

Kapten's top 3 decks

CYBERPUNK TCG / PUBLIC EDITION / ILLUSTRATED PLAYBOOK

Three plans. Ready to compare.

A featured comparison of Rocker pressure, Blue4 control and Gear pressure. The order is a showcase sequence, not a measured tier list. Each unplayed candidate has 40 main cards, 3 Legends and 7 sideboard cards, with exact simulator readback checked.

01 Streetkid Encore / RRB

Rocker pressure: Streetkid / Johnny / Sasha

Mean Eddie cost 2.60 | 24/40 sellables | 7 natural Blockers

[Ship 04 - Streetkid Encore RRB \(40 cards\)](#)

02 Corporate Encore / RBB

Blue4 control with Towerfall

Mean Eddie cost 2.83 | 25/40 sellables | 6 natural Blockers

[Ship 05 - Corporate Encore RBB \(40 cards\)](#)

03 Streetkid Gear Pressure / RYY

Gear pressure with a lower printed curve

Mean Eddie cost 2.15 | 24/40 sellables | 6 natural Blockers

[Ship 07 - Streetkid Gear Pressure RYY \(40 cards\)](#)

PRINTED EDDIE COST, THEN RARITY

Each zone is sorted by printed cost ascending, then the rarity of the illustrated printing ascending; A-Z breaks ties. Legends with a Solo cost use that number, while Legends with no cast cost come last. Rarity is not a price estimate.

BUILD AN AFFORDABLE OPENING

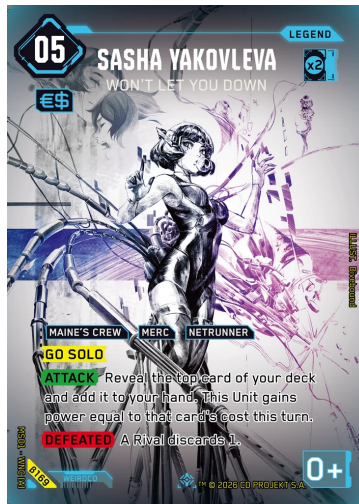
Find an affordable Unit, sellable resources and useful support. Going first, one ordinary sale and the one ready Legend give a starting budget of 2; going second, one sale and three ready Legends give 4. Budget Calls and activation payments separately.

Streetkid Encore / RRB

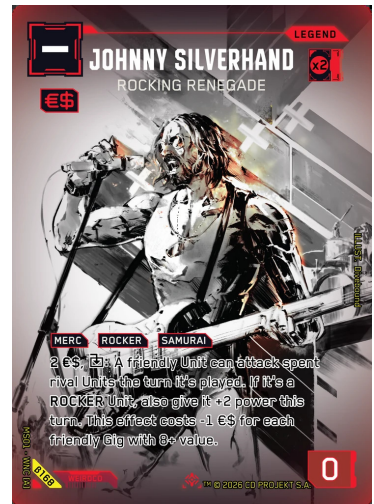
Rocker pressure: Streetkid / Johnny / Sasha



1x V - Streetkid
Solo 5 | Iconic Legend



1x Sasha Yakovleva - Won't Let You Down
Solo 5 | Iconic Secret



1x Johnny Silverhand - Rocking Renegade
No cast cost | Iconic Secret

RAM Red 4 / Blue 2

40 main + 3 Legends + 7 side

Main mean 2.60

WHY THIS DECK

Five main-deck Rockers support Johnny. Cheap Programs support pressure and recovery, while Bonnie and Clyde and Unlikely Bond answer different kinds of rival Units.

OPENING HAND

Look for a deployable body, sellable resources and cheap support. This list has only two Units costing 2 or less: do not keep an expensive hand just because the characters are exciting.

WINNING LINE

Build a body and useful Gig values. Johnny lets a newly played Unit fight a spent rival Unit, with +2 power only for Rockers. An older Unit can still attack Gigs normally. Streetkid V can recover a Brainsdance on one eligible face-down Call.

