DIGI CONTENT DL

FREQUENTLY **FAQ**UESTIONS
ASKED

*Cyberpunk 2077*
GANGS OF NIGHT CITY - THE BOARD GAME

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# GENERAL QUESTIONS

→ TAGS: *STORY RULE* *FIREFIGHT*

**Q:** What are the Kang Tao Prototype Weapons? Can I add them to the Combat Upgrade deck?

**A:** They are specific Story components that will appear during the course of a story. They should not be shuffled inside the Combat Upgrade deck.

→ TAGS: *HIDEOUT*

**Q:** Can the Hideouts be destroyed or removed?

**A:** No, they cannot.

→ TAGS: *HIDEOUT*

**Q:** During a Reclaim, where and how can I add the new units?

**A:** Units recruited during a Reclaim can be spread across any number of districts with your Hideouts, in any combination you wish. Of course, be aware that some gangs have different recruiting methods and unit count is not necessarily tied to the number of their Hideouts.

→ TAGS: *FIREFIGHT*

**Q:** How are the terms Kill, Sacrifice, Lost, and Destroyed related and what do they describe?

**A:** These terms all describe the loss of a unit, changing use based on the subject and point of reference, specifically:
+ **Kill** refers to you removing an opposing unit.
+ **Sacrifice** refers to you removing a friendly unit.
+ **Destroy** refers to you removing a Drone or non-human element.
+ **Lost** and **Destroyed** refers to a previously removed unit and is treated as equivalent.

→ TAGS: *UPGRADE*

**Q:** Can I keep my hand during an Upgrade action if I don't like any of the cards I drew?

**A:** Yes, absolutely. The precise procedure for an Upgrade action is:
1. You draw 2 Combat Upgrade cards (adding any modifiers from Edgerunners, Stories, and Maelstrom abilities).
2. Choose 1 card to add to your hand.
3. Return the other drawn card(s) to the bottom of the Combat deck.
4. Permanently remove a card from your hand from the game, putting it back in the box. You may choose to remove the new card, leaving your hand unchanged.

→ TAGS: *EDGERUNNER OPPORTUNITY*

**Q:** Can I combine core box components with all the cards from the expansions? Is there anything to consider before doing so?

**A:** Opportunities that refer to the Badlands should be removed when playing without the Badlands. **CLAIRE RUSSELL** from the Motor Pool expansion interacts with the Vehicle module, so her Edgerunner card should be removed when playing without that module.

# POINT OF INTEREST QUESTIONS

→ TAGS: *POINT OF INTEREST* *FIREFIGHT*

**Q:** If I have 2 Solos moving into a district that has 2 controlled POIs, can I kick and occupy them both when initiating a Firefight?

**A:** Yes, your 2 Solos will be able to occupy both POIs.

→ TAGS: *POINT OF INTEREST* *FIREFIGHT*

**Q:** Can I kick out an opponent-controlled POI without initiating a Firefight?

**A:** No, kicking opponents out of POIs can only be done by initiating Firefights.

→ TAGS: *POINT OF INTEREST* *FIREFIGHT*

**Q:** Can basic unit types other than Solos bump opposing units out of POIs?

**A:** Only Solos and Solo Edgerunners can bump units out of POIs. However, this is not part of their movement, but instead part of Firefights, requiring you to initiate a Firefight for your Solo to swap places with an opposing unit in an occupied POI.

→ TAGS: *POINT OF INTEREST* *MOVEMENT*

**Q:** Can units in a POI immediately occupy a POI in an adjacent district when moving?

**A:** Yes, if it is unoccupied. Moving and occupying Points of Interest is independent from the fact that a moving unit started from a POI.

→ TAGS: *POINT OF INTEREST* *EDGERUNNER OPPORTUNITY*

**Q:** Do Fixer/Business Points of Interest need to be specifically controlled by my Techie to buy an Edgerunner/Seize an Opportunity?

**A:** No, any class of friendly unit can control a Fixer/Business Point of Interest.

TAGS: *POINT OF INTEREST* *NET*

**Q:** Do I need a Netrunner to control a Data Fortress POI to start a Netrun?

**A:** No, you can start a Netrun without controlling any Data Fortresses. Controlling Data Fortresses will only provide you with Corporate Secrets, the most valuable resource in the game. Also, any class of friendly unit can control a Data Fortress to give you the above benefit.

