CYBERPUNK® THE COLLECTABLE CARD GAME
RULES v2.3S

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INTRODUCTION

Welcome to the streets of Night City, California. The new millennium is more than twenty years behind us, and even nostalgia has forgotten the 1990s. After the governments lost their power most people forgot about everything but survival; ultra rich Corporates have become the new ruling class. In this new world order Corporations operate under the philosophy of 'Extremely Hostile Takeovers': hired guns and hackers are the premium in freelance contractors. You gotta be mean, tough, and smart to survive these streets. Those that aren't, well… you can always get a few bucks for spare parts at a black market body bank. 'Course, if you don't like the idea of running black ops on hi tech facilities you could always try to cut a living in the combat zone. It's a lot meaner, but at least there isn't automated security, right? Regardless of whether you come from the Streets, the Government, or the Corporations, you're gonna have to learn to dodge lead, or wear lots of armor. So welcome to the Friday Night Firefight – try not to get yourself shot.

THE CARDS

CARD TYPES

There are 7 types of cards in the Cyberpunk CCG, all of which have their own specific background colors and characteristics:

- Sponsor – varied background colors depending on the
        particular Sponsor's Faction (see **Factions** below)
- Location - orange background
- Operation – blue background
- Runner – grey and red background
- Cyberware – silver background
- Equipment – gold background
- Event – green background

FACTIONS

Factions represent the area or group a specific card comes from.

Most cards have an icon and a colored band, which indicates that card's Faction. There are currently three Factions, which are listed below:

[insert icon] <u>Government</u> Faction (blue tag)
[insert icon] <u>Corporate</u> Faction (yellow tag)
[insert icon] <u>Street </u>Faction (gray tag)

Any card that does not have a faction Icon or Tag is considered to have no faction.

SPONSORS

1. EB Production
2. Abilities
3. Victory Condition

The Sponsor is the group/organization that you represent as a Cyberpunk player. The 2020 set has seven sponsors. Each of the sponsor cards has a background that matches one of the faction Tag colors. This means that the sponsor is considered be of that faction. The seven sponsors are listed below.

- The 3 sponsors under the <u>Corporate</u> Faction are **Arasaka**, **Biotechnica**, and **Militech**.
- The 3 sponsors under the <u>Street</u> Faction are **The Mob**, **The Nomads** and **Your Friendly Local Gangs**
- The 1 Sponsor under the <u>Government</u> faction is **N.C.P.D.** (Night City Police Department)

Your Sponsor card begins in play, and produces a set amount of EuroBucks. EuroBucks (or "EB") is the standard currency of Cyberpunk. EB is used to buy cards out of your hand and put them into play. The EB produced by your sponsor is your starting capital. You may use your Sponsor for that money every turn.

Each Sponsor also has a special ability that can be used to effect game play. Some of these abilities are constantly in effect, while others can only be activated during a certain phase of play. Abilities which can only be activated during a certain phase will list that phase under the abilities section and require that the Sponsor card be "used" (see **Basic Concepts, "Using" Cards** on page 7).

Finally, each Sponsor has a unique victory condition that outlines an alternate set of conditions you can use to win the game. If a Sponsor card lists more than one victory condition, all conditions must be satisfied simultaneously in order to win.

LOCATIONS

1. Faction Icon
2. Cost
3. Manual Security (M-Sec)
4. Electronic Security (E-Sec)
5. EB Production

6. Ops Points
7. Attributes
8. Abilities
9. Flavor Text

Locations are buildings and/or businesses located around the streets of Night City and the rest of the world of Cyberpunk. The amount of EB produced by a Location is item 5 on the picture above. Across from the EB production is the faction badge, which shows both the amount of EB the Location costs to purchase, and the faction of the card (Item 2 on the picture above).

All Location cards have security values, which represents how difficult your locations are for your opponent to attack. Manual Security (**M-Sec**) and Electronic Security (**E-Sec**) are Items 4 and 5 on the picture above. **M-Sec** represents the physical defenses of the Location. For example: fences, security guards, armored doors, under-fed attack dogs, psychotic henchmen and so on. **E-Sec** represents any electronic defenses, varying from motion detectors and burglar alarms, to automated assault rifles.

