



CYBERPUNK

2077

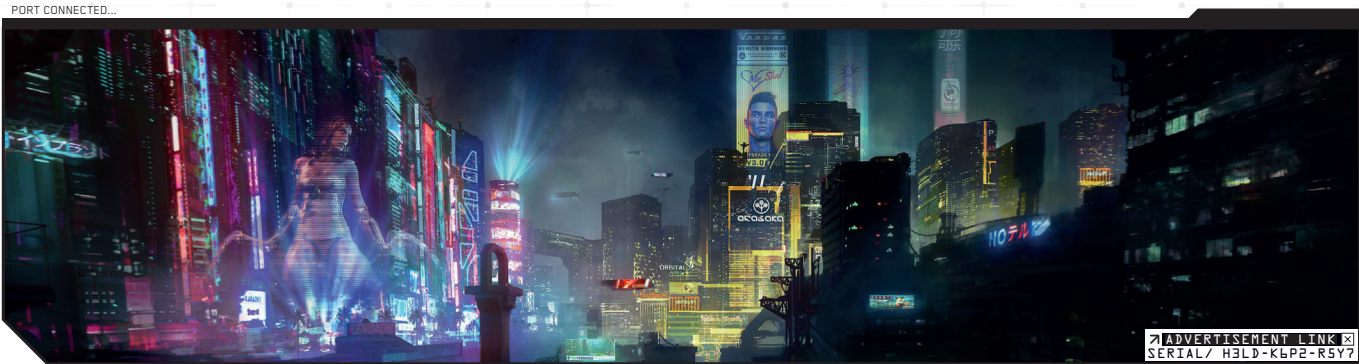
GANGS OF NIGHT CITY - THE BOARD GAME



A game by Andrea Chiarvesio, Eric M. Lang,
Alexio Schneeberger, Francesco Rugerfred Sedda



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OVERVIEW

"YOU READY FOR THIS, CHOOMBA? NIGHT CITY IS NEVER GONNA BE THE SAME!"

Cyberpunk 2077: Gangs of Night City puts 2 to 4 players in control of a ruthless gang vying to take over the underground in the glittering hellhole that is Night City. Clash with other Gangs in the meat or on the Net, as your enterprising band of toughs seek to gain Dominance over the criminal underworld that rules the streets. But don't think the other gangs will be your only obstacle on your way to the top. The Corporations, the Police, and NetWatch are waiting to bring you back down if your "war" catches their attention.

A good leader never lets a good Opportunity escape, the same for a good Edgerunner who crosses their path. Only the boldest will be remembered!

LIST OF COMPONENTS

GENERAL COMPONENTS



1 RULEBOOK



2 SIX-SIDED NETWATCH DICE



24 OPPORTUNITY CARDS



22 COMBAT UPGRADE CARDS



4 TURN SUMMARY CARDS



16 STARTING COMBAT CARDS



10 EDGERUNNER CARDS



20 CONTRABAND TOKENS



20 EURODOLLAR TOKENS



20 CORPORATE SECRET TOKENS



1 GAME BOARD

12 EDGERUNNER FIGURES



JOHNNY SILVERHAND



ROGUE



KERRY EURODYNE



JUDY ÁLVAREZ



RIVER WARD



GORO TAKEMURA



T-BUG



VIKTOR VEKTOR



JACKIE WELLES



NIX



x4 SOLO ACTION



x4 TECHIE ACTION



x4 NETRUNNER ACTION



x4 BASE ACTION



x4 UPGRADE ACTION

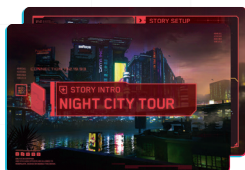


x4 WILD ACTION

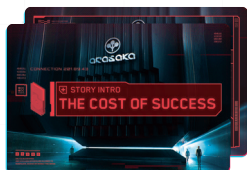
F805.78H3.9794.5LBT.385U.6778.28819.388291.3480.LQH7.4V3N.K598.L102.G4L7.U0P1
.... GANS_OF_NIGHT_CITY-THE_BOARD_GAME.exe

WORK IN PROGRESS

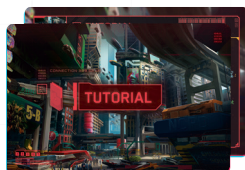
STORY DECKS



NIGHT CITY TOUR STORY



THE COST OF SUCCESS STORY



TUTORIAL



6 KANG TAO COMBAT
UPGRADE CARDS



1 ARASAKA
OPPORTUNITY CARD



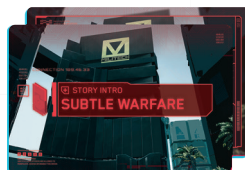
5 "X" TOKENS



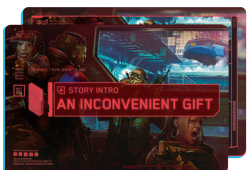
1 AGENT TOKEN



1 ASSASSIN TOKEN



SUBTLE WARFARE STORY



AN INCONVENIENT GIFT STORY



6 MILITECH
TOKENS



6 KANG TAO
FACTORY TOKENS



6 CONTAINER
TOKENS



10 TIME TOKENS



1 VIP TOKEN



1 TRACE TOKEN

GANGS COMPONENTS

MAELSTROM



X3 SOLO



X3 TECHIE



X3 NETRUNNER



X3 SOLO



X3 TECHIE



X3 NETRUNNER



RAGE TOKEN
[MAELSTROM]

NOODOO BOYS



X3 SOLO



X3 TECHIE



X3 NETRUNNER



X3 SOLO



X3 TECHIE



X3 NETRUNNER



16 COLORED BASES
[4 PER GANG]



4 NET TRACKERS
[1 PER GANG]



4 STREET CRED TRACKERS
[1 PER GANG]



16 HIDEOUT TOKENS
[4 PER GANG]



16 DRONE TOKENS
[4 PER GANG]



4 GANG DASHBOARDS [1 PER GANG]

GAME BOARD

The game board represent Night City and its Districts.