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# NETRUN QUESTIONS

### → TAGS: *NET*

**Q:** When doing a Netrun, do I activate all the steps I passed through or only the one I landed on?

**A:** You only activate the step you land on, not the steps you pass through. Remember, you may move up to the number of friendly Netrunners, including Netrunner Edgerunners. So if you have 2 Netrunners and a Netrunner Edgerunner, you can go down 1, 2, or 3 steps.

### → TAGS: *NET*

**Q:** When a Netrun step allows me to build 2 Drones, where do I build them?

**A:** You must place them both in the same District as one of your Techies.

### → TAGS: *NET MOVEMENT*

**Q:** When a Netrun step allows me to move 1 opposing unit, how do I move that unit?

**A:** The chosen unit may be moved to an adjacent District using the regular movement rules. If the unit was occupying a Point of Interest, it will be moved out of it, as well.

### → TAGS: *NET*

**Q:** When a Netrun step allows me to convert an enemy unit, do I get a Drone if I convert an opposing Techie?

**A:** No, you do not build a Drone when converting an opposing Techie, only when recruiting them.

# GANG QUESTIONS

### → TAGS: *GANG FIREFIGHT*

**Q:** When playing as *TYGER CLAWS*, how does **PAYBACK** work? Also, am I forced to retrieve Revenge tokens?

**A:** You must retrieve ALL Revenge tokens from all involved opponents in the Firefight.
**PAYBACK** will give you Street Cred only if all these conditions are met:
+ You (Tyger Claws) initiated the Firefight.
+ An involved opponent has at least 1 Revenge Token (where you gain +1 Firepower per token for every involved Opponent).
+ At the end of a Firefight, an opposing unit is lost.

If these are all met, you gain 2 Street Creds.

### → TAGS: *GANG HIDEOUT*

**Q:** When improving the *MOX* hideout, is there an order they must be improved by?

**A:** No, you may choose any improvement to unlock, in any order you like.

### → TAGS: *GANG*

**Q:** When playing as *6TH STREET*, can I move Patriotic Patrol tokens once they're placed on the map?

**A:** No. Patrol tokens are retrieved from the District it was placed in at the end of a Firefight there. You may not move them. And if all tokens are in play, you may not place any more.

### → TAGS: *GANG OPPORTUNITY HIDEOUT*

**Q:** Do the Opportunities that grant Street Cred for every 2 Hideouts benefit the *MOX*, the *ALDECALDOS*, the *WRAITHS*, or the *SCAVENGERS*?

**A:** No, they do not.

### → TAGS: *GANG DOMINANCE*

**Q:** *ALDECALDOS*, *WRAITHS*, and *SCAVENGERS* cannot have Dominance. Do they still contest Dominance with their Presence?

**A:** Yes, they contest opponent's Dominance. While they cannot achieve Dominance themselves, they can still prevent other gangs from gaining District Dominance.

# FIREFIGHT AND COMBAT QUESTIONS

→ **TAGS:** *FIREFIGHT* *MOVEMENT*

**Q:** Can I initiate a Firefight without moving my Solos?

**A:** Yes, you may skip movement and proceed with an Action Disc's main action. In the case of a Solo action, this means initiating a Firefight in a district which you have a friendly Solo.

→ **TAGS:** *FIREFIGHT*

**Q:** What is the order to resolve Special Effects in combat?

**A:** Each Combat card trigger has an indicated timing, out of 3 triggers:
+ **REVEAL** effects are triggered in step 3 of the Firefight.
+ **COMPARE** effects are triggered in step 4 of the Firefight.
+ **CASUALTIES** effects are triggered in step 5 of the Firefight.

In the very rare case where 2 effects have colliding effects and are triggered in the same step, resolve effects starting with the player who initiated the Firefight and continue clockwise.

**TAGS:** *FIREFIGHT*

**Q:** What's the difference between Single Highest and Highest?

**A:** The two concepts are used for different purposes:
+ **Highest** applies to all players that potentially tie for the most Firepower.
+ **Single highest** applies when only 1 player has the most Firepower. If multiple players tie for highest Firepower, there is no single highest.

