

## INFO

**Designer:** Peter Wacks  
**Publisher:** Social Games  
**Released:** Dec' 2003

## DESIGNER BIO

Peter Wacks was already a published author and an avid gamer prior to designing the Cyberpunk CCG. He's been involved with other card games since but none that have gone to print. Peter primarily focuses on his writing and has published a few novels including *Second Paradigm*, a non-linear story centered around time travel.

## RPG PUBLISHER BIO

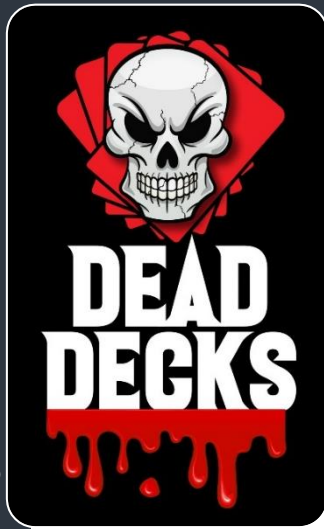
R. Talsorian Games publishes primarily tabletop RPGs and related accessories. Mike Pondsmith founded the company in 1985 after he created his first tabletop RPG, *Mekton*.

## RELATED GAMES

The other most notable CCG in the Cyberpunk universe is Netrunner, published by WotC in 1996, which lasted for only a couple of releases but still has a cult following.

In 2012, Fantasy Flight Games published a "Living Card Game" based on WotC's Netrunner entitled "Android: Netrunner", which has also since been discontinued.

In August of 2019, the game company CMON announced "Cyberpunk 2077 – Afterlife: The Card Game" to be based on the video game. As of April 2021, Afterlife has yet to be released.



# Cyberpunk CCG

This document was created by the guys at [www.deaddecks.com](http://www.deaddecks.com).

The primary purpose of this document is to provide a relatively easy-to-understand interpretation of the rules for Cyberpunk the CCG. All of the instructions made available at [deaddecks.com](http://deaddecks.com) are written in a similar style using similar terminology, the idea being that once you've gotten acclimated to the flow, format, and verbiage, it will be much easier for you to learn the rules for any number of old, dead card games.

Sets				
Name	Type	Released	# Cards	Set Identifier
Cyberpunk 2013	Limited	Dec 2003	?	2013
Cyberpunk 2020	Core	Feb 2004	?	2020

Cyberpunk as a genre (a dystopian future often featuring rapidly advancing technology, corrupt corporations, and rampant crime) is often credited to a few various authors including Philip K. Dick (the movie *Blade Runner* in 1982 was based on one of his novels) and William Gibson (*Neuromancer*; 1984). There are a number of games, novels, movies, and other properties that are said to have been influenced by the genre.

Cyberpunk the CCG is based on the tabletop Cyberpunk RPG that was created by Mike Pondsmith and published in 1988. This is not an instance where a game lazily uses a property to boost sales. Peter Wacks, the lead designer of the CCG, was an avid Dungeon Master for the RPG prior to designing the card game. He worked closely with Mike Pondsmith on the project and incorporated a large amount of detail from the RPG's core rules into the CCG (all of the factions, all of the same character types with the same special abilities, specific characters like Johnny Silverhand, concepts like Cyber implants and Cyberpschosis, the attributes Empathy and Martial Arts, specific locations like The Afterlife, specific items and vehicles, etc.).

The Cyberpunk CCG wasn't published until 2003. There was an initial limited release (known as Cyberpunk 2013) followed by a full core release in 2004 (Cyberpunk 2020). Many of the cards were identical but many were also re-worked, added, removed, etc. In an [interview](#) with the YouTube channel TCG Talk in 2020, Peter Wacks cited their lack of experience running a business as the primary reason that the game ended after it's second release.

In 2020, Cyberpunk 2077 the video game was released, at least potentially renewing interest in the genre, but it has received negative reviews due to the long delays and a number of bugs released with the game. Mike Pondsmith worked as a consultant on the game and created an updated ruleset for the RPG called Cyberpunk Red to coincide with the video games release.