STREET CRED TRACK:
Keeps track of the Street Cred each Gang has.

COMBAT UPGRADE DECK:
Combat Upgrade cards are placed here, for players to upgrade their combat cards in hand.

STORY CARD SLOTS:
Story cards are placed here during the game.

THE NET: Overseen by NetWatch, where Netrunners will make their runs and earn perks. Each depth comes with its own set of Depth Dangers (Yellow, Orange, Red) and their consequences when failing a Netrun.

EDGERUNNERS MARKET: Edgerunner deck and cards are placed here.

OPPORTUNITIES MARKET: Opportunity deck and cards are placed here.

BOARD SIDE ICON HIDEOUTS:
Indicates player count for either side of the game board.

DISTRICTS: Night City is divided into 6 Districts where most Gang interactions will take place.

District Name

WESTBROOK

District Logo

District Rewards

POINTS OF INTEREST: Locations Gangs can control, granting them benefits during specific actions.

Fixer

Business

Data Fortress



GANG DASHBOARDS

Gangs are represented by their respective dashboards. These dashboards help players keep track of their Action Discs and unbuilt Hideouts. Each Gang also has a set of unique abilities.



GANG UNITS

BASIC UNITS

Basic Units are the staple of every Gang, used to interact and conduct business in Night City (pg. 011: **TURN TYPE: ACTIVATE**).

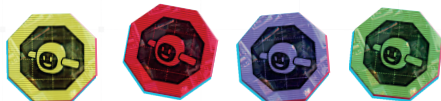
There are 3 classes of Basic Units:

- SOLO (base):** Initiate Firefights to remove opposing Units.
- TECHIE (base):** Build Drones, seize Opportunities, and hire Edgerunners.
- NETRUNNER (base):** Attempt Netruns for Corporate Secrets and other effects.



SPECIAL UNIT: DRONES

DRONES (base): are a class of Special Unit associated with Techies. These machines reinforce the Gangs' positions and help keep their forces alive. Drones move independently of Techies, which means players may move them into Districts without a Techie present.



DRONE TOKENS

Drones activate with Techie Units during the **ACTIVATE TECHIE** action (pg. 013: **ACTION: ACTIVATE TECHIE UNITS**) and are built when a Techie is recruited during a **RECLAIM**, a Techie Edgerunner is hired, or when an effect instructs to do so.

Drones have the following limitations:

- + They can never occupy Points of Interest.
- + Whenever Drone Units are without any friendly non-Drone Unit in a District, they are immediately lost and sent back to the reserve.

SPECIAL UNIT: EDGERUNNERS

EDGERUNNERS (base) are Special Units with unique abilities. For the right price, they willingly offer their services to the Gang that manages to hire them. To hire an Edgerunner, a player must use their Activate Techies action. (pg. 014: **HIRING AN EDGERUNNER**).

Most Edgerunners are Solos, Techies, or Netrunners. Players activate them the same way they would their respective Solo, Techie, or Netrunner counterparts (e.g. Techie Edgerunners activate with the standard Techie Action and will also build a Drone).

Edgerunners that don't fall into these 3 classes are Specialists which have unique activation triggers described on their cards. Specialist Edgerunners also come with special active or passive abilities that are **only active if they are in play**.



← **ROGUE** is a Specialist Edgerunner. She costs 2 to recruit, and only moves when a friendly Unit occupies a Point of Interest.

ROGUE awards the player 2 Street Cred at the end of their Reclaim if they control a Point of Interest AND if she is in play.

UNIT RULES

FRIENDLY UNITS

A Unit is considered Friendly if belongs to the player's Gang.

OPPOSING UNITS

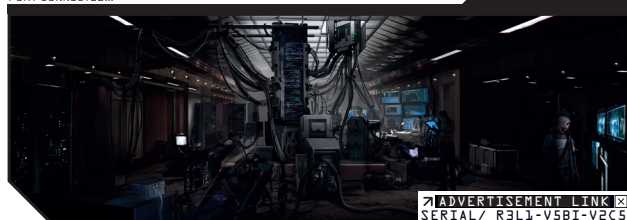
An Opposing Unit (or Opponent's Unit) is one that is controlled by any other player.

MOVEMENT

When an action or effect allows a player to move a Unit, it may be moved to any adjacent District, as well as into or out of a District's Point of Interest (pg. 009: **POINTS OF INTEREST**). Adjacency is defined as 2 Districts sharing a border. When moving multiple Units, they may be moved independently.

Solo, Techie, and Netrunner Edgerunners move when their corresponding Unit classes move. Specialist Edgerunners have unique movement triggers and abilities (pg. 007: **SPECIAL UNIT: EDGERUNNERS**).

PORT CONNECTED...



LOSING UNITS

All killed Units, including Drones and Edgerunners, are considered lost. Lost Units return to their player's reserve, unless otherwise specified.

CONVERTING UNITS

When an effect Converts a Unit, the active player chooses 1 of their opponent's Basic Units in play and replaces it with 1 Basic Unit of the **same class** from their own reserve (e.g. replacing an opposing Solo with a friendly Solo).

The replaced Unit goes back into their Opponent's reserve. A player cannot convert a Unit if they do not have a Basic Unit of the same class in their reserve.

NOTE: If the replaced Unit was inside a Point of Interest, the new Unit now occupies that Point of Interest.

BASIC CONCEPTS



NCPD CONNECTED...

