

*CYBERPUNK*<sup>®</sup>  
R E D  
**COMBAT ZONE**<sup>™</sup>

**FAQ & ERRATA**

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**V1.3**

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# CORE RULEBOOK

The following Errata includes printing errors and rules text changes that affect or clarify gameplay. Minor typos or formatting issues are not noted if they do not directly affect the meaning or clarity of the rules text.

Where text is quoted, the notably changed text is highlighted in red.

## FAQ

Q: When an attack has both Deadly and Deadly Crits, do the effects stack to deal 3 damage on a crit?

A: No. Deadly Crits bestows the Deadly keyword to the attack when a crit is scored (see Deadly on page 40). Deadly as a keyword only affects an attack once.

Q: Can a model with no ready Action tokens [RE]act using another model's Action tokens if allowed (for instance, by Arasaka's Point Man).

A: No. To take a [RE]action, the acting model must have a ready Action token themselves to qualify to make the [RE]action, even if they end up using another model's Action tokens via a special ability.

Q: If a character is touching an impact marker during a blast, and moves **RED** directly away from the blast marker (as part of the blast rules), does it count as "within **RED**".

A: This is a tricky interaction to visualize, but if a model moves directly away from the impact marker it technically can move out of **RED** range (it would just be touching the infinitely thin line where **RED** range ends.). Therefore, if nothing impedes movement, you can move **RED** to escape a blast under normal circumstances.

# ERRATA

**Pg 5:** Gang name "Combat Zoners" updated to "Zoners".

**Pg 5:** Gang name "Neocorporate" updated to "Arasaka"

**Pg 10:** Reflex Skill now correctly notes that it is used to resist both Ranged and Reflex actions.

[New] Pg 23: The following text has been added to the Parkour! section.

## FREE MOVEMENT

When an ability causes a model to move, this is shorthand for granting the model a free basic move action. If the action has a color specified with it (such as Moves **GREEN** or the "the same color") then the move may be up to that range. The moving model must choose one of its action tokens (see page 19), which determines what die is rolled during parkour, but the distance moved is determined by the effect's text.

**Pg 40:** Fumbling Blast Actions now reads:

If you Fumble a Blast action, the targeted rival places the Impact token in base contact with the attacker and the Blast is resolved as a "miss" **against the Obstacle die (instead of the original result)**. If the weapon is also DANGEROUS the Blast will cause an automatic wound to the attacker, too.

**Pg 53:** Specialist definition added, it reads:

**Specialist - Specialists are rare individuals. Your team may only include one of this model (but may include other Specialist models).**

## CLARIFICATION ERRATA

**Pg 7:** Definitions of model's base and figure added.

**Models are mechanically defined in two parts; the figure and the base. The figure is the sculpture of a character which determines which card and abilities the model uses in game. The base is a round disk at the bottom, which keeps the model upright and is used for measuring distances and position mechanics. The standard [RE]action base is 27mm in diameter, but some models may be issued with larger bases if the model requires.**

**Pg 16:** Definition of Hacked models added to Basic Tech Action.

**Pg 23:** Parkour Example with incorrect movement demonstration removed.

**Pg 37:** Program EB cost position noted.

**Pg 41:** Rapid [X] replaces the word repeat with the word take: It now reads:

**Rapid actions allow you to take the same action X times without using additional Actions.**

**Pg 27:** Shooting into a Brawl updated to clarify how Blast and Torrent attacks function when fired into a Brawl. The following sentence was added:

**When firing a blast or torrent weapon into a brawl, resolve the attack against the target(s) as you normally would for those weapon types.**

**Pg 42:** Campaign Basics opening paragraphs edited to more generally explain campaigns to new players. It now reads:

**Groups, clubs, or event organizers may wish to run a campaign: a series of games that tell a larger narrative about the denizens of the Combat Zone as you guide your team through its story and track its progress. Winning games and achieving objectives earns your team Street Cred. Once they've earned enough notoriety, your team may attempt its faction's Prove Your Worth mission. It's tough, but if you're victorious, you've won the campaign!**

**Pg 43:** Objective Token images added to sidebar.

**Pg 46:** Life & Death rules now include "Major Injury" heading with the following paragraph:

**A model that has suffered a major injury might not die, but they're not fighting for a while. Remove their card from your HQ and replace them with the basic version. Mercs are removed from your HQ, you won't be able to use them until you "re-hire" them.**

# SCENARIOS

The first printing of the Scenario cards were designed to cover play on a variety of board sizes and point totals. This section includes Errata, FAQs, and advice for using each scenario at a variety of point totals and board sizes.

## SCENARIO CARDS VS. BOOKLET

After feedback from our players and some careful consideration, Scenario cards are being replaced with a Scenario booklet. This presentation of the missions is easier to read, and we've also included a little more guidance. If you have the original Mission cards, you can find a PDF of the new booklet on our website.

**Corporate Affairs (22"x30"):** To play this on a larger board, no alterations are necessary.

**Corporate Ladder (22"x30"):** To play this on a larger board, no alterations are necessary.

*Q: What happens if the defending player is taken out using an attack other than the They're Mine action?*

*A: The Attacking player loses, unless they can take out every defender before being reduced to half their models, in which case the game ends in a draw.*

**Crossing Barricades (30"x44"):** To play this on a smaller board, the defender's deployment zone should be aligned to the shorter (22") side of the board.