Item 6 on the picture above, directly across from the security values, is the Location's **Ops Points**. This number refers to how many Operation Points an opponent gains by successfully attacking that Location.

Location cards have special Attributes printed in the top of the text box. Some cards may affect Location cards that have certain attributes, and will say so in their own text boxes. For example, the Mob Sponsor's victory condition stipulates that the Mob can win the game by controlling one of every attributed Location. (Bar, Entertainment, Grocery, etc.)

Locations enter play unused. There's no limit to how many Locations you may play in a turn.

OPERATIONS

1. Faction Icon
2. Cost
3. M-Sec
4. E-Sec
5. Ops Points

6. Attributes
7. Abilities
8. Flavor Text

Operations (Ops) are missions that you send Runners to complete. **Ops** can range from blowing up buildings to stealing technology; from kidnapping to assassination. Like Locations, Ops have E-sec, M-sec and Ops Points. Some Ops have special abilities that come into play when the Op is completed. Some Ops may also have restrictions or other conditions, which affect how or when the Op may be attempted.

Each Operation has at least one Attribute printed in the top of the text box. These attributes don't affect play unless referred to by another card. For example, a card that says "Burn any one Blackmail card in play" refers to a card with the Blackmail Attribute.

RUNNERS

1. Faction Icon
2. Cost
3. Short Range Offense (SR)
4. Long Range Offense (LR)
5. Defense

6. Power
7. Attributes
8. Abilities
9. Flavor Text
10. Style Points

Runners are the people you hire to execute various tasks. Like any other card, you pay the tagged price (on the Faction Tag) to bring a Runner out of your hand and into play. This is referred to as "purchasing a Runner's loyalty".

A Runner's **Short Range Offense** (**SR**) is the Runner's ability to deal damage in close combat, (Item 3 on the picture above). The Runner's **Long Range Offense** (**LR**) is the Runner's ability to deal damage from a distance (sniping) (Item 4 on the picture above).

A Runner's **Defense** (**Def**) is the Runner's ability to resist damage (Item 5 above).

Power (Item 6 on the picture above) measures how skilled a Runner at their profession. A Runner's skill at their profession (Power) is called their Special Ability.

Special Ability is located with other listed Attributes (Item 7 on the picture above). The standard Special Abilities are listed and defined under **Character Types**, found later in this instruction manual. **See Page 9 for details on Character Types and special abilities.**

In addition to a Runner's Character Type, some Runners also have the Attribute **Martial Artist.** This Attribute enables a Runner to equip (or make use of) two **Melee Weapons** at the same time.

A Runner's **Style Points** defines how cool a Runner looks while doing his or her job (Item 10 on the picture above).

CYBER

1. Faction Icon	**6.** Empathy Loss
2. Cost	**7.** Attributes
3. Short Range Bonus	**8.** Abilities
4. Long Range Bonus	**9.** Flavor Text
5. Defense Bonus	**10.** Style Points

Cyber is the generic term for any electronic or bio-engineered upgrades to the human body, generally replacing/enhancing some body part with a cybernetic implant.

Each Runner has an **Empathy Score** (**Emp**), and all Cyber has an **Empathy Loss** (**-Emp**) (Item 6 on the picture above). These numbers regulate how much Cyber can be attached to a Runner. The more Cyber you attach to any Runner, the less human (empathetic) that Runner becomes (subtract the total Cyber **–Emp** from the Runner's total **Emp**). If a Runner's total **Emp** decreases to 1 or less, that Runner has reached a psychological breaking point. The Runner becomes **Cyber-Psycho** which means that they cannot be busted by the cops (See Character Types) and that Runner MUST participate in a Run or Hit by the end of every one of your turns. If a Cyber-Psycho Runner fails to go on a Run/Hit more than once, or that Runner's Emp drops to 0 or less, that Runner is burned at the end of the turn.

Every Cyber card has a body part listed as an Attribute (armor, arms, legs, neural, etc.). No more than one of each body part can be attached to a Runner. Furthermore, once Cyber is attached to a Runner it cannot be moved.

