Cyberpunk RED

COMBAT ZONE™

SCENARIOS

TURF WAR

The Combat Zone is what outsiders call it, but it's not a zone so much as it is a patchwork of territories, battlelines, and micronations.

PREPARING FOR BATTLE
This scenario can be played at any EB total.

THE SETUP
Both players roll a RED die and add their team's total Influence (re-roll Crits and Fumbles). The player with the lower total is the attacker.

The defender sets up their team first, with all models fully within RED of the edges of a table quarter of their choice.

The attacker then sets up their team fully within RED of the diagonally opposite quarter's board edges.

The defender has Control first.

THE WIN
The game ends when either team has more than half their team's models taken out.

Total the EB value of all the models taken out on each team (not counting Gear, programs, or one-off game veteran cost). The team who took out the higher total value in model EB is the winner. If that is a tie, the player who took out more models wins.

Example: The Lawmen took out 3 Zoners with a total character EB value of 35 between them. The Zoners took out 2 Lawmen, but they were both worth 20 EB apiece, for a total of 40 EB. Zoners win!

THE CONSEQUENCES
It may be the zone. But this is our piece of it.

The winner may promote one character.
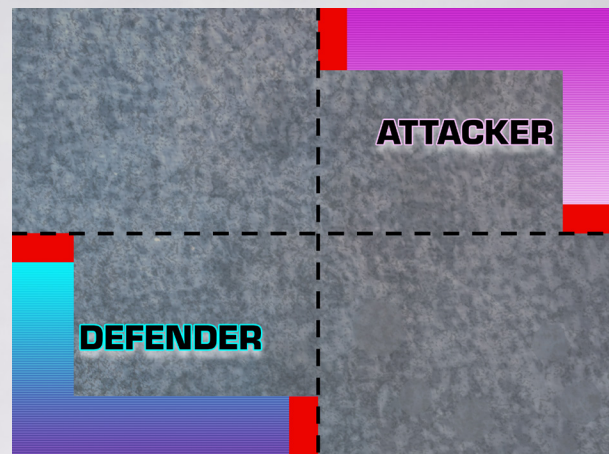
RANDOMLY CHOOSING A MISSION
To randomly select a mission, roll a GREEN die and consult the page number. This Fumble mission is a great mission for your first game. The Crit mission is designed for 200+ EB, so reroll that result if you don't want a long game.

THE MULE

Sometimes you need to get a package across the combat zone. Could be guns, could be information. Doesn't matter, your job is just to deliver it. Deliver it and get paid.

PREPARING FOR BATTLE
This scenario can be played at any EB total.

THE SETUP
Both players roll a **RED** die and add their team's total Influence (re-roll Crits and Fumbles). The player with the higher total may choose to be the attacker or defender.

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

The defender deploys their team on the board edge opposite the attacker's.

The defender secretly writes down one of their characters not Gonks. This character is the Mule.

The attacker has Control first.

THE WIN
The attacker wins if they take out the Mule.

Every time one of the defender's models is taken out, they must tell the attacker if it was the Mule or not.

The defender wins if they do either of the following:

• Take out all of the attacker's models

• The Mule starts their activation on the board edge opposite the defender's starting board edge and is more than **YELLOW** away from all rivals. If this condition is met, the defender reveals the model as the Mule and wins.

THE CONSEQUENCES
I do the job, I get paid.

The winner of the game may promote one character. The winner also draws one Loot card at the start of their next game and equips it to any friendly character.
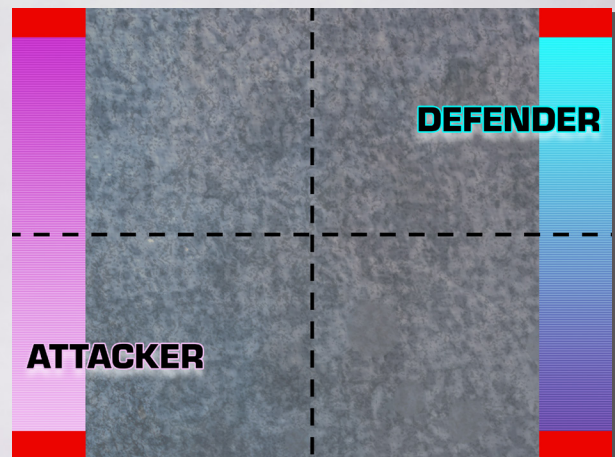
DATA SWEEP

We got a pingfrom the sweeper-bot. Somewhere in the area is the data we've been looking for. Just got to piece together the bits and put it all back together again.