Whatever criticism can be made of the Cyberpunk CCG, and some certainly has, light or overly simplistic gameplay isn't one of them. With each of the 10 character types having their own inherent abilities (only in the rules, not on the cards themselves), and a total of 9 ways to win the game, there are a ton of options for strategy and deck building.

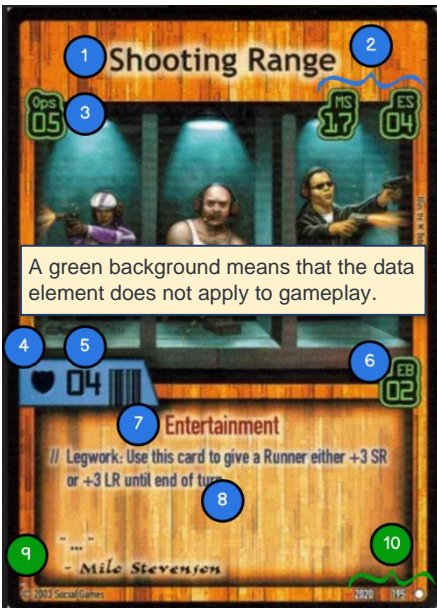
Products	
Name	Description
2013 Booster	2013 booster boxes contain 40 packs of 10 cards each.
2013 Starter	2013 starter boxes contain 6 decks of 85 cards each, one semi-random theme deck for each of the sponsors: NCPD, The Mob, Militech, Nomads, Gangs, & Militech.
2020 Booster	2020 booster boxes contain 40 packs of 10 cards each.
2020 Starter	2013 starter boxes contain 6 decks of 85 cards each, one semi-random theme deck for each of the Sponsors: NCPD, The Mob, Militech, Nomads, Gangs, & Militech.
2020 Foil Set	There were 200 foil card sets produced. The foiling is speckled throughout the cards.
"Your First Run" Starter Deck	This starter deck was given out at conventions (GenCon 2003, for one) as a promotional item. It contained "Arasaka", a Corporate faction Sponsor that was not made available in either set.

# Cyberpunk CCG

## Card Types

Name	BG Color	Category	Global Type	Deck	Description
Sponsor	Matches Faction	Permanent	Avatar	---	Sponsors are played during setup. They add an additional victory condition (for you only), produce currency, and cannot be attacked or destroyed.
Location	Orange	Permanent	Resource	Runs	Locations are primarily a currency producer but also have abilities. They provide Operations Points to your opponent if they are attacked and destroyed, and if it survives an attack, it fights back and can potentially destroy the attacker(s).
Operation	Blue	Permanent	Mission	Runs	If an Operation is attacked and defeated, it's ability resolves, it's destroyed, and the attacking player earns Operations Points equal to it's Ops value.
Runner	Grey & Red	Permanent	Character	Runs	All Runners can inherently attack. Each type has one or more inherent abilities that are not printed on the card (see Inherent Runner Abilities section).
Cyber	Silver	Permanent	Attachment	Gear	Cyber lowers a Runner's Empathy attribute. If it drops to 0, the Runner is Burned immediately. If their Empathy drops to 1, they become Cyber-Psycho, meaning they must participate in at least one attack per turn or they'll be destroyed.
Equipment	Gold	Permanent	Attachment	Gear	Vehicles are a special type of Equipment that impart a Movement bonus, allowing your Runners to attempt more attacks each turn.
Event	Green	Effect	Instant	Gear	Events, the only effect type, can be played on your opponent's turn as well.

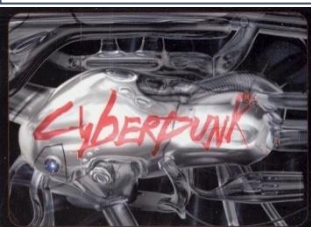
## Attributes



A green background means that the data element does not apply to gameplay.