→ **TAGS:** *FIREFIGHT* *POINT OF INTEREST*

**Q:** If a Firefight I initiated ends in a tie after having kicked out an opposing unit from a POI, does anything happen to my Solo inside the POI?

**A:** Controlling a POI is not affected by the result of the Firefight and your Solo stays in the POI.

→ **TAGS:** *FIREFIGHT*

**Q:** When my Combat card allows me to add another Combat card to the Firefight but I have no more cards in hand, do I immediately get my discard pile back to play the second card?

**A:** No, your hand is only redrawn after Firefights. In this case, you will not be able to play an additional card.

→ **TAGS:** *FIREFIGHT*

**Q:** If I play **MONOWIRE** and lose the Firefight, do I also lose an extra unit?

**A:** Yes! Monowire is a high risk & high reward card.

→ **TAGS:** *FIREFIGHT*

**Q:** If I play **PAIN EDITOR**, does my opponent lose an additional unit on top of the penalty of losing a unit in a Firefight?

**A:** No, the rules state, "All players with the highest Firepower (including ties) do not lose any units". Pain Editor serves as a tiebreaker. The opponent will lose a unit in a tie, instead of not losing any units in a tie.

→ **TAGS:** *FIREFIGHT*

**Q:** If I play **MANTIS BLADES** (3 🗡 Firepower) in a Firefight with multiple opponents who have 3 and 2 Firepower, does everybody loses an extra unit?

**A:** **MANTIS BLADES** reads, "Whoever doesn't have the single highest", which means all involved gangs, including yourself, lose 1 extra unit. Be careful with the **MANTIS BLADES**!

→ **TAGS:** *FIREFIGHT* *NET*

**Q:** If I play **STEPHENSON TECH MK. 4**, do I gain Corporate Secrets for opposing Netrunners involved in the Firefight?

**A:** Yes, every Netrunner counts, including Netrunner Edgerunners and opposing Netrunners. Due to the low Firepower, you probably won't win the Firefight, but it can be a great way to gather some Corporate Secrets and Street Creds!

# EDGERUNNER QUESTIONS

→ **TAGS:** *EDGERUNNER*

**Q:** Does an Edgerunner need to be in play for their ability to be active?

**A:** Yes.

→ **TAGS:** *EDGERUNNER FIREFIGHT*

**Q:** Some Edgerunners (e.g. Misty, Key-Ar) have the "Involved in a Firefight" trigger. Does this refer to that specific Edgerunner or the player in general?

**A:** The Edgerunner must personally be involved in a Firefight to trigger its ability.

→ **TAGS:** *EDGERUNNER OPPORTUNITY*

**Q:** Edgerunner Orange Hibiscus reads, "Ignore any extra requirements when Seizing an Opportunity". What do extra requirements mean?

**A:** Additional requirements include presence or dominance in specific districts. This can be ignored, however, the cost of the Opportunity must still be paid.

# MODULE QUESTIONS

→ **TAGS:** *FIREFIGHT MODULE*

**Q:** **[TRAUMA TEAM MODULE]** When does Trauma Team's effect trigger during a Firefight? Must I resolve the entire Firefight first, or does Trauma Team "interrupt" the Firefight?

**A:** Trauma Team effect applies at any time during Firefights. During a Firefight, if you are to lose a unit for any reason (Combat card or part of Casualties), you may pay Trauma Team to prevent that loss.

→ **TAGS:** *FIREFIGHT MODULE*

**Q:** **[TRAUMA TEAM MODULE]** Do Street Cred conditions triggered by killed units still trigger if the unit was saved by the Trauma Team?

**A:** No, units saved by Trauma Team do not count as killed, so any Street Cred condition that required killed units is not triggered.

→ **TAGS:** *MODULE VEHICLE*

**Q:** **[DELAMAIN MODULE]** What is the Delamain Vehicle card used for?

**A:** Delamain can be played as a standalone module or be added to the Vehicle module with the Motor Pool expansion. If playing with the Vehicle module, shuffle Delamain's Vehicle card into the Vehicle deck. Otherwise, the Vehicle card is not used when playing with the Delamain module.

