



CYBERPUNK

2077

GANGS OF NIGHT CITY - THE BOARD GAME



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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 1 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 seeks 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. Corporations, the Police, and NetWatch are waiting to bring you back down if your "war" catches their attention.

A good leader never sleeps on a good Opportunity or a promising Edgerunner. Only the boldest will be remembered!

LIST OF COMPONENTS

GENERAL COMPONENTS



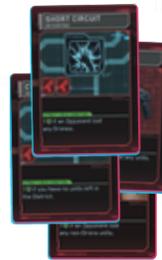
10 EDGERUNNER CARDS



27 OPPORTUNITY CARDS



22 COMBAT UPGRADE CARDS



16 STARTING COMBAT CARDS (4 PER GANG)



20 CONTRABAND TOKENS



2 NETWATCH DICE



20 EURODOLLAR TOKENS



20 CORPORATE SECRET TOKENS



4 TURN SUMMARY CARDS



1 GAME BOARD

10 EDGERUNNER FIGURES



JOHNNY SILVERHAND



T-BUG



NIX



ROGUE AMENDIARES



RIVER WARD



GORO TAKEMURA



JUDY ALVAREZ



VIKTOR VEKTOR



KERRY EURODYNE



JACKIE WELLES



x4 SOLO ACTION



x4 TECHIE ACTION



x4 NETRUNNER ACTION



x4 HIDEOUT ACTION

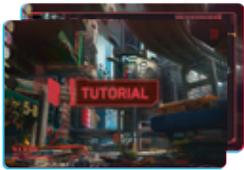


x4 UPGRADE ACTION



x4 WILD ACTION

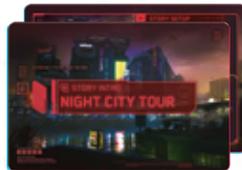
STORY DECKS



1 TUTORIAL CARD



9 THE COST OF SUCCESS STORY CARDS



7 NIGHT CITY TOUR STORY CARDS



8 SUBTLE WARFARE STORY CARDS



7 AN INCONVENIENT GIFT STORY CARDS

STORY COMPONENTS



1 ARASAKA OPPORTUNITY CARD



6 KANG TAO COMBAT UPGRADE CARDS



1 ASSASSIN TOKEN



1 AGENT TOKEN



5 "X" TOKENS



1 VIP TOKEN



1 TRACE TOKEN



6 MILITECH TOKENS



10 TIME TOKENS



6 CONTAINER TOKENS



6 KANG TAO FACTORY TOKENS

GANGS COMPONENTS



4 STREET CRED TRACKERS (1 PER GANG)



4 NET TRACKERS (1 PER GANG)



16 DRONE TOKENS (4 PER GANG)



16 HIDEOUT TOKENS (4 PER GANG)



12 COLOR BASES (3 PER GANG)



RAGE TOKEN (MAELSTROM)

TYGER CLAWS



X3 SOLO

X3 TECHIE

X3 NETRUNNER



4 GANG DASHBOARDS (1 PER GANG)

VALENTINOS



X3 SOLO

X3 TECHIE

X3 NETRUNNER

SINGLE PLAYER COMPONENTS



1 NET SPACE REPLACEMENT TOKEN



1 EDGERUNNER SC TRACKER

VOODOO BOYS



X3 SOLO

X3 TECHIE

X3 NETRUNNER



1 FINE BEFORE YOU CAME STORY CARD



6 RANDOM DISTRICT CARDS

MAELSTROM



X3 SOLO

X3 TECHIE

X3 NETRUNNER



4 GANG BEHAVIOR CARDS



1 OPPOSING EDGERUNNER PROFILE CARD



1 SINGLE PLAYER SUMMARY CARD

GAME BOARD

The game board represents Night City and its Districts.



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

COMBAT UPGRADE DECK:
Players upgrade their Combat cards in their hand from this deck.

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.

PLAYER COUNT ICON: Indicates player count for either side of the game board.

