroutes. Not a single guard was aware of the hole you just bore through their security. Just what the doc ordered.

The datadump you extracted is incomplete by design – Arasaka never keeps the whole enchilada in one place. But fragments can be just as revealing. Cross-referencing timestamps, personnel assignments and encrypted routing tables – a pattern emerges.

Dr. Kenji Saito uproots and relocates his research location every time a subject reaches instability thresholds.

According to the last authenticated transfer order, he's scheduled to continue his work at another facility – a controlled testing site operating under heightened security protocols.

A location. A window of time. And the closest thing to certainty we've had since Takemura escaped.

Saito believes his movements are invisible, shielded by layers of corporate smokescreens. But those layers are thinning. Follow his trail and it's only a matter of time.

And when that happens, he'll finally know what it's like to be on the flip side of the examination table.



PARALLAX 2
RUN SILENT RUN DEEP

The trail you pulled from that datadump was the real deal.

Saito's upped and moved again – this time to a high-security lab nested inside one of Arasaka's most disciplined research clusters.

And he didn't arrive alone. A netrunner now wipes his every step.

Not a sentinel – an architect of silence. Someone who can rewrite sensor grids, deaden motion signatures and erase anomalies before the system registers they ever existed.

They're the reason Saito still feels untouchable. A notion you're about to prove wrong.

You're not here to storm a fortress. You're here to slip inside a living machine built to detect every sign of your presence. Every footfall. Every breath. Every fluctuation in air pressure.

If a guard survives even a heartbeat after you strike, the system registers the disturbance and locks down the sector.

If you linger a millisec too long within a line of sight, you're flagged, catalogued and neutralized.

And if you step into an active bio-interference zone, the field'll sear your nerve endings while the guards stroll past unfazed – their suits designed to withstand what your bodies can't.

This lab is Saito's current refuge and your best bet of intercepting him while he's still in transit between research cycles. But don't assume he'll surrender, or so much as listen. He believes in his work – besides, he's protected by someone who can turn the entire facility against you without ever setting foot in the same room.

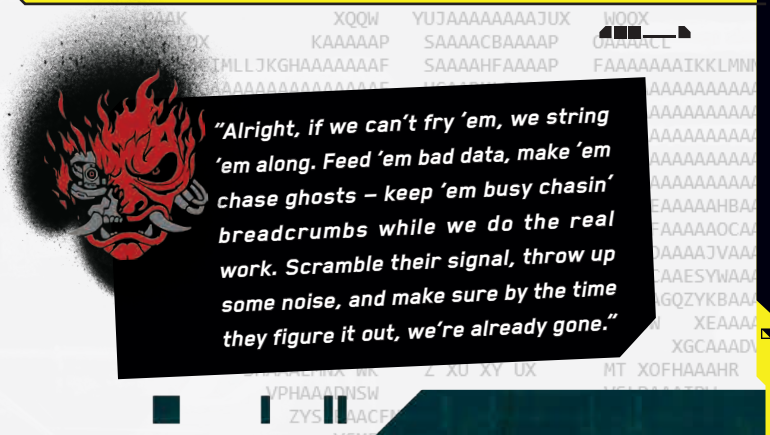
Move quietly and with careful precision. Don't underestimate the mind behind the code. If you want Saito, you'll have to take him from a place built to contain. And to erase.

NETRUNNER

You've got someone's attention. The Enemy Netrunner is trying to track you down. The space she's currently surveying is marked with the Netrunner token. **If any character has the Netrunner in their Range at the beginning of their turn, the Mission fails.**



There's no way to eliminate the Netrunner now – you may only try to make her look in another direction.



NETRUNNER SETUP

Place the Netrunner ID within reach, then place:

01 4 Surveillance cards in a shuffled pile,

02 8 Trace tokens in a stack with ascending numbers (lowest on top) on the Netrunner ID card,

03 Netrunner on the Objective Point matching the top card of the Surveillance pile.

Move the top card of the Surveillance pile to the bottom of the pile, revealing the next Objective Point.



NETRUNNER MOVEMENT



The Netrunner doesn't activate during the Enemy Movement step. You may move her out of your way using a new Instant Action – Trace, when you have Netrunner **in your Range**.

- » Spend RAM shown on the top of the Trace token stack, flip and place it next to the Mission card.
- » Place the Netrunner on the Objective Point matching the top card of the Surveillance pile.
- » Move the top card of the Surveillance pile to the bottom of the pile, revealing the next Objective Point.

Players may also spend 8 RAM to move the Netrunner if the stack of Trace tokens ever runs out.

The Netrunner may also be moved using the "Distract Guard" effect found on Items, Quickhacks, and Action Cards, using the above rules for Trace, but **without gaining the Trace token**.

The Netrunner may share a space with a Guard.

During Cooldown, at the Enemy Movement step, discard any Trace tokens from the next of the Mission card to the common pool.

Note: the '5' and '8' RAM tokens are returned to the Trace stack instead.

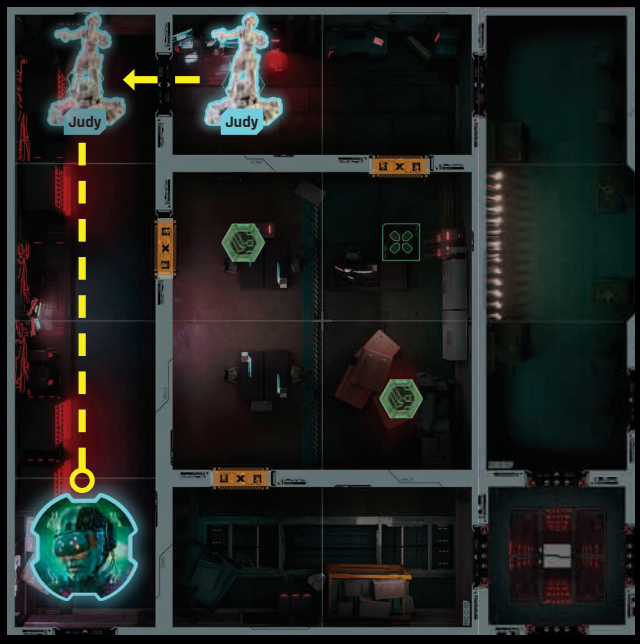
If there were fewer tokens discarded than shown on the Mission card, the Mission fails.



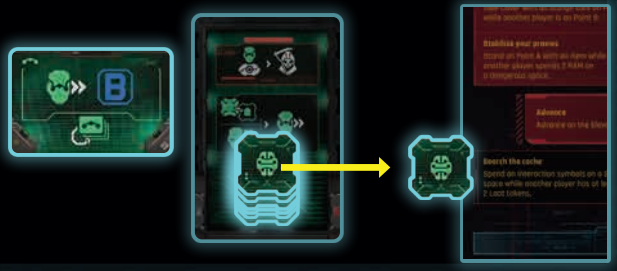
After setting a new Level, move the Netrunner once using setup rules. The Trace stack does not reset.

Example:

1. **Judy** wants to move into the room with Point C, but Netrunner is in her way. While there are no immediate consequences for entering the room, the game will end immediately if Judy starts her turn with the Netrunner in her Range.



2. **Judy** enters the room and spends 1 RAM to place the top Trace token next to the Mission card.



3. Netrunner moves to Point B.



4. New Surveillance card is revealed.



SETUP

Level 2.1

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

Use Arasaka as Enemies – **set their HP to 3 instead of 5**.

Deploy additional Guards according to your Heat level (following regular rules).

Place Level 1 Items on Special spaces.

Level 2.2

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

Deploy Guards with 5 HP.

Setup the Enemy Netrunner.

Place Level 2 Items on Special spaces.

Level 2.3

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

Deploy Guards with 5 HP.

Move the Enemy Netrunner.

Place Level 3 Items on Special spaces.

Do not place Loot tokens. Take 3 of each Task tokens with RAM, Attack, Heal and Interaction symbols. Place a random face-down Task token on each Loot space.



Spend Side Objective tokens; for each token spent, flip 2 Task tokens face-up.

Note: players may declare Advance only if there are at least 2 Trace tokens on the right space on the Netrunner ID card.

LOSE CONDITIONS

- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left
- Deal damage to an Enemy without killing him in the same turn
- Have an Enemy in your Range during Cooldown
- Have the Netrunner in your Range at the beginning of your turn
- There are not enough Trace tokens on the Mission card

MISSION FAILED

- Retry.

WIN CONDITIONS

- Complete all Objectives

MISSION COMPLETED

- Unlock 1 Mission: PARALLAX 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 reached the inner lab exactly on schedule. Crossed every corridor without tripping a single sensor. Neutralized guards before the system could smell a threat.

And still – Saito slipped away. Not through strength. Not through speed. Through meticulous preparation.

The netrunner shadowing him had every contingency already mapped out.

By the time you breached the containment sector, half of the surveillance lattice was rewritten – forged phantom heat signatures, suppressed door logs, and a fabricated evacuation order that moved Saito out of reach before you even made it to the finish.

But in covering their tracks, they fell right into your hands.

Their concealment sequence revealed their routing pattern – the way they chain exploits, the timing between pulses, the exact signature they leave when they overwrite a subsystem rather than disabling it.

A fingerprint traced in the dust – one that points to another facility. A location they believe is invisible since no one outside the project knows of its existence.

They think they can fool everyone around them. But they didn't factor in the likes of you.

Saito ran, but now you know where he's hiding – and you'll turn his sanctuary into a trap.



PARALLAX 3
WHERE EAGLES DARE

The fingerprint you recovered wasn't just a clue – it was an invitation.

A pattern the netrunner never expected anyone to interpret, let alone follow. And now it leads us to the final site. Saito's last refuge.

A sealed research level built for one purpose – to keep its occupants unseen until Arasaka decides otherwise. The netrunner's presence is palpable.