Reference art: V beta144, Johnny beta168 and Sasha beta169. Quantities refer to card identities, not to the illustrated premium printing.

DECK NAME: Ship 04 - Streetkid Encore RRB (40 cards)

OPEN DECK IN THE SIMULATOR

Main deck - 40 cards

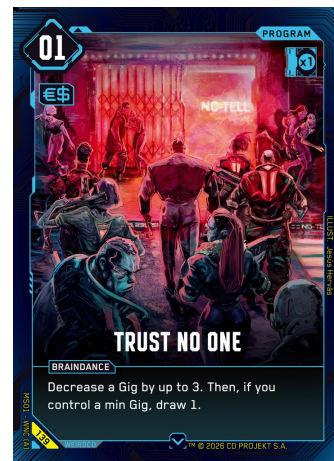
Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 1/3.



3x Floor It
Cost 1 | Common



3x Mantis Blades
Cost 1 | Common



2x Trust No One
Cost 1 | Common



3x Industrial Assembly
Cost 1 | Uncommon



1x Reboot Optics
Cost 2 | Common



2x Ruthless Lowlife
Cost 2 | Common



2x Satori - Sword of Saburo
Cost 2 | Uncommon



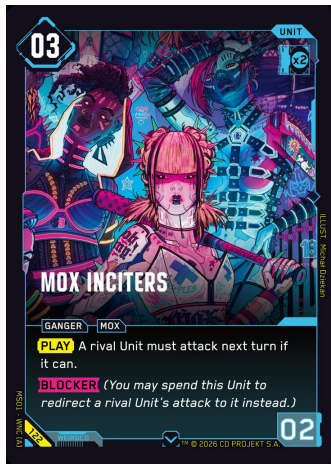
2x Dying Night - V's Pistol
Cost 2 | Rare



2x Chrome Reverie
Cost 3 | Common

Main deck - 40 cards

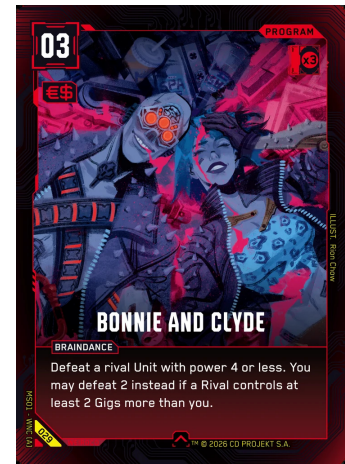
Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 2/3.



2x Mox Inciters
Cost 3 | Common



2x Valentino Guerrero
Cost 3 | Common



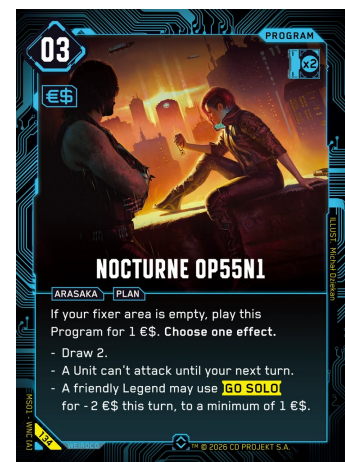
2x Bonnie and Clyde
Cost 3 | Uncommon



3x La Llorona - Ghost of the Past
Cost 3 | Uncommon



1x NetWatch Netdriver
Cost 3 | Uncommon



1x Nocturne OP55 N1
Cost 3 | Rare



2x Unlikely Bond
Cost 4 | Common



3x Kerry Eurodyne - The Last Rockerboy
Cost 4 | Uncommon



1x Meredith Stout - Stone Cold Corpo
Cost 4 | Rare

Main deck - 40 cards

Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 3/3.