IN PLAY

A Unit, figure, or component is considered "in play" when it is within a District on the board.

REMOVED FROM THE GAME

When a Unit, figure, or component is removed from the game, it must be placed in the game box. It is separated from the player reserve and cannot be used for the remainder of the game.

RESOURCES

There are 3 different kinds of resources that can be obtained during the game:





EURODOLLARS: The official currency of Night City.



CONTRABAND: Containers of illegal material (Cyberware, weapons, Brainscans, etc.).





CORPORATE SECRETS: Files containing classified information. Corporate Secrets are a valuable resource that can always be spent in place of other resources. 1  can be used in place of 1  or 1 .

NOTE: Some Stories will add different ways to spend Corporate Secrets.

Resources are unlimited and spent resources are returned to the pool. In the unlikely case where players need more than what is available, players may use anything as replacements.

COMBAT CARDS

Combat cards represent weapons, Cyberware, and Quickhacks that give Units an advantage during conflicts. They will always have a Firepower value () and a Street Cred condition ()


Combat cards are used during Firefights (pg. 012: **RESOLVING A FIREFIGHT**).

Every player starts with the same 4 starting Combat cards that can be replaced during the game with more advanced and powerful cards (pg. 016: **ACTION: UPGRADE A COMBAT CARD**). Most upgraded Combat cards also have Special Effects.



← **PAIN EDITOR** has a Firepower value of 3 and a Special Effect that's triggered during the Casualties step of a Firefight. Its Street Cred condition will be triggered at the end of the Firefight.

OPPORTUNITY CARDS

Opportunity cards are underground deals that Gangs can fulfill. They cost  to be seized (pg. 013: **SEIZING AN OPPORTUNITY**) and often have specific requirements that must be satisfied. On top of granting Street Cred, Opportunity cards usually come with extra rewards when seized.

There are 3 types of Opportunity cards:



BRAINDANCE DEALS: Immersive Virtual Reality experiences.








CYBERWARE DEALS: Black market artificial implants.



WEAPON DEALS: Illegal and modified firearms.



← **MILITECH SMARTGUNS** is a  Weapons Opportunity. It costs 1  and requires Dominance in Westbrook to be seized. It will grant 1 Street Cred for every  Opportunity the the player has (including this card) and either 1  or 1 Street Cred .

POINTS OF INTEREST

A Point of Interest is a location inside a District that can be occupied by either a single Basic Unit or an Edgerunner. Any Unit class can occupy any type of Point of Interest, giving its owner control over the location.

The types of Points of Interest found in the map are:



FIXER: Hire Edgerunners through a Fixer.



BUSINESS: Seize deals and underground Opportunities.



DATA FORTRESS: Provides Corporate Secrets when Netrunners start a Netrun.

Movement is used to occupy Points of Interest:

- + In the same District the Unit is in without moving into an adjacent District.
- + In an adjacent District the Unit can move into.

NOTE: Units can always occupy an empty Point of Interest, but cannot occupy a Point of Interest currently occupied by **ANY** Unit, including Friendly Units.

LOADING DATA...



JOHN activates his Netrunners by using his Action disc. He moves one Netrunner from the point of Interest in Heywood directly into Point of Interest in its adjacent District City Center. His other Netrunner moves from Heywood directly into its Point of Interest. Finally, John starts a Run with 2 Points of Interest under his control.

PRESENCE AND DOMINANCE

Presence and Dominance will determine the rewards a player receives during a **RECLAIM** (pg. 016: **TURNTYPE: RECLAIM**). Some Opportunity cards may require Presence or Dominance in Districts to fulfill their conditions.

PRESENCE is achieved by having at least 1 Unit in a District. Hideouts alone do not contribute towards Presence or Dominance.

NOTE: Drones contribute to the total number of units in a district, but, as they are lost when left alone, they cannot grant presence to a player.

DOMINANCE in a District is achieved when a Gang has **both**:

- + A Hideout in the District, **and**
- + The most Units in the District (sum of all Basic Units, Drones, and Edgerunners).

NOTE: When multiple players contest for Dominance in a District by having a Hideout and an equal number of Units in a District, no players have Dominance and will only have Presence instead.

WAITING FOR SERVER...



In City Center, the players have the following:
JOHN: 3 Units (2 Basic and a Drone) and a Hideout.
ALICE: No Units but has a Hideout.
MORGAN: 3 Units but does not have a Hideout.

In this case, nobody has Dominance. **MORGAN** only has Presence, even though he is tied for most Units, as he does not have a Hideout.




JOHN only has Presence, even with the Hideout as he doesn't have more Units than **MORGAN**. **ALICE** does not have Presence, as Hideouts alone do not contribute to Presence.

SETUP

01 GAME BOARD SETUP:

Place the Game Board in the middle of the table with the side corresponding to the number of players faceup.

02 CREATE TOKEN AND DICE POOLS:

Create separate pools for , , and .

Place them with the 2 six-sided NetWatch dice beside the Game Board in reach of all players.

03 CHOOSE GANGS AND COLLECT COMPONENTS:
















Each player chooses a Gang and takes all its components (pg. 003: **COMPONENTS**), the 4 Starting Combat cards (**CYBERPSYCHOSIS**, **SHORT CIRCUIT**, **SUBDERMAL ARMOR**, and **CRUSHER**), and a turn summary card.

04 SELECT THE FIRST PLAYER:

The player that has spent the most hours playing Cyberpunk 2077 the video game will be the first player. Otherwise, choose randomly.