EDGERUNNERS MARKET: Edgerunner deck and cards are placed here.

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

District Name

WESTBROOK

District Logo

District Rewards

OPPORTUNITIES MARKET: Opportunity deck and cards are placed here.

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.

TYGER CLAWS
 Starting District: WESTBROOK

REVENGE
 When you lose a basic unit in a Firefight, choose an involved Opponent to keep that unit near their reserve as a Revenge token.

ACTIVATE
 Use 1 or 2 Action discs.

RECLAIM
 1. Recover ALL used Action discs.
 2. Gain 1 from Presence. Gain ALL from Dominance.
 3. Recruit 1 unit for every Hideout in play.

PAYBACK
 When initiating a Firefight, you MUST retrieve all Revenge tokens from all involved Opponents. Then, during the COMPARE step, add 1 for each retrieved token. If an opposing unit is lost at the end of this Firefight, gain 2.
 During a RECLAIM, you may recruit Revenge tokens if you don't have enough units in your reserve.

GANG UNIQUE ABILITIES: These vary from Gang to Gang, sometimes requiring unique components.

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 a Gang's position 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 Techies during the **ACTIVATE TECHIE** action (pg. 013: **ACTION: ACTIVATE TECHIES**) 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 Drones 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 typed as 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 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 **ES** to recruit, and only moves when a friendly unit occupies a **POI** Point of Interest.

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

UNIT RULES

FRIENDLY UNITS

A unit is considered friendly if belongs to the player.

OPPOSING UNITS

An opposing unit is a unit controlled by an opposing Gang.

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.

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



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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 is separated from the player reserve and cannot be used for the remainder of the game. Place it back in the game box.

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 wild resource that can be spent in place of other resources. 1  can be used in place of 1  or 1 .

 **NOTE:** Some Stories 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 are used during Firefights (pg. 012: **RESOLVING A FIREFIGHT**). They represent weapons, Cyberware, and Quickhacks that give units an advantage during conflicts. They will always have a Firepower  value and a Street Cred  condition.

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 is 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 Contraband  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 that the player has (including this card) and either 1  or 1 .

POINTS OF INTEREST

A Point of Interest (POI) is a location inside a District that can be occupied by either a single basic unit or an Edgerunner. Any unit class (except Drones) can occupy any type of Point of Interest, giving its owner control over the location.

! NOTE: Drones cannot occupy Points of Interest.

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



FIXER: Hire Edgerunners through a Fixer.



BUSINESS: Seize underground Opportunities.



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

When moving, a unit can occupy Points of Interest:

- + In its District without needing to enter an adjacent District.
- + In an adjacent District they are moving into.

! NOTE: Units cannot occupy a Point of Interest currently occupied by **ANY** other unit, including friendly units.

LOADING DATA...



↑ **JOHN** activates his Netrunners by using his  Action disc. He moves one Netrunner from the  POI in Heywood directly into the  POI in the adjacent District City Center. His other Netrunner moves from Heywood directly into its  POI. 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: **TURN TYPE: 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.

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, no player has Dominance and they have only 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, 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

NOTE: If playing Single Player, refer to the Single Player rules for setup instructions instead (pg.018: **SINGLE PLAYER MODE**).

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, 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 the turn order:

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

*Requires Families and Outcasts Expansion





06 PLACING GANG COMPONENTS:

Each player places:

- + Their corresponding Street Cred and Net tokens on their corresponding starting spaces on the Game Board..
- + 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).

LOADING DATA...



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.

PORT CONNECTED...



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: Players should familiarize themselves with the basics by using the Tutorial Story for their first game. It's a great place to start and does not overload players with peculiar game-changing Story rules. Place the card in the first Story card slot and that's it!

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 SOLOS



ACTIVATE TECHIES



ACTIVATE NETRUNNERS



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 SOLOS

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

The active player may move any number of their Solos (including Solo Edgerunners) in play. They may then trigger a Firefight in a single District that has a friendly Solo and an opposing unit.