PREPARING FOR BATTLE
This scenario can be played at any EB total.

THE SETUP
Both players roll a **RED** die and add their team's total Influence (re-roll Crits and Fumbles). The player with the higher total may choose to be the attacker or defender.

The attacker deploys their team first, with all models fully within **RED** of one half of a long board edge of their choice, as shown.

The defender sets up their team fully within **RED** of the diagonally opposite half edge from the attacker, as shown.

Stack 2 objectives in the center of the table. Taking turns starting with the attacker, each player places 2 more objectives on their half of the table, at least **YELLOW** away from all models and objectives. When finished, there should be 6 objectives on the board.

The attacker has Control first.

DATA DUMP
A model within reach of an objective may attempt to control it by taking the Claim Data action.

If you take out a model with an objective, place the objective in base contact with the model before removing it.

When active, models with objectives may pass their objective to a friendly model within reach. This doesn't require a skill roll or an action.

Models may have multiple objective tokens.

THE WIN
The game ends and a player wins when they do one of the following:

- They take Control while holding 4 or more objectives.
- They take out all their rivals.

THE CONSEQUENCES
That was some good ice in there. The sort of code that makes you smarter just for looking at it. People pay tops for the good stuff.

The winner of the game may promote one character.
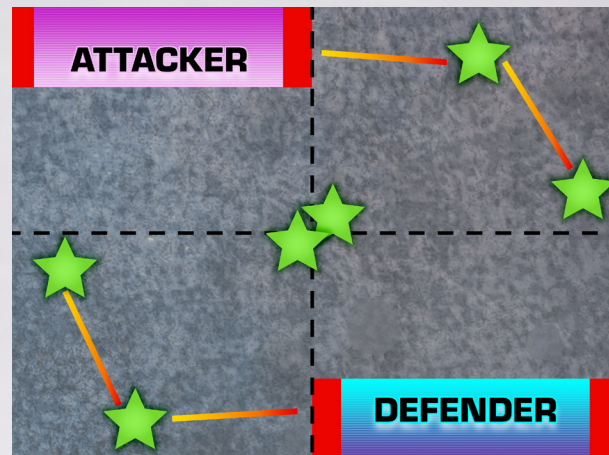
CLAIM DATA
Claim an objective within reach by placing it on this model's card.

FRAME UP

A rival gang has been edging in on your territory. With a little nudge, the NCPD might just swoop in like a bag of hammers and finish the job for you.

PREPARING FOR BATTLE
This scenario can be played at any EB total.

THE SETUP
Both players roll a *RED* die and add their team's total Influence (re-roll Crits and Fumbles). The player with the higher total may choose to be the attacker or defender.

The attacker deploys 2 members of their team anywhere within *RED* of the center of the board. Each time the attacker Inspires Their Team, they may deploy another character (or all Gonks), on any board edge, at least *YELLOW* from all rivals. If there is no board edge available, they must wait to deploy.

The defender sets up their entire team anywhere on the board, at least *YELLOW* away from all enemy models.

The Attacker places the Objective "2" token on one of their deployed characters' cards. This character is holding the transponder. They're attempting to use to call in the NCPD.

The attacker has Control first.

THE TRANSPONDER
A model who is in control of the transponder (Objective token) may attempt to activate the transponder by taking the Send Signal action:

If you take out a model with the transponder, place the transponder in base contact with the model before removing it. Any model may pick up the transponder by moving over it.

When active, a model with the transponder may pass it to a friendly model within reach. This does not require a skill roll or an action. A defender with the transponder may move off of any table edge.

THE WIN
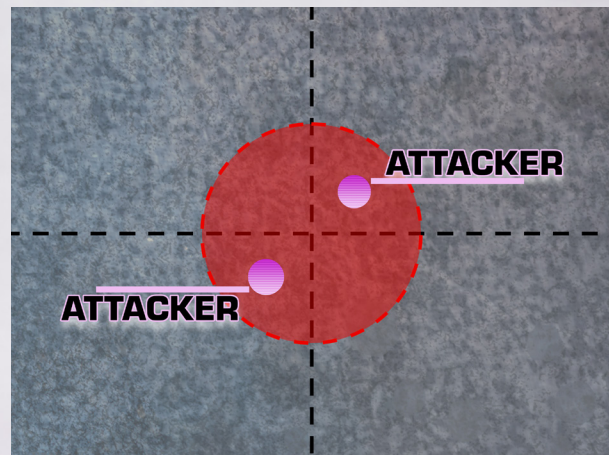The attacker wins if the transponder's value reaches 6.