Their code saturates the entire floor – silent, adaptive, predatory. They won't make the same mistake twice. Neither will you.

You've seen how they mask their movement, stagger their exploits, how they fabricate noise to hide the truth.

Break their rhythm and the whole system turns against them. Unfortunately, the full layout of the place is inaccessible – any attempt to map the interior triggers the netrunner's countermeasures, recursive scramblers that corrupt the data before they can be deciphered.

Whatever lurks on that floor, you'll soon find out yourselves. Treat every door as a question, every terminal as a lie, every silent gap as a lure to draw you closer while the netrunner chooses their moment to strike.

Your objective's simple.

Neutralize the netrunner. Extract Dr. Saito alive.

Remember – you're entering an intricately-woven spider's web made to capitalize on every weakness. Don't become the prey.

KILLING THE NETRUNNER

On Level 3.3 of this Mission, you'll have a way to deal with the Netrunner for good. When the Active player completes a Main Objective, they take the Objective token from the main board and place it on the Mission card, revealing a Daemon trap on the main board, on the Objective Point.

From now on, if a player moves the Enemy Netrunner to a Point with a Daemon, they gain 2 RAM.

When all 4 Daemon traps on the main board are revealed, the next Netrunner movement removes her from the board and the Mission is completed.

MOVING TARGETS

In this Mission, Task tokens are still placed face-down and flipped face-up when a character enters their space. But instead of discarding them to the common supply, they are placed in the player's Inventory upon spending symbols on them. Trading rules apply to them.



"Well, well... window's open. Might as well slam it shut – right on their smug little face. Burn 'em out, spike the feed, and watch 'em short-circuit. No mercy for corpo lapdogs."

SETUP

Level 3.1

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

Use Arasaka as Enemies – **set their HP to 3 instead of 5**.

Deploy additional Guards according to your Heat level (following regular rules).

Setup the Enemy Netrunner.

Place Level 1 Items on Special spaces.

Take one of each Task token with 2 Attack symbols and 2 RAM. Shuffle them and place them face-down on each Point B and D.



Level 3.2

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

Deploy Guards with 5 HP.

Move the Enemy Netrunner.

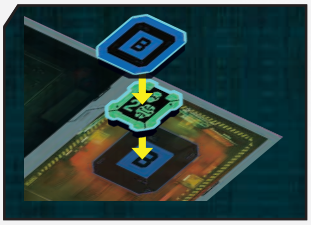
Place Level 2 Items on Special spaces.

Take one of each Task token with 2 Interaction symbols and 2 Heal symbols. Shuffle them and place them face-down on each Point A and C.



Level 3.3

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



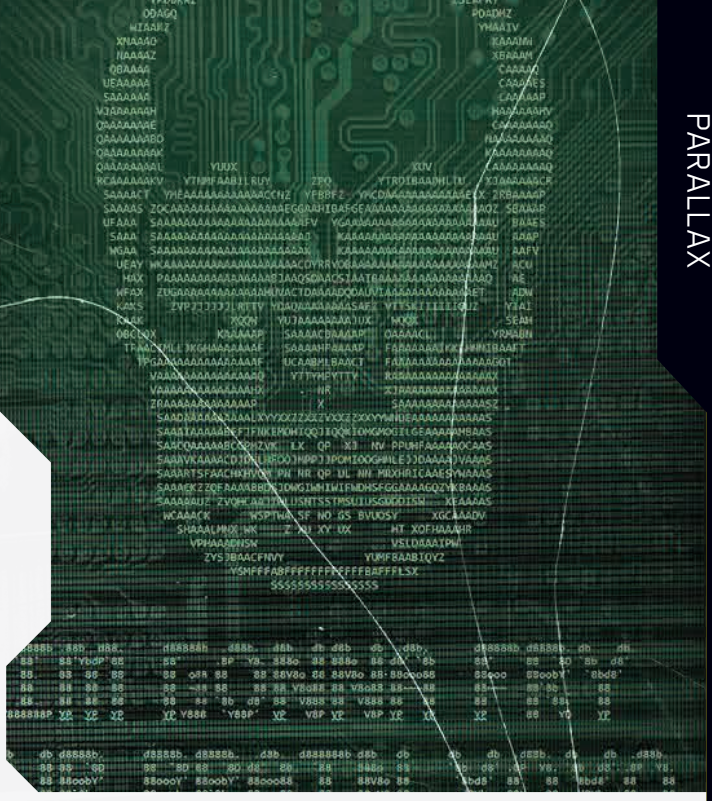
Place a discarded Trace token on each Objective Point showing the back of the token. Place Objective Point token on matching Points, covering the Trace tokens.

Deploy Guards with 5 HP. Deploy additional Guards on the Special spaces on each tile.

Move the Enemy Netrunner.

Place Level 3 Items on Special spaces.

Spend Side Objective tokens; for each token spent, return any 2 discarded Trace tokens back on the Netrunner card.



LOSE CONDITIONS

- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left
- Deal damage to an Enemy without killing him in the same turn
- Have an Enemy in your Range during Cooldown
- Have the Netrunner in your Range at the beginning of your turn
- There are not enough Trace tokens on the Mission card

MISSION FAILED

- Retry.

WIN CONDITIONS

- Complete all Objectives

MISSION COMPLETED

- Unlock 4'33" Afterlife Gig.
- Check characters' Challenges.
- Gain 3 Street Cred.



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.

It's done.

Arasaka soldiers lie scattered among busted terminals and burned-out nodes – professionals to the end, mowed down protecting a secret that never cared about them.

The netrunner's dead.

For all their precision – forged signals, layered misdirection, perfectly timed scramblers – it still came down to one mind against four mercs..

The second you broke the pattern that mind relied on, everything around them started to go sideways. Their scripts collapsed, false heat signatures evaporated, their surveillance loop stuttered then froze, leaving them exposed for the first time since the project began.

With their defenses gone, the entire floor unraveled and Saito had nowhere left to hide.

You pulled him from the core of his operation – not a mastermind commanding armies, but a technician standing at the center of a weaponized idea. His project was never about observation. It was about control.

The ability to remotely induce cyberpsychosis.

Neural fracture triggered at a distance. Turning enemy forces into liabilities without firing a shot. Minds as weapons. Fear as infrastructure.

Saito is bound, immobilized, sealed within a container the Seer marked for extraction. His neuroport remains active – not for his benefit, but hers. A direct line.

You leave him there without a word. What happens next isn't your biz.

Parallax isn't destroyed, but it's crippled.

You pulled that off. Oughta feel good about yourself.

You don't.

UNLOCKABLE GIG GENERATORS

Similarly to the core game, when certain Missions in the Campaign are completed you will gain access to new Mission Generators (see: Core Rulebook, page 94).

REGINA JONES — CRAZY TRAIN

RONIN rules, page 12.

Level 1 setup: place Control tokens with values 1–4 on the Special spaces, at random. **Reinforcement value equals the highest value of a Control token still in the game.**

Level 2 setup: place Control tokens on the Special spaces and the Deployment spaces at random. **Reinforcement value equals the highest value of a Control token still in the game.**

Level 1.3 A

Place the Cyberpsycho next to the board.

Use Ronin board tiles.

Place Control tokens as follows:

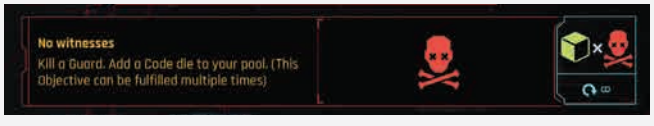
- tile A: 1 on , 2 on
- tile B: 3 on , 4 on
- tile C: 5 on , 6 on
- tile D: 7 on , 8 on

Place Objective Point tokens on the matching Points.

Place additional Guards on the Special spaces on each tile.

During the first STAP this Level, the App will ignore the first Cyberpsycho Movement for each Side Objective token you've collected.

During this Level, the Side Objective may be completed multiple times. For each Guard killed, place one Code die next to the Mission card.



Level 1.3 B

Place the Cyberpsycho next to the board. Place 8 Code dice next to the ID card.

Use Ronin board tiles. Don't place Loot tokens on the board.

Place Control tokens as follows

- tile A: 1 on , 2 on
- tile B: 3 on , 4 on
- tile C: 5 on , 6 on
- tile D: 7 on , 8 on

Place Objective Point tokens and the Afterlife Objective Point tokens on the matching Points (two Objective Point tokens on each Point).

To complete the Main Objective, you need to place 8 Objective Point tokens on the Mission card. In order to do so, you must have a Control token in your Inventory and spend RAM or symbols on the Objective Point accordingly:

- on A
- on B
- on C
- on D

The number of RAM or symbols to spend must equal the value on the Control token in your Inventory.

When you do so, move the Control token from your Inventory onto the Mission card, covering the matching value and remove one Objective Point from your space.

You may spend a Side Objective token during your turn to generate 2 symbols or RAM for meeting this requirement.

DINO DINOVIC — 4'33"

PARALLAX rules, page 20. Use Arasaka as Enemies.

One of the additional requirements for an Objective requires the Netrunner presence. When setting this Objective, place an Afterlife Objective token on its card, making sure it features a different Point than the other part of the Objective.





Level 1 setup: deploy Enemies with their HP to 3 on the 1st Level. Place Level 1 Items on the Special spaces.

Level 2 setup: deploy Enemies with their HP to 5 on the 2nd Level. Place Level 2 Items on the Special spaces.

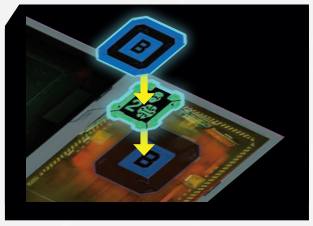
Level 1.3 A

Standard Board setup, use two tiles "05" and two tiles "06" in random order.