05 DISTRIBUTE STARTING RESOURCES:

Going clockwise, each player receives a specific number of Resources according to turn order:

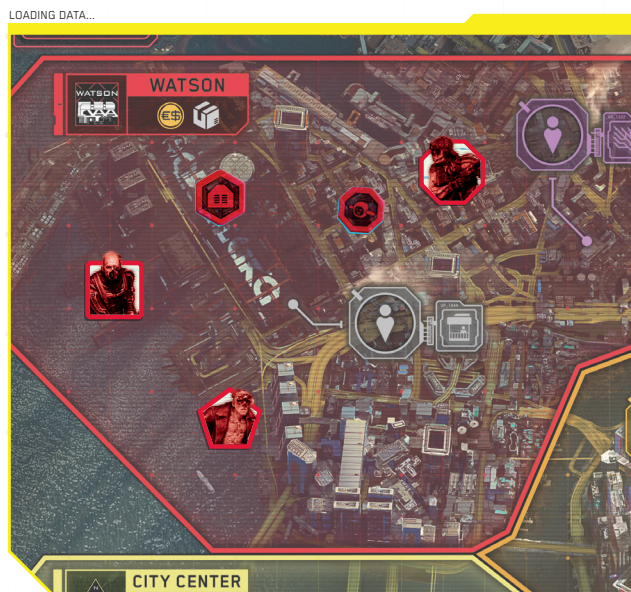
	STARTING RESOURCES
1 ST PLAYER	  
2 ND PLAYER	  
3 RD PLAYER	   
4 TH PLAYER	   



06 PLACING GANG COMPONENTS:

Each player places:

- + Their corresponding Street Cred and Net tokens.
- + In their **Starting District**, indicated by their Gang dashboard: 1 Hideout token, 1 Solo Unit, 1 Techie Unit, 1 Netrunner Unit, and 1 Drone token. Units must be placed outside Points of Interest.
- + On their Gang dashboard, in their corresponding slots: 3 remaining Hideout tokens and 6 Actions Discs.
- + In their personal reserve near them: All remaining Units and tokens (2 Solos, 2 Techies, 2 Netrunners, and 3 Drones).



07 SET UP CARD DECKS:

Shuffle the Opportunity, Edgerunner, and Combat Upgrade cards into their separate decks, placing them facedown in their corresponding spaces on the Game Board. Fill up the Opportunity and Edgerunner slots on the board, revealing each card faceup.



08 CHOOSE A STORY:

Select a Story. Place all its relevant contents facedown near the board. Reveal the Story's Introduction card and follow any additional Setup instructions.

NOTE: For players' very first game, they should familiarize themselves with the basics of the game by using the Tutorial Story. Place it in the first Story card slot and that's it. The tutorial story does not overload players with peculiar game-changing Story rules, which is a great place to start!

PLAYER TURN

Cyberpunk 2077: Gangs of Night City is played over a series of turns. Starting with the first player, each player takes a turn, going clockwise until an endgame condition is triggered.

On their turn, the active player chooses 1 of the following to perform:

ACTIVATE: Spend Action Discs to activate Units and effects, build Hideouts, and upgrade their Combat cards.

OR

RECLAIM: Restore used Action discs, gain resources, and recruit more Units.

TURN TYPE: ACTIVATE

Actions are the core of the game. Players may take 1 **OR** 2 actions during their turn. There are 6 available actions, represented by their Action discs, each with their specific functions.

Actions are taken by sliding an Action disc from the **ACTIVATE** area into the **RECLAIM** area, then performing its effects. There are 6 different Action discs:

ACTION DISCS



ACTIVATE SOLO UNITS



ACTIVATE TECHIE UNITS



ACTIVATE NETRUNNER UNIT



BUILD A HIDEOUT



UPGRADE A COMBAT CARD



WILD. TAKE ANY ACTION

NOTE: Actions must be performed 1 at a time, fully resolving the current action before performing the next.

**ACTION: ACTIVATE
SOLO UNITS**

RESOLVING A FIREFIGHT

Finally, Street Cred Conditions are checked: MORGAN gains 1 Street Cred. NANCY gains 3 Street Cred from ALICE's lost Solo. ALICE does not gain Street Cred, as she lost a Unit in this Firefight. The Firefight is now over.


ACTION: ACTIVATE TECHIE UNITS

The active player may move any number of their Techie Units (including Techie Edgerunner Units) and Drone Units in play. Then, depending on the Points of Interest the active player controls, they may then choose to perform 1 of the following:

- OR**

- + Hire 1 Edgerunner Unit if a Point of Interest is controlled.

SEIZING AN OPPORTUNITY

The player must control at least 1  Point of Interest to seize an Opportunity.

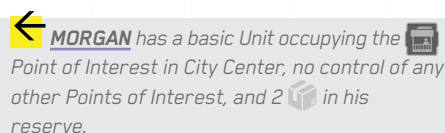
To seize an Opportunity, the active player must:

01 Choose an Opportunity card from the Market and pay its stated cost.




02 Move and keep the seized Opportunity card faceup next to their Gang dashboard.

03 Gain any immediate rewards in the **WHEN SEIZED** section.

! NOTE: The player can only seize an Opportunity if they already satisfy its requirements.



MORGAN can seize an Opportunity by using his Techie Action. The current market has **SYNTHCOKE DEAL**, **CYBERFASHION UPGRADES**, and **BODYSHOPPE™ CYBERTUNING**.

MORGAN is not able to seize the **BODYSHOPPE™ CYBERTUNING** deal, as he does not have enough . The same applies to **CYBERFASHION UPGRADES**, even though he has enough , since it requires control of a  Point of Interest. Morgan can afford the **SYNTHCOKE DEAL**, which he takes and places beside his board.

