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CYBERPUNK

2077

GANGS OF NIGHT CITY - THE BOARD GAME

CONNECTION 896.3478

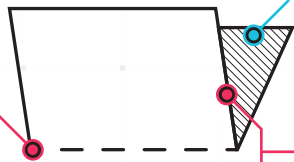
WEAPONS EXPO DIGITAL STORY

**PRINT AND ASSEMBLE THE CARDS
IN THE FOLLOWING ORDER:**

01 --- FOLD

02 // GLUE

03 — CUT



4646181
4159185
0001884
3961813

CONNECTION 206.9318

STORY INTRO WEAPONS EXPO

DIGITAL STORY

ONLY CC03 CERTIFIED
AND 5TH CLASS OFFICERS ARE ALLOWED TO
MANIPULATE ACCESS OR DISABLE THIS DEVICE

WEAPONS EXPO

Megacorp's shadows loom over City Center, buzzing over this year's Weapon Expo. Across the grid, containers rolled in packed with firepower. In this electric chaos, if a stash went missing, who'd even blink? After all, who counts blades in a city of knives?

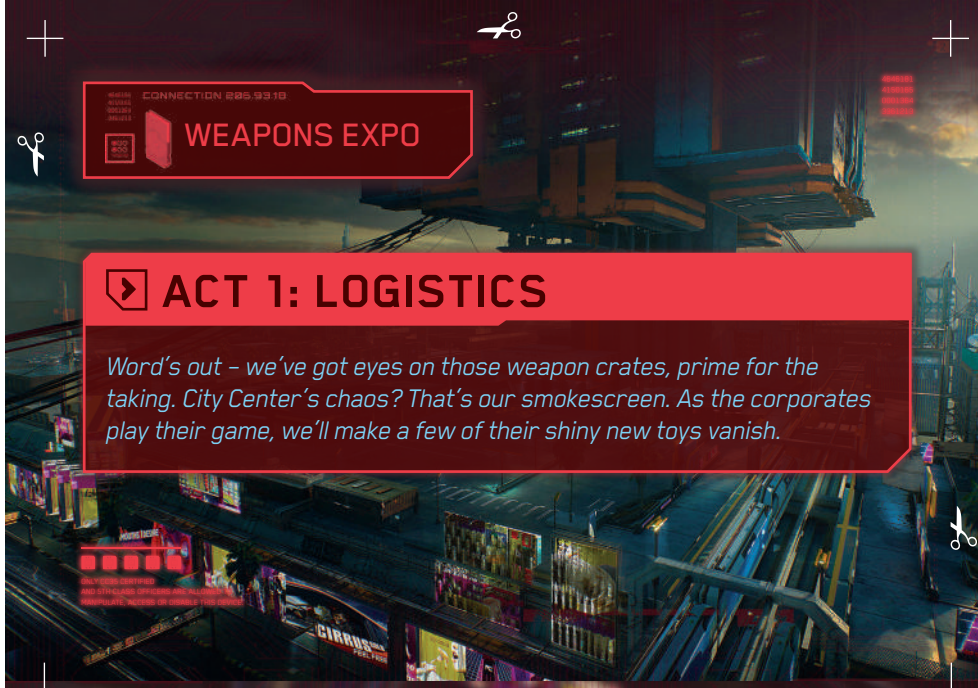
INTRO: STORY SETUP

Place 1 in each Night City District except City Center. Place a on space 13 of the track.

Shuffle all Combat Upgrade cards with 3+, drawing 5 to place near the board. These are Expo cards that cannot be normally accessed when upgrading cards. Shuffle the remaining Upgrade cards back into the deck.