Deploy Guards with 5 HP and follow the Vigilant Guards rules below.

Place Level 3 Items on Special spaces.

Place a discarded Trace token on each Objective Point showing the back of the token. Place Objective Point token on matching Points, covering the Trace tokens.



Follow the "Killing the Netrunner" rules, page 26

For each Side Objective token you may place 1 Trace token from the common supply back to Netrunner's stack.

Vigilant Guards

When Deploying Guards (during setup and Cooldowns) place 1 face-down Task token on each Guard. Players need to remove the Task token on a Guard before they can deal any damage to them. **When a player starts their turn with a Vigilant Guard (with a Task token) in their Range, the Mission fails.**

When a player has a Guard in their Range, they flip the Task token on them face-up. Once it's face-up, it does not flip back – even if the Guard is no longer in any player's Range. Vigilant Guards Task tokens may be removed when in their Range by spending shown symbols.

Once the token is removed, the Guard is no longer Vigilant. They may take damage normally (but still you need to deal enough damage to take all of their HP down in one turn), and they check whether they see a character only during Cooldown.

> ⚠ **Note:** you don't have to remove the Task token and kill the Guard in one turn.

Level 1.3 B

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

Deploy Guards with 5 HP.

Place Level 3 Items on Special spaces.

Place Objective Point tokens on the matching Points.

Place 4 Crafting cubes under each Objective Point on the Mission card.

For each Side Objective token you may place 1 Trace token from the common supply back to Netrunner's stack.

Unstable Objectives

When fulfilling Main Objectives, spend 1 Interaction symbol to place 1 Crafting cube from the Mission card **in a stack** on the Objective Point. Once there are 4 cubes in the stack, one on another, the Objective is completed.

To complete the Mission, all 4 Objective Points must have 4 cubes stacked on them. If any cube drops from any stack, players need to go to the Objective Points and spend Interaction symbols again.



STANDALONE AFTERLIFE MISSIONS

These Missions will unlock during the Campaign.



ALL NIGHTMARE LONG

Play the mysterious Braindance and help Evelyn solve the case. You're replaying memories and your interactions with the board will change. Each player will be exploring the main board on a different layer of reality: Physical (grey), Visual (yellow), Audio (green), and Thermal (teal).

COMPONENTS



3 Mission cards



12 Braindance Loot tokens



12 double-sided Braindance cards
(4 colors, 5 immersion levels in each)

BRAINDANCE CARDS

Do not place Skill Shards or Skill tokens on your player boards during the setup of this Mission. You're using Braindance cards instead.



At the Mission setup take 4 cards showing Immersion level 1 at the bottom of the card. Each player takes one of the cards and places it in the Skill area on their player board. If you're playing with 3 players, place the remaining card next to the board, between any players, as if a player was sitting there. If you're playing with 2 players, place the remaining cards on two sides of the board, as if there was a player to your left and right. If you're playing solo, place the remaining cards nearby in a convenient way to keep their order.

Each card shows an arrangement of Skill Shards available to the player. A card may feature 0 Skill Shards in one of the Skills. You may still play a card in its color, but no symbols' effects will resolve.

Level setup

Place any Skill Shard on each Main Objective reward spot. Place Side Objective token on each Side Objective reward spot.

Players may increase their Immersion level during the game – if they do so, the player either flips the Braindance card they already have or takes the next card in matching type to show the Immersion of 1 level higher.

If you gain a Skill Shard from any game effect, you increase your current Braindance card's Immersion level by 1 instead. Level 5 Immersion cards cannot be increased further.

When increasing Immersion level in solo mode, you don't need to spend an additional Skill Shard.

You put on the braindance wreath… and the world folds in on itself.

Static washes across your vision. Layers of sound flicker. Finally everything snaps into place – Evelyn Parker's memories, reconstructed… and tampered with.

Her consciousness reboots after a session.

Evelyn steps out of a doll booth, her BD recorder already scrolling – capturing her surroundings casually, almost absentmindedly.

Then she hears it. A crash from the next booth. She peeks inside.

An older Japanese man struggles on the floor, expensive suit creased, electronic equipment scattered around him. One of the dolls stands nearby – shaking, movements sharp and wrong. Not confused. Not drugged. Unstable.

Evelyn takes a step forward – then hears heavy boots in the corridor.

Arasaka.

She freezes. Instinct overrides compassion.

Instead of stepping in, she slips back into shadow, ducking behind a partition just as the corridor floods with black uniforms and stern voices.

The memory fractures.

Now you stand where she once stood – inside a BD stitched from corrupted layers. Security lookalikes patrol like real guards. Their lead won't pierce flesh, but in a braindance? Pain is still pain. Too much of it, and the BD will crash you out hard – or leave your synapses crackling.

Objects drift in and out of sync, visible only in the correct layer. Switch at the wrong moment and you'll walk straight past what you came to find. Switch correctly and Evelyn's path appears – breadcrumbs she left for anyone desperate enough to dive into the BD.

Follow Evelyn's markers and find what Arasaka tried to erase.

Just don't get lost.

The Active player may initiate Layer Change by spending 1 Interaction symbol. If they do so, each player passes their current Braindance card clockwise. If you're playing with fewer than 4 players, pass the card(s) placed next to the main board as if a player was sitting there.

If the Layer Change is part of an Objective requirement, gain the Objective Reward after the Change is completed.



Soft reset. This effect allows players to exchange Braindance cards freely between themselves (and those next to the board if playing with fewer than 4 players). Any player may choose to keep the card they already have.

When playing solo, resolve this effect once during each Cooldown step.

You may spend a Side Objective token to Soft reset at any moment during the game (also during a STAP).

BRAINDANCE LOOT TOKENS

Replace Loot tokens with Braindance Loot tokens. During the game setup, place 1 random token of each type on each tile (1 visual, 1 audio, and 1 thermal token on tile A, and so on).

Braindance Loot tokens function in the same way as Loot tokens (e.g., they are resolved in Cooldown), though some of them feature new effects.

Symbol	Effect
	Delve deeper. Increase your current Braindance card's Immersion level by 1.
	Soft reset, exchange your Braindance cards. *See the information on the left.*

A character may pick up only a Braindance Loot token matching their Braindance card's layer color.

⚠ **Note:** this applies to all Loot tokens interactions, such as the Ping Quickhack.

Equipment markers may be picked up only by the player with the Physical (grey) Braindance card.

All other interactions with the main board (opening doors, removing Task tokens, engaging in Combat) remain unchanged and apply to every player, regardless of the Braindance card they have.



SETUP

Level 1.1

Standard Board setup.

Use Arasaka as Enemies.

Deploy additional Guards according to your Heat level.

Use Braindance cards and Braindance Loot tokens.

Level 1.2

Standard Board setup.

Keep the Braindance cards as they were. Place Braindance Loot tokens.

Level 1.3

Standard Board setup.

Keep the Braindance cards as they were.

Deploy additional Guards on the Special spaces on each tile.

Take 2 Task tokens with RAM, 2 with Attack, 2 with Heal and 2 with Interaction symbols. Shuffle them face-down, and place a Stack of 2 Task face-up tokens on each Objective Point.



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

The world tears in a flash of static – layers collapsing, colors draining, Evelyn's memories melting into white noise.

Then you're back, the wreath cold against your temples, the room too still. Too real.

Your pulse is racing.

There. Half-hidden beneath corrupted overlays, among the scattered equipment in the booth. You know what you saw.

An I.D. badge. Dr. Kenji Saito.

The unstable doll. The scattered neural hardware. The older man on the floor. The way her movements broke into something violent and wrong.

Whatever Saito was doing in that room – it sure as hell wasn't therapy.

It looked like he was trying to push something past its limit, and that something pushed back. The afterimage won't fade.

The guards you fought, the corridors you ran, the way the air tasted… all of it felt solid, palpable, alive. Too alive for a construct. Too real for a memory.

You catch yourselves glancing around the room, re-evaluating shadows, textures, sounds, even gravity. If a braindance can feel that real – if Evelyn's echo can imprint itself so indelibly – then what does "real" even mean anymore?

Does it matter?

Whatever Saito triggered in that booth… it was no accident.

As the last remnants of the braindance fade from your retinas, one question stubbornly remains:

How can memories feel more real than the world outside?

BOSS FIGHTS

You may play these Missions after Prologue, but we highly advise you to play them after completing Labyrinth 3 Mission, as it introduces the full Boss mechanics (page 74 in the Core game rulebook). Even if they all use generic Boss cards and the board, each Boss has their own set of skills and requires a different approach.



SANDAYU ODA

You've annoyed Araska. Now, you can tell someone's coming for you. You'll soon meet Sandayu Oda, Arasaka's chief enforcer.

COMPONENTS



3 Mission cards



1 Boss token



4 Boss Quickhack cards



1 Boss ID card

SPECIAL RULES

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.

Every player suffers a Critical Hit (sets their HP to 0) – unless they Support themselves with a red card. They may discard such a card now.

BOSS QUICKHACK

When rolling an Enemy die with Oda in your Range, spend 3 RAM to ignore the die result and deal 2 damage to Oda.





SANDAYU ODA
SENJUTSU

The alert hits before you're even close – a sharp jolt across your neural link, like someone feeling around your brain. Not a message. Not a threat.

A summons.

Your overlay redraws itself in red glyphs, tracing a route to a secluded Arasaka safehouse. The doors unlock as soon as you approach, mechanisms snapping open as if obeying a silent command. Inside, everything is too quiet. Too clean. Too calculated.

Then a figure emerges.

Sandayu Oda.

Polished chrome forearms, a mask of absolute focus, katana humming with charge coils. He studies you like a master examining flawed craftsmanship.

"Your continued existence is problematic," he says calmly. "A problem Arasaka has tasked me to get rid of."

Before you can speak, your optics burst with static – white noise tearing across your overlay. A spike in your neural buffer. Someone else is here.