*He gains a total of 2 Street Cred for this Opportunity: 1 for the **SYNTHCOKE DEAL** he just made and 1 extra for **ORGANISKAYA BD**, which he had seized in a previous turn. He may also move up to 3 Friendly Units, thanks to the **SYNTHCOKE DEAL**.*



HIRING AN EDGERUNNER

The player must control at least 1 Point of Interest to hire an Edgerunner. Each gang can only have 3 Edgerunners. Once a Gang has hired 3 Edgerunners, they cannot hire any more.

To hire an Edgerunner, an active player must:

01 Choose an Edgerunner card from the Market and pay its stated cost.

02 Move the Edgerunner card next to their Gang dashboard. Attach a color base to its corresponding figure and place it in a District, outside a Point of Interest, with their built Hideout. Remember to also build a Drone Unit when hiring a Techie Edgerunner.

! NOTE: Edgerunner and Opportunity cards are only refilled at the end of the player's turn and NOT immediately refilled when a card is taken.



ACTION: ACTIVATE NETRUNNER UNITS

THIS ACTION DISC CAN BE USED ONLY IF THE PLAYER HAS A NETRUNNER UNIT IN PLAY.

The active player may move any number of their Netrunner Units (including Netrunner Edgerunner Units) in play. They may then start a Netrun.

STARTING A NETRUN

! NOTE: Players do not need to occupy a Point of Interest to start a Netrun.

When starting a Netrun, the active player performs the following:

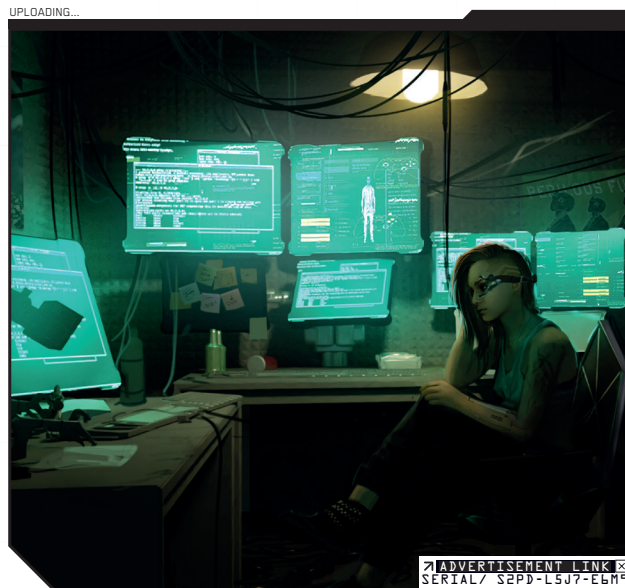
01 Gain 1 for each Point of Interest they control.

02 Advance NET steps on the Net Track up to the number of Friendly Netrunners (including Netrunner Edgerunners) in play, with a minimum of 1. (eg. If a player has 3 Netrunners, they must advance their Net token by either 1, 2, or 3 spaces on the Net Track. It cannot stay in the same space).

! NOTE: If the Player has reached the last Net space, they must stop there regardless of the number of spaces they can advance further.

03 The player may apply the effect listed in the space their tracker landed on.

UPLOADING...



04 Roll both NetWatch dice. If the result is equal to or less than the value of their current depth danger, the active player immediately suffers the consequences listed on that space.

05 If the last Net space was reached, reset the player's Net tracker back to the Start.



↑ **NANCY** starts a Netrun. She only controls the Point of Interest in Watson, so she immediately gains 1 .
NANCY has 2 Netrunner Units in play, so she can advance 1 or 2 steps in THE NET. She's not currently interested in the next step effect, so she goes down 2 steps and applies its effect.

NANCY gains 2 Street Cred and, since she has a Techie Unit in Watson, she places 2 new Drones there.

NANCY rolls the NetWatch dice and gets a 6. Since the consequences of that depth trigger at 5 or less, she's safe for now.



NCPD CONNECTED...



ACTION: BUILD A HIDEOUT

This action allows the active player to build a Hideout. Each new Hideout costs 2 , regardless of the number of existing Hideouts the player owns. Hideouts are required to obtain Dominance in a District and increase Unit recruitment during a RECLAIM (pg. 016: TURN TYPE: RECLAIM).

To build a Hideout, the active player must:

01 Pay 2 .

02 Take the left-most Hideout token from their Gang dashboard and place it in a District Hideout slot of any District that doesn't already have a Hideout belonging to them.

03 Gain Street Cred, if present, based on the value listed on the slot where that Hideout token was on their Gang dashboard.

! **NOTE:** Hideouts can be built in Districts with other Gangs' Hideouts where the player doesn't have presence. A Unit is not required in a District to build a Hideout there.



↑ **MORGAN** wants to build a Hideout. He pays 2 and places his top-most unbuilt Hideout token from his dashboard into City Center. He gains 1 Street Cred from the corresponding token space on his Dashboard.

He also has the most Units in City Center, giving him Dominance in the District. If he takes a RECLAIM, he will earn all the rewards City Center offers, assuming of course he keeps his Dominance there until then.



ACTION: UPGRADE A COMBAT CARD

This action allows the active player to upgrade 1 of their Combat cards. Upgraded Combat cards may have abilities that affect some steps during Firefights (pg. 012: **RESOLVING A FIREFIGHT**).

To upgrade a Combat card, the active player must:

01 Spend 1 .

02 Draw 2 Combat Upgrade cards from the Combat Upgrade Deck. Choose 1 Combat Upgrade card to keep, returning the other to the bottom of the Combat Upgrade deck.

03 Choose 1 Combat card from their hand (not the discard pile) and put it out of play. This can be the card that was just acquired.

! NOTE: Upgrading Combat cards is done in secret. No other player should see which cards were drawn or discarded.

LOADING DATA...



01

LOADING DATA...



02

↑ [01] JOHN wants to upgrade his hand of Combat cards. He spends 1 and draws the top 2 cards of the Combat Upgrade deck.

