

— **YORINOBU ARASAKA**
EMBRACING DESTRUCTION

LEGEND

€\$

ARASAKA CORPO

The first time a friendly **Arasaka** unit attacks each turn, draw a card. Then, if you have less than 20 ★ (**Street Cred**), discard 1 card from your hand to your trash.

0

ILLUSTRATION: ADRIAN

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05 **GORO TAKEMURA**
HANDS UNCLEAN

LEGEND

€\$

ARASAKA CORPO

GO SOLO (Pay this card's cost to play it as a ready unit. It can attack this turn.)
BLOCKER (When a rival unit attacks, you may spend this unit to redirect the attack to this unit.)

07

ILLUSTRATION: BEAT KEOKI STUDIO

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— **SABURO ARASAKA**
STUBBORN PATRIARCH

LEGEND

€\$

ARASAKA CORPO

Your **Arasaka** units have +1 power when attacking.
(Units steal an extra gig for every 10 power.)

0

ILLUSTRATION: ADRIAN

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01 **MANTIS BLADES**

GEAR

€\$

CYBERWARE

(Equip to a unit or face-up legend.)

+2

ILLUSTRATION: GUSIA MARCHISIA, KERANI KICKEMAN

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01 **MANTIS BLADES**

GEAR

€\$

CYBERWARE

(Equip to a unit or face-up legend.)

+2

ILLUSTRATION: GUSIA MARCHISIA, KERANI KICKEMAN

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01 **MANTIS BLADES**

GEAR

€\$

CYBERWARE

(Equip to a unit or face-up legend.)

+2

ILLUSTRATION: GUSIA MARCHISIA, KERANI KICKEMAN

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02 **SATORI**
SWORD OF SABURO

GEAR

€\$

WEAPON ARASAKA

(Equip to a unit or face-up legend.)

ATTACK If this unit wins a fight against a rival unit, draw a card.

+1

ILLUSTRATION: NANA SHIBATA

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02 **SATORI**
SWORD OF SABURO

GEAR

€\$

WEAPON ARASAKA

(Equip to a unit or face-up legend.)

ATTACK If this unit wins a fight against a rival unit, draw a card.

+1

ILLUSTRATION: NANA SHIBATA

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03 **SANDEVISTAN**

GEAR

€\$

CYBERWARE

(Equip to a unit or face-up legend.)

PLAY This unit can attack spent units this turn.

+3

ILLUSTRATION: CD PROJEKT RED

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03 GEAR x4

€\$

SANDEVISTAN

CYBERWARE

(Equip to a unit or face-up legend.)

PLAY This unit can attack spent units this turn.

+3

0024

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02 PROGRAM x1

€\$

INDUSTRIAL ASSEMBLY

PLAN ARASAKA

Increase a friendly gig by 4. Then, if you have 7+ ★ (Street Cred), draw a card.
(Discard programs after they resolve.)

0021

TM © 2026 CD PROJEKT S.A.

02 PROGRAM x1

€\$

INDUSTRIAL ASSEMBLY

PLAN ARASAKA

Increase a friendly gig by 4. Then, if you have 7+ ★ (Street Cred), draw a card.
(Discard programs after they resolve.)

0021

TM © 2026 CD PROJEKT S.A.

02 PROGRAM x1

€\$

INDUSTRIAL ASSEMBLY

PLAN ARASAKA

Increase a friendly gig by 4. Then, if you have 7+ ★ (Street Cred), draw a card.
(Discard programs after they resolve.)

0021

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02 PROGRAM x2

€\$

CORPORATE SURVEILLANCE

Spend a rival unit with cost 3 or less.
(Discard programs after they resolve.)

0025

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02 PROGRAM x2

€\$

CORPORATE SURVEILLANCE

Spend a rival unit with cost 3 or less.
(Discard programs after they resolve.)

0025

TM © 2026 CD PROJEKT S.A.

02 PROGRAM x2

€\$

CORPORATE SURVEILLANCE

Spend a rival unit with cost 3 or less.
(Discard programs after they resolve.)

0025

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02 UNIT x2

€\$

CORPO SECURITY

CORPO

This unit can't attack.
BLOCKER (When a rival unit attacks, you may spend this unit to redirect the attack to it.)

0016

TM © 2026 CD PROJEKT S.A.

02 UNIT x2

€\$

CORPO SECURITY

CORPO

This unit can't attack.
BLOCKER (When a rival unit attacks, you may spend this unit to redirect the attack to it.)

0016

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02 UNIT 



CORPO SECURITY

CORPO

This unit can't attack.

BLOCKER (When a rival unit attacks, you spend this unit to redirect the attack to it.)

02

0016

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ILLUSTRATION: David Velasco

02 UNIT 



RUTHLESS LOWLIFE

ARASAKA MERC

When a rival steals one or more friendly gigs, if this unit is spent, the value of those gigs becomes 1.

01

0018

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ILLUSTRATION: Jeffrey Alan Love

02 UNIT 



RUTHLESS LOWLIFE

ARASAKA MERC

When a rival steals one or more friendly gigs, if this unit is spent, the value of those gigs becomes 1.

01

0020

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ILLUSTRATION: Jeffrey Alan Love

03 UNIT 



SWORDWISE HUSCLE

ARASAKA MERC

05

0026

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ILLUSTRATION: Oliver Cozak

03 UNIT 



SWORDWISE HUSCLE

ARASAKA MERC

05

0028

TM © 2026 CD PROJEKT S.A.

ILLUSTRATION: Oliver Cozak

03 UNIT 



SWORDWISE HUSCLE

ARASAKA MERC

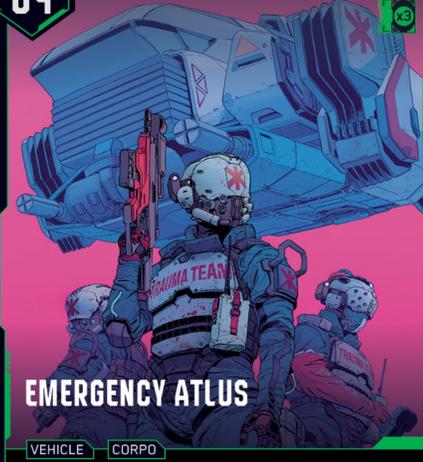
05

0030

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ILLUSTRATION: Oliver Cozak

04 UNIT 



EMERGENCY ATLUS

VEHICLE CORPO

07

0017

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ILLUSTRATION: Robert Simenlin

04 UNIT 



EMERGENCY ATLUS

VEHICLE CORPO

07

0019

TM © 2026 CD PROJEKT S.A.

ILLUSTRATION: Robert Simenlin

04 UNIT 



EMERGENCY ATLUS

VEHICLE CORPO

07

0021

TM © 2026 CD PROJEKT S.A.

ILLUSTRATION: Robert Simenlin

04

UNIT



GORO TAKEMURA
LOSING HIS WAY

ARASAKA CORPO

This unit has +1 power during your turn for each face-up legend in your legends area.

5+

ILLUSTRATION BY KAZUSHIGE

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04

UNIT



GORO TAKEMURA
LOSING HIS WAY

ARASAKA CORPO

This unit has +1 power during your turn for each face-up legend in your legends area.

5+

ILLUSTRATION BY KAZUSHIGE

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06

UNIT



ARMORED MINOTAUR

ARASAKA MILITECH DRONE

PLAY If you have 12+ ★ (Street Cred), defeat a rival unit with power 5 or less.

09

ILLUSTRATION BY KAZUSHIGE

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