→ **TAGS:** *MODULE VEHICLE*

**Q:** **[VEHICLE MODULE]** Are vehicles considered "units"?

**A:** No.

→ **TAGS:** *MODULE VEHICLE*

**Q:** **[VEHICLE MODULE]** Can I have more than 2 vehicles in play?

**A:** No. Like the Edgerunners, there is a hard cap and you can't obtain a new one if you already have the maximum number in play. However, unlike the Edgerunners, when a Vehicle is lost, it is lost for good. That returns its colored base to you, ready to be used for a new Vehicle.

→ **TAGS:** *MODULE* *VEHICLE* *MOVEMENT*

**Q:** **[VEHICLE MODULE]** Does a unit and a vehicle need to be in the same District to trigger the vehicle's effect when moving?

**A:** Yes.

→ **TAGS:** *MODULE* *VEHICLE* *MOVEMENT*

**Q:** **[VEHICLE MODULE]** The Makigai Maimai states "Friendly Unit". Can I use a Drone to move it?

**A:** No. As written in the Vehicle module rules, "Vehicles are driven. When a friendly non-Drone unit moves from a District to another, they may bring a Vehicle with them. The Vehicle's destination must be the same as the moved unit".

→ **TAGS:** *MODULE* *VEHICLE* *MOVEMENT*

**Q:** **[VEHICLE MODULE]** Can a Vehicle move more than once in a single action by "swapping drivers"?

**A:** Yes, if you have units in adjacent Districts, a first unit can bring the Vehicle to the adjacent District and have the next unit move the Vehicle to a third District, and so on.

→ **TAGS:** *MODULE* *VEHICLE* *FIREFIGHT*

**Q:** **[VEHICLE MODULE]** The Archer Hella NCPD Enforcer allows me to take back a used Combat card at the end of that Firefight. Can I take back any card from my discard pile? Or does it apply only to the Combat card discard during "that" Firefight?

**A:** You may take back any card from your Discard.

→ **TAGS:** *MODULE*

**Q:** **[FIXER MODULE]** When playing with the Fixer module, can I have all 7 Fixers on the map?

**A:** No, Fixers are assigned to specific districts to their Fixer Points of Interest, and depending on the side of the board, only some districts will have a Fixer POI. Specifically,
In 1-3 player games:
+ Regina Jones in **WATSON**
+ Muamar Reyes in **SANTO DOMINGO**

In 4-5 player games:
+ Dino Dinovic in **CITY CENTER**
+ Wakako Okada in **WESTBROOK**
+ Sebastian Ibarra in **HEYWOOD**
+ Faraday in **PACIFICA**

And when playing with the Badlands module, you'll add Dakota Smith to the **BADLANDS**.

→ **TAGS:** *MODULE* *OPPORTUNITY*

**Q:** **[SCAVENGERS MODULE]** When revealing a Scavenger Kidnapping or a Scavenger Theft, what happens if players are tied for the highest Firepower?

**A:** Every gang in a tie for highest Firepower is safe from these card effects.

# STORY QUESTIONS

→ **TAGS:** *STORY RULE*

**Q:** **[COST OF SUCCESS]** What happens if multiple players have more firepower than the Agent player?

**A:** If there are multiple players with more firepower than the agent player, nothing happens. Only when a single player has more firepower will they gain SC and the agent player discard the agent.

→ **TAGS:** *STORY RULE EDGERUNNER*

**Q:** **[AN INCONVENIENT GIFT]** 3C refers to placing an Edgerunner. What does that mean?

**A:** You place an Edgerunner when you hire them for the first time, as well as recruiting a previously lost Edgerunner during a Reclaim. In either instance, the rule triggers.

→ **TAGS:** *STORY RULE*

**Q:** **[AN INCONVENIENT GIFT]** 3C epilogue brought us over 30 Street Cred, do we stop there? Is 30 Street Cred the limit?

**A:** No, there is no cap for Street Cred. In the rare case that a Story card brings you over 30 Street Cred, continue calculating over 30.