1x Screw - Lovelorn Fool
Cost 5 | Common



1x Lizzy Wizzy - Delicate Weapon
Cost 5 | Rare



1x Johnny Silverhand - Never Stop Fighting
Cost 6 | Epic

Sideboard - 7 cards

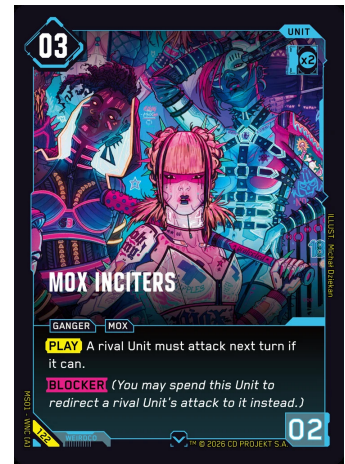
Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 1/1.



2x Detonate
Cost 1 | Common



1x Reboot Optics
Cost 2 | Common



1x Mox Inciters
Cost 3 | Common



1x Over the Edge
Cost 3 | Common



1x Bonnie and Clyde
Cost 3 | Uncommon



1x Meredith Stout - Stone Cold Corpo
Cost 4 | Rare

SIDEBOARD FROM THE UNCHANGED BASELINE

Wide field: IN 1x Mox Inciters; 1x Bonnie and Clyde; 1x Reboot Optics
OUT 1x Johnny Silverhand - Never Stop Fighting; 1x Screw - Lovelorn Fool; 1x Nocturne OP55 N1

Small-power Gear: IN 2x Detonate
OUT 2x Trust No One

Use one independent row at a time. Recount before combining. Detonate targets Gear with power 2 or less, not a Unit and not its Eddie cost.

Paper assembly + play notes

Use the same card identities and counts in paper and sim.

MAIN / 40

	Qty	Cost	Card
☐	3	1	Floor It
☐	3	1	Mantis Blades
☐	2	1	Trust No One
☐	3	1	Industrial Assembly
☐	1	2	Reboot Optics
☐	2	2	Ruthless Lowlife
☐	2	2	Satori - Sword of Saburo
☐	2	2	Dying Night - V's Pistol
☐	2	3	Chrome Reverie
☐	2	3	Mox Inciters
☐	2	3	Valentino Guerrera
☐	2	3	Bonnie and Clyde
☐	3	3	La Llorona - Ghost of the Past
☐	1	3	NetWatch Netdriver
☐	1	3	Nocturne OP55 N1
☐	2	4	Unlikely Bond
☐	3	4	Kerry Eurodyne - The Last Rockerboy
☐	1	4	Meredith Stout - Stone Cold Corpo
☐	1	5	Screw - Lovelorn Fool
☐	1	5	Lizzy Wizzy - Delicate Weapon
☐	1	6	Johnny Silverhand - Never Stop Fighting

SIDE / 7

- ☐ 2x Detonate
- ☐ 1x Reboot Optics
- ☐ 1x Mox Inciters
- ☐ 1x Over the Edge
- ☐ 1x Bonnie and Clyde
- ☐ 1x Meredith Stout - Stone Cold Corpo

REMOVAL LINE

Bonnie and Clyde handles its eligible small target. Unlikely Bond answers a spent target, but also costs your ready Unit. Save that sacrifice for a trade that matters.

BEFORE CLICKING / BEFORE ATTACKING

Johnny costs an activation and a Spend. V Call is not a repeatable face-up loop. Ruthless Lowlife cannot attack Gigs. Sasha declares the target before revealing her random power.

PAPER CHECK

Count the listed card identities, including sideboard copies. The combined identity cap is 3. Use any legal printing of the same card identity; reference artwork does not specify a physical collection.

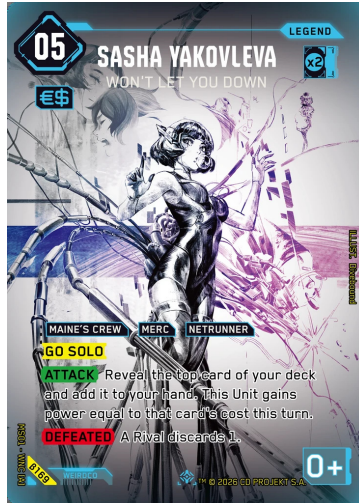
SIM: use the deck-code link on the Legend page or extract its attached exact import text. The link carries the full encoded list and omits account-specific saved IDs. These are unplayed candidates; record matches before calling one the winner.

