



competitive cyberpunk strategy

dice manipulation, cards,
hex map, area control



1-4 players

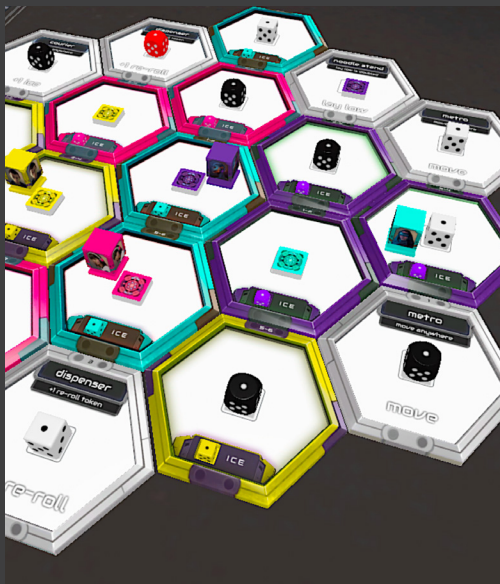


45 - 90 min

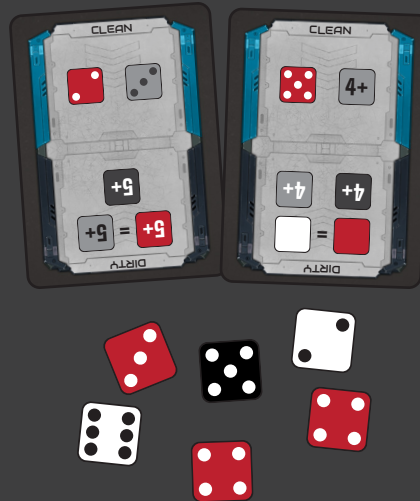


Ages 10+

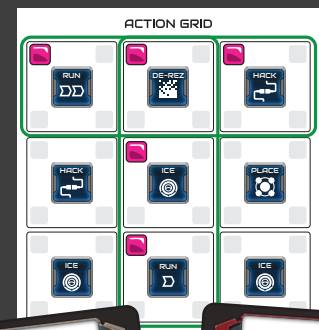
Factions control the flow of information and store the most sensitive secrets in siloed, offline servers across the sprawl. You are a street runner, hacking into the servers of rival factions. The only way to stay ahead is to keep moving; so hack in and get out.



Move around a randomized hex map – adding defenses to your own servers, upgrading your gear, and completing missions.



Crack ciphers for valuable intel by throwing fistfuls of dice. Gain dice manipulation abilities and more dice by spreading influence tokens across the map.



An interesting action selection grid is used to plan your turn; string together powerful sequences of actions and cards to score big.

Components:

- 9 punchboards (8.5x11): location tiles, player boards, tokens
- 4 pawns or miniatures
- 20 8mm cubes in 4 colours
- 1 draw bag
- 54 cards
- 43 six-sided dice (12mm): 13 white, 13 black, 15 red
- 12 six-sided dice (10mm): 3 pink, 3 blue, 3 yellow, 3 purple

Note: character artwork is for the prototype only.

Key Features

- Highly thematic, rich cyberpunk fantasy.
- Exciting hacking mechanism involving lots of dice and dice manipulation.
- Deep, variable experience for players who love heavier competitive games.
- Rounds feel "loaded" with plenty of actions and combinations.



Printer-friendly version

Mike Berg, We Heart Games Inc.
mike@weheartgames

Rules/TTS/PnP: weheartgames.itch.io/runhack