Every Cyber card displays SR, LR, Def, and Style Points. These numbers are considered to augment the numbers of the Runner they are attached to, and get added to the same number on the Runner.

EQUIPMENT

1. Faction Icon	**6.** Attributes
2. Cost	**7.** Abilities
3. Short Range Bonus	**8.** Flavor Text
4. Long Range Bonus	**9.** Style Points
5. Defense Bonus	

You may attach 1 of every type of equipment card to a Runner, except for equipment with the Attribute "Weapon". Runners may have an unlimited number of "Weapons" attached, but only <u>one</u> "Weapon" equipped (in use) at a time. This one-weapon rule does not apply to Cyber weapons, such as Wolvers. Therefore a Runner may have a lethal cybernetic implant attached to them, and still be able to utilize one "Weapon"

Vehicles are a specialized type of equipment that have addition statistics, listed under Abilities (Item 7 on the picture above). All vehicles have a movement value. For a full description of the Movement characteristic, see "Playing the Game: Action". Vehicles also have a carrying capacity listed under Abilities. This capacity defines how many Runners the Vehicle can carry at a time including the Runner that the vehicle is attached to. Example: The Ghetto Bird has a capacity of 2, meaning it can carry the Runner it's attached to plus one.

Every Equipment card displays SR, LR, Def, and Style Points. These numbers are considered to augment the numbers of the Runner they are attached to, and get added to the same number on the Runner.

There is one specialized vehicle called a **Punknaught.** When first played, the **Punknaught Chassis** must be attached to a Location not a Runner. If that location is destroyed, so is the Chassis. Place three construction tokens on the Chassis when it comes into play. Remove one construction token from the Chassis at the beginning of each turn. The Punknaught Chassis cannot be moved from its Location until it has no construction tokens left.

Regardless of whether it can be moved, you may immediately begin adding other equipment cards (listed below) to the Chassis. During your Damage Control phase, you may "use" one of your Techies to move a Vehicle or Heavy Weapon you control (from a Runner or from your Stash) and place it under the Chassis

The Punknaught is not considered a moving vehicle and does not give any bonuses to a Runner it is attached to until it has all of the following equipped:

- Eight wheels (two cars, one car and two motorcycles, or four motorcycles)
- Armor (at least two Trucks or R.V.'s or one of each)
- Lift (at least two Hovers, Helicopters, A.V.'s or any combination)
- Heavy Weapon (one and only one Heavy Weapon)

Once all this is added, the Punknaught becomes a functional vehicle with **SR**, **LR**, and **Def** bonuses equal to the total of the respective bonuses of all attached cards, -1 for each card, including the Chassis itself. So, using the minimum number of cards (2 Cars, 2 Armor, 2 Lift, 1 Heavy Weapon and the Chassis), the total for each bonus stat would be at a –8. This may seem like a significant loss, until you consider that even with a minimum number of cards, the final totals would still make the Punknaught the most formidable vehicle in play. Once completed, the Chassis has a Movement capability of 1 and Carries your entire team.

EVENTS

1. Cost
2. Phase
3. Abilities
4. Flavor Text

Event cards are the unforeseen circumstances and variables in Cyberpunk. Events are the monkey-wrenches you throw into play in order to disable an opponent's game and/or enhance your own. Like other cards, Events must be bought out of your hand in order to be played. Any abilities listed on the card occur immediately (unless the card stipulates otherwise) and the Event card is "burned" (i.e. taken out of play). Some Event cards can only be played during certain phases of a turn, and will say so at the beginning of the Abilities section ("Any" means that Event can be played anytime other than when straightening or drawing cards) When you play an event card you must play it during the appropriate phase of whichever player's turn it is.

BASIC GAME CONCEPTS

THE STASH

The Stash is where you can put purchased Equipment and Cyber that you not want to attach to a Runner yet. The Stash is kept under your Sponsor card. To move a card from your Stash and attach it to a Runner, that Runner (or the Runner's vehicle if that Runner has one and it was unused) is used for that turn. Moving Equipment from a Runner back to the Stash is done the same way.