Corporate Encore / RBB

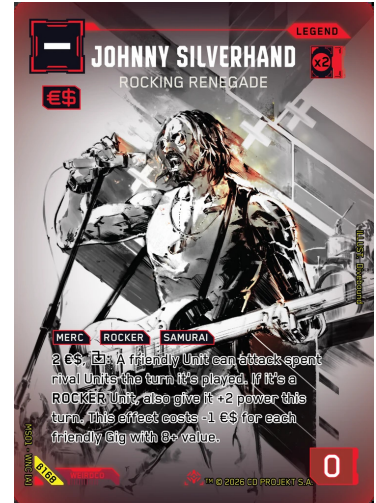
Blue4 control with Towerfall



1x V - Corporate Exile
Solo 5 | Epic



1x Sasha Yakovleva - Won't Let You Down
Solo 5 | Iconic Secret



1x Johnny Silverhand - Rocking Renegade
No cast cost | Iconic Secret

RAM Blue 4 / Red 2

40 main + 3 Legends + 7 side

Main mean 2.83

WHY THIS DECK

Blue4 opens Towerfall and Pyramid Song alongside Johnny and Sasha. This is a heavier control alternative with conditional removal, selection and two cost5 Go Solo Legends.

OPENING HAND

Find an affordable Unit and enough sellables to reach interaction. Four Units cost 2 or less, but the main curve is heavier. Budget the body, Program and Legend activation separately.

WINNING LINE

Protect your Gigs while building a field. Lizzy can play a Program costing 3 or less from hand or trash for free. Choose a removal line that fits the actual board, then turn surviving bodies into pressure.

Reference art includes Johnny beta168, Sasha beta169 and Towerfall beta167. Any legal printing of the same identity can satisfy the listed quantity.

DECK NAME: Ship 05 - Corporate Encore RBB (40 cards)

OPEN DECK IN THE SIMULATOR

Main deck - 40 cards

Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 1/3.



2x All is Lost
Cost 1 | Common



2x Floor It
Cost 1 | Common



3x Mantis Blades
Cost 1 | Common



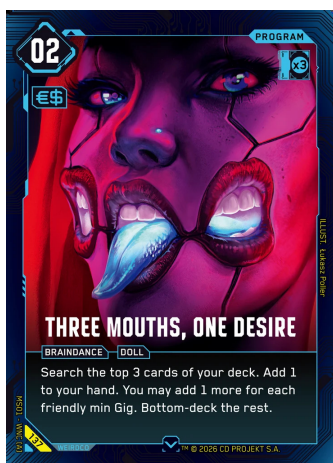
2x Trust No One
Cost 1 | Common



3x Jacked-In Voodoo Boy
Cost 2 | Common



1x Ruthless Lowlife
Cost 2 | Common



3x Three Mouths, One Desire
Cost 2 | Common



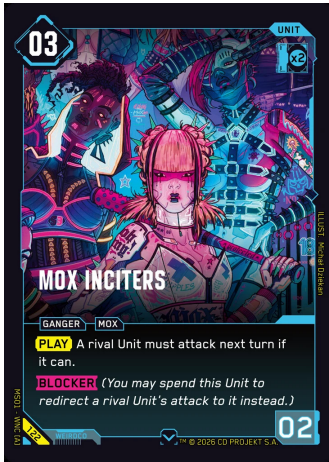
2x Satori - Sword of Saburo
Cost 2 | Uncommon



1x Dying Night - V's Pistol
Cost 2 | Rare

Main deck - 40 cards

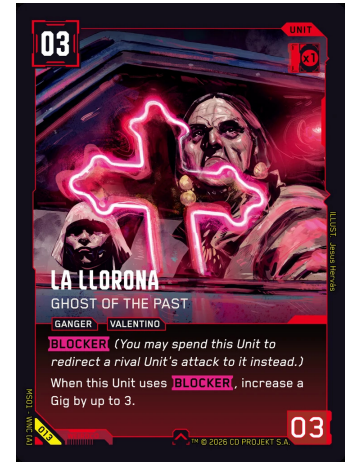
Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 2/3.