A netrunner.

Invisible to your optics, but all too present in your systems. Scripts ram against your firewalls – jamming, probing. Your cyberware falters – vision flickering, limbs lagging half a sec behind commands.

Oda traverses gaps with lightning speed. One moment he's still – the next right behind you, cloak rippling as his camouflage resets

This is no ordinary fight.. It's a war on two fronts.

Oda in realspace.

A runner in the Net.

Ignore one and the other deals the killing blow.

The lights dim. Your interface fractures under another digital strike.

Chrome and code rush in at once.

SETUP

Level 1.1

Standard Board setup.

Use Arasaka as Enemies.

Use Netrunning rules and components (Core rulebook, page 57). Place Objective tokens on matching Objective Points. Place Access Point tokens on Special spaces.

Deploy additional Guards according to your Heat level.

Do not shuffle any Boss cards into players' decks.

Level 1.2

Standard Board setup.

Place the Boss (Oda) on the Deployment space on tile A instead of a Guard.

Place Objective tokens on matching Objective Points. Place Access Point tokens on Special spaces on tiles A–C.

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

Prepare the Boss board; place 4 Shields Up and 2 Shields Down tokens on it.

Level 1.3

Special Board setup: see the diagram on the right. Use Tunnel tiles, the MC-A-05 tile, and any random B, C, and D tiles.

Deploy additional Guards on the Special spaces on each tile.

Place Access Point tokens on Special spaces.

01 Use tunnel tiles to extend the board. Do not place the Loot tokens.

02 Take 2 Task tokens with Attack, 2 with RAM. Shuffle them face-down, and place a Stack of 4 Task face-up tokens on Point A.



Rules for Dangerous spaces on tile A apply as long as there's a Stack on Point A. Once the Stack is removed, these spaces deal no damage.

This tile is controlled by Oda's netrunner. Once you've disconnected him, he cannot harm you. Cannot say the same about Oda.

03 Place the Boss (Oda) on Point A.

Shuffle the Boss Ability card into players' decks.



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

Oda drops to one knee, cloak flickering as his camouflage derezzes. His katana scrapes the floor, the charge coils sputtering out. For a moment, he tries to rise again – discipline fighting against a failing body.

The static in your overlay fades.

The netrunner collapses.

Silence.

Oda takes a breath, slow and controlled.

"Your technique..." he murmurs, voice surprisingly steady. "...was not without merit."

He doesn't beg. He makes no threats..

He simply accepts the outcome – the Arasaka way.

His mask dims as the last failsafe disengages. The fight's over.

All that's left is evidence of his defeat: a severed data-link, fritzed scripts still hovering in your buffer and the unmistakable trace of the netrunner who tried to turn the fight in his favor.

For now, both blades – physical and digital – are quiet.

You've cut through Arasaka's chief enforcer and their hidden runner.

Time to move.



CHASE COLEY

Are you up for a challenge? The one with an exoskeleton, abandoned construction site, and cranes still swinging. No? Tough luck. Chase already booked you a spot.

COMPONENTS



3 Mission cards



1 Boss token



4 Boss Quickhack cards



1 Boss ID card

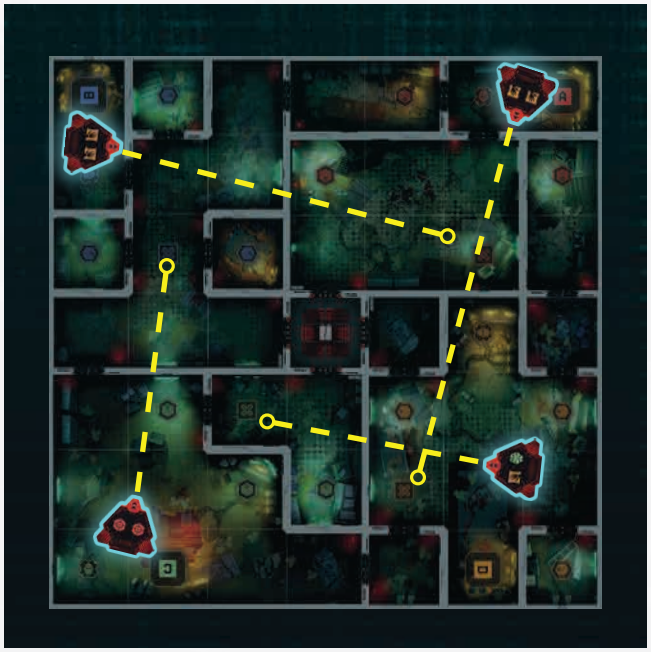


backside

8 Gantry tokens

SPECIAL RULES

At each Level setup, place a random Gantry token face-up in every room with an Objective Point. They don't occupy any space. Rotate each token so the arrow points at the Special space on the next tile clockwise.



Players now have a new Instant Action. If you're in a room with a Gantry token, spend the symbols on it to activate it: place any object, **from any space on your tile**, on the Special space the Gantry token is pointing at. *By any object, we mean characters, the Boss, Loot tokens, and other game components placed on spaces on the board. Door tokens and Gantry tokens are not placed on spaces, and thus cannot be moved by this Action.*



The message hits your comms as a single line of plaintext:

"I'm waiting…"

No signature. No coordinates.

Just the sound of machinery waking up somewhere up ahead.

When you step onto the construction site, the whole place feels alive – steel beams hanging from cranes, hydraulic arms twitching as they drag prefab panels across the ground, massive gantries gliding overhead with slow, predatory swings. Wind kicks up dust devils with metal shavings that scratch your face. Every shadow moves.

Then you hear him.

Heavy, lumbering steps. The grind of servos under strain.

Chase drops from an unfinished platform above and lands hard enough to crack concrete. His exoskeleton unfolds around him – pistons locking, power lines sparking, a slab of reinforced plating acting like a moving shield at his side. No helmet, no mask – just a grin that says he's been waiting for this.

He looks at you, cracks his neck and kicks a steel support pillar. It bends.

Challenge accepted.

All around you, construction rigs creak and grind – cranes swing from their hooks, grabbers flexing like giant metal claws, conveyor arms ready to shove anything in their path. Tools designed to lift tons… or hurl them.

They don't care who they grab.

But timed just right? They could turn this scrapyard into a weapon.

Chase lowers his center of gravity, servos whining as his frame powers up.

He's not here to posture.

He's here to break you.

Example:

1. **Judy** is in a room with a Gantry token.



2. She spends 3 RAM to activate the Gantry.



3. She takes the Guard and places it on the Special space on tile D.



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.

Every player suffers a Critical Hit (sets their HP to 0) – unless they Support themselves with an orange card. They may discard such a card now.

BOSS QUICKHACK

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



SETUP

Level 1.1

Standard Board setup.

Use Militech as Enemies.

Deploy additional Guards according to your Heat level.

Place Gantry tokens.

Do not shuffle any Boss cards into players' decks.

Level 1.2

Standard Board setup.

Place the Boss (Chase) on a random Special space.

Place Gantry tokens.

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

Prepare the Boss board; place 4 Shields Up and 2 Shields Down tokens on it.

Level 1.3

Standard Board setup.

Do not place the Loot tokens.

Place the Boss (Chase) on a random Special space.

Place Gantry tokens.

Deploy additional Guards on the rest of the Special spaces.

Shuffle the Boss Ability card into players' decks.



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

The final blow sends Chase staggering backward – metal scraping metal as his exoskeleton buckles. For a moment he fights it, servos screaming, hydraulics snapping like tendons under load. Then the whole frame gives out all at once.

He drops to one knee.

Then the other.

Steel groans under his tonnage.

Cranes swing overhead, still moving on leftover commands, casting long, crooked shadows across the ruined site. Dust settles. Sparks fizzle out. The entire arena feels like it's holding its breath.

Chase looks up at you – sweat and dust smeared across his face, grin flickering between pride and disbelief.

"Heh. Never thought anyone could... pack a punch that hard."

A final shudder surges through his rig – power draining, diodes dimming..

He falls forward, the ground quaking with the weight of someone built – and broken – by industrial machinery.

The construction site finally goes quiet.

Just wind, metal settling and your pulse winding down.

You came for a challenge. You're walking away victorious.

Chase is a pile of spare parts.

You rule this arena now.



CHIMERA

FLOW.D_0005-30

Meet Chimera – Militech's most advanced hexapedal robot-tank prototype. Its turret fires devastating energy beams, it has flachette cannons, and other weapon systems. The only problem? You're its target.

COMPONENTS



3 Mission cards



4 open door tokens
(wall tokens' backs)



2 Boss ID cards



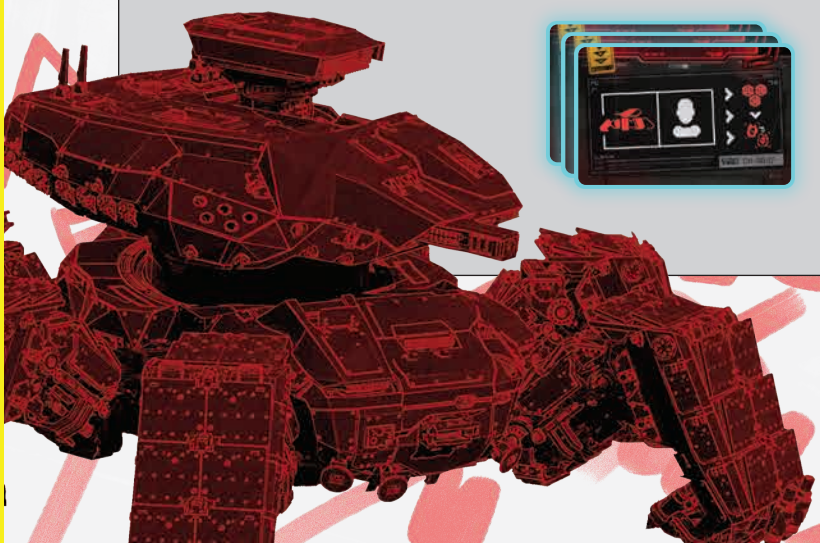
1 Boss token



4 Boss Quickhack cards



9 Weak Spot cards



The warning isn't obvious at first.