#	Name	Description
1	Name	You really need to read this? It's the name of the card stupid.
2	M-Sec & E-Sec (Manual & Electronic Security)	The total Defense of a Location equals E-Sec x 2 + M-Sec (25 in this example). This value also serves as an attack when attacked by a group of Runners but not destroyed.
3	Ops (Operation) Points	Points awarded for attacking and defeating a Location or Op. Earning 100 Ops Points is a Victory condition.
4	Faction Icon	Street  Corporate  Government
5	Cost	In EuroBucks, the currency/resource of the game.
6	EB Production	Exhaust to produce this much currency.
7	Attributes	"Entertainment" in this example is a type that only serves as a keyword to be referenced by other cards. Runners have a character type here that's tied to their inherent abilities (see Attributes section). "Empathy" on Cyber and "Movement" on Vehicles are examples of attributes with values that appear in this section.
8	Abilities	If the Ability begins with a phase name, it can only be activated during that phase. If it doesn't, it's a constant ability.
9-10	Flavor Text, Set ID, #, & Rarity	<input type="radio"/> Common <input type="checkbox"/> Uncommon  Rare

#	Name	Description
1	Short Range Offense (SR)	One of a Runner's two attack values. SR is used primarily in combat.
2	Long Range Offense (LR)	One of a Runner's two attack values. LR is used when you attack as well as when you activate the inherent ability that all Runners have, Long Range Offense, to boost a Team's attack value from afar.
3	Defense	It's, uh, your defense.
4	Power	Power is effectively your Runner's skill level. It's referenced by many of the inherent abilities, often determining either success or failure. It can also act as a requirement for activating an ability.
5	Style Points	Style points are one of the three default victory conditions. Unlike Ops Points, you must have the 100 Style Points in play all at the same time.



Between Locations and Runners, they cover all of the attributes of all types.

Each player in Cyberpunk has two decks: Gear and Runs. The card backs are how you distinguish which of your decks the card can be placed in. When the word "Cyberpunk" is in Red text (as it appears in the image on the left), the card belongs in your Runs deck. If the word "Cyberpunk" appears in blue, then the card goes into your Gear deck.



# Cyberpunk CCG

## DECK RULES

- 85 Card Minimum
- 1 Sponsor
- 42 Runs (Red) Cards Minimum
- 42 Gear (Blue) Cards Minimum
- Max 4 Copies of Non-Legendary
- Max 1 Copy of Legendary

## MISC. RULES

- When a card's text contradicts the game rules, the card wins.
- Abilities may be used during an opponent's turn as long as it's the appropriate phase
- The active player takes the first action, then it alternates clockwise. Each phase & sub-phase ends when all players pass on taking further actions.

## TURN OVERVIEW

1. Draw
2. Straighten
3. Shopping
  - a. Purchase
  - b. Equip
4. Legwork
  - a. Pay OPPs Ops
  - b. Declare Teams
5. Action
  - a. Hits
  - b. Runs
6. Damage Control

## Ability Text

The “//” within an ability doesn't have an effect. It just indicates the beginning of an ability description.

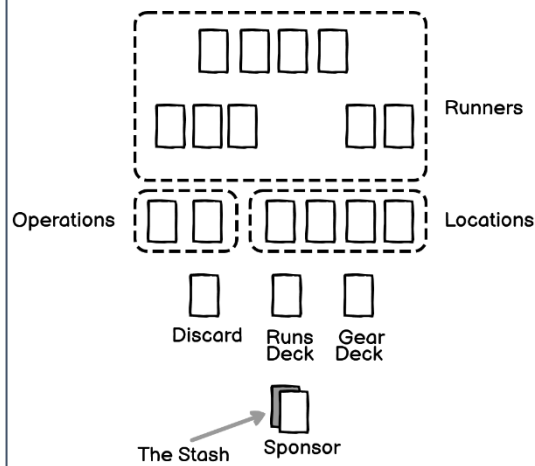
If the “//” is followed by either “All” or a specific phase name, it means that you have to exhaust the card to use the ability and that you can only activate it during the specified phase.

If the “//” isn't followed by a specific phase name or “All” then it's a constant ability.

The word “Trashed” means destroyed but some Runner's do have inherent abilities that can save Trashed cards. “Burned” also means destroyed but that it cannot be saved by those types of abilities. The rules state in that case that “nothing can prevent it from going there”.



## Area



The rules don't contain a sample layout so the image to the left is really just a best guess. Your opponent(s) would have the same sections on their side of the board, including their own Runner area.