The defender wins if the transponder is moved off any table edge.

Either player wins if they take out all their rivals in the Battlespace.

THE CONSEQUENCES
Once that transponder goes off, the cops will swarm the place...

The winner of the game may promote one character.

SEND SIGNAL
[Difficult] Incease or Decrease the Value of the Objective token by 1, to a minimum of 2.

QUARTER MILE

Sky turned from Red to Black in less time than planned. Deep in enemy territory, you need to escape quickly before you become part of the scenery.

PREPARING FOR BATTLE
This scenario can be played at any EB total.

THE SETUP
Both players roll a **RED** die and add their team's total Influence (re-roll Crits and Fumbles). The player with the higher total may choose to be the attacker or defender.

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

The attacker sets up their team fully on the opposite board half, deploying to either side of their half of the board, within **RED** of a long board edge.

The defender's models may move off of the short board edge opposite their deployment zone.

The defender has Control first.

NIGHT TIME IS THE RIGHT TIME
When targeted by rivals farther away than **GREEN**, a model may reroll their opposed Reflex Skill rolls, and obstacle penalties count double.

THE WIN
If the attacker takes out more than half of the defender's models, the game immediately ends and the attacker wins.

If the defender moves half of their models (rounded up) off of the board, the game immediately ends and the defender wins.

THE CONSEQUENCES
You gotta be fast on your feet to escape the enemy's home turf. This town is made up of two kinds of people: the quick, and the dead.

The winner of the game may promote one character. The winner may also deploy one additional Gonk at no cost during the Setup of their next game.
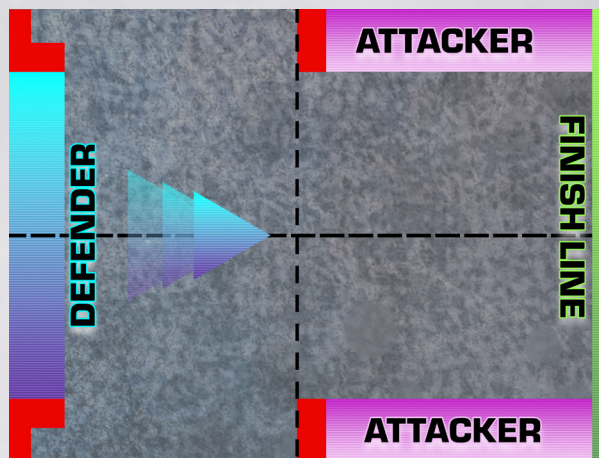
RECOVERY

We got word that a supply transport was waylaid by some big corporate rival. Any cargo that the locals couldn't drag away are fresh pickings. Get in, get out, get paid.

PREPARING FOR BATTLE
This scenario can be played at any EB total.

THE SETUP
Both players roll a **RED** die and add their team's total Influence (re-roll Crits and Fumbles). The player with the higher total may choose to be the attacker or defender.

Place a suitable obstacle representing the cargo container or vehicle at the center of the board. Starting with the attacker and taking turns, each player sets an objective token within **GREEN** of the center of the board, at least **RED** away from all other placed objective tokens. Continue until there are 5 in play.

The attacker sets up their team first, with all models fully within **RED** of a board edge of their choice, as shown. Models may not be closer than **YELLOW** to an objective token.

The defender sets up their team fully within **RED** of the edge opposite the attacker's, as shown. Models may not be closer than **YELLOW** to an objective token.

The attacker has Control first.

FREE STUFF
A model in base contact with an objective token may use an action to pick it up and place it on their card. This is an Easy action (it does not require a roll). When a model gains an objective token, it also draws and equips one Loot card.

If a model with an objective token is taken out, the player who took it out places the token in base contact with the model before removing it. A subsequent model that picks up the same token draws a new Loot card.

Models may have multiple objective tokens.

THE WIN
The game ends immediately when all 5 objective tokens are acquired, or a player takes out all their rivals.

The player holding the most objectives when the game ends is the winner.

THE CONSEQUENCES
This really was the best of everything that ever fell off the back of a truck. Their loss is your gain.