Just a low-frequency tremor buzzing through your implants – a signal strong enough to hijack your neural feed for a single line.

"Target acquired. Engaging."

The ground trembles before you even see it.

Then the shadows part.

The Chimera steps out of the dark like a walking fortress – Millitech engineering pushed past the bounds of reason. Multi-legged chassis slamming into the concrete, plating thick enough to shrug off tank rounds. Its sensor array sweeps the room in lethal arcs, lenses glowing like a predator sniffing the air.

Every piece of iron you own suddenly feels too small.

A shell of armor wraps almost every angle of the machine – reinforced plates, overlapping segments, reactive shielding humming beneath. No vents. No soft spots. Nothing exposed…

Except its rear.

When it turns, even for a heartbeat, you catch a glimpse of it all. Access cluster. Cooling ports. Maintenance joints. The only cracks where lead could slip through.

And the Chimera knows it.

It pivots with brutal precision, always facing you, always cutting off your angle, corralling you like prey. The entire facility groans under its weight – metal walkways buckling, loose scrap skittering across the floor as it advances.

Hydraulics hiss. Servos lock.

Then the machine lowers its stance – it's done toying with you.

You wanted a challenge?

Now you've got one.

A behemoth you can't crack head-on.

A fortress you have to outmaneuver.

A killing machine that only bleeds from behind.

The Chimera charges.

CHIMERA

BE QUICK OR BE DEAD

SPECIAL RULES

Chimera is a colossal Boss. It does not move and only rotates on the Elevator tile. You always have Range to it, regardless of walls, but it doesn't engage in Combat – you don't roll any Combat dice at the start of your turn if you only have Chimera in your Range and you cannot deal any damage to it during Combat. When you roll the Enemy die, resolve the effect as if you are not engaged with Chimera. You cannot measure Range or move through Chimera – it blocks any view and movement.

Chimera always faces one of four directions, one of four tiles. Players may only deal damage to it while standing on the opposite tile. *You need to hit its back.*

Characters start each Level and declare Advance on Special spaces.

BALCONIES

During setup of each Level, place 4 Tunnel tokens in the middle of each side of the map, along with an open door token between the Tunnel and the board tile. These spaces act as Balconies and extend the board tile, they're next to.



DEPLOYMENT

Enemy Deployment rules are changed for this Mission. Instead of deploying Enemies next to the Elevator tile, when all previous locations are occupied, they are deployed on Special spaces.

WEAK SPOTS



Thankfully, Chimera has some Weak Spots. At the Mission setup, shuffle 9 Weak Spot cards and place them in a pile showing the Location side. **At the start of each STAP**, flip the top card and place it below the pile to show the Distance card. Together, the two face-up cards specify where a player needs to be on the main board to hit Chimera's Weak Spot.
If the pile runs out, shuffle all Weak Spot cards and continue playing.

Shields Up tokens aren't flipped to their Shields Down side by completing Side Objectives. Instead, a player must deal 3 damage to Chimera's Weak Spot (spend 3 Attack symbols on the space determined by Location side, from the given Distance side).

After hitting the Chimera's Weak Spot, flip the top card of the Weak Spot pile (showing Location) onto the Distance card. The new pair of cards specifies the next space you need to be on in order to hit the Weak Spot.

BOSS CARDS

Instead of Moving, Chimera deals 1 damage to each character on the tile in front of it. Then, it rotates to face the tile with the Active player. *Note: at level 1.3 the Boss ID card is flipped to its B side and this activation deals 2 damage instead of 1.*

Activate the Boss' Ability. Every player suffers a Critical Hit (sets their HP to 0) – unless they Support themselves with a green card. They may discard such a card now.

BOSS QUICKHACK

Rotate Chimera by 90 degrees in any direction. Chimera skips any removed tiles when it rotates.



To flip the Shield Up deal 3 damage to Chimera while facing Chimera's.....

LOCATION SIDE

... left or right side...



... front...



... back...



DISTANCE SIDE

... **1 / 2 / 3** spaces away in a straight line from it.






...on a **Special** / **Deployment** / **Objective point** / **Loot space.**






...in a corner of the Board.



...on a Balcony.



Panam is on the Weak Spot Location and Distance. She deals 3 damage to Chimera **01**.



Shields token is flipped **02** and a new pair of Weak Spot cards is revealed **03**.



To hit the Weak Spot again, she (or any other player) needs to go to the space indicated by the new pair of cards **04**.



REMOVING BOARD TILES

On Level 3 of this Mission, Board tiles (along with their Balconies) will be removed during Cooldowns.

At the Breathe Out Step of a Cooldown, put the tile the Chimera is facing and **everything** that was on it into the box. If any character is removed in this way, **the Mission fails**. Rotate Chimera clockwise to face another tile.

> ⚠ **Note:** removing tiles may make some Side Objectives impossible to complete.

After the tile is removed, certain Weak Spot positions may not be met (e.g. players won't be able to move on Chimera's side or back). Remove such cards and shuffle the Weak Spot deck.

SETUP

Level 1.1

Standard Board setup.

Use Militech as Enemies.

Deploy additional Guards according to your Heat level.

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

Prepare the Boss board using Energy Beam and side A of Flechette Cannon Boss ID cards. Place 6 Shields Up and 0 *(yes, zero)* Shields Down tokens on it.



Place the Boss (Chimera) on the Elevator space, facing a random tile. Place characters on any Special spaces (one character per space).

Level 1.2

Standard Board setup.

Shuffle the Boss Ability card into players' decks.

Place the Boss (Chimera) on the Elevator space, facing a random tile. Place characters on any Special spaces (one character per space).

Level 1.3

Standard Board setup.

If you're playing solo, shuffle an additional Boss Movement card into the deck.



Flip the Flechette Cannon Boss ID card to its B side.

Place the Boss (Chimera) on the Elevator space, facing a random tile. Place characters on any Special spaces (one character per space).

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 character with a tile

MISSION FAILED
- Retry.

WIN CONDITIONS
- Complete all Objectives

MISSION COMPLETED
- Check characters' Challenges.



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.

The Chimera spasms as your final strike punches through the exposed core.

A howl of metal rending echoes through the hangar – then the whole machine sags, hydraulics blowing out in violent bursts of steam.

Its rear plating, the only place you could truly hurt it, glows white-hot before collapsing in on itself.

One leg buckles. Then another.

The massive frame tilts, legs clawing at the floor as the AI inside tries – and fails – to reboot its balance.

For a moment, it almost looks like it might rise again.

Then the Chimera slams into the ground, sending dust spiraling into the air.

Its targeting arrays wind down with a low, dying whirr and the battlefield finally goes quiet.

You stepped into its blind spot.

You cracked its armor.

You brought the behemoth down.

Night City won't miss it.



SIMON "ROYCE" RANDALL

FLOW.D_0005-30

Fighting Maelstrom head-on should have been pretty easy. You've heard they've gotten their hands on some big guns recently, but seeing them in action isn't something you've trained for.

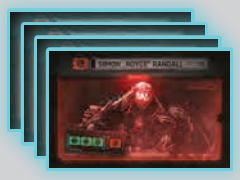
COMPONENTS



3 Mission cards



1 Boss token



4 Boss Quickhack cards



1 Boss ID card

SPECIAL RULES

You'll use Minotaurs' rules and components during this Mission (see: Core rulebook, page 68). Each Minotaur has a maximum of 10 HP (instead of 15).

Royce has an energy field that needs to be deactivated before you can get to his shields. During Boss setup, place 4 Crafting cubes on each of his Shields Down tokens. **When Royce is in a player's Range**, they may spend Interaction symbols to remove these cubes to the common supply (1 for 1).

> ⚠ **Note:** these cubes may be only removed by spending Interaction symbols, other effects that remove Crafting cubes have no effect on Royce's energy field.

A Shields Down token may not be discarded unless players remove all Crafting cubes from it first.





SIMON "ROYCE" RANDALL

CALM LIKE A BOMB

You hear him before you see him – that guttural, metallic laugh echoing through the Maelstrom warehouse.

Then Royce steps out from the shadows.

Half of his face is still human, the other half a welded web of glowing red optics – a spider-like implant drilled straight into bone, lenses focusing as they lock onto you one by one.

He looks delighted.

"Didn't think you'd actually show," he growls.

The floor shudders. Minotaurs stomp out behind him – war machines cobbled together into Maelstrom's image, servos whining under corrupted code.

Royce beats his armored torso – a stacked, overbuilt exoshell of plates, struts, welded braces and shock-rigging. A walking fortress.

"Think you stand a chance?" he laughs.

"You'll have to take me apart piece by piece."

It suddenly clicks – you can't hurt him until you break his armor.

Strip the plating, tear the supports, expose the meat underneath.

Only then will you wipe that gonk grin off his face.

The Minotaurs charge up their hydraulics. Royce leans forward, red optics glowing like hot coals.

"Come on, mercs, let's see what comes apart first. My armor… or you."

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.

Every player suffers a Critical Hit (sets their HP to 0) – unless they Support themselves with an orange card. They may discard such a card now.

BOSS QUICKHACK

Activate a Minotaur in your Range (as if you've activated it using the Control Panel, see Core rulebook, page 71). The Minotaur deals 5 damage to another Enemy and gains 3 Movement symbols. *You may use them in any order.*



SETUP

Level 1.1

Standard Board setup.

The only Enemies on the board will be Minotaurs. Use Arasaka dice.

Use the Minotaur board and Minotaurs.

