

05 **GORO TAKEMURA** **LEGEND**
HANDS UNCLEAN

ARASAKA CORPO

GO SOLO (Pay this Legend's cost to play it as a ready Unit. It can attack this turn. If it leaves the field, remove it from the game.)

BLOCKER (You may spend this Unit to redirect a rival Unit's attack to it instead.)

07

ILLUST: Bad Moon Studio

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— **YORINOBU ARASAKA** **LEGEND**
EMBRACING DESTRUCTION

ARASAKA CORPO

The first time a friendly ARASAKA Unit attacks each turn, draw 1. Then, if you have less than 20 ★ (Street Cred), discard 1.

0

ILLUST: ADA

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— **SABURO ARASAKA** **LEGEND**
STUBBORN PATRIARCH

ARASAKA CORPO

Friendly ARASAKA Units have +1 power while attacking.
(Units steal an extra Gig for every 10 power.)

0

ILLUST: ADA

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07 **MINOTAUR** **UNIT**

ARASAKA DRONE MILITECH

PLAY If you have more ★ (Street Cred) than a Rival, defeat a rival Unit with power 5 or less.

09

ILLUST: CD PROJEKT RED

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03 **SWORDWISE HUSCLE** **UNIT**

MERC

ATTACK If this Unit has power 5+, draw 1.

03

ILLUST: Olgierd Czepak

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03 **SWORDWISE HUSCLE** **UNIT**

MERC

ATTACK If this Unit has power 5+, draw 1.

03

ILLUST: Olgierd Czepak

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01 **MANTIS BLADES** **GEAR**

CYBERWARE

(Equip to a friendly Unit or face-up Legend.)

"One cut, one kill."

+2

ILLUST: Ricardo Padellera Siviera

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01 **MANTIS BLADES** **GEAR**

CYBERWARE

(Equip to a friendly Unit or face-up Legend.)

"One cut, one kill."

+2

ILLUST: Ricardo Padellera Siviera

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01 **MANTIS BLADES** **GEAR**

CYBERWARE

(Equip to a friendly Unit or face-up Legend.)

"One cut, one kill."

+2

ILLUST: Ricardo Padellera Siviera

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02 GEAR x1

€\$

SATORI
SWORD OF SABURO

ARASAKA WEAPON

(Equip to a friendly Unit or face-up Legend.)

When this Unit wins a fight against a rival Unit, draw 1.

+2

PRM - 002 (A) 005 WEAPON TM © 2026 CD PROJEKT S.A.

02 GEAR x1

€\$

SATORI
SWORD OF SABURO

ARASAKA WEAPON

(Equip to a friendly Unit or face-up Legend.)

When this Unit wins a fight against a rival Unit, draw 1.

+2

PRM - 002 (A) 005 WEAPON TM © 2026 CD PROJEKT S.A.

02 GEAR x1

€\$

SATORI
SWORD OF SABURO

ARASAKA WEAPON

(Equip to a friendly Unit or face-up Legend.)

When this Unit wins a fight against a rival Unit, draw 1.

+2

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01 PROGRAM x1

€\$

INDUSTRIAL ASSEMBLY

ARASAKA BRAINDANCE

Increase a Gig by up to 4. If you control a Gig with 8+ value, draw 1.

+2

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01 PROGRAM x1

€\$

INDUSTRIAL ASSEMBLY

ARASAKA BRAINDANCE

Increase a Gig by up to 4. If you control a Gig with 8+ value, draw 1.

+2

PRM - 002 (A) 005 PROGRAM TM © 2026 CD PROJEKT S.A.

01 PROGRAM x1

€\$

INDUSTRIAL ASSEMBLY

ARASAKA BRAINDANCE

Increase a Gig by up to 4. If you control a Gig with 8+ value, draw 1.

+2

PRM - 002 (A) 005 PROGRAM TM © 2026 CD PROJEKT S.A.

03 PROGRAM x2

€\$

OVER THE EDGE

MERC

Defeat a Unit with power equal to or less than the value of a friendly d20.

+2

PRM - 002 (A) 007 PROGRAM TM © 2026 CD PROJEKT S.A.

03 PROGRAM x2

€\$

OVER THE EDGE

MERC

Defeat a Unit with power equal to or less than the value of a friendly d20.

+2

PRM - 002 (A) 007 PROGRAM TM © 2026 CD PROJEKT S.A.

02 UNIT x1

CORPO SECURITY

CORPO

This Unit can't attack.

BLOCKER (You may spend this Unit to redirect a rival Unit's attack to it instead.)

+2

PRM - 002 (A) 010 UNIT TM © 2026 CD PROJEKT S.A.

02 UNIT 



CORPO SECURITY

CORPO

This Unit can't attack.

BLOCKER (You may spend this Unit to redirect a rival Unit's attack to it instead.)

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02 UNIT 



CORPO SECURITY

CORPO

This Unit can't attack.

BLOCKER (You may spend this Unit to redirect a rival Unit's attack to it instead.)

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03 UNIT 



EMERGENCY ATLUS

TRAUMA TEAM VEHICLE ZETATECH

"Grab the policyholder, leave the rest for the city meatwagon."

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03 UNIT 



EMERGENCY ATLUS

TRAUMA TEAM VEHICLE ZETATECH

"Grab the policyholder, leave the rest for the city meatwagon."

PRM - 002 (A)  © 2026 CD PROJEKT S.A. **04**

03 UNIT 



EMERGENCY ATLUS

TRAUMA TEAM VEHICLE ZETATECH

"Grab the policyholder, leave the rest for the city meatwagon."

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03 UNIT 



FIELD OPERATOR

ARASAKA CORPO TECHIE

PLAY If your ★ (Street Cred) is an even number, draw 1.

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03 UNIT 



FIELD OPERATOR

ARASAKA CORPO TECHIE

PLAY If your ★ (Street Cred) is an even number, draw 1.

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03 UNIT 



FIELD OPERATOR

ARASAKA CORPO TECHIE

PLAY If your ★ (Street Cred) is an even number, draw 1.

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04 UNIT 



GORO TAKEMURA
LOSING HIS WAY

ARASAKA CORPO

ATTACK If all friendly Legends are face-up, this Unit has +5 power this turn.

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