The Stash actually goes underneath your Sponsor. It's for storing extra Cyber and Equipment. Per pg. 18 of the rules, the Stash isn't considered to be “In Play”, for the purposes of any ability that targets an entity that's “In Play”.

## Gameplay Overview

Given the sheer amount of permanents that often come in to play, inherent abilities, discounts, multipliers, etc., gameplay requires being very attentive and keeping up with a board full of variables. Given the vast differences between the stats of Ops and Locations compared to Runner's stats, Teams are effectively a requirement, requiring you to continually calculate multiple variables to determine whether or not to attack.

## PAY RULES

- You can combine multiple sources of EB to pay for a single card.
- You cannot pay for more than one card with the same EB source.
- Any EB that you overpay is lost.
- When a card matches your Sponsor's faction, it costs 2 less (down to a minimum of 1 EB). This does not apply to paying for your opponent's Ops.

## PLAY RULES

- No more than one Cyber for each body part may be attached to a single Runner.
- If any player has a Legendary card in play, no other player can play a copy of that card.
- No more than one type of each Equipment, except for Weapons, can be attached to a Runner, but only one Weapon can be active.
- All card types enter play unused.
- Cyber & Equipment may be played in your Stash.



# Cyberpunk CCG

## Turns

1. ● **DRAW:** Draw 3 cards *in any combination from either deck.*  
If you run out of cards, for each undrawn card, your opponent gains their choice of 5 Ops or 5 Style Points.
2. ● **STRAIGHTEN:** Renew all of your exhausted cards.
3. **SHOPPING**
  - a. ● **PURCHASE:** Pay for and play any number of cards.
  - b. ● **EQUIP:** Transfer any number of your Cyber or Equipment. For each:
    - i. Move your Cyber or Equipment from it's current location to a target you control.  
*You may move cards from your Stash to a Runner, a Runner to a Stash, or from a Runner to another Runner. Cyber cannot be moved once it's been attached to a Runner.*
    - ii. Exhaust either the Runner or an unused attached Vehicle, *unless it was a Runner to Runner transfer, then just exhaust the transferred Equipment.*
4. **LEGWORK**
  - a. ● Pay double the EB cost of any number of your opponent's incomplete Ops *for the option to attack that Op later this turn.*
  - b. ● Declare any number of Teams of 1-4 Runners each.  
*A runner can only be reassigned once each Legwork phase. Runner's stay on a Team until reassigned.*
  - c. ● Your opponent(s) may now declare any number of Teams of 1-4 Runners each *in clockwise order.*
5. **ACTION**
  - a. ● **HITS:** Attack an opponent's Location, Op, or Stash with an unused Team or group. *Each team may only attack each opponent once per turn and must have at least 1 Movement available to attack. Teams without Vehicles attached have 1 Movement per turn by default.* For each attempted Hit:
    - i. Declare an attacking Team or group of 1-3 un-Teamed Runners.
    - ii. Declare the attack target. *Opponent's Ops may only be targeted if paid for during Legwork. If the target is a Stash, you must pay 1 EB for each card in that Stash.*
    - iii. If the target opponent declares a defending Team:
      1. Both players have the option to take an action, beginning with the defender, until they both decline further action.
      2. If your Team's ATTACK is greater than the defending Team's total Defense value, the defending Team is DEFEATED.
      3. If the defending Team's ATTACK is greater than your Team's total defense, then your team is DEFEATED. *Both Teams can be DEFEATED.*
      4. If you did not DEFEAT the defending team, your Team becomes exhausted.
      5. If you did not DEFEAT the other Team and/or were DEFEATED, you must either return to the beginning of the **ACTION** phase to attempt another Hit with a different Team or group, or start your **RUNS** phase.
      6. If you won, calculate your Remaining Offense (original ATTACK – opponent's Defense) and your Remaining Defense (original Defense – opponent's ATTACK).
    - iv. If your Remaining Offense is greater than the ATTACK of the target, Trash the target, gain it's Ops points (for a Stash, 3 x the # of cards in the Stash), subtract 1 from your Team's Movement total, and either attempt another **HIT** or advance to your **RUNS** phase.
    - v. ● If your team has 1 or more Movement, you may exhaust an attached Vehicle and leave the Team unused instead of attacking again. If your Movement = 0, your team is now used.
    - vi. If your Remaining Offense is less than the ATTACK of the target, then compare the target's ATTACK to your Team's Defense. If the ATTACK is greater, your TEAM is DEFEATED and you must either return to the beginning of the **ACTION** phase to attempt another Hit with a different Team or group, or start your **RUNS** phase.
    - vii. If the target's ATTACK is less than or equal to your Team's Defense, your team is now used for the turn.
  - b. ● **RUNS:** Attack your own Op with an unused Team with 1 or more Movement any # of times. For each:
    - i. Compare ATTACK values. If your Team's is greater, Burn the Op, gain it's Ops points, subtract 1 from your Team's Movement total, and either attempt another **RUNS** phase or advance to **DAMAGE CONTROL**. Your team may use a remaining Movement to renew.
    - ii. If the Op is not DEFEATED, compare it's ATTACK to your Defense. If it's greater, your Team is DEFEATED. If it's less, your Team becomes used.
6. ● **DAMAGE CONTROL:** Discard down to 8 cards and end your turn.