Your opponent can hit your Stash as though it were a location. Doing so costs 1 EB per stashed card, and both the M-Sec and E-sec are equal to 5 x the number of stashed cards. The Stash has Ops points equal to 3 x the number of cards, and if your opponent succeeds in hitting your Stash, all "stashed" cards are trashed.

Any cards currently in your Stash are not considered to be "in play."

PAYING FOR CARDS

Anytime you purchase a card that is associated with the same Faction as your Sponsor, reduce the cost of that card by 2 EB (to a minimum of 1 EB). For example, if your Sponsor is Arasaka (Corporate faction) then Angel (A Corporate Faction Fixer costing 8 EB) would only cost you 6 EB to play.

Anytime you purchase a card, any EB you overpay for that card is lost, like a store that doesn't make change. Although you can combine the EB produced by multiple locations to purchase one card, you cannot divide the EB produced by your Sponsor or any one location to purchase more than one card. Put simply: two can buy one, but one can't buy two.

"USING" CARDS

Most card abilities refer to "using" one or more cards. When a card is used, no aspect of it can be utilized again until your next turn. Changing the orientation from upright to sideways demonstrates that the card has been used and may not be used again. Cards in the upright orientation are "unused."

TRASHING AND/OR BURNING CARDS

These are the two ways cards are removed from play. If an effect says to "trash" a card, move that card to the trash pile. However, various cards and effects can save other cards from being trashed (Med-Tech ability, Techie ability, etc.).

Some effects require that you "burn" a card. This means the affected card is moved directly to the trash pile and nothing can prevent it from going there. Any cards attached to the burned card are trashed. However, some cards and abilities allow you to return a burned card to play *after* it reaches the trash pile.

LEGENDARY CARDS

Some cards have the attribute "Legendary". You may only have one copy of each Legendary card in your deck, and only one of each Legendary card may be in play at any point in the game. If you have a Legendary card in your hand, but your opponent has the same card already in play, then you cannot play yours until the opponent's card is no longer in play.

PHASES

Each turn is divided into phases and sub-phases. You will notice that Special Abilities, card abilities, Events, and many other actions are preceded on the card by the name of one of these phases or sub-phases. Examples are "// Legwork:" or "// Shopping". Actions or abilities may only be used during their listed phase or sub-phase. Some actions and abilities have a continuous effect. Continuous effects do not have a phase listed. See **Turn Order** on Page 11 for details about the order of phases.

Important Note: Any player may use cards during any player's turn, not just during their own turns, so long as the action occurs during an appropriate phase/sub-phase for that particular action. The player whose turn it is gets to make the first action during each sub-phase; players then alternate (clockwise to the left if there are more than two players).

BREAKING THE RULES

Many cards are designed to manipulate or outright break some of the rules you have read in this book. Anytime the text on a card contradicts this rulebook, use the card text.

WINNING THE GAME

There are three ways to win the game

- **Ops Victory** – End a turn with at least 100 Ops points scored.
- **Style Victory** – End a turn with at least 100 Style points in play.
  (Note: if a card is removed from play, the style points are lost)
- **Sponsor Victory** – Fulfill your Sponsor's unique victory condition.
  Sponsor Victories vary depending on the Sponsor, and include:
  Arasaka –Win by controlling defense.
  Biotechnica – Win by controlling Cyber.
  Militech – Win by controlling offense.
  The Mob – Win by controlling Locations.

N.C.P.D. – Win by Busting Runners.
The Nomads – Win by controlling Vehicles and The Open Road
Your Friendly Local Gangs – Win by building a Punknaught and then Trashing the Corporate Zone.

CHARACTER TYPES

Every Runner will have his or her **Character Type** listed as an attribute at the top of the text box. There are 10 types, each giving the Runner a particular set of abilities:

COP

Ability: Authority

//Any (Response): "Use" one or more Cops you control and target an opposing Runner (except another Cop) who is not involved in a skirmish, but is being "used" to produce an ability or effect (if you use more than one cop, they must be teamed together). If the target Runner has a lower Power than the total Power of the Cops who are busting, then that Runner is "Busted".   The Busted Runner is "used" and cannot be straightened until his/her controller's next turn (during the "straighten" phase) and the ability or effect being produced by the busted Runner is cancelled. However, if the target Runner's Power equals or exceeds that of the Cop(s) used, then trash the Cop(s) instead, as though they had lost a battle. When using teamed cops to bust a Runner, you must use all Cops on that team.