NOTE: The active player can only initiate 1 Firefight per Action disc, regardless if the conditions are met in multiple Districts.

RESOLVING A FIREFIGHT

Firefights in Night City are not won by mere numbers. Weapons, Cyberware, and Quickhacks are the deciding factor! They are also loud and chaotic, automatically drawing attention. All players with units in a District are involved when a Firefight is initiated.

NOTE: Units do not add firepower  in a Firefight unless specified.

To resolve a Firefight:

01 The initiator may swap any opposing units occupying any number of Points of Interest in the District with their Solos.

02 Each player involved in the Firefight chooses 1 Combat card from their hand and places it facedown in front of them.

03 **REVEAL** - All players reveal their Combat cards at the same time. Cards with **SPECIAL EFFECT: REVEAL** activate during this step.

04 **COMPARE** - Compare the total Firepower of each player (sum of  on Combat cards, any applicable Gang/Edgerunner ability, and any active Story modifiers). Cards with **SPECIAL EFFECT: COMPARE** activate during this step.

05 **CASUALTIES** - All players with the highest  (including ties) do not lose any units.

Every other player must sacrifice 1 friendly unit in the District. These units are lost and will return to their owner's reserve, unless stated otherwise. Cards with **SPECIAL EFFECT: CASUALTIES** activate in this step.

06 All players check their played Combat cards to see if any Street Cred Conditions have been met. They gain any Street Cred indicated, even if they lost the Firefight or have no units left in the District.

07 All players discard their played Combat card faceup near their Gang dashboards, forming their personal discard pile. Discard piles are public information.

NOTE: If a player has no Combat cards left in their hand, after or anytime outside a Firefight, they retrieve all played Combat cards from their own discard pile.

LOADING DATA...



↑ **ALICE** initiates a Firefight in Westbrock with her Solo. **ALICE** swaps her Solo with **NANCY**'s Techie who was in the  POI.

NANCY and **MORGAN** both have units in the District, which means all 3 players are involved in this Firefight. **JOHN** is not involved in this Firefight because he does not have any units in Westbrock, as Hideouts are not units.

They each choose a Combat card. Then, they all reveal them together. **ALICE** chose **CRUSHER**, **NANCY** chose **CYBERWARE MALFUNCTION**, and **MORGAN** chose **TSUNAMI ASHURA**.





The players' Firepower are: **ALICE** 3 , **NANCY** 2 , and **MORGAN** 4 . **MORGAN** has the highest  in the Firefight and does not lose a unit. **ALICE** and **NANCY** both lose a unit, as they do not have the highest . **TSUNAMI ASHURA** would have allowed **MORGAN** to choose which units **ALICE** and **NANCY** lose, but **CYBERWARE MALFUNCTION** cancels that effect. **NANCY** chooses to lose a Drone and **ALICE** chooses to sacrifice her Solo.

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 TECHIES

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

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

+ Seize 1 Opportunity if a Business  is controlled.

OR

+ Hire 1 Edgerunner unit if a Fixer  is controlled.

NOTE: If the active player does not control the required Points of Interest, they ignore the ability to seize Opportunities or hire Edgerunners. If both  and  Points of Interest are controlled, the player must still only choose **A SINGLE CARD** from either market.

SEIZING AN OPPORTUNITY

The player must control a Business  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 rewards in the **whens seized** section.

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



MORGAN controls a  POI and has 2  in his reserve. He does not control any other Points of Interest.

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 **ORGANITSKAYA BD**, which he had seized in a previous turn. **SYNTHCOKE DEAL** allows him to also move up to 3 friendly units.



HIRING AN EDGERUNNER

The player must control a Fixer  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 1 of their color bases to its corresponding figure and place it in a District with their Hideout, outside any Points of Interest. Techie Edgerunners will also build a Drone when hired.

! NOTE: Edgerunner and Opportunity cards are only refilled at the end of the player's turn.