The winner may promote one character. All models (attacker and defender) may carry Loot from this game to their next game.
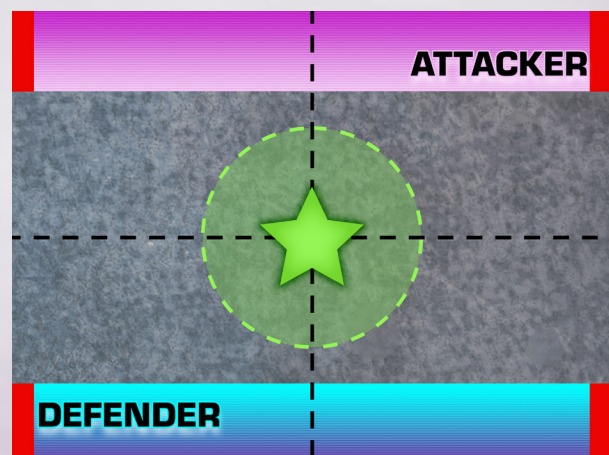
CORPORATE LADDER

You wanna make it to the top? Because the bottom is full of folks who simply don't like the climb.

PREPARING FOR BATTLE
This scenario can be played at any EB total.

THE SETUP
Both players roll a red die and add their team's total Influence (re-roll Crits and Fumbles). The player with the higher total may choose to be the attacker or defender.

The defender sets up their team first, with all models fully within a table quarter of their choice (shown in blue).

The attacker then sets up their team fully within **RED** of the opposite quarter's board edges.

The attacker has Control first.

THEY'RE MINE!
The attacker's models must attempt to eliminate the enemy Leader in a show of bravado, at close range. Attacking models may take the THEY'RE MINE action.

THE WIN
The game ends when:

- The attacking player uses THEY'RE MINE to remove the rival Leader from play.

- The defender takes out half their rivals, rounding up.

If the defender's Leader is taken out by any way other than the THEY'RE MINE action, the attacking player must take out all the defender's models to win.

THE CONSEQUENCES
There was only going to be two ways out of this one. Blast enough holes in the enemy to drive them off, or cut the head off their leadership and watch them fade into the shadows of the zone forever.

The winner may promote one character. The Leader of the winning team also gains one **RED** Action Token during the next game they play.

THEY'RE MINE

If this attack takes out the defender's Leader, you win.

HEIST

Secure and tightly monitored, we gotta break into that strong room and carry off whatever isn't nailed. Careful though, I hear the corporation hired some muscle to guard the joint.

PREPARING FOR BATTLE
This scenario is intended for play at 200 EB or more. To play on a smaller battlespace at lower EB totals, use a cargo container instead of a small building.

THE SETUP
Both players roll a **RED** die and add their team's total Street Cred (re-roll Crits and Fumbles). The player with the lower total is the attacker.

The defender (shown in blue) places a small building in the center of the table. Each corner of the building has a terminal: Place terminal tokens touching all (4) corners facing the outside, on the ground level.

The defender sets up half of their team (rounding down) within **YELLOW** of the edges of the center building. All remaining defending models deploy within **RED** of one short edge and the adjoining half of the long edge (as shown).

The attacker (shown in red) then sets up their entire team, fully within **RED** of the opposite board edges (as shown).

The attacker has Control first.

SLICE THE TERMINAL
An attacking model may attempt to slice into the secure facility by accessing one of the terminals. Models may take the Send Signal action.
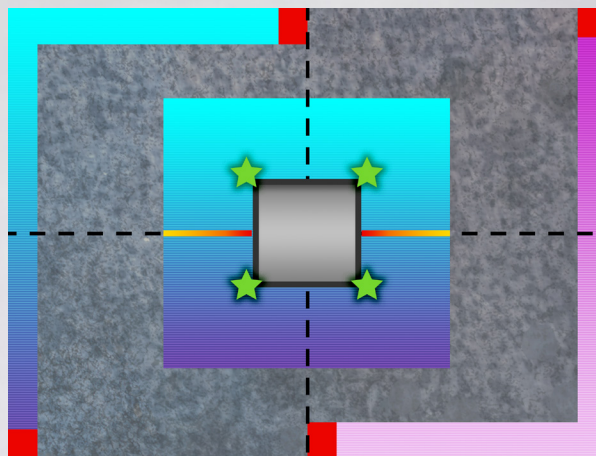
THE WIN
The attacker wins if they successfully unlock 2 terminals.

