

CYBERPUNK[®]

R E D

COMBAT ZONE[™]

SCENARIOS

APRIL 2024

TECH-TOCK

2 PLAYERS

There ain't a lot of time to quibble, especially when risk is high and rewards are unknown. If rewards exist at all. Who knows what anything will be worth when the lead finally stops flying.

THE SETUP

Take Objective markers 2-6 and shuffle them face down. Place an Objective marker face down (no peeking!) at the center of the board and at the center of each board quarter.

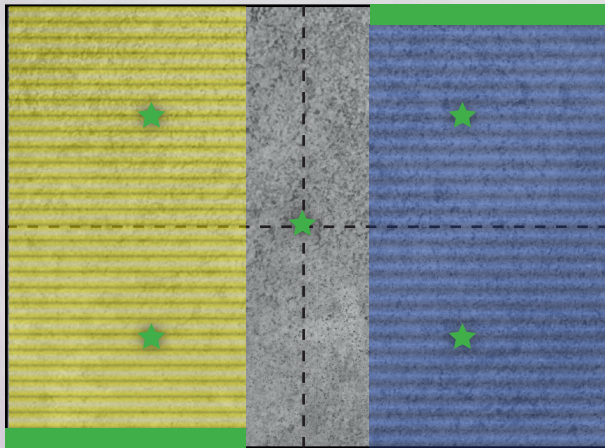
Both players roll **GREEN** and add their Leader's Tech (reroll ties). The player with the higher roll is the Attacker, the other player is the Defender.

The Attacker chooses a short board edge and deploys their team fully within **GREEN** of that board edge.

The Defender then deploys their team fully within **GREEN** of the opposite board edge.

Teams may hold models in Reserve.

The Attacker has control first.



UNSTABLE VALUES

After a player Inspires Their Team, that player must roll **PURPLE** (d4).

- If the result is a 2 or 3, the player may flip up to that many Objective markers to their opposite face.
- If the result is a Crit, flip all Objective markers face up.
- If the result is a Fumble, flip all Objective markers face down.

THE COOL

It might be gambling, but if you're feeling lucky, you're feelin' lucky. When a model within reach of a face up Objective uses a Luck token to re-roll a die, they treat Fumbles as Crits.

THE WIN

The game ends immediately when one team's Leader is taken out. The players earn Tocks for each Objective they control. The player with the most Tocks wins. If there is a tie, the Defender wins.

To control an Objective marker, a team must have more models within **RED** of the objective than their rival.

Each Objective is worth a number of Tocks equal to its value, if it is face-up. If the Objective is face-down, it is worth 1 Tock.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.

OPPORTUNE COLLAPSE

2 PLAYERS

When fighting escalates big enough, and loud enough, it can collapse large structures... and nobody wants to be standing near a falling building.

THE SETUP

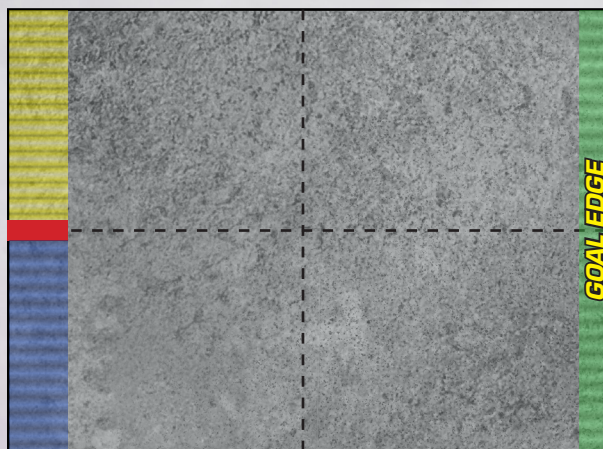
Both players roll **GREEN** and add their leader's Reflexes skill. The player with the higher roll is the Pacer, the other player is the Chaser.

The Chaser chooses a short board edge to be the Goal edge.

The Pacer chooses one of the two board quarter's not along the Goal edge as their starting quarter. They then place their team within **RED** of the short board edge in their starting quarter.

The Chaser's starting quarter is the other board quarter not along the Goal edge. They place their team within **RED** of the short board edge of their starting quarter.

The Pacer has control first.



SHOVE 'EM!

Models may take the Shove 'Em action (see below).

THE COOL

Let's hope our luck doesn't run out. Lucky Streaks occur when you roll a Fumble on a Luck token re-roll, instead of when you roll a Crit.

THE WIN

The game ends when one player has no models remaining in their starting quarter.

Each player earns Race points based on each of their model's Goal edge position. The values are not cumulative, a model only scores the highest value (closest position to the Goal edge).

- Models are worth 1 Race point within **GREEN** of the Goal edge.
- Models are worth 2 Race points within **YELLOW** of the Goal edge.
- Models are worth 3 Race points within **RED** of the Goal edge.
- Models are worth 4 Race points within REACH of the Goal edge.

The player with the most Race points wins.

SHOVE 'EM



This action is Opposed by Reflexes. Drag the target, then Push the target **RED**.

"TEST" THE SECURITY

2 PLAYERS

Everyone's gotta keep their tech protected, clean, and fast. Of course, you can really only pick two of those.

THE SETUP

Take five Objective markers (their values do not matter) and place one in the board center.

Both players roll **GREEN** and add their Leader's Influence (reroll ties). The player with the higher roll is the Attacker, the other player is the Defender.

The Attacker chooses a board quarter and deploys their team within that quarter.

The Defender then deploys their team fully within the opposite board quarter.

Then, the Attacker places two Objective markers anywhere in two different board quarters.

Finally, the Defender places two Objective markers anywhere in the remaining two board quarters.

The Attacker has control first.

PIVOT POINT

When a player spends a Luck token, they give it to their rival, instead.

TOUGH HACK

Models may take the Tough Hack action.

THE COOL

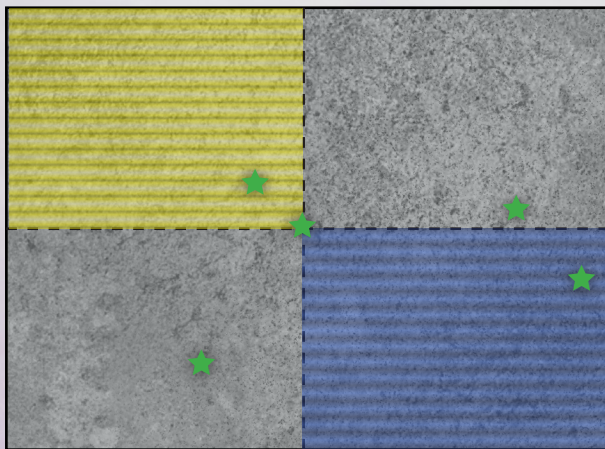
Some guys got all the luck. When you Inspire Your Team, you may spend 5 Luck tokens to steal an Objective marker that your rival has already claimed.

THE WIN

The game ends immediately when one player has three or more Objective markers. That player is the winner.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.



TOUGH HACK

[Complex] Roll a **PURPLE** (d4) die. If it fumbles, the acting model suffers a Memory Leak as if they Fumbled a program. Otherwise, the controlling player claims the Objective marker (remove it from play and put it on your Leader to track it).