ACTION: ACTIVATE NETRUNNERS

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 Netrunners (including Netrunner Edgerunners) in play. They may then start a Netrun.

STARTING A NETRUN

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

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

01 Gain 1  for each Data Fortress  POI they control.

02 Advance Net steps on the Net track. (min. 1) up to the number of friendly Netrunners in play, including Netrunner Edgerunners. 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.

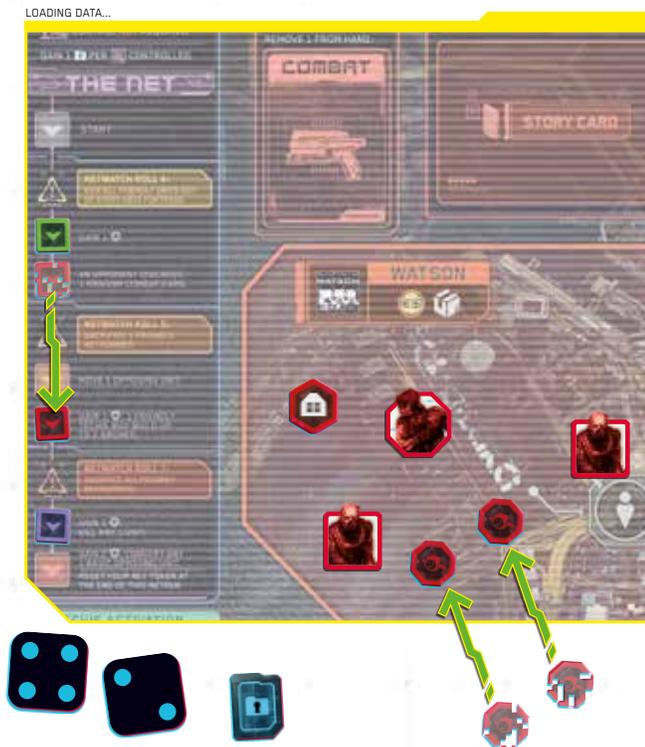
04 Roll both NetWatch dice. If the result is equal to or less than the current Depth Danger, the active player immediately suffers the consequences listed on that space.

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

UPLOADING...



LOADING DATA...



↑ **NANCY** starts a Netrun. She controls the Data Fortress in Watson and gains 1 . **NANCY** has 2 Netrunners in play, so she can advance 1 or 2 steps in the Net. She moves 2 Net steps and applies its effect.

NANCY gains 1 Street Cred and since she has a Techie 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.



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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 any District that doesn't already have a Hideout belonging to them.

03 Gain Street Cred, based on the value listed on the slot from which the Hideout token was taken.

! 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.

LOADING DATA...



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



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 remove it from the game. 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, discarded, or removed from the game.

LOADING DATA...

**01**

↑ [01] JOHN wants to upgrade his hand of Combat cards. He spends 1 and draws the top 2 cards of the Combat Upgrade deck. They are **SECOND HEART** and **STEPHENSON TECH MK.4**.

LOADING DATA...

**02**

↑ [02] 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 removes **CRUSHER** from the game.



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, **OR**
- + No resources in their reserve.

Perform 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 when the last Combat card in their hand was used in a Firefight or 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 only has **PRESENCE** in the District:

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

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

- + 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 their Gang Hideout, **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

FOR YOUR FIRST GAME, USE THE TUTORIAL AND SKIP THIS CHAPTER FOR NOW.

Stories in *Cyberpunk 2077: Gangs of Night City* evolve from player choices, unfolding narratives 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:

→ There are no ⌚ left.

→ A player has 9 or more Street Cred.

JOHN initiates a Firefight and reaches 9 Street Cred from his Combat card's Street Cred Condition. According to the new rule introduced in Act 1, 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 2B, 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 a player reaching 25 Street Cred.



SINGLE PLAYER MODE



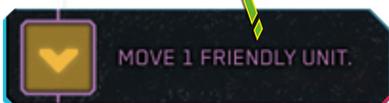
NCPD CONNECTED...