When Deploying Enemies at the start of the game, place Minotaurs on the Deployment spaces instead of Guards. Set their HP to 10.

Place Heat tokens next to the Minotaur board according to your Heat level.

Do not shuffle any Boss cards into players' decks.

Place 4 face-down Equipment cards as Rewards next to Side Objectives on the Mission card.

Level 1.2

Standard Board setup.

Place the Boss (Royce) on a random Special space.

When Deploying Enemies at the start of the game, place Minotaurs on the Deployment spaces instead of Guards. Set their HP to 10.

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

Prepare the Boss board; place 6 Shields Down tokens on it. Place 4 Crafting cubes on each token.

Place 4 face-down Equipment cards as Rewards next to Side Objectives on the Mission card.

Level 1.3

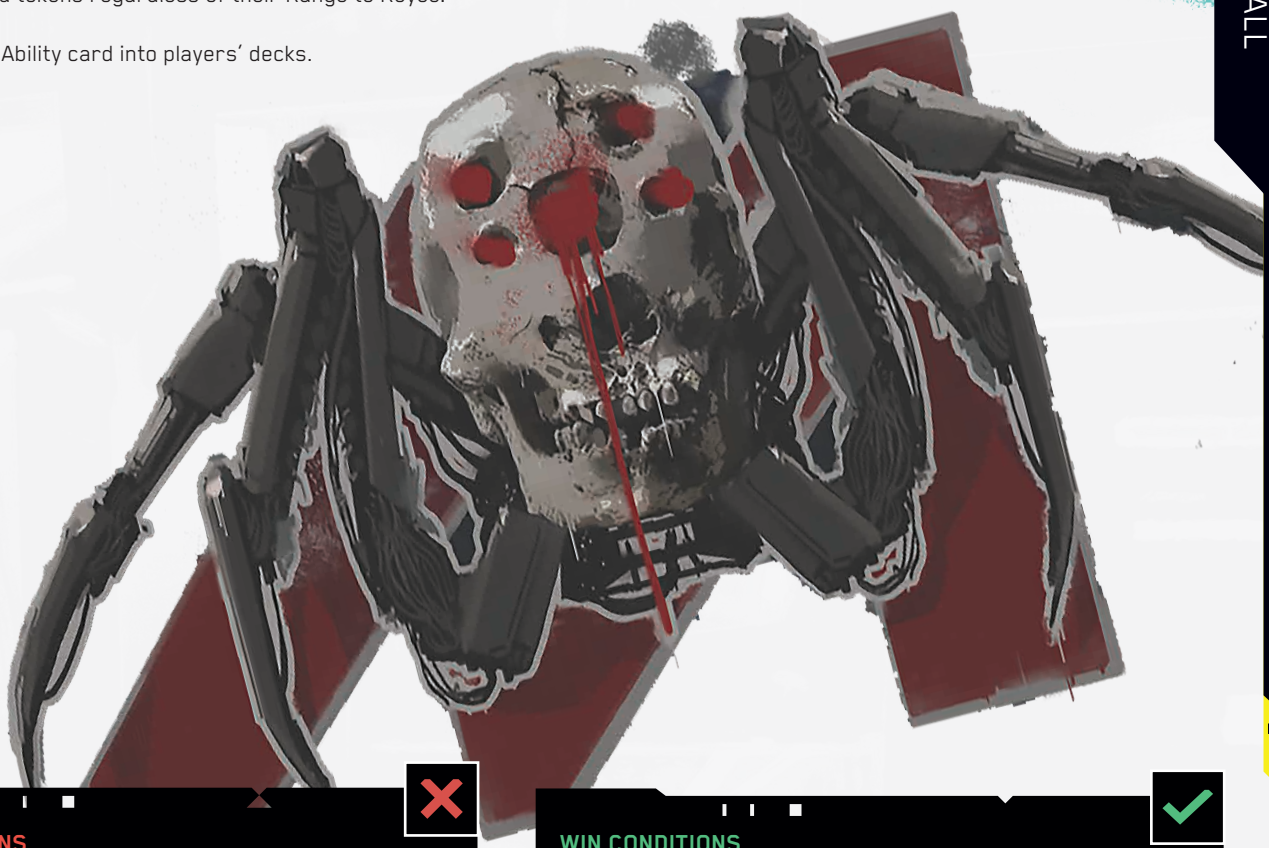
Standard Board setup.

Place the Boss (Royce) on a random Special space.

When Deploying Enemies at the start of the game, place Minotaurs on the Deployment spaces instead of Guards. Set their HP to 10.

Rewards for Side Objectives allow players to remove 4 Crafting cubes from Shield tokens regardless of their Range to Royce.

Shuffle the Boss Ability card into players' decks.



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

Royce hits the ground hard, hydraulics hissing as his armor finally gives out. Sparks jump across the warped plates – what's left of Maelstrom's prized tech turned to dead weight.

Around you, the Minotaurs lie in pieces. Torn servos. Smoking barrels. Burnt optics. Whatever Maelstrom stole… it's scrap now.

Royce tries to push himself up, rage flickering behind the motley of red optics welded into his skull.

"Fucking… amateurs…" he snarls – human, raw, furious – before the glow in his implants fades. Stillness.

Silence descends on the warehouse. Just the hum of spent chrome and the faint crackle of dying circuitry.

He wanted a fight.

Turned out it was his last.



ADAM SMASHER

You decide to visit Arasaka again. Once more, things don't go as planned. Worst of all, someone's waiting for you on the roof. Is this all real, or just a hallucination?

COMPONENTS

Boss components from the Core box:



Adam Smasher token



1 Adam Smasher ID card



4 Special Quickhack cards – Hologram

New components:



3 Mission cards



1 Rocket token



4 Roof Edge tokens

⚠ During this Mission, use a side B Boss ID card (with an Ability). Boss Quickhack cards have the same effects as described in the Core rulebook, page 75.

ROOF EDGE

This Mission takes place on a roof. At the Level setup, place Roof Edge tokens covering the outer walls of the main board. Place the tokens of length 4 and 3 spaces on each side of the board, following the diagram.



If any Guard or Minotaur moves past the Roof Edge, they're removed from the game (leaving no reward). **If a character moves past the Roof Edge, the Mission fails.**

If an Enemy enters a space occupied by a character that's next to the Roof Edge, they push the character off the roof and the Mission fails.

Arasaka Tower wasn't supposed to be awake.

Not tonight. Not like this.

But the alarms blare anyway – a rising, metallic wail cutting through the haze as you burst onto the rooftop. Wind tears at your clothes, shoving hard, trying to pitch you straight off the edge.

And then you hear it.

The heavy, rhythmic thud… thud… thud of something climbing up from the depths below.

Adam Smasher steps through the smoke, his metal frame gleaming under the flood of rooftop lights.

Once a man, now mostly borg monstrosity – every inch of him built for war, looking at you like he's already decided which of you dies first.

Arasaka forces spill out onto the rooftop behind him, taking positions along the flanks. Their tracers slice through the air, daring you to make a wrong move.

Below the railing? Only a long drop into Night City's backlit haze. One slip and you're gone.

Smasher tilts his head, red apertures narrowing – the sign of a predator savoring his next kill.

That'd be the end of you – Smasher, Arasaka goons and a deathtrap with no cover.

Then you see the multiple missile launchers rising on hydraulic mounts, targeting servos initiating as they sweep the battlefield. That's your only shot – if you can seize control, they might just tip the whole rooftop in your favor.

This isn't a duel. This is man versus killing machine.

Use the rooftop. Use the chaos. Use those missile launchers.

If you wanna live to see another sunrise, you'll have to paint the sky red.

AIM A ROCKET



Players now have a new Instant Action available to them – Aim a Rocket: Take Cover and place a Rocket token on any space in your Range.

FIRE A ROCKET



When removing a Task token from the board by spending symbols on it, you may Fire a Rocket:

- Deal 10 damage to an Enemy or a character on the Rocket token's space,
- Every Enemy and character on spaces next to the Rocket token's space performs a Dash (*move in a straight line until the next wall*), in an outward direction.

Note: Roof Edges are not walls.

1. On her turn **Judy** takes cover to place a Rocket token on a space with Minotaur in her range **01**.



2. Then **Panam** spends 2 Interaction symbols to remove a Task token and Fire a Rocket **02**.



3. It deals 10 damage to the Minotaur.



4. Guard on the adjacent space and **Judy** resolve Dash. **Judy** moves 1 space **03**, while the Guard moves through the Roof Edge **04**.



SETUP

Level 1.1

Standard Board setup.

Use Arasaka as Enemies.

When Deploying Enemies at the start of the game, place a Minotaur on the Deployment space on tiles A and B instead of Guards.

Deploy additional Guards according to your Heat level.

Take 2 Task tokens with Interaction and 2 with RAM symbols. Shuffle them face-down, and place a Stack of 1 Task face-up token on each Special space.



Do not shuffle any Boss cards into players' decks.

Level 1.2

Standard Board setup.

Place the Boss (Adam Smasher) on a corner space of the board on a random tile.

Take 2 Task tokens with Interaction and 2 with RAM symbols. Shuffle them face-down and place a Stack of 1 Task face-up token on each Special space.



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

Prepare the Boss board; place 4 Shields Up and 2 Shields Down tokens on it.

If the Boss moves past the Roof Edge, he's removed from the board only until the next Boss Movement card is played.

Level 1.3

Standard Board setup. Do not place the Loot tokens.

Place the Boss (Adam Smasher) on a corner space of the board on a random tile.

Deploy additional Guards on the Special spaces on each tile.

Take 2 Task tokens with Interaction and 2 with RAM symbols. Shuffle them face-down and place a Stack of 1 Task face-up token on each Objective Point space.



Shuffle the Boss Ability card into players' decks.