No Actions

## SETUP

Each player completes the actions below at the beginning of a new game:

1. Play your Sponsor
2. Shuffle both of your decks separately
3. Offer your opponent(s) the option to cut both decks
4. Draw 4 cards *in any combination from either deck*
5. Determine who goes first by having all players cut their Gear deck and comparing the Style points of the exposed card.  
*Events count as a ½ style point.*

## CYBER-PSYCHO

An Empathy value of 1 on a Runner means they are Cyber-Psycho and must attack every turn or be destroyed. They cannot be Busted by the Cops. If their Empathy is 0, it's Burned immediately.

## VICTORY CONDITIONS

1. End a turn with 100+ Ops Points Scored
2. End a turn with 100+ Style Points In Play
3. Fulfill a Sponsor's Victory Conditions (*see Sponsor Victory Conditions section at the end of this document*).

## ATTACK

For a Team, it's the total SR & LR of all unused Runner's and their unused equipment. For a Location, it's M-Sec + E-Sec x 2. For a Stash, M-Sec and E-Sec both equal 5x the # of cards in the Stash.

## DEFEATED

For each Runner, if they have attached Equipment, trash the Equipment and exhaust the Runner. If they do not have Equipment, trash the Runner.

### Style Guide

- : Mandatory
- : Optional
- BOLD CAPS:** Phase
- Underlined: Calc. Value
- Italics:* Detail Description
- Capitalized: Game Term
- ALL CAPS: Sidebar Reference

# Cyberpunk CCG

## PUNKNAUGHT CHASSIS

There is a page in the rulebook dedicated to one card, the Punknaught Chassis. It's a Vehicle that's one of the victory conditions for the 'Your Friendly Gangs' Sponsor.

- It must be played attached to a Location and is destroyed if the Location is destroyed.
- It comes into play with three "construction tokens". Remove one token at the beginning of each turn. It cannot move from the Location until all tokens have been removed.
- You may immediately begin adding equipment to it.
- Techies can transfer Vehicles or Heavy Weapons to it.
- It is not considered a Vehicle and doesn't impart bonuses to the attached Runners until it has all of the following Equipment:
  - 8 wheels (any combination of Vehicles)
  - Total of 2 Trucks & RVs (any combo)
  - Total of 2 Hovers, Helicopters, or AVs (any combo)
  - 1 and only 1 heavy weapon
- Once completed, it's a functional vehicle with cumulative SR, LR, & Defense but with a -1 penalty for each card, including itself.
- Once completed, it can carry an entire team and has a Movement of 1.

### Attributes

The Attributes of any given card appear to be only keywords, but there are a handful that have either corresponding Abilities or specific related rule alterations. There are 10 character types in the game, all of which are an attribute, but they all have one or more corresponding abilities that are not printed on the card (*see table below*), not even listed as a separate attribute. The other two Attributes in the game with related rules are "Legendary" and "Martial Artist", also listed below.