//Action: "Use" one or more Cops you control in this battle and target an opposing Runner in this skirmish. If the target Runner has a Power lower than the total Power of the Cop(s), that Runner is busted (busting effects explained above.) If the target Runner's Power equals or exceeds that of the Cops used, then trash the Cops instead (as though they lost a battle).

CORP

Ability: Resources
//Any: When "using" a Location to produce EB, you may "use" a Corp to add his/her Power to the EB produced by that Location. (Maximum 2 x the Location's printed EB, no matter how many Corps are used.)

//Any: "Use" your Corp, divide his/her Power in half (round down) and convert it to EB.

//Damage Control: "Use" one or more Corps you control to look through your trash pile, find a Location with a cost no higher than the Corp's Power, and put that card in your hand.

FIXER

Ability: Street Deal
//Shopping: "Use" your fixer as you are paying for an Op. Lower the cost of that Op by your Fixer's Power (minimum 0.)

//Legwork: "Use" your fixer and target an Op controlled by your opponent. Lower the cost of running that Op by your Fixer's Power (minimum 0) until end of turn.

//Action: "Use" your Fixer and target an unused Runner you control who is not in the current Hit, Run, or Skirmish. Lower the cost of using that Runner's LR by the Fixer's Power (minimum 0) until end of turn.

//Damage Control: "Use" one or more Fixers you control to look through your trash pile and find an Equipment or Cyber card with a cost no higher than the Fixer(s) total Power. Put that card in your hand.

MED-TECH

Ability: Medical Tech
Response: You may "use" one or more of your Med-Techs to prevent a Runner from being trashed if the total Power of the used Med-Techs equals or exceeds that of the Runner. The saved Runner is "used" but remains in play.

//Damage Control: "Use" one or more Med-Techs you control to straighten (un-use) any Runner who participated in a Run or Hit this turn. The total Power of the Med-Tech(s) must equal or exceed that of the Runner to be straightened.

MEDIA

Ability: Credibility
//Legwork: "Use" your Media and target a Location or Operation, raise the M-Sec of that Location or Op by this Media's Power until end of turn. This increase may exceed the printed value on the targeted card

NETRUNNER

Ability: Interface
//Legwork: "Use" your Netrunner and add his/her Power to the E-Sec of one of your Operations or Locations, or subtract his/her Power from the E-Sec of any one Operation or Location in play. The E-sec of a Location cannot fall below 0 in this way. A Netrunner cannot raise the E-sec of an Operation or Location above the printed value.

NOMAD

Ability: Family
//Any: "Use" a Nomad you control to add half of his/her Power (round down) to any other Runner's Power until end of turn.

Any time a nomad joins a team the legal team limit for that team increases from four to five. If a Nomad joins un-teamed Runners the legal limit increases from 3 to 4.

ROCKERS

Ability: Charisma
//Legwork: "Use" a Rocker you control and subtract their Power from the M-sec of any one Op or Location. (Minimum 0)

SOLO

Ability: Combat Sense
//Action: Once per Hit, Run, or Skirmish, add the Solo's Power to his/her SR, LR of Def. This bonus lasts until the end of the Hit, Run, or Skirmish. These Power points cannot be split up. The whole amount must go to a single stat.

TECHIE

Ability: Jury-Rig
//Response: Whenever an Equipment or Cyber card is trashed, you may "use" one or more of your Techies to prevent that card from being trashed. The total Power of the Techies used must equal or exceed the cost of that card. Keep the card on the Runner/Location it is attached to, or, if the Runner/Location must be removed from play, move the saved Equipment/Cyber card to your Stash.

DECK CONSTRUCTION

Each Cyberpunk deck actually consists of two decks of cards. The **Runs Deck** has a red back, and the **Gear Deck** has a blue back.