FINE BEFORE YOU CAME STORY SETUP

01 GAME BOARD SETUP:

Place the Game Board in the middle of the table with the 1-3 player side faceup. Place the Net Space Replacement token on the second YELLOW Net step. This token's effect replaces the effect for the entirety of the game.

LOADING DATA...



NET SPACE REPLACEMENT TOKEN

02 CREATE TOKEN AND DICE POOLS:

Create separate pools for , , and . Place them with the 2 NetWatch dice beside the Game Board within reach.

03 CHOOSE YOUR GANG:

Choose a Gang and take all its components, a single set of the 4 Starting Combat cards (CYBERPSYCHOSIS, SHORT CIRCUIT, SUBDERMAL ARMOR, and CRUSHER), and the Turn Summary and Solo Summary cards.

04 COMPONENTS SETUP:

- + Place your Gang's Street Cred and Net trackers on their corresponding starting spaces.
- + Place in your Starting District, indicated by your 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.
- + Place on your Gang dashboard: 3 remaining Hideout tokens and 6 Action discs.
- + Take 1 and 2 .
- + Place all remaining figures in your personal reserve near you.

05 OPPOSING GANG SETUP:

- + Select 1 Gang to be your opposing Gang, keeping their Gang Behavior card near you.
- + Place their Gang Street Cred tracker on the starting space.
- + In their Starting District, indicated by their Summary card, place: 1 Hideout token, 1 Solo unit, 1 Techie unit **in the District's Point of Interest**, 1 Netrunner unit, and 1 Drone token.
- + Place all remaining figures in their personal reserve near their cards.

NOTE: The Dashboard, Net tracker token, remaining Hideouts, and any unique Gang components are not used by the opposing Gang in Single Player Mode.



GANG BEHAVIOR CARD

06 OPPOSING EDGERUNNER SETUP:

- + Place the Edgerunner Profile card near you.
- + Place the Edgerunner Street Cred tracker on the starting space.
- + Place Johnny Silverhand's figure within City Center's Point of Interest.



**OPPOSING EDGERUNNER
PROFILE CARD**



**OPPOSING EDGERUNNER
STREET CRED TRACKER**



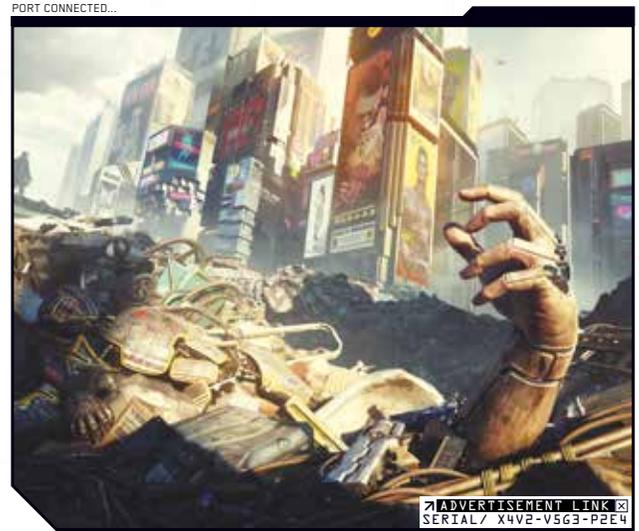
07 CARD DECKS SETUP:

- + Remove **GORO TAKEMURA** and **JOHNNY SILVERHAND** from the game. Shuffle the Opportunity, Edgerunner, and Combat Upgrade decks separately, placing them facedown on their corresponding spaces on the Game Board. Fill up the Opportunity and Edgerunner slots on the board, revealing each card faceup. Shuffle the Random District cards, keeping the deck near you.



08 STORY SETUP:

- + Place the Fine Before You Came card faceup in any Story card slot.



GAMEPLAY

Play turns one after another, activating your Gang first, then the opposing Gang or opposing Edgerunner based on the type of turn taken:

JOHNNY SILVERHAND ACTIVATES AFTER A PLAYER ACTIVATES.