[02] They are **SECOND HEART** and **STEPHENSON TECH MK.4**. **JOHN**'s hand only has **CRUSHER** (his other Combat cards are currently in his discard pile). Since both **CRUSHER** and **SECOND HEART** don't synergize well with his Gang's ability, he decides to keep **STEPHENSON TECH MK.4**. He returns **SECOND HEART** to the bottom of the Combat Upgrade deck and puts **CRUSHER** back into the box (out of play).



ACTION: WILD

This action allows the active player to perform any of the Actions listed above, regardless of where the corresponding Action disc is on their Gang dashboard.

END OF AN ACTIVATE TURN

At the end of an **ACTIVATE** turn, refill any empty Edgerunner and Opportunity card slots in the Market.

TURN TYPE: RECLAIM

Performing a **RECLAIM** allows the player to refresh their spent Action discs, gain District rewards, and recruit new Gang Units.

Players cannot **RECLAIM** if no Action Discs have been spent, unless they have:

- + No Units in play
- + No Resources in their reserve.

The active player performs the following in this order during a **RECLAIM**:

01 Move all Action discs from the **RECLAIM** space to the **ACTIVATE** space on their Dashboard.

02 Gain District resources.

03 Recruit new Units.

! NOTE: Used Combat cards are not taken back in hand during a **RECLAIM**. They are only taken back at the end of a Firefight when the last Combat card in their hand was used (pg. 012: **FIREFIGHT**) or when the last card in their hand is discarded by an effect outside a Firefight.

GAINING RESOURCES

The active player checks each District for rewards, gaining resources by having either Presence or Dominance in a District (pg. 009: **PRESENCE AND DOMINANCE**).

If the active player has **PRESENCE**, but not Dominance, in the District:

- + Choose and gain only **1** of the District's rewards.

If the active player has **DOMINANCE** in the District:

- + Gain **ALL rewards** from the District.

RECRUITING UNITS

For each Hideout the active player has on the Game Board, they may place 1 Basic Unit or Edgerunner Unit from their reserve into play. Techies, including Techie Edgerunners, also place 1 Drone in the District they are recruited in.

NOTE: Drones do not count towards the number of units a player can recruit.

When recruiting Units, they:

- + Must be placed in a District with a Hideout belonging to their Gang, distributed however they choose.
- + Cannot be placed directly into a Point of Interest.

NOTE: If a player does not have any Units left in their reserve, they cannot recruit any more Units.

END GAME

The game ends at the end of a player's turn where 1 of these conditions is met:

- + A Gang reaches or surpasses 25 on the Street Cred Track.
- + A Story Epilogue condition is triggered, ending the current Story.

Unless otherwise specified in a Story Epilogue, the Gang with the most Street Cred wins the game.

NOTE: In the rare case that multiple Gangs are tied for any winning condition, nobody wins the game.

Night City is not a place for shared victory. Settle this dispute by playing one more game.

STORIES

IF THIS IS THE PLAYERS' FIRST GAME, USE THE TUTORIAL CARD. SKIP THIS CHAPTER FOR NOW.

Stories in *Cyberpunk 2077: Gangs of Night City* change due to player choices, evolving the narrative and shaping each game experience, offering an ever-changing variety of challenges and opportunities as it progresses.

STORY CARDS

All Stories begin with an Introduction card. These have specific setup rules and inform players which Story cards to reveal next. Multiple Story cards may be faceup and active at the same time.

NOTE: Story rules always take precedence over basic rules, Combat cards, Opportunities, or Edgerunner powers.



NCPD CONNECTED...

Revealed Story cards are placed in the Story card slots on the board. These have conditions that inform players when the next Story card is revealed. When a Story card instructs players to advance to the next Act, all previous Act cards are usually discarded and their rules are no longer active. Players must follow any new Act setup and rules as soon as the new card is revealed.

Story branches trigger **after a player's turn ends, and before the next player's turn begins**, unless otherwise specified. If multiple branches are triggered in a turn, the branch that was first triggered must be followed and its effects applied, ignoring all others.



The current Story card (Act 1 of An Inconvenient Gift) has two branches:

- A player has 9 or more Street Cred.
- There are no ⌚ left.

JOHN initiates a Firefight and reaches 9 Street Cred from his Combat card Street Cred Condition. According to the current Act's Temporary Rule, he also removes a ⌚ at the end of the Firefight, which happens to be the last ⌚. While both conditions were triggered during **JOHN's** turn, the story will branch to Act 2A, as reaching 9 Street Cred was the first triggered condition.

STORY EPILOGUES

Some Story cards have Epilogue conditions that will end the Story, and therefore the game. Some Epilogues will also reward players with Street Cred. Assign them according to the card.

NOTE: If no Epilogue has been revealed, the game will be over immediately upon reaching 25 Street Cred.

CYBERPUNK 2077 COMMON SLANG

Story cards and flavor text in this game often use slang from the Cyberpunk 2077 universe. Here's a useful glossary of the most common words:

2020 HINDSIGHT – *n.* the act of watching your back.

A.I. – *n.* Artificial intelligence, usually under the control of a megacorp.

BENNIE – *n.* An out-of-towner (syn. Gaijin)

BIZ – *n.* Business, crime

BLAZED/BLAZING – *adj.* Angry, furious

BOOSTER – *n.* A gang member

BORG – *adj.* A person with especially heavy body modifications.

BOURGIE – *adj.* Common, low class (from bourgeoisie)

BRAINDANCE – *n.* A form of interactive virtual reality electronic entertainment.

C-YA – *informal.* Stands for "Cover Your Ass". Used as and sounds like, "see ya" informally.