You may construct these two decks however you like with the following restrictions:

- The **Runs Deck** contains only red backed cards.
- The **Gear Deck** contains only blue backed cards.
- Both decks must have a minimum of 42 cards each.
- You may only have 4 copies of any card in your deck.
- You may only have 1 copy of each card with the **Legendary** attribute.

PLAYING THE GAME

SET UP

Place your Sponsor Card face-up on the playing area. Shuffle your 2 decks separately and place them face down in front of you and offer your opponent the choice to cut your decks. Draw your initial hand of 4 cards from either deck: you may draw four cards from either or both decks. To decide who goes first, cut your Gear deck. The player who cuts to the higher Style points goes first. (Events are considered to have ½ a style point.)

TURN ORDER

Each turn has 6 phases:

- Draw
- Straighten
- Shopping
- Legwork
- Action
- Damage Control

The player whose turn it is gets to make the first action during each phase or sub-phase; players then alternate (clockwise to the left if there are more than two players). Each phase or sub-phase ends when all players have no further actions they wish to make during that phase.

Draw – At the beginning of each turn, draw a total of 3 cards. Again, you may draw these cards from either deck, or from both.

If ever you cannot draw a card when you are supposed to (for example, if you have run out of cards) your opponent gains 5 Ops points or 5 Style points (their choice) for every card you couldn't draw.

No actions may be taken during the Draw phase.

Straighten – Straighten all "used" cards that you control. These cards are now considered unused.

No actions may be taken during the Straighten phase.

Shopping – The Shopping phase has 2 sub-phases

> *Purchase Sub-Phase* – You may now purchase any Location, Runner, Ops, Equipment and/or Cyber cards out of your hand, and put them into play. Equipment and Cyber may be attached to a Runner, or placed in your stash. Remember, newly purchased cards enter play unused.
> Note: You may only purchase cards during your own Shopping Phase You may take "//Shopping:" actions during any player's Shopping phase.
>
> *Equip Sub-Phase* - You may now move Equipment between Runners, or between Runners and your stash. When moving Equipment from one Runner to another, that Equipment card is "used" until your next Straighten phase. See **Basic Game Concepts: the Stash** for rules on moving cards in and out of the stash.

Legwork – This is when you set up for your Runs and Hits. Any cards or actions that stipulate "Legwork" in their text box may now be used.

During Legwork, you may also now pay to attempt opponent's uncompleted operations. Paying to do so only allows you to attempt it the turn you pay to run it.

Note: while you may use this phase to lower and raise E-sec and M-sec of various Locations and Ops, you have not actually committed to attempt any of these Ops or Hits, though during Legwork you do declare teams. You may have up to a maximum of 4 Runners on a team. Also, you can declare that a single Runner is his <u>own</u> team. Once you have declared a team or teams, you may only reassign one additional time during any Legwork phase, unless another card brought into play permits you to do so… For example, a "Cell-Phone" allows you to call for back-up in the midst of a battle. You may assign teams during any Legwork phase.

Once you assign a team, those Runners are assumed to remain assigned that way until you reassign them.

Action – The action phase has 2 sub-phases. If you control enough Runners to have multiple teams, or one team has multiple Movements available, repeat the appropriate sub-phase for every Hit or Run. Example: if you have two teams and the first fails an attempted hit or run, you can still send your second team on a hit or run. You may continue to take actions during your turn until all your teams/Runners are trashed or used.

Long Range Offense can also be used during the action phase. If you have any unused Runners who are <u>not</u> involved in the present Hit, Operation, or Skirmish, you may add their LR to your team's offense total. To do so, use the Runner and pay an amount of EB equal to that Runner's LR (including any unused cyber and equipment bonuses).

The order of Sub-phases is as follows:

Hits Sub-phase
Send a team to attack (hit) an opponent's Location, Operation or stash. Each team is allowed to make one and only one Hit on every opponent per turn.

Now that you have declared your teams and done your legwork, you send one of your teams or up to 3 non-teamed Runners to Hit your opponent's Location, Operation or Stash.