OPPOSING GANG ACTIVATES AFTER A PLAYER RECLAIMS.

After each opposing Gang or opposing Edgerunner Activation, refill Opportunity and Edgerunner Market slots, if needed.

OPPOSING EDGERUNNER BEHAVIOR

--- ACTIVATION ---

After each **ACTIVATE**, draw 1 District card. Johnny Silverhand moves into the District, occupying its Point of Interest, if possible. Then:

- + **If your units are present:** Johnny initiates a Firefight with all involved units in the District.
- + **if the opposing Gang is present but not you:** The Gang automatically loses all units in that District. Johnny gains 4 🌟. Remove the top-most faceup Opportunity card in the market from the game.
- + **If Johnny Silverhand is alone:** He gains 3 🌟. Remove all faceup Opportunity cards in the market from the game.

LOADING DATA...



↑ After completing your **ACTIVATE**, Johnny takes a turn. Heywood was drawn, what luck! Johnny moves into Heywood but does not occupy the POI because it is currently occupied by the Valentino Techie. As you do not have presence in Heywood, Johnny automatically wipes out every opposing unit in Heywood and gains 4 🌟. The top-most faceup Opportunity card is also removed from the game. Then, it is your turn again.

WHEN JOHNNY SILVERHAND IS INVOLVED IN A FIREFIGHT

After you choose a Combat card, draw 3 cards from the Combat Upgrade deck for Johnny. He has **?** equal to the highest **?** of the cards revealed (cards with **?** are worth 0 **?**). Any Special Effects and Street Cred Conditions on that card are ignored. Then,

If Johnny has the single highest **? in the firefight:** All other units in that District are killed.

After the firefight: Johnny gains 🌟 according to his **personal street cred condition**. Shuffle all Combat Upgrade cards used by him and place them at the bottom of the Combat Upgrade deck.

! **NOTE:** Johnny Silverhand cannot be killed. When he loses a Firefight, he simply remains in the District and nothing happens to him.

OPPOSING GANG BEHAVIOR

REFER TO THE OPPOSING GANG BEHAVIOR CARD FOR SPECIFIC MODIFIERS AND ABILITIES.

--- ACTIVATION ---

After each **RECLAIM**, draw 3 District cards. Then, apply the following effects to each District, one at a time, starting from the first drawn card:

01 Recruit a unit according to the opposing Gang's recruitment priority. If all non-Drone units are in play, the opposing Gang instead gains 1 🌟 for each revealed District card where they don't have Presence.

02 Then, for the District,
 + **If you don't have PRESENCE:** The opposing Gang gains 2 🌟. Then, shuffle all Edgerunner cards in the market and place them at the bottom of the Edgerunner deck. Do **NOT** refill the Edgerunner market until the end of your next **ACTIVATE**.

- + **If you have PRESENCE, and there is an opposing:**
 - a. **TECHIE unit:** Lose a resource **OR** the opposing Gang gains 3 🌟. Then, remove the top-most faceup Opportunity card in the market from the game.
 - b. **NETRUNNER unit:** Move back 1 Net step and the opposing Gang gains 2 🌟.
 - c. **SOLO unit:** The opposing Gang initiates a Firefight.

Apply **ALL** effects that are relevant within every District in the order above. Multiple effects can be applied.

WHEN THE OPPOSING GANG IS INVOLVED IN A FIREFIGHT

After you choose a Combat card, draw 2 cards from the Combat Upgrade deck for the opposing Gang. They have equal to the highest of the cards revealed (cards with are worth 0). Any Special Effects and Street Cred Conditions on that card are ignored.

Then, during the **CASUALTIES** step:

- + **if they have the single highest in the Firefight:** You lose a unit in that District and they gain 3 . If Johnny was involved in the Firefight, nothing happens to him.
- + **if you have the single highest :** They must lose a Drone unit, if possible. Otherwise, you decide which unit to kill. If Johnny is involved in the Firefight, nothing happens to him.