If the Boss moves past the Roof Edge while he has any Shields Up tokens, he's removed from the board only until the next Boss Movement card is played, otherwise he's defeated.

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

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

For a second, all you feel is wind and a faint smell of ozone and metal.

Then Smasher finally falls.

You feel the shockwave under your boots, bolts popping out of broken steel. His frame spasms once… then he moves again.

A grinding whine forces its way out of his chest module as he plants a hand against the concrete, trying to haul himself upright. His red optics flickers violently – bright, then faint, then bright again – before sputtering to a dying glow.

Smasher manages two shaky steps backward, hydraulics misfiring, balance failing.

Then the rooftop edge gives way beneath him.

He tips over the side and disappears into the darkness below.

Around you, Arasaka gunfire scatters into echoes. Those who can still stand retreat, dragging the wounded with them – no one's willing to stay on a rooftop their leader just plummeted from.

The missile launchers cycle down, hydraulics exhaling their last breath. The smoke thins and the night reclaims the skyline.

You should be feeling triumphant.

Instead, there's only the realization of what you just survived – and how close Smasher came to turning you into pulp.

Down below, sirens wail. Arasaka's on their way, and they'll want answers. Or revenge.

But right now? You've done the impossible.

You made the borg beast bleed.

Time to delta before someone comes to finish what Smasher started.

MODULES

The following rules describe optional modules you can add to your games to adjust the difficulty level and add variability. They may not be compatible with all of the game's content, and if so, exclusions will be provided. When a module is excluded from a Mission, it cannot be used for that Mission in the Campaign mode, Afterlife mode, or in the corresponding GIG Generator.

Though technically you can play with most of them at once, we advise playing with only one or two modules at a time.

DRONES

COMPONENTS



8 Drone tokens
(active side / destroyed side)



4 Drone dice



SETUP

Place Drone tokens in the common supply. Give 1 Drone die to each player.

RULES

Drones count as Enemies for all game purposes. There's no limit to the number of Drones occupying one space. Drones move after Guards in the Enemy Movement step during the Cooldown.

Whenever you roll your Combat dice, roll the Drone die as well. Resolve its result before the Enemy die's result. Its effect may:



» Deploy a Drone in your space (you suffer 1 damage, as usual) or



» Deploy a Drone on the Elevator tile.

⚠ This means the Enemy die may now inflict additional damage (as you may now be in Range of more than one initial Enemy).

A Drone has 1 HP and, upon being destroyed, its token is flipped. A player on a space with a destroyed Drone may discard it to remove 1 Crafting cube from their Crafting cards. If any Enemy occupies the space with a destroyed Drone, its token is removed without any effect.

If the 9th Drone should be deployed on the board and there are any destroyed Drone tokens on the board, use a random one as the newly deployed Drone. Otherwise, the game ends in failure.

INTERACTIONS AND EXCLUSIONS

The special Max-Tac symbol on their Enemy die has no effect when shooting only with Drones (they have no color). Special Militech or NCPD resolve as usual.

Using Weapon Glitch Quickhack on the Enemy die also affects the Drone die.

Don't use Drones in UNBREAKABLE, FINALE, PARALLAX, 2 MINUTES TO MIDNIGHT Missions.



CAMERAS AND TURRETS

COMPONENTS



4 Camera tokens
(inactive side / active side)



4 Turret tokens
(active side / destroyed side)

SETUP

Place a mix of Camera tokens (inactive side up) or Turret tokens (up to 4 tokens total) on different Special spaces.

RULES

Cameras

As soon as any player has a Camera in their Range, the Camera token flips to its active side.

During Cooldown, each active Camera on the board increases Reinforcement value by 1 Guard.

A player in Camera's Range may spend 4 RAM to disable it: place its token in their Inventory, inactive side up.

You may spend the Camera token from your Inventory as the Active player to gain Range to all spaces on one tile for the duration of your turn. *It does not trigger Combat.*

Turrets

Turrets count as Enemies for all game purposes. Turrets cannot move.

A Turret has 3 HP and upon being destroyed its token is flipped. This damage has to be dealt during one turn (though you may combine sources of damage, including Quickhacks, Sniper Shots, Granade, etc.), otherwise the Turret is not destroyed. A player on a space with a destroyed Turret may place it in their Inventory, destroyed side up. If any Enemy occupies the space with a destroyed Turret, its token is removed without any effect.

You may remove a destroyed Turret from your Inventory to remove up to 3 Crafting cubes from your Crafting cards.

INTERACTIONS AND EXCLUSIONS

Do not use Cameras and Turrets if any Enemies are placed on the Special spaces during the Mission setup. Cameras ignore River Ward while he's Hidden, and he may disable them without becoming Visible.

The special Max-Tac symbol on their Enemy die has no effect when shooting only with Turrets (they have no color). Special Militech or NCPD resolve as usual.

Do not use Turrets in UNBREAKABLE, FINALE, BE QUICK OR BE DEAD or 2 MINUTES TO MIDNIGHT Missions.

Do not use Cameras in CALM LIKE A BOMB, BE QUICK OR BE DEAD or 2 MINUTES TO MIDNIGHT Missions.

We recommend using Turrets in LABYRINTH Missions as extra targets for your Minotaurs.

Cameras will work great in PARALLAX Missions.



RELIC

COMPONENTS



1 Relic Action card



1 Relic Track card



1 Glitched Johnny Silverhand token

SETUP

Choose a player to install the Relic. They add the Relic Action card to their deck and place the Relic Track card next to their player board to form one track. Place Glitched Johnny on the starting spot on the top of the track.



RULES

The Relic Action card has no color and uses the lowest level among player's Skills to activate its effects. For each activated Relic symbol, move Glitched Johnny down one spot on the track.

As an Instant Action, you may gain all symbols **next to, and above** the current Glitched Johnny spot and return him back to the top of the track. You also have to suffer damage.

INTERACTIONS AND EXCLUSIONS

Each character apart from Trauma Team, Skippy and Johnny Silverhand may use this module during any Mission. Relic pulls the player into a high risk – high reward situation.

Relic card has no color – for any game effects checking the card's color, skip this one, and draw another.

BRENDAN

COMPONENTS



1 Brendan token



1 Brendan card



4 Consumables tokens

SETUP

On the 1st Level of any Mission only, place Brendan on a random Special space. Place Consumables in a face-down stack next to the board.

RULES

Spend an Interaction symbol on Brendan's space to gain the top-most Consumable token face-up to your Inventory.

As an Instant Action you may remove the token from your Inventory to gain the shown symbols.

INTERACTIONS AND EXCLUSIONS

Be nice to Brendan.

Do not use Brendan in FINALE, UNBREAKABLE, 2 MINUTES TO MIDNIGHT, CHIMERA Missions.

"GLITCH" – CAT

COMPONENTS



1 Glitch token



1 Glitch Aid card

SETUP

During a Mission, at the start of each Level, place Glitch on the Elevator tile (he finds his way to join you there).

RULES

Spend a Heal symbol anywhere on the board to activate Glitch (you don't need to have him in Range) to either:

- Move him up to 2 spaces (following all movement rules), or
- Open any doors in his Range.

Glitch may pick up one Loot token from his space (at a time) and at any moment, give it to any player in his Range.

Stunning cuteness – during Cooldowns, any Enemy in Glitch's Range does not move.

INTERACTIONS AND EXCLUSIONS

Glitch cannot trade any component other than the Loot token he picked up.

Glitch doesn't interact with Enemies and cannot suffer any damage. As a cat, he ignores most of the game's component interactions.

Repair Database Quickhack cannot be used to activate Glitch. Ping Quickhack cannot be used on the Loot token in Glitch's Inventory.

Do not use Glitch in UNBREAKABLE, FINALE, 2 MINUTES TO MIDNIGHT, BE QUICK OR BE DEAD Missions.

DELAMAIN

COMPONENTS



1 Delamain token



8 Personality cards

SETUP

Place a random Personality card next to each tile's corner. Place Delamain on one of these cards, covering the icons.

RULES

Take Cover on a tile next to a Personality card without Delamain token on it with the shown Action card's color. Resolve its effect and move Delamain to cover this Personality card's icons.

Do not use Delamain in missions with a non-rectangular board (e.g. BE QUICK OR BE DEAD, SENJUTSU).



"Call not only for a cab, but for your emotional and combat support service. Excelsior tier enabled – premium comfort with a side of carnage.

SKIPPY

Skippy is a playable character, available to choose for most of Missions (see: Exclusions, below). He's not present on the main board and doesn't have his player board; thus, it's possible to use him as the fifth player at the table (though he doesn't affect the player's count for Objective Rewards). When playing with Skippy with two players, the other player has to follow Solo mode rules (Core game rulebook, page 100).

It's not possible to play only as Skippy in a solo game.

COMPONENTS



9 Action cards
(with symbols on two sides)



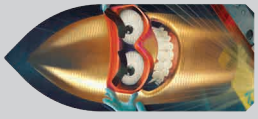
1 ID card



1 Quickhack card



1 RAM marker



1 Skippy token

SETUP

At the beginning of the Mission, the player, who chose Skippy sets up his ID card, Starting Quickhack and the deck of 9 Action cards, each rotated in the same way, so that the illustration on the card is upright and the card numbers are in the bottom-left corner. Place RAM marker on the track of his ID card.

Skippy is not placed on the main board, instead, place his token in any other player's Inventory. That player becomes Skippy's owner. Skippy takes the combat dice of his owner.

RULES

Skippy does not track HP or Wounds. No cards are ever added to his deck (nor Legendary or Boss cards). He has an Inventory and a RAM track.

Skippy plays his turns in clockwise order. When playing a card, he resolves its effects using his owner's Skill levels.

Any symbols gained by Skippy may be resolved by his owner, Heal and RAM in particular. Quickhacks played by Skippy count as resolved by the owner (possibly increasing their cost).