2x Mox Inciters
Cost 3 | Common



1x Delamain - Rideshare AI
Cost 3 | Uncommon



2x La Llorona - Ghost of the Past
Cost 3 | Uncommon



2x NetWatch Netdriver
Cost 3 | Uncommon



1x Nocturne OP55 N1
Cost 3 | Rare



2x Pyramid Song
Cost 3 | Rare



1x Unlikely Bond
Cost 4 | Common



2x Kerry Eurodyne - The Last Rockerboy
Cost 4 | Uncommon



1x Screw - Lovelorn Fool
Cost 5 | Common

Main deck - 40 cards

Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 3/3.



1x Les Éléments
Cost 5 | Uncommon



1x Maman Brigitte - Spirit of Death
Cost 5 | Uncommon



1x MT0D12 Flathead
Cost 5 | Uncommon



2x Lizzy Wizzy - Delicate Weapon
Cost 5 | Rare



2x Towerfall
Cost 6 | Iconic Other

Sideboard - 7 cards

Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 1/1.



2x Detonate
Cost 1 | Common



1x Reboot Optics
Cost 2 | Common



1x Chrome Reverie
Cost 3 | Common



1x Unlikely Bond
Cost 4 | Common



1x Les Éléments
Cost 5 | Uncommon



1x Towerfall
Cost 6 | Iconic Other

SIDEBOARD FROM THE UNCHANGED BASELINE

Wide field: IN 1x Towerfall; 1x Chrome Reverie; 1x Reboot Optics
OUT 1x Maman Brigitte - Spirit of Death; 1x Unlikely Bond; 1x Satori - Sword of Saburo

Tall / geared field: IN 1x Les Éléments; 1x Unlikely Bond; 2x Detonate
OUT 2x Trust No One; 1x Nocturne OP55 N1; 1x All is Lost

Use one independent row at a time. Recount before combining. Detonate targets Gear with power 2 or less, not a Unit and not its Eddie cost.

Paper assembly + play notes

Use the same card identities and counts in paper and sim.

MAIN / 40

	Qty	Cost	Card
☐	2	1	All is Lost
☐	2	1	Floor It
☐	3	1	Mantis Blades
☐	2	1	Trust No One
☐	3	2	Jacked-In Voodoo Boy
☐	1	2	Ruthless Lowlife
☐	3	2	Three Mouths, One Desire
☐	2	2	Satori - Sword of Saburo
☐	1	2	Dying Night - V's Pistol
☐	2	3	Mox Inciters
☐	1	3	Delamain - Rideshare AI
☐	2	3	La Llorona - Ghost of the Past
☐	2	3	NetWatch Netdriver
☐	1	3	Nocturne OP55 N1
☐	2	3	Pyramid Song
☐	1	4	Unlikely Bond
☐	2	4	Kerry Eurodyne - The Last Rockerboy
☐	1	5	Screw - Lovelorn Fool
☐	1	5	Les Éléments
☐	1	5	Maman Brigitte - Spirit of Death
☐	1	5	MT0D12 Flathead
☐	2	5	Lizzy Wizzy - Delicate Weapon
☐	2	6	Towerfall

SIDE / 7

- ☐ 2x Detonate
- ☐ 1x Reboot Optics
- ☐ 1x Chrome Reverie
- ☐ 1x Unlikely Bond
- ☐ 1x Les Éléments
- ☐ 1x Towerfall

REMOVAL LINE

Towerfall needs 6 Eddies and its stronger line depends on lower Street Cred. Unlikely Bond needs a spent rival plus your ready Unit. Les Éléments hits the lowest-power rival, so escorts can shelter a giant.

