CYBERPUNK RED

COMBAT ZONE™

RUBBLE
BUNDLE
RUMBLE

It's a holiday miracle! An Arasaka container drone clipped an unregistered cyber-reindeer and crash landed in the rubble near the badlands. If you wan't to be first to crack open your presents, you'll need to recruit some muscle on site!

THE TEAMS
This scenario uses defined forces. Each player has 25EB to spend on their Leader and their Leader's gear. They may not hire any additional models. Each team will be given additional models during Setup.

THE SETUP
This scenario begins with an empty battlespace. The players will place terrain during setup. This scenario assumes that the players have access to the ruined buildings and Arasaka container from the 2-player starter, as well as a set of Monster Fight Club's chain link fences.

Both players roll **GREEN** and add their leader's Tech skill (reroll fumbles, crits, and ties). The player with the higher roll is the Scav and the other is the Squatter.

Place the container in the center of the battlespace.

Then the Scav places the ruined buildings. Every board quarter must contain at least one piece of ruined building before any other board quarter may have two.

Then, the Squatter places the Chain Link fence segments as they wish. These sections may be connected or seperate, but they must be standing.

The Scav chooses a long boardedge and deploys their Leader and two Scrubs within **YELLOW** of that board edge.

The Squatter then deploys their Leader and three CrAB drones within **YELLOW** of the opposite board edge. The Squatter Leader gains the "Prototype Drone Controller" gear card, and the CrAB drones use the Proto-CrAB gonk card (see below).

The Scav has control first.

GET THE LOOT OUT!
Models may take the Crack the Container action.

REINFORCEMENTS
When a player Inspires, new Gonks enter from Reserve. The Scav deploys Scrubs until they have two in play, and the Squatter deploys Prototype-CrAB drones until they have three in play. When models enter from Reserve they may be anywhere that is not visible to a rival model and is at least **RED** away from the Arasaka container.

THE COOL
There's a lotta good stuff in there! When a Leader ends their activation within **RED** of the Arasaka container, they may spend a Luck token to draw 3 Loot cards, keep 1, and then discard the other two.

THE WIN
The game ends when one player takes their third Objective marker. That player is the winner.

CAMPAIGN FALLOUT
The winner may promote their Leader. If their Leader cannot be promoted, they may add a Veteran Merc to their HQ instead.
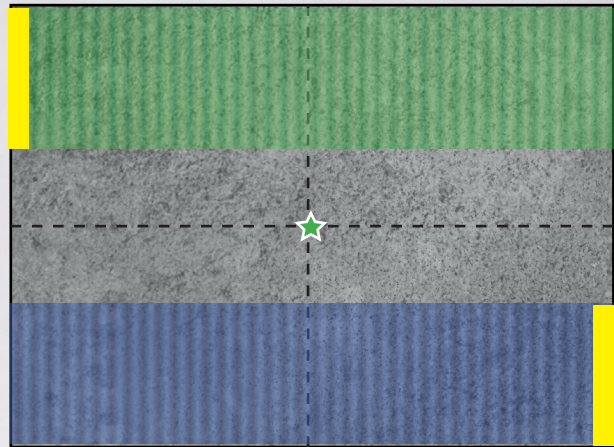
CRACK THE CONTAINER
[Difficult] Take an Objective marker and place it with your model cards (this is how you win). This action may use the Melee skill instead of Tech.

PROTO-CRAB

GONK, DRONE — 3 E B

1

1 [drone icon]

CRAB DRONE
This model may not take basic attack actions. It always succeeds when rolling Reflex vs. the Obstacle die.

SHORT CIRCUIT

[Dangerous]

SCRUB

ZONER, GONK — 5 E B

1 [reflex icon]

1 [melee icon]

1 [ranged icon]

GOT YOUR BACK
Basic Ranged Attacks made by friendly characters within *RED* gain Accurate.

PROTOTYPE DRONE CONTROLLER

Cybergear

[Easy] A friendly drone may take a free action that is the same color as this action.

NOTE: THE PROTO-CRAB AND PROTOTYPE DRONE CONTROLLER CARDS ARE USED IN THIS SCENARIO ONLY. THEY ARE NOT INTENDED FOR STANDARD PLAY.

THAT SCRUB'S LEGIT THOUGH, CHOOM.