

05 **V** **LEGEND** **x2**

CORPORATE EXILE

CORPO **MERC**

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

08

PRM - 001 (A) WEIRDCO

ILLUSTRATION: ENVAR

— **VIKTOR VEKTOR** **LEGEND** **x2**

SIT DOWN AND RELAX

RIPPERDOC

CALL Search the top 5 cards of your deck. Reveal up to 2 Gears with cost 2 or less and add them to your hand. Bottom-deck the rest in a random order.

0

PRM - 001 (A) WEIRDCO

ILLUSTRATION: ENVAR

— **JACKIE WELLES** **LEGEND** **x2**

POUR ONE OUT FOR ME

MERC

The first time you play a Blue Unit or Blue Gear each turn, you may decrease a friendly Gig by up to 2. If it becomes a min Gig, draw 1.

0

PRM - 001 (A) WEIRDCO

ILLUSTRATION: ENVAR

02 **GEAR** **x2**

DYING NIGHT **V'S PISTOL**

MERC **WEAPON**

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

ATTACK Decrease a Gig by up to 2. At the end of your turn, if this Unit is named "V", ready 2 Eddies.

+2

PRM - 001 (A) WEIRDCO

ILLUSTRATION: VANI SHARVIN

02 **GEAR** **x2**

DYING NIGHT **V'S PISTOL**

MERC **WEAPON**

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

ATTACK Decrease a Gig by up to 2. At the end of your turn, if this Unit is named "V", ready 2 Eddies.

+2

PRM - 001 (A) WEIRDCO

ILLUSTRATION: VANI SHARVIN

03 **UNIT** **x2**

DEXTER DESHAWN **ONE LAST CHANCE**

FIXER

PLAY ATTACK Adjust a Gig by up to 1.

DEFEATED If your ★ (Street Cred) differs from a Rival's by 10+, draw 2.

04

PRM - 001 (A) WEIRDCO

ILLUSTRATION: MOONCLONEY

02 **UNIT** **x2**

SECONDHAND BOMBUS

DRONE **ZETATECH**

BLOCKER (You may spend this Unit to redirect a rival Unit's attack to it instead.) (Units with power 0 don't steal Gigs.)

0

PRM - 001 (A) WEIRDCO

ILLUSTRATION: LUCA CERRETTI

02 **UNIT** **x2**

SECONDHAND BOMBUS

DRONE **ZETATECH**

BLOCKER (You may spend this Unit to redirect a rival Unit's attack to it instead.) (Units with power 0 don't steal Gigs.)

0

PRM - 001 (A) WEIRDCO

ILLUSTRATION: LUCA CERRETTI

01 **GEAR** **x1**

KIROSHI OPTICS

CYBERWARE

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

ATTACK Look at a friendly face-down Legend. (Don't reveal it.)

+1

PRM - 001 (A) WEIRDCO

ILLUSTRATION: CD PROJEKT RED

01 GEAR 



KIROSHI OPTICS

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

ATTACK Look at a friendly face-down Legend. (Don't reveal it.)

+1

ILLUSTRATION: CD PROJEKT RED

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01 GEAR 



KIROSHI OPTICS

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

ATTACK Look at a friendly face-down Legend. (Don't reveal it.)

+1

ILLUSTRATION: CD PROJEKT RED

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01 GEAR 



MANDIBULAR UPGRADE

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

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

+0

ILLUSTRATION: Lea Lenowicz

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01 GEAR 



MANDIBULAR UPGRADE

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

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

+0

ILLUSTRATION: Lea Lenowicz

PRM - 001 (A)

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01 PROGRAM 



AFTERPARTY AT LIZZIE'S

BRAINDANCE MOX

Adjust a Gig by up to 1. If you control 2 or more Gigs with different values, draw 1.

+0

ILLUSTRATION: Alicja Uzarowska

PRM - 001 (A)

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01 PROGRAM 



AFTERPARTY AT LIZZIE'S

BRAINDANCE MOX

Adjust a Gig by up to 1. If you control 2 or more Gigs with different values, draw 1.


+0


ILLUSTRATION: Alicja Uzarowska

PRM - 001 (A)

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04 UNIT 



DELAMAIN CAB

VEHICLE

At the end of your turn, if this Unit stole a Gig this turn, ready 1 Eddie.


04


ILLUSTRATION: CD PROJEKT RED

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04 UNIT 



DELAMAIN CAB

VEHICLE

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04


ILLUSTRATION: CD PROJEKT RED

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04 UNIT 



DELAMAIN CAB

VEHICLE

At the end of your turn, if this Unit stole a Gig this turn, ready 1 Eddie.

04

ILLUSTRATION: CD PROJEKT RED

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02 UNIT x3

EVELYN PARKER
SCHEMING SIREN

DOLL

ATTACK Draw 1. Then, if you have more ★ (Street Cred) than a Rival, discard 1.
(Units with power 0 don't steal Gigs.)

PRM - 001 (A) WEIRDO 0

ILLUST: Ojvind Gsæk

02 UNIT x3

EVELYN PARKER
SCHEMING SIREN

DOLL

ATTACK Draw 1. Then, if you have more ★ (Street Cred) than a Rival, discard 1.
(Units with power 0 don't steal Gigs.)

PRM - 001 (A) WEIRDO 0

ILLUST: Ojvind Gsæk

02 UNIT x3

EVELYN PARKER
SCHEMING SIREN

DOLL

ATTACK Draw 1. Then, if you have more ★ (Street Cred) than a Rival, discard 1.
(Units with power 0 don't steal Gigs.)

PRM - 001 (A) WEIRDO 0

ILLUST: Ojvind Gsæk

05 UNIT x3

€\$

MTOD12 FLATHEAD

DRONE MILITECH

If you have less ★ (Street Cred) than a Rival, this Unit can't be blocked.