BEFORE CLICKING / BEFORE ATTACKING

Corpo V has no Streetkid Brainsdance retrieval. Lizzy cannot free-cast cost-4 Bond or cost-6 Towerfall. Towerfall is not an unconditional board wipe; compare Street Cred before paying.

PAPER CHECK

Count the listed card identities, including sideboard copies. The combined identity cap is 3. Use any legal printing of the same card identity; reference artwork does not specify a physical collection.

SIM: use the deck-code link on the Legend page or extract its attached exact import text. The link carries the full encoded list and omits account-specific saved IDs. These are unplayed candidates; record matches before calling one the winner.

Streetkid Gear Pressure / RYY

Gear pressure with a lower printed curve



1x V - Streetkid
Solo 5 | Iconic Legend



1x Dum Dum - Maelstrom Triggerman
No cast cost | Rare



1x River Ward - Detective on the Hunt
No cast cost | Iconic Legend

RAM Yellow 4 / Red 2

40 main + 3 Legends + 7 side

Main mean 2.15

WHY THIS DECK

Twelve Gear, affordable natural Blockers and a lower printed main-deck curve support pressure. River plays eligible hand Gear for free; Dum Dum provides conditional cards or a power boost.

OPENING HAND

Prefer an affordable body, a sellable card and a useful Gear. River needs to be face-up and ready before his Quick-Spend can play a hand Gear costing 2 or less for free.

WINNING LINE

Establish a body before loading Gear. Use River for tempo and Dum Dum for cards or a meaningful power boost. Gear pressure should lead to Gigs you can hold through your next Start.

Reference art includes River beta148 and V beta144. Illustrated printing choices do not assert a physical collection or ownership quantity.

DECK NAME: Ship 07 - Streetkid Gear Pressure RYY (40 cards)

OPEN DECK IN THE SIMULATOR

Main deck - 40 cards

Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 1/2.



3x Afterparty at Lizzie's
Cost 1 | Common



3x Mandibular Upgrade
Cost 1 | Common



3x Mantis Blades
Cost 1 | Common



2x Industrial Assembly
Cost 1 | Uncommon



2x Safety Override
Cost 2 | Common



3x Secondhand Bombus
Cost 2 | Common



1x Sketchy Ripper
Cost 2 | Common



3x Satori - Sword of Saburo
Cost 2 | Uncommon



3x The Heist
Cost 2 | Uncommon

Main deck - 40 cards

Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 2/2.



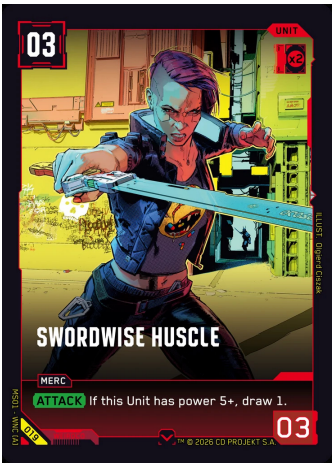
3x Zetatech Faceplate
Cost 2 | Uncommon



3x Augmented Negotiators
Cost 3 | Common



2x Live with the Aftermath
Cost 3 | Common



3x Swordwise Huscle
Cost 3 | Common



3x Valentino Guerrera
Cost 3 | Common



2x Gilded Matón
Cost 4 | Common



1x Offduty Malfini
Cost 4 | Common

Sideboard - 7 cards

Cost ascending, then rarity ascending; A-Z breaks ties. Sheet 1/1.



2x Detonate
Cost 1 | Common



1x Safety Override
Cost 2 | Common



1x Over the Edge
Cost 3 | Common



1x Gilded Matón
Cost 4 | Common



2x MaxTac Suppression Team
Cost 5 | Common

SIDEBOARD FROM THE UNCHANGED BASELINE

Entry attack plan: IN 2x MaxTac Suppression Team
OUT 1x Sketchy Ripper; 1x Offduty Malfini

Tall fighter: IN 1x Safety Override
OUT 1x Sketchy Ripper

Small-power Gear: IN 2x Detonate
OUT 1x Industrial Assembly; 1x Afterparty at Lizzie's

Use one independent row at a time. Recount before combining. Detonate targets Gear with power 2 or less, not a Unit and not its Eddie cost.