**Data Sweep (30"x44"):** To play this on a smaller board, no alterations are necessary.

*Q: Do the two objectives in the center overlap, one placed atop the other?*

*A: Yes. While the map shows them not-overlapped, this is to illustrate two Objective markers are there. Place them both in the center of the board.*

**Frame Up (30"x44"):** To play this on a smaller board, no alterations are necessary.

**Errata:** There is no Objective token 1. Use Objective token 2, instead. In addition, increase the value required in The Win from 5 to 6.

**Heist (30"x44"):** To play this on a smaller board, no alterations are necessary.

*Q: How big is a "small building".*

*A: A small building can be formed by using two corner pieces of the ruin terrain included in the Core Box. Alternatively, the cargo container makes an excellent stand in for a small building when playing on the smaller 22"x30" battlespace.*

**Hot Zone (30"x44"):** To play this on a smaller board, no alterations are necessary.

**Quarter Mile (22"x30"):** To play this on a smaller board, no alterations are necessary.

**Errata:** The defender sets up their team first, with all models full within **RED** of one of the **short** board edges of the board.

**Recovery (30"x44"):** To play this on a smaller board, no alterations are necessary.

**Secret Stash (30"x44"):** This scenario is intended for games of 200 EB or more, and requires more terrain than most missions. If you wish to play it on a smaller board, reduce the number of buildings to 4 and place only 6 Objective markers (4 tucked into the building corner, 2 placed by the players).

**The Mule (22"x30"):** To play this on a larger board, no alterations are necessary.

**Errata:** The attacker deploys their team first, with all models fully within **RED** of the **short** board edge of their choice.

**Turf War (22"x30"):** To play this on a larger board, no alterations are necessary.

# PROGRAMS

## PROGRAM ERRATA

**NOTE:** *This section includes errata and FAQ questions about the universal Program cards. Faction Program card Errata and FAQs can be found in the Faction specific section.*

**Buffer Zone:** Program Effect clarified, it now reads:

“Rival models treat the area within **RED** of the impact token as an obstacle when moving or taking Ranged Attack actions.”

**CRaB Drone Control:** Program Effect clarified, it now reads:

“When this model makes a basic move action, all friendly CRaB Drones may move the same distance. If a Drone ends a move within reach of a body token, **discard the token and the Drone, then this model draws one Loot.** If a Drone ends within reach of an enemy, the enemy must win a Reflexes roll vs. the Obstacle die or suffer a wound, then the Drone is discarded.”

**Coordinated Surge:** Loaded side text clarified, it now reads:

“Target friendly model may make an unobstructed **RED** move action **for free.**”

**Program 7:** Loaded side text clarified, it now reads:

The target takes a free action of your choice with a target of your choice. This may make a model attack a friendly target.

Launch this program: Flip this card.

# FACTION CARDS

## ARASAKA

**Grenade: Chem:** Text should read Blast, Deadly Crits, Discard.

## BOZOS

**Q:** Can you clarify how the Dead Ringers take actions?

**A:** The Dead Ringers are effectively one character with two models. They share all equipment and action tokens. For example, if their gear has the Difficult keyword, they can only activate it once per activation (not once each) as they are the same character. When the character activates, you spend 2 Actions taking actions with each model (they have 4 total). The controlling player determines which Action tokens are spent on which Dead Ringer models each activation.

**Q:** Can you clarify what happens when the Dead Ringers are taken out?

Neither Dead Ringer is taken out until one of them fails to defend with a Red action token, at which point both models are taken out and leave body tokens that tie to the same character card, for the purposes of Loot Gear (although Loot Goods treats the bodies as separate).

**Q:** What happens when the Dead Ringers are taken out while equipped with The Last Laugh?

**A:** The Last Laugh places a single Impact token, which means only one is placed. However, as there are two models, the controlling player may choose which model the Impact token contacts.

## DANGER GALS

**Mouse's** correct EB cost is 10 EB.

**Grenade: Chem:** Text should read Blast, Deadly Crits, Discard.

**[New] Net-Suit** (both Gear card and Pantera) now reads: "When this model ends its activation, another visible friendly model may move **GREEN**."

## EDGERUNNERS

**Jonathan Powers Veteran:** This card was mistakenly printed without its Veteran Star. The Jonathan Powers card with 3 Yellow Action tokens should have a Veteran Star, as it is the Veteran version of the character.

## GEN RED

**Apex:** Power-Glove now reads:

If a model is wounded by this attack and is not taken out, it must take one action, for free, controlled by this model's controller (it may attack friendly targets).

**Power-Glove** gear card now reads: If a model is wounded by this attack and is not taken out, it must take one action, for free, controlled by this model's controller (it may attack friendly targets).

## MAELSTROM

**Berserker:** Correct EB cost is 18 EB.

**Flenser:** correct EB cost is 20 EB.

**Death Dealer:** Program Effect clarified, it now reads:

"When a friendly character is taken out, they may make a free basic **RED** attack before being removed."

**Puppet Master:** Loaded side text clarified, it now reads:

The target takes a free action of your choice with a target of your choice. This may make a model attack a friendly target.

Launch this program: Flip this card.

## TYGER CLAWS

**Death Mark:** The running side mistakenly lists the Street Cred as 1. The Street Cred appears on the Loaded (red) side, and is 2.

## ZONERS

**Chainsaw:** - Correct range is **RED** only.