PRM - 001 (A) WEIRDO 07

ILLUST: Federico Sbarani

04 UNIT x1

PSYCHO SQUAD

NCPD

Their protocol stops at "shoot first."

PRM - 001 (A) WEIRDO 06

ILLUST: Kieran McKewen & Glada Marchisio

04 UNIT x1

PSYCHO SQUAD

NCPD

Their protocol stops at "shoot first."

PRM - 001 (A) WEIRDO 06

ILLUST: Kieran McKewen & Glada Marchisio

04 UNIT x1

PSYCHO SQUAD

NCPD

Their protocol stops at "shoot first."

PRM - 001 (A) WEIRDO 06

ILLUST: Kieran McKewen & Glada Marchisio

01 PROGRAM x1

€\$

FLOOR IT

MERC QUICKHACK

QUICK Give a rival Unit -1 power this turn.
Draw 1.

PRM - 001 (A) WEIRDO 01

ILLUST: DOPFRESH

01 PROGRAM x1

€\$

FLOOR IT

MERC QUICKHACK

QUICK Give a rival Unit -1 power this turn.
Draw 1.

PRM - 001 (A) WEIRDO 01

ILLUST: DOPFRESH

01 PROGRAM **x1**

€\$

FLOOR IT

MERC QUICKHACK

QUICK Give a rival Unit -1 power this turn. Draw 1.

PRM - 001 (A) WEIRDO

ILLUSTRATION: MICHAEL VANDERFRAMA

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02 PROGRAM **x2**

€\$

REBOOT OPTICS

QUICKHACK

QUICK The next time a rival Unit fights this turn, it doesn't defeat the opposing friendly Unit.

PRM - 001 (A) WEIRDO

ILLUSTRATION: MICHAEL VANDERFRAMA

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02 PROGRAM **x2**

€\$

REBOOT OPTICS

QUICKHACK

QUICK The next time a rival Unit fights this turn, it doesn't defeat the opposing friendly Unit.

PRM - 001 (A) WEIRDO

ILLUSTRATION: MICHAEL VANDERFRAMA

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CYBERPUNK TCG

START YOUR TURN WITH **7 GIG DICE** TO WIN IT ALL

OVERTIME starts after the last player's 7th TURN. It's sudden death; you win as soon as you control 7 Gigs.

BEFORE YOU BEGIN

SHUFFLE
Shuffle your deck and randomize your Legends face-down in the Legends area.

DETERMINE PLAY ORDER
Both players roll a d20 (reroll on a tie). Whoever rolls higher decides who goes first. The player going first spends their 2 leftmost Legends and doesn't ready them on their first turn.

DRAW 6
If you don't like what you see, you can mulligan once: shuffle your hand back into your deck and draw 6 new cards.

USER ID: 98877 LENS DRUM 9 8 83
STATUS: ONLINE SERIAL: 94 73 92

TURN ORDER

START

IN ORDER

READY SPENT CARDS
Rotate spent (sideways) cards to the ready (upright) position.

DRAW 1
Add the top card of your deck to your hand.

GAIN A GIG
Take a die from your fixer area, roll it, and add it to your friendly Gig area. You can choose any die except the d20, which is always last.

MAIN

IN ANY ORDER

SELL (ONCE PER TURN)
Reveal a card with a sell tag (€\$) in the top left corner, and place it face-down and ready in your Eddies area.

PLAY
Spend Eddies equal to a card's cost to play it. (You can also spend any number of Legends as 1 €\$ each.)

CALL A LEGEND (ONCE PER TURN)
Spend 1 €\$ to flip a Legend face-up. Don't peek beforehand!

ATTACK (SEE ATTACK CARD)
Spend the attacking Unit. It can attack a spent rival Unit to start a fight, or attack the rival Gig area to steal a Gig.

GLOSSARY

★ (STREET CRED)
The sum total of all friendly Gig dice values.

POWER
Number in the bottom right corner of a card, used while attacking.

COST
Number in the top left corner of a card. Spend Eddies equal to a card's cost to play it. (You can also spend any number of Legends as 1 €\$ each.)

€\$
Refers to Eddies (and Legends) you spend to pay a cost.

SPEND
Turn a card sideways. "Spent" describes a card in the sideways position.
☑: Spend this card to activate the following effect.

BOTTOM-DECK
Put the cards at the bottom of your deck in any order.

TRASH
Put the top card of your deck into your trash area. If it specifies a number, trash that many cards.

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ATTACK

IN ORDER

SPEND THE ATTACKING UNIT (TURN IT SIDWAYS)
Resolve any **ATTACK** effects on the Unit. Remember, Units can't attack the turn they are played.

DECLARE A TARGET
Attack a spent rival Unit to start a fight, or attack the rival Gig area to steal a Gig.

REACT

RIVAL

The attacked Rival may take any number of these reactions.

CALL A LEGEND (ONCE PER TURN)
Spend 1 €\$ to flip a Legend face-up.

QUICK Activate card effects or play cards with this keyword.

BLOCKER Spend a Unit with this keyword to redirect the attack to it instead.

ATTACK A SPENT UNIT

FIGHT

Compare both Units' power.

- The higher power Unit defeats the other.
- On a tie, they defeat each other.

Move defeated Units to the trash and resolve any **DEFEATED** effects on them.

ATTACK THE GIG AREA

STEAL

Choose a rival Gig die and move it to your friendly Gig area. Units steal additional Gigs for every 10 power (and 0 Gigs at power 0).

- Power 1+ → 1 Gig
- Power 10+ → 2 Gigs
- Power 20+ → 3 Gigs, etc.