First declare your team's intention:
- If you send a team to Hit an Op controlled by your opponent, you must have paid double the cost of that Op during your legwork. Basically, you are out-bidding your opponent. Your Sponsor discount does not apply when paying for an opponent's Op.
- If you send a team to Hit your opponent's Stash, you must pay 1EB per card in the Stash.
- There is no EB cost for Hitting an opponent's Location.

Your opponent may decide NOT to send a defending team. However, if they do send Runners to defend, a **Skirmish** between the two teams occurs:

In A Skirmish the defender always gets the first action, then actions pass back and forth between players (or clockwise in the case of a 3 or more player battle) until all players decline to take any more actions.

Once all players involved have declined to take any battle actions, the Skirmish resolves. At this time, all involved players calculate their team's Offense and Defense totals.

Your **Offense Total** is the sum of the SR for all your un-used Runners, their Cyber and Equipment involved in the battle. Add this SR total to the total of all purchased LR (on Runners, Cyber and Equipment).

Your **Defense Total** is the sum of all the Def on your unused Runners, Cyber and Equipment in the battle.

Compare your Offense Total to your opponent's Defense total. If your Offense total is higher, trash all Equipment (Cyber is not included as Equipment) on the other team, and trash any Runners who have no Equipment attached. If a Runner has Equipment attached, that Equipment gets trashed and the Runner is merely "used" at the end of the Skirmish. If a trashed Runner has only Cyber attached, both the Runner and the Cyber are trashed.

Do the same with your Defense Totals and your opponent's Offense Totals. It is possible for both teams to be trashed in a Skirmish.

If you did not beat your opponent's defense, but your team was not trashed either, this is considered a tie. Your team returns used, and may not attempt any other Runs or Hits this turn regardless of movement and vehicle capabilities.

If your team did not encounter a defending team, or your team won the skirmish against a defending team, then resolve the Hit on this Location, Operation or Stash.

First, take the number figured out above for your Offense and Defense remaining after the skirmish (your Offense Total – defender's Defense Total = Remaining Offense, and your Defense Total – defender's Offense Total = Remaining Defense)

Now, figure the Security Total of the Location, Operation or stash. With Locations and Operations, this is done by multiplying the current E-Sec by 2 and adding it to the current M-Sec. For example: if after the Legwork phase, the E-Sec is 8 and the M-Sec is 15, then the Security Total would be 15 + (8x2) = or 15 + 16 = the Security Total is 31.

If you are hitting an opponent's Stash, the M-Sec and E-Sec are equal to 5 x the number of cards in the stash. For example: if a Stash had 3 cards in it, both the E-Sec and the M-Sec would both be 15. 15 + (15x2) = or 15 + 30 = the Security Total for a Stash of 3 cards would be 45.

If your Remaining Offense is higher than the Security Total then the hit is successful. Trash the Location, Operation or any cards in the Stash being hit. Add the Ops Points to your Ops total. Ops Points for a Stash are equal to 3 x the number of cards in the Stash.

If your attacking team fails to beat the Security Total on a Hit or Op, hen the Security Total is used against the attacking team's total Def. If the Security Total is greater (by at least 1) than the team's remaining Def, that team suffers the same effects as though they had lost a Skirmish. If the Security total is not greater then the team suffers the same effects as if they had tied a skirmish, and they return used (regardless of movement and vehicle capabilities), and may not attempt any other Runs or Hits this turn.

If the attacking team has at least one Movement point available and succeeded at the Hit, then that team may continue the Action Phase and make a Run. If your team has an unused vehicle attached and has at least one Movement point available, then you may instead choose to use that vehicle and return the amount of Runners it carries unused. If the attacking team does NOT have any more Movement points available, then that team returns used.

Runs Sub-Phase
You may elect not to "Hit" your opponent, and instead send your team to complete an Op that you control (a "Run")… OR, if during the same turn, your team has already succeeded in "hitting" your opponent, and the team has the means to do so, (a vehicle or some other card or effect allows them multiple movements) you may send your team to "Run" an Op you control.

During your Runs Sub-Phase, you may attempt one of your Ops (make a "Run"). You may attempt one of your Ops after successfully Hitting one of your opponent's Locations, Operations or their Stash, provided you have the Movement capabilities to do so.