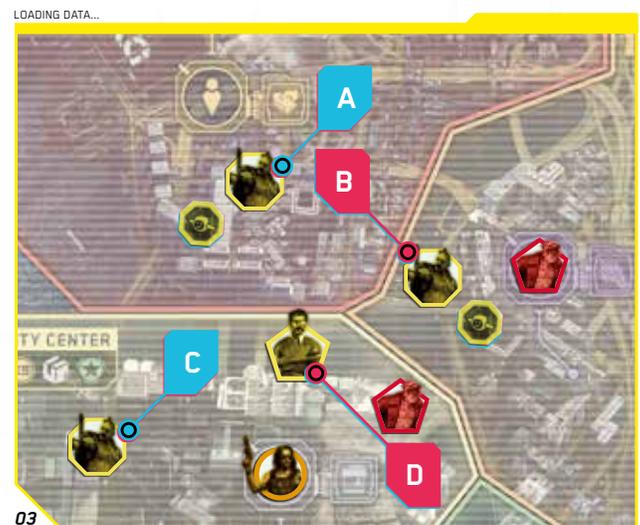
After the Firefight: Shuffle all Combat Upgrade cards used by the opposing Gang and place them at the bottom of the Combat Upgrade deck.



[01] After completing your **RECLAIM**, the opposing Gang takes a turn and draws 3 random District cards. Watson, Westbrook, and City Center are drawn and must be resolved in this order.

[02] Following the Valentinos recruiting priority, 1 Techie is recruited directly into Watson's Point of Interest. A Drone is built in the District with it. Then, another Techie is recruited and a Drone is built in Westbrook. As your Solo is in Westbrook's Point of Interest, it is recruited outside of the POI. Lastly, with no more Techies in their reserve, a final Valentinos Solo is recruited into City Center.

[03] Then, the Gang effects are applied to each District. In Watson, the Valentinos Techie **[A]** is the only unit, so the Gang gains 2 and shuffles all the Edgerunner cards to the bottom of the deck. In Westbrook, there is a Valentinos Techie **[B]** and you have Presence, which means you get to choose either to lose a resource or let the Valentinos gain 3 . Then, remove the top-most faceup Opportunity card. As part of their Special Ability, the Valentinos also gain 2 for removing the card. Finally, as there are both a Valentinos Techie and a Solo in City Center and you have Presence there, both effects are applied in order. The Techie **[C]** forces you to choose again and remove the Opportunity card (triggerring the Valentinos' Special Ability), then the Solo **[D]** initiates a Firefight with both you and Johnny. 2 Combat cards will be drawn for the Valentinos and 3 Combat cards will be drawn for Johnny.





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TURN SUMMARY

ACTIVATE OR RECLAIM

ACTIVATE

Spend 1 or 2 Action discs.



ACTIVATE SOLOS

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

01 Swap opposing units with Solos units in any number of POIs in the District.

02 All involved players play 1 Combat card facedown.

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

04 Compare (**SPECIAL EFFECT: COMPARE** activates).

05 Players who do not have the highest lose 1 unit in the District (**SPECIAL EFFECT: CASUALTIES** activate).

06 Check played Combat cards for fulfilled Street Cred Conditions.

07 Discard played Combat cards into personal discard piles.

End of the Firefight: If a player used their last Combat card, they take back all previously used cards from their discard pile.



ACTIVATE TECHIES

Move any number of Techies and Drones. Then, either:

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

OR

+ Hire 1 Edgerunner if a Fixer 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 the new hand (not the discard pile) and remove it from the game.



ACTION WILD

Perform any other action.



ACTIVATE NETRUNNERS

Move any number of Netrunners. Then, begin a Netrun:

01 Gain 1 for each Data Fortress POI 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**, 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 all District rewards where the Gang has Dominance. Obtain 1 District Reward where the Gang only has Presence.

03 Recruit 1 unit for each Hideout the Gang has in play.