CHAIRJOCK – *n.* A semi-offensive term for a Netrunner (as they spend so much time in Netrunning chairs).

CHILLED – *adj.* To be cool, composed

CHOOM/CHOMBATTA/CHOOMBA – *n.* Friend, buddy. *Origin:* Bantu languages

CHOP – *n.* A credit chip

CORP/CORPO – *n.* A corporation.

CORPSE – *n.* An employee or executive working a corporate job.

CYBERPSYCHOSIS – *n.* A psychotic aberration suffered by excessive users of Cyberware.

CYBERSPACE – *n.* The conceptual space within a computer where communication takes place. E.g. online services, databases

CYBERWARE – *n.* A cybernetic/bionic body implant which replaces or augments a specific body function.

CHROME – *n.* Material used to spice up the appearance of things, generic reference to Cyberware.

CYLON – *n.* Corporate security officer.

DECKHEAD – *n.* A Netrunner.

DECOMISH – *v.* To kill, short for decommission.

DELTA – *v.* To go or leave quickly; to hurry

DRAGA – *adj.* (Hun.) Expensive.

DRONE – *n.* Light and Agile machines ideally suited for exploration.

EDDIES – *n.* /i:di/ Eurodollars

EDGERUNNER – *n.* Someone who lives on the fringe of society, engaging in illegal acts or lifestyles.

EURODOLLAR – *n.* The commonly accepted standard currency in the modern world.

FIXER – *n.* An information broker, go-between, and a fence or mover of illegal goods.

FLATLINE – *v.* Brain death, usually a result of an encounter with black ICE during a Netrun.

FODDER – *n.* Derogatory term for solos, commonly used by Fixers.

GAIJIN – *n.* (Jap.) Derogatory term for an outsider (syn. Bennie).

GATO – *n.* (Spa.) A smooth operator, fixer.

GEWALT – *n.* (Ger.) Violence.

GOMI – *n.* (Jap.) Trash or garbage.

GONK – *n.* An idiot, fool, or schmuck.

HUSCLE – *n.* A term for bodyguards, personal security; derived from combining 'hired muscle'.

ICE – *n.* Intrusion Countermeasures Electronics; Security software.

IRON – *n.* Weapons, guns

IRON, BIG – *n.* Heavy duty weapons or vehicles.

KLEPTO/KLEP – *n.* A thief; kleptomaniac

MAXTAC – *n.* A maximum force tactical division.

NET – *n.* Another term for cyberspace.

NETRUNNER – *n.* An expert cyberdeck user; specialist who covertly accesses and steals from corporate databases.

NETPIG – *n.* A derogatory term for a NetWatch agent

NETRUN – *n.* To interface with the net to hack into data fortresses.

NEH? – *informal.* (Jap.) Expression meaning, "right?"

NOVA – *interj.* Cool, sweet, tight.

SKAYA – *n.* (Rus.) The Russian mafia.

POLYMER ONE-SHOT – *n.* A cheap line of polymer plastic, non-reloadable handguns. Inexpensive and very unreliable, they come in a variety of colors.

PREEM – *adj.* Cool, awesome, badass. Derived from "Premium"

PROTO – *n.* Contraction of "prototype"

QUICKHACK – *n.* Also frequently called "Daemons", Quickhacks are programs that allows a user to control and affect their surroundings.

RIPPERDOC – *n.* A surgeon who specializes in implanting illegal or unregistered cyberware.

STIM – *n.* Any type of stimulant narcotic.

SVOLUCH – *n.* (Rus.) Someone without honor, a bastard.

SYNTHCOKE/SYNTH – *n.* Synthetic cocaine.

SOLO – *n.* A combat specialist for-hire; a mercenary.

TECHIE – *n.* A technician or cybernetic specialist who do "off-the-record" work.

YONO – *n.* (Kor.) A person who is scum, lowlife.

VRCADE – *n.* An arcade or parlor for Virtual Reality, braindances, and vid-games.

WATCHER – *n.* NetWatch agent/netrunner

ZERO – *v.* To kill someone.

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CREDITS

GAME DESIGN: Andrea CHIARVESIO, Eric M. LANG, Alexio SCHNEEBERGER, Francesco RUGERFRED SEDDA

LEAD DEVELOPER: Francesco RUGERFRED SEDDA

DEVELOPMENT: Marco LEGATO

LEAD PRODUCER: Kenneth TAN

PRODUCTION: Thiago ARANHA, Marcela FABRETI, Guilherme GOULART, Rebecca HO, Isadora LEITE, Aaron LURIE, Thiago MEYER, Shafiq RIZWAN, Gregory VARGHESE

ART DIRECTOR: Mathieu HARLAUT

ART: BIG CHILD CREATIVES, Saeed JALABI, Stefan KOPINSKI, Karl KOPINSKI, Paolo PARENTE, RIPECONCEPTS, Cos KONIOTIS, Pedram MOHAMMADI

LEAD GRAPHIC DESIGN: Gabriel BURGHI

GRAPHIC DESIGN: Max DUARTE, Matteo CERESA, Júlia FERRARI

SCULPT DIRECTING: Mike MCVEY, Paolo PARENTE

SCULPTING: BIG CHILD CREATIVES, Arnaud BOUDOIRON, Yannick HENNEBO, Thierry MASSON, Irek ZIELIŃSKI, Edgar RAMOS