### Inherent Runner Abilities

Type	Name	Ability
Cop	Authority	<p>//Any (Response): Target an opposing non-Cop Runner not involved in a Skirmish who is being used to produce an effect. If the Cops Power exceeds the target's, the Runner is Busted, meaning he is used and cannot be straightened until their next Straighten phase, and the effect is cancelled. If the Runner's Power exceeds the Cops', then Trash the Cop(s).</p> <p>//Action: Target an opposing Runner currently involved in a skirmish with this Cop. <i>See above.</i></p> <p><i>You may use more than one Cop together to Bust a runner but if using Teamed Cops, you must use all Cops on the Team. "Cyber-Psycho" Runners (Empathy = 1) cannot be Busted.</i></p>
Corp	Resources	<p>//Any: When using a location to produce EB, add this Runner's Power to the EB being produced (Max 2x the Location's EB).</p> <p>//Any: Produce EB equal to this Runner's Power, divided in half and rounded down.</p> <p>//Damage Control: Return a Location with cost less than this Runner's Power from your discard to your hand. <i>You may partner with other Corps.</i></p>
Fixer	Street Deal	<p>//Shopping: As you are paying for an Op, lower the cost by this Runner's Power (Min 0).</p> <p>//Legwork: Lower the cost of running an Opponent's Op by this Runner's Power this turn.</p> <p>//Action: Target an unused Runner you control currently not in a Hit, Run, or Skirmish. Lower the cost of using that Runner's LR by this Runner's power (Min 0) this turn.</p> <p>//Damage Control: Return an Equipment or Cyber with cost less than this Runner's power from your discard to your hand. <i>You may partner with other Fixers.</i></p>
Med-Tech	Medical Tech	<p>//Prevent a Runner with less Power from being Trashed. The saved Runner stays in play used. <i>You may partner with other Med-Techs.</i></p> <p>//Damage Control: Renew a Runner with less Power who participated in a Hit or Run this turn. <i>You may partner with other Med-Techs.</i></p>
Media	Credibility	//Legwork: Raise a target Location or Ops M-Sec by this Runner's Power.
Netrunner	Interface	//Legwork: Raise or lower a target Location or Ops E-Sec by this Runner's Power (Min 0; Max Printed Value on Target).
Nomad	Family	<p>//Any: Add half this Runner's Power to any other Runner's Power this turn.</p> <p>//Any team this Runner joins can have a max of 5 Runner's instead of 4. For unteamed Runners, the limit increases from 3 to 4.</p>
Rockers	Charisma	//Legwork: Subtract this Runner's Power from a target Operation or Location's M-SEC this turn (Min 0).
Solo	Combat Sense	//Action: During a Hit, Run, or Skirmish, add this Runner's power to their SR, LR, or Def until the end of the Hit, Run, or Skirmish, adding the whole amount to a single stat.
Techie	Jury-Rig	<p>//Response: Prevent an Equipment or Cyber with less Power from being Trashed. If the attached Runner is Trashed, the saved attachment moves to your Stash. <i>You may partner with other Techies.</i></p> <p>//Damage Control: Transfer a Vehicle or Heavy Weapon you control from one of your Runners or your Stash to a Punknaught Chassis you control.</p>
All	Long Range Offense	//Action: If the Runner is not involved in the current Hit, Run, or Skirmish, pay 1 EB for each of their LR (including bonuses), then add that value to a target Team's offense total.

### Other Attributes

Attribute	Description
Legendary	Only one copy of each Legendary card may be included in your deck. When a Legendary card is already in play, that card cannot be played by other players.
Martial Artist	This Runner may equip (i.e. use) two Melee weapons at once.