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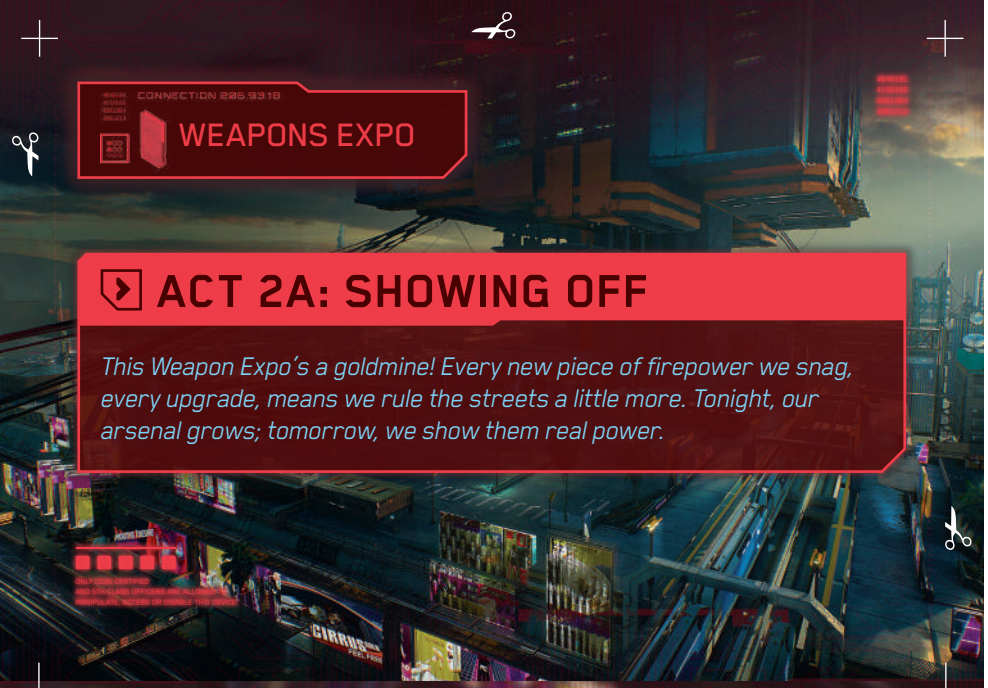
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WEAPONS EXPO

ACT 1: LOGISTICS

Word's out - we've got eyes on those weapon crates, prime for the taking. City Center's chaos? That's our smokescreen. As the corporates play their game, we'll make a few of their shiny new toys vanish.



WEAPONS EXPO

ACT 2A: SHOWING OFF

This Weapon Expo's a goldmine! Every new piece of firepower we snag, every upgrade, means we rule the streets a little more. Tonight, our arsenal grows; tomorrow, we show them real power.

ACT 1: LOGISTICS WEAPONS EXPO

BRANCHING

A player reaches or surpasses the: Discard the [hourglass icon] and all remaining [card icon]. Then, proceed to Act 2A.

or

We've been found! Discard the [card icon] left: There are no [card icon] in their hand or personal discard pile and remove 1 Combat card from Expo card facedown into their discard.

ACT 1: NEW RULE

are opposing units that can only be killed in a Firefight. When involved in a Firefight, reveal 3 Combat Upgrade cards, choosing the highest [card icon] cards, ignoring special effects and conditions, where [card icon] are 0. If a player has the single highest [card icon] discard the [card icon] and place the top Expo card facedown into their discard pile and remove 1 Combat card from their hand or personal discard from the game. Discard the [card icon]. Then, proceed to Act 2B.

ACT 2A: SHOWING OFF WEAPONS EXPO

ACT SETUP

Shuffle the remaining Expo cards back into the Combat Upgrade deck.

NEW RULE

When performing an Upgrade [card icon], a player may reveal their kept card to gain 2 [card icon].

The player with the single highest [card icon] from the sum of all their Combat cards gains 4 [card icon]. Then, the story ends and the game is over.

A player reaches or surpasses 25 [card icon]: We amassed a preem collection of iron today.

STORY EPILOGUE



WEAPONS EXPO

ACT 2B: DISCOVERED

Militech never misses a beat. Their precious cargo's gone AWOL and they fuming. The corporates are gearing up for payback. They know the streets took their prize and they're out for blood.

Bit off more than we could chew here.

Militech reaches or surpasses 25 :
The story ends and the game is over.
All players lose against Militech

OR

We managed to survive, somehow.

A player reaches or surpasses 25 :
The single player with the fewest units in play gains 3 . Then, the story ends and the game is over.

WEAPONS EXPO

ACT 2B: DISCOVERED

STORY EPILOGUE

ACT SETUP

Place a on space 15 of the track.

NEW RULE

In every firefight, Militech are considered opposing units with 3 and cannot be killed. If a player has the single highest in a firefight, they gain 1 . For every player with 4+ , Militech gains 1 .

NEW RULE

When a player Reclaims, Militech gains 1 .