→ **TAGS:** *STORY RULE NET*

**Q:** **[NET PROTECTION]** When I begin a Netrun and choose a branch with a dead end, is the run over as I can't return to spaces moved to with the same action?

**A:** Yes. However, you can go back during the next Netrun.

**TAGS:** *STORY RULE NET*

**Q:** **[NET PROTECTION]** What happens when a Retaliation card effect is resolved?

**A:** After resolving a Retaliation card, reshuffle it into the Retaliation deck.

→ **TAGS:** *STORY RULE POINT OF INTEREST OPPORTUNITY*

**Q:** **[NET PROTECTION]** 1B states that I can seize a facedown Opportunity with a Techie action. Do I still need to control a Business Point of Interest to do so?

**A:** Yes, it still requires controlling a Business POI. This Story basically changes how opportunities are seized but not the entire Techie action.

→ **TAGS:** *MOVEMENT POLICY OPPORTUNITY*

**Q:** **[REFORM TIME]** If Limited Access Zone policy is active and I get an Opportunity card that lets me a unit into City Center, do I need to pay for it?

**A:** Yes, Policy cards take priority, so with Limited Access Zones is active, any action or effect that lets you move into City Center requires you to pay if you want to do so.

→ **TAGS:** *MOVEMENT POLICY*

**Q:** **[REFORM TIME]** If Limited Access Zone policy is active and I can move an opposing unit due to a Net effect, who pays?

**A:** It's a fringe case, but as you are the one moving the unit, you must pay.

→ **TAGS:** *RESOURCES POLICY*

**Q:** **[REFORM TIME]** If Subsidized Welfare Policy is active, do I have to discard excess resources immediately when I have the most Street Cred?

**A:** Yes.

→ **TAGS:** *UPGRADE POLICY*

**Q:** **[REFORM TIME]** How does the Drone Permit work when sacrificing a Drone? Do I need to pay for the Upgrade action? Do I need to use the Upgrade action?

**A:** It is a free action that requires no disc and no Contrabands. All bonuses that you may have that apply to Upgrade actions still apply (Maelstrom ability, some Edgerunners, etc).

→ **TAGS:** *COMPONENTS*

**Q:** **[LAND GRAB]** The number of Supporters and Rebel tokens when playing in 5 players differs between the Story and the components in the box. Which is correct?

**A:** The card has the right number. In a 5-player game, there should be 2 Rebels and 3 Supporters. Thankfully, this doesn't impact the game as the tokens just show which team a player is on, affecting how we label a 5th player when playing this Story. To address the issue, we have created a print & play set of cards with the right team labels you'll be able to use in 5-player games.

# SINGLE PLAYER MODE QUESTIONS

→ **TAGS:** *SINGLE PLAYER*

**Q:** When do you shuffle the District cards?

**A:** You reshuffle them every time you need to activate the opposing Edgerunner or opposing Gang.

→ **TAGS:** *SINGLE PLAYER* *FIREFIGHT*

**Q:** If you win a Firefight against the opposing Edgerunner and your Street Cred condition states to kill an opposing unit, what happens?

**A:** You do not trigger the Street Cred condition as the Opposing Edgerunner cannot be killed. You will live to see another day, though.

→ **TAGS:** *SINGLE PLAYER* *POINT OF INTEREST*

**Q:** When the opposing Gang recruits a unit in a District, do they occupy the Point of Interest if empty?

**A:** Yes, the opposing Gang always recruits inside Point of Interest if empty.

→ **TAGS:** *SINGLE PLAYER* *FIREFIGHT* *POINT OF INTEREST*

**Q:** When the opposing Edgerunner or opposing Gang starts a Firefight, do they kick out my units from a Point of Interest?

**A:** No, Single Player has different Firefight procedures that you should follow step by step. They occupy a Point of Interest only when recruiting in a District with an empty Point of Interest.

→ **TAGS:** *SINGLE PLAYER* *MOVEMENT* *FIREFIGHT*

**Q:** If I move an opposing gang unit with my Netrun effect, can I move them into a District with the opposing Edgerunner and make them fight each other?

**A:** You may move the unit into a District with the opposing Edgerunner, however, Firefights are not triggered by the movement itself.