Skippy may complete Objectives, if he gains any Skill Shards by doing so, he may keep them in his Inventory (for safekeeping) and may trade them later, as usual.

The Change Mode symbol featured on Skippy's cards allow him to rotate the rest of cards (every one or none) remaining in his hand by 180 degrees. Cards in the deck or discard pile are not rotated. When reshuffling the deck, make sure you keep the new orientation of the cards.

Skippy doesn't move on his own – instead, he's carried everywhere by his owner and has his owner's Range.

Any Move symbols generated by Skippy have to be resolved by Skippy moving his owner's miniature (or they may be ignored, as usual), even without his owner's permission. Skippy may decide to change the owner, if any other player is in Range, as the Trade action.

Skippy isn't engaged in Combat by himself. Skippy rolls the Combat dice for his owner, in the owner's turn. Either Skippy, or the owner, may use any Weapon Specialty on the cards in the owner's inventory or on the Skippy ID card.

INTERACTIONS AND EXCLUSIONS

Don't use Skippy in the campaign mode or any Mission with Netrunning (mainly the ICEBREAKER Missions), Boss fights, THE FINAL COUNTDOWN, ALL NIGHTMARE LONG, BROKEN PEOPLE or WHO LET THE DOGS OUT Missions.

Skippy has no personal challenges to complete and cannot install Cyberware.

You cannot complete Achievements (learn more about them in the app) while playing with Skippy.

NO APP

Use provided STAP times for the Missions.

Mission	STAPs	STAP time in seconds for each difficulty level (solo)			
		Rookie	Street Kid	Edgerunner	Legend
RONIN 1					
1.1	3	240 (265)	195 (215)	150 (165)	105 (115)
1.2	1	530 (580)	445 (490)	380 (415)	300 (330)
RONIN 2					
2.1	3	240 (265)	210 (230)	180 (200)	145 (160)
2.2	3	240 (265)	195 (215)	150 (165)	105 (115)
2.3	3	240 (265)	195 (215)	150 (165)	105 (115)
RONIN 3					
3.1	3	240 (265)	195 (215)	150 (165)	105 (115)
3.2	3	240 (265)	195 (215)	150 (165)	105 (115)
3.3	2	300 (330)	255 (280)	210 (230)	170 (190)
PARALLAX 1					
1.1	3	240 (265)	205 (225)	165 (185)	130 (145)
1.2	3	230 (255)	185 (205)	135 (150)	90 (100)
PARALLAX 2					
2.1	3	240 (265)	205 (225)	165 (185)	130 (145)
2.2	3	230 (255)	185 (205)	135 (150)	90 (100)
2.3	2	235 (260)	195 (215)	160 (180)	120 (135)
PARALLAX 3					
3.1	3	240 (265)	205 (225)	165 (185)	130 (145)
3.2	3	235 (260)	195 (215)	160 (180)	120 (135)
3.3	3	240 (265)	195 (215)	150 (165)	105 (115)
ALL NIGHTMARE LONG					
1.1	3	240 (290)	205 (245)	165 (200)	130 (155)
1.2	3	240 (290)	205 (245)	165 (200)	130 (155)
1.3	1	930 (1150)	760 (950)	590 (735)	360 (450)

Mission	STAPs	STAP time in seconds for each difficulty level (solo)			
		Rookie	Street Kid	Edgerunner	Legend
SENJUTSU					
1.1	3	235 (260)	195 (215)	160 (180)	120 (135)
1.2	3	240 (265)	210 (230)	180 (200)	145 (160)
1.3	1	1145 (1260)	935 (1030)	730 (800)	520 (570)
CAN I PLAY WITH MADNESS					
1.1	3	235 (260)	195 (215)	160 (180)	120 (135)
1.2	3	270 (300)	225 (250)	190 (210)	150 (165)
1.3	1	425 (470)	360 (400)	290 (325)	225 (250)
BE QUICK OR BE DEAD					
1.1	3	235 (260)	195 (215)	160 (180)	120 (135)
1.2	3	235 (260)	195 (215)	160 (180)	120 (135)
1.3	4	240 (265)	195 (215)	150 (165)	105 (115)
CALM LIKE A BOMB					
1.1	3	240 (265)	205 (225)	265 (185)	130 (145)
1.2	3	235 (260)	195 (215)	160 (180)	120 (135)
1.3	3	240 (265)	195 (215)	150 (165)	105 (115)
THE ROOF IS ON FIRE					
1.1	3	240 (265)	205 (225)	165 (185)	130 (145)
1.2	3	280 (310)	240 (260)	195 (215)	150 (165)
1.3	1	355 (390)	310 (340)	265 (290)	210 (230)

RONIN 3

Use a red Skill Shard marker on the Alarm track to mark the Cyberpycho's HP.

Divide your available time by 6 (round it down to full seconds) and set an additional timer to determine when the Cyberpsycho moves. Use the randomizer die to choose where they move to.

PARALLAX

Stealth – you may only whisper during these Missions.


L-FGUARD
PURE OV


CAUTION
RISK OF
FALLING

GO ON BOARD

GAME DESIGN
Łukasz Woźniak

LEAD PRODUCT OWNER
Barnaba Drukała

ART DIRECTOR
Dawid Bartłomiejczyk

LEAD DEVELOPERS
Franciszek Ostojski
Wojciech "Łosiu" Wiśniewski

DEVELOPERS
Łukasz Szopka
Przemysław Kot - Rembowski
Jan Maurycy
Michał Sprysak
Eryk Nowak
Damian Stankowski
Oliwier Śpiewakowski

TESTERS
Przemysław Ciemniejewski
Piotr Dachtera
Bolesław Baniak
Jarosław Bruch
Joanna Budna
Bartosz Budny
Krzysztof Buniewicz
Samanta Cieśla
Jędrzej Góźdź
Julia Harendarz
Klaudia Ilasz
Katarzyna Kaczor
Sylwia Kazimieruk
Wojciech Kazimieruk
Paulina Moszyk
Mikołaj Nowak
Renata Nowak
Jakub Ptasik
Marcin Rydz
Łukasz Włodarczyk
Iza Zalaszewska
Maciej Ziółkowski
Timothy "DriedMoss" Clark
Daniel "Trajda" Trojan

ILLUSTRATIONS
Maciej Simiński
Agata Skowronek
Karol Bem
Anna Duma-Baranowska
Katarzyna Przeździecka

LEAD GRAPHIC DESIGN
Jakub Litwornia
Patryk Różański

GRAPHIC DESIGN
Oliwia Białek
Michał Długaj
Łukasz Dudasz
Anna Pytlewska

DTP
Michał Kulasek
Monika Rajkowska-Fuczkiewicz

LEAD SCULPTOR
Adrian Bukowski

MINIATURE DESIGN
Mateusz Bielski
Anna Drewniak
Sylwester Hejduk
Klaudia Niewinowska
Katarzyna Żurawiecka
Marta Zadrożna
Jakub Kacperski
Sonderflex studio
Anna Piętowska
Marcin Rusek
Michał Lemiesz
Medusa Project

WRITER
Andrzej Kwiecień

STORY CONSULTING
Piotr Grzymisławski

EDITOR
Veronica Osojca
Jarosław Wójcicki

MARKETING
Krzysztof Baranowski
Mikołaj Ignaczak
Maciej Mazurek
Mikołaj Obarski
Nina Palińska
Wojciech Woźniak

MARKETING VISUAL DESIGN
Jolanta Jaworska
Grzegorz Józefczak
Damian Kwiatkowski
Ekaterina Mokhna
Krzysztof Witkowski - Soroczan

COPYWRITING
Alicja Likszo

3D ANIMATION
Przemysław Śpiewak

IT / MOBILE APP
Łukasz Simiński
Michał Korwin
Dominik Sznycer

FINANCE & ADMIN
Paweł Podgrudny
Adrian Lipko
Szymon Fąferko
Eliza Grządzielewska

DISTRIBUTION & TRANSLATIONS
Kamil Żukowski
Anna Kretkowska
Natalia Mroczek
Adam Nowak

PRODUCTION AND LOGISTICS
Filip Buchalski

HUMAN RESOURCES
Aleksandra Banaszak
Małgorzata Lubińska
Magdalena Weychan

LICENSOR CONTACT
Paweł Bożydaj

V PLUSHIE PROJECT
Anna Wójcicka

VIDEO
Tomasz Bar | Hexy Studio

SPECIAL THANKS
Nika Bartkowska
Maciej Głuszek
Michał Gryń
Tomasz Kozak
Aleksy Leśniak
Artur Lutyński
Katarzyna Majewska
Martyna Szczykutowicz
Kamil Wargin



CD PROJEKT RED®

PRODUCT DEVELOPMENT
Jan Rosner
Magdalena Drążek
Rafał Jaki

ART DIRECTION
Remigiusz Nowakowski

3D ART DIRECTION
Dawid Kowal

NARRATIVE AND LORE
Milena Zając
Patrick Mills

BRAND MANAGEMENT
Gabriela Janusz

ILLUSTRATIONS
Antonio Muntean
Elizaveta Kazakova
Marek Mazur
Monika Zawistowska
Nathaniel Rudichuk
Przemysław Juszczyk
Szymon Urban
Waldemar Kaminski
Yee Ling Chung

PRODUCTION
Luigi Annicchiarico

COMMUNICATION
Paweł Burza

COMMUNITY MANAGEMENT
Alicja Kozera
Amelia Korzycka
Ryan Schou
Sebastian Siejka

PUBLIC RELATIONS
Marta Piwońska

MARKETING
Agnieszka Skuza

EVENTS
Maciej Reputakowski-Madej

PROOFREADING
Ryan Bowd

PRODUCT SUPPORT
Maciej Dziekan
Satoru Homma

LEGAL
Kinga Palińska
Tomasz Pyrcik

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