Your opponents cannot defend against Runs you make on your own Ops.

Calculate your Offense Total for the team attempting the Run, and compare it to the Ops Security Total. (See **Hits Sub-Phase** on page 13 for how to calculate a Security Total.)

If your Offense Total is higher (by at least 1) than the Op's Security Total, the Run is successful. Burn the Op and add its Ops points to your Ops total.

If your Offense Total is equal to or less than the Security Total, then compare the Security against the team's Total Def. If the Security Total is greater than the attacking team's Def, that team suffers the same effects as though they had lost a Skirmish.

Again, you have the option of using Movement and Vehicles as described above.

Essentially, if a team has the resources available and they are not trashed, that team may go on unlimited Runs, but only one Hit per turn. If at any point the team is unsuccessful in completing a Run or Hit, (and they survive the defeat without being trashed) they return used and that team is done for this Action phase.

Important Note: You may <u>not</u> take any actions in a battle where you do not have any Runners, unless the phasing of your action is listed as "// Any" or "// Action", or the action otherwise specifically says that you may.

Damage Control – Now you can play events and take actions to clean up after battle, like using Med-Techs to straighten Runners who were involved in the action phase.

At the end of your turn, you may not have more than 8 cards in your hand. Discard accordingly into your trash pile. Play now passes to the opponent on your left (clockwise).

Definitions

Abilities: Any special actions a card can accomplish, and instructions for its use.
Attributes: Any special characteristics a card may have, such as "Martial Artist" or "Pistol" or "Solo." Always listed in bold print on a card. This may not necessarily give the card additional abilities (e.g. Sabotage) but it does make the card a possible target for cards that mention the trait.

Battle: A battle is any Skirmish, Hit, or Run. As long as you have Runners at that battle you may play "//Battle" events and abilities during that skirmish, hit, or run.

Cost: The amount of EB (resources) required to play a card.

Defense: The ability of a Runner to withstand physical damage.

EB: EuroBucks, the currency or resources for everything in the Cyberpunk world.

E-Sec: "Electronic Security" The electronic or automated security measures that Runners must overcome to accomplish an Operation or Hit.

Empathy Loss: How much a piece of Cyber affects a Runner's sense of humanity, convincing him that he is more (or less) than mortal.

Hit: An attack by your Runners against an opponent's Locations, Operations, or Stash.

Long Range Offense: The amount of damage a Runner can do to another from a distance. Listed on cards as "LR."

M-Sec: "Manual Security" The physical security measures that Runners must overcome to accomplish an Operation or Hit.

Movement: How far a Vehicle or Cyber card can move the attached Runner each turn.

Ops Points: Points gained by making successful Hits or Runs against Locations and Operations cards. If you collect 100 Ops Points, you win the game.

Phases: A portion of each turn, during which specific actions may be accomplished. Each turn is separated into 6 phases (see **Playing the Game**)

Power: How good a Runner is at his/her job.

Resources: Money, given in EB, or Euro Bucks; provided by Sponsors, Locations, and some other card effects, and used to purchase Runners' loyalty, Cyber, Equipment, Locations, and Events.

Response: 'Response' actions can interrupt the actions and abilities of other cards. Any card or action can be a response, so long as it can alter the outcome of an effect generated. If you want to respond you MUST take the appropriate Response action as soon as its trigger conditions are met. You may Respond to other players Responses.

Run: An attack by your Runners on an Operation you control.

Short Range Offense: The amount of damage a Runner can do to another in close-range combat. Listed on cards as "SR."

Skirmish: Two teams battling each other.

Stash: Equipment or cyber placed under the sponsor card, which can later be attached to your Runners.

Style Points: Points gained by having Runners, Cyber, and Equipment in play. You don't have to do anything to get Style Points - just stand there and look pretty. Like Ops Points, collect 100 of these and you win.

This Card. Whenever they appear, the words "this card" will always mean the card that you are reading.

That Card. Whenever the words "that card" appear on a card, they refer to a card being targeted by the card you are reading.

Thanks:

The designers and developers want to thank all the players of Cyberpunk CCG for playing and helping to make Cyberpunk CCG such a great game!

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