Paper assembly + play notes

Use the same card identities and counts in paper and sim.

MAIN / 40

	Qty	Cost	Card
☐	3	1	Afterparty at Lizzie's
☐	3	1	Mandibular Upgrade
☐	3	1	Mantis Blades
☐	2	1	Industrial Assembly
☐	2	2	Safety Override
☐	3	2	Secondhand Bombus
☐	1	2	Sketchy Ripper
☐	3	2	Satori - Sword of Saburo
☐	3	2	The Heist
☐	3	2	Zetatech Faceplate
☐	3	3	Augmented Negotiators
☐	2	3	Live with the Aftermath
☐	3	3	Swordwise Huscle
☐	3	3	Valentino Guerrera
☐	2	4	Gilded Matón
☐	1	4	Offduty Malfini

SIDE / 7

- ☐ 2x Detonate
- ☐ 1x Safety Override
- ☐ 1x Over the Edge
- ☐ 1x Gilded Matón
- ☐ 2x MaxTac Suppression Team

REMOVAL LINE

Safety Override requires losing a fight; it can then punish the opposing fighter. Live with the Aftermath lets each player choose their own Unit. Neither is a free unconditional reset.

BEFORE CLICKING / BEFORE ATTACKING

MaxTac is a sideboard entry-attack tool, not a natural Blocker. River does not retrieve Gear from trash. This deck has no Johnny Legend bonus. Do not spend all protection to chase a premature win.

PAPER CHECK

Count the listed card identities, including sideboard copies. The combined identity cap is 3. Use any legal printing of the same card identity; reference artwork does not specify a physical collection.

SIM: use the deck-code link on the Legend page or extract its attached exact import text. The link carries the full encoded list and omits account-specific saved IDs. These are unplayed candidates; record matches before calling one the winner.

Sources + practical boundaries

Current card identities, reference artwork and construction checked on 11 October 2026.

SAME MECHANICS, DIFFERENT PRINTING

The art is official publisher reference art, including selected premium variants. Quantity labels request copies of the card identity, not copies of the illustrated variant, and do not assert ownership. Use current official rules if older printed wording differs.

RARITY ORDER USED

Common > Uncommon > Rare > Epic > Secret > Iconic Other > Iconic Legend > Iconic Secret > Nova Rare. Here the arrow means increasing sorting order, not strength or market value. Only relevant rarities appear in the deck pages.

COST AND RULES

Eddies are the game resource. Main-only average costs exclude Go Solo and activation payments. Spend + Eddies and target conditions still apply. Capture seven Gigs, then hold them through the required Start check.

COMPARE THE PLANS

C supports Rocker pressure with different conditional answers. D adds Blue4 control at a heavier curve. A offers cheaper Gear setup and fight-loss interaction. None is a measured tournament winner, and no human-match win rate for these exact lists is claimed.

SIMULATOR IMPORTS

The PDF contains three exact simulator export attachments. Deck buttons carry the full portable code without an account-specific saved ID. If the viewer hides attachments, use the clickable buttons. Import one deck at a time and confirm 40 main / 3 Legends / 7 side.

CONSTRUCTION CHECKPOINT

All three lists fit their Legend RAM, use three distinct Legends and keep combined main-plus-side identity copies at 3 or less. The seven-card sideboards and equal swaps are checked from each unchanged baseline. Confirm current event rules before registration.

PRIMARY REFERENCES

Official card database - <https://cyberpunktcg.com/cards>

Official rules and FAQ - <https://cyberpunktcg.com/rules-faq>

Cyberpunk TCG simulator - <https://cyberpunk-tcg-sim.online/deck-builder/>

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