# Cyberpunk CCG

## Ambiguity

- **Draw Cards:** It isn't explicitly stated in the rules whether or not you have to declare which decks you will draw all of your cards from before drawing any or if you can make that decision one card at a time.
- **Exhausted Effect:** Page 19 of the rules states that "When a card is used, no aspect of it can be utilized again until your next turn." The obvious implication, which is referenced in other places, is that abilities and stats aren't active. It's unclear if there are other less obvious effects.
- **Vehicle Capacity:** What happens when you have a Vehicle attached to one Runner on a team but it doesn't have enough capacity for the full team?
- **Multiplayer Skirmish:** The rules imply that there can be a multiplayer Skirmish but doesn't state how that would be possible. It seems an attack would be one-on-one.
- **Defeating Opponent's Operations:** Does the effect of the Operation trigger if your opponent defeats it?
- **Player Turns:** The rules aren't clear on which actions other players can take during each turn. It mentions rotating turns multiple times but it doesn't explicitly say if for example all players have a chance to draw during each draw phase.
- **Netrunner Ability:** What's the point of raising the E-Sec if it can't go above the printed value on the card?
- **Legwork Team Reassignment:** The rules state that a Runner can only be reassigned once during a given Legwork phase. In conjunction with the rule around alternating actions between all players, it sounds like you can assign a Runner to a team, then your opponent(s) do the same, then you can make once change to that Runner's assignment before the rotation goes around again.
- **Number of Hits per Team per Turn:** Page 32 of the rules state that each Team may only attempt a hit on each opponent once per turn but page 37 states that each Team may only attempt one hit per turn total. I'm assuming the latter is the more accurate statement.

## Sponsor Victory Conditions

Sponsor	Faction	Victory Condition
Arasaka	Corporate	End your turn without having your Stash or any of your Locations Hit and with 120 points of Defense on Runners you control.
Biotechnica	Corporate	End your turn with -50 Empathy loss in play on Cyber cards you control.
Militech	Corporate	Make a successful Hit on your opponent's Stash and end that turn with 120 points of short range offense (SR) on Runner's you control.
The Mob	Street	Begin your Turn with 50 points of EB on Locations you control, and at least one of each of the following Location types: Bar, Entertainment, Grocery, Retail, Manufacturing, Net, and Medical.
The Nomads	Street	End your Turn with the Location 'The Open Road' and at least one of each of the following Vehicle types: Motorcycle, Hover, Truck, R.V., A.V., Helicopter, and Car.
Your Friendly Local Gangs	Street	End your turn with a complete Punknought and having played the event "Trashin' The Corp Zone" that turn.
N.C.P.D.	Government	Get 50 bust points. You gain one point each time a Cop you control busts an opponent's Runners.

## Definitions

Term	Definition
Attack	This can generically refer to a Hit or Run. In this document, when it's capitalized, ATTACK refers to calculating the offense value for a Team, Runner, Location, or Operation. The formula appears in the sidebar on the "Turns" page.
Burned	This is one of the two words used for Destroyed. If Burned, Runner abilities cannot prevent the card from being destroyed.
Cyber-Psycho	The state of a Runner when their Empathy value equals 1, requiring that they must attack each turn or be destroyed.
Defeated	In this document, this term refers to the process of resolving a battle for any team whose Defense was lower than the attacking Team's attack value.
Defense	In the case of a Team, the total of all Defense fields on your unused Runners and their unused attachments. For Locations and Operations, their Defense is their M-Sec + E-Sec x 2.
Empathy	An attribute that all Runners inherently have, printed in the Attributes section. Cyber attachments lower this value. When a Runner's Empathy value becomes 1, they are now Cyber-Psycho and must attack each turn. If it becomes 0, they are Burned.
Hit	An attack on an opponent's Location, Operation, or Stash during the Hits sub-phase of the Action phase.
Movement	For any single Runner or Team, Movement is an inherent attribute that is set to 1. The Equipment type, Vehicle, typically imparts a Movement bonus, allowing additional Hits or Runs in a single turn.
Operation (Ops) Points	The points that you earn when you defeat an Operation or a Location. Earning 100+ Ops Points is a victory condition.
Run	A Run is an attack made during the Run sub-phase of the Action phase on your own Operation.
Skirmish	The battle that ensues between two sets of Runners or Teams when defense is declared.
Stash	The area beneath your Sponsor where you can play Cyber and Equipment.
Trashed	This is one of the two words used for Destroyed. If Trashed, Runner abilities may save this Runner from being destroyed.
Vehicle	An Equipment type that imparts a Movement bonus to the attached Runner or Team associated with that Runner. The Capacity of a Vehicle determines how many Runners may benefit from the Movement bonus.