SCULPT ENGINEERING: Vincent FONTAINE

RENDERING: Edgar RAMOS

PROOFREADING: Robert FULKERSON, Jason KOEPP, Adam KRIER

PUBLISHER: David PRETI

PLAYTESTERS

Diego Edoardo ANDRUETTO, Maria Chiara BAGLI, Claudio BAGLIANI, Lynn BARATELLA, Giacomo BARBINI, Luca BARRA, Mattia BELLETTI, Marcello BERTOCCHI, Andrea BIANCHIN, Luca BOBBIO, Simone BONETTI, Franca BORELLA, Andrea BORLERA, Lorenzo BOZZI, Francesco CALIGIURI, Lorenzo CARPELLO, Pietro CAPURRO, Claudia CARBONARA, Matteo CARIONI, Julie CARPINELLI, Osiride Luca CASCIOLO, Elisa CASTELLANO, Daniele CATALDO, Alessia CAVIGLIA, Daniele CECCARELLI, Marco CERIBELLI, Massimiliano CHERICI, Marta CIACCASASSI, Alfredo Magiur CIBRARIO, Renato CIERVO, Salvatore CIRINA, Daniele CODEBÒ, Andrea COLLORAFI, Silvio COLOMBINI, Federico COSTA, Alessandro CUNEO, Damiano D'AGOSTINO, Luca De CRISTOFARO, Alessandra DELUCA, Riccardo DE STEFANO, Rocco DEREVIZIS, Marco FARINA, Andreas Saur FELDSTEDT, Lani FELDSTEDT, Ugo FERAUD, Luca FOLINO, Andrea FOLINO, Ivano FRANZINI, Luca FUOCO, Noah GALLEANO, Salvatore GAMBUZZA, Esteban GARBIN, Paolo GIAMPIETRUZZI, Fabio GIANNACE, Andrea GIOIA, Omar GOLINELLI, Alex GRISAFI, Christoffer Alexander KRAKOU, Fabio LAMACCHIA, Matteo LANA, Alessandro LICHETTA, Viola LODATO, Aretini LORENZO, Salvatore LUCIFORA, Paolo MALACARNE, Diego MANIERO, Marco MANTOANELLI, Jaime Monedero MARCH, Emanuele Maria MAZZONI, Marco MEINA, Andrea MEZZOTERO, Manuel MONTINI, Ilario MORESCO, Dario MORICONE, Michele MOROSINI, Stefano MOSCARDINI, Davide NALIN, Francesca NEGRI, Gessica NISI, Alexandru OLTEANU, Stefano PADOVANI, Andrea PALA, Marta PALVARINI, Pierpaolo PAOLETTI, Luca PARRI, Nicola PATTI, Riccardo PELLE, Davide PERUZZI, Angelica PESARES, Riccardo PINNA, Giovanni PITOCCH, Lorenzo PONTI, Federico PONTI, Federico PROVAGGI, Andrea ROBBIANI, Luciano ROGGERO, Giovanni RUBINO, Paolo RUFFO, Valentina SACCO, Giorgio SAFFIRIO, Mirko SAPORTITA, Fiorenzo SARTORE, Matteo SASSO, Andrea SBRAGIA, Elia SCARAVELLI, Beatrice SGARAVATTO, Mads SØNDERSTRUP, Ivano SCOPPETTA, Giuseppe SPISSU, Riccardo STINONE, Rocco Luigi TARTAGLIA, Emanuele TOMASSETTI, Alberto TONDA, Donata TUMINO, Francesco UBBIALI, Marco VALTRIANI, Luca VASSALLI, Walter VENOSO, Roberto VILLA, Federico VITONE, Francesco ZANI, Emanuele ZULIAN, Andrea ZULIANI.



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TURN SUMMARY

ACTIVATE OR RECLAIM

ACTIVATE

Spend 1 or 2 Action discs.



ACTIVATE SOLO UNITS

Move any number of Solo Units. Then, the player may initiate a Firefight in 1 District:

01 Kick all Units occupying Points of Interest into the District.

02 All involved players play 1 Combat card facedown.

03 Reveal Combat cards and compare (SPECIAL EFFECT: REVEAL activate).

04 Players who do not have the highest lose 1 Unit in the District (SPECIAL EFFECT: CASUALTIES activate).

05 Check Street Cred conditions on Combat cards that were played and gain Street Cred for conditions that were fulfilled.

06 Cards played in this Firefight are discarded faceup into personal discard piles.

07 If a player used their last Combat card, they take back all previously used cards from their discard pile.



ACTIVATE TECHIE UNITS

Move any number of Techie and Drone Units. Then, either:

+ Seize 1 Opportunity if a Point of Interest is controlled.

OR

+ Hire 1 Edgerunner Unit if a Point of Interest is controlled.



UPGRADE A COMBAT CARD

01 Spend 1 .

02 Look at 2 Combat Upgrade cards, choosing 1 card to take, returning the other to the bottom of the Combat Upgrade deck.

03 Choose any 1 card from new hand (not the discard pile) and put it back in the game box.



ACTION WILD

Perform any other Action, spent or unspent.



ACTIVATE NETRUNNER UNITS

Move any number of Netrunner Units. Then, begin a Netrun:

01 Gain 1 for each Point of Interest controlled.

02 Advance NET steps up to the number of Friendly Netrunners in play, minimum of 1.

03 The player may apply the reached step effect.

04 Roll NetWatch dice. If the result is equal to or lower than the NetWatch Depth Danger, apply its consequences.

05 If the Net tracker has reached the last space, reset it to the starting step.



BUILD A HIDEOUT

Spend 2 to build a Hideout in a District where the player does not have a hideout. Then, gain Street Cred according to the Hideout space uncovered on the Gang Dashboard.

END OF ACTIVATE TURN

At the end of an ACTIVATE Turn, refill any Edgerunner and Opportunity cards in the Market.

RECLAIM

01 Move all Action discs back to the available Actions area of the dashboard.

02 Obtain a single reward where the gang has Presence. Obtain all resources where the Gang has Dominance.

03 Recruit 1 Unit for each Hideout the gang has in play.