The defender wins if half of the attacker's models (rounded up) are taken out.

THE CONSEQUENCES
Once those locks are hacked, the heavy haulers will punch in and out, and we'll get our cut!

The winner may promote one character.

SEND SIGNAL
[Difficult] The opposed Obstacle die gains +1 for each remaining terminal with a defender's model in base contact. If this action succeeds, unlock the terminal (remove it). If this action fails, suffer 1 wound.

CROSSING BARRICADES

A checkpoint has been set up at the crossroads. Watch those searchlights: you don't want to get caught up in an NCPD sniper's crosshairs.

PREPARING FOR BATTLE
This scenario can be played at any EB total. The map shown is 30" x 44". To play on a smaller board, align the Defender's board edge with the short board (22") board edge.

THE SETUP
While setting up the Battlespace, draw an imaginary line across the middle of the table. If no terrain occupies any of this space, place any obstacles across the path to cover open ground.

Example: Pete uses a selection of scenery elements - sections of wire fence, a ruined car, a stack of old tires, and a fallen section of wall - to fill up the midline of the table.

Both players roll a **RED** die and add their team's total Street Cred (re-roll Crits and Fumbles). The player with the higher total is the attacker.

The defender sets up their team first, with all models within **GREEN** of the board edge of their choice.

The attacker deploys all their models touching the opposite board edge.

The attacker has Control first.

CONTACT_SECTOR 3
If any model fails a Reflexes roll when making a move across the obstacles along the midline of the board, then they are hung up in the spotlights long enough to attract the attention of a police sniper. The model immediately suffers a wound.

Attacking models may move off the board edge opposite to where they entered.

THE WIN
The game ends when:

- The attacker moves one third of their team (round up) off of the board and wins.

- The defender takes out more than two thirds of the attacking models (round up) and wins.

Example: The Zoners are the attackers and started the game with 8 models. If they get one third (3) models off the board, they win. If the defending Lawmen take out more than two thirds (6) of the Zoners, they win.

THE CONSEQUENCES
Ain't nothing like the Zone! I love the smell of burning tires in the morning.

The winner of the game may promote one character.
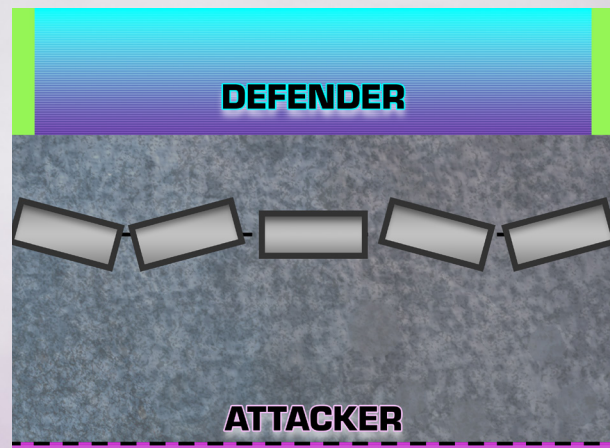
HOT ZONE

You've got a ride en route to pull you outta this s-show, but you've got to survive until they can pull your asses out.

PREPARING FOR BATTLE
This scenario can be played at any EB total.

THE SETUP
Both players roll a **RED** die and add their team's total Street Cred (re-roll Crits and Fumbles). The player with the lower total is the attacker.

The defender places 2 ruined building corners in the center of the table, however they like, as long as both corners are fully within **GREEN** of the center and the buildling corners form a rectangle.

The defender places all their models fully within the rectangle formed by the building corners (shown in blue).

All of the attacker's models start play in reserve outside the Battlespace. When attacking models in reserve are first activated, the attacker must deploy them on any board edge.

The attacker has control first.

ON THE CLOCK
The attacker takes 4 objective tokens. Each time the attacker Inspires Their Team, they must discard an objective token.

When the attacker discards their last objective token, the game is over.

The game also ends if either player takes out all of their rivals.

THE WIN
When the game ends, the attacker wins if they have taken out more than half of the defender's team, by EB value (not counting Gear, programs, or one-off game veteran cost).

Otherwise, the defender wins.

THE CONSEQUENCES
Bullets in the air like angry hornets. The screech of tires around the corner. Just another minute...

The winner of the game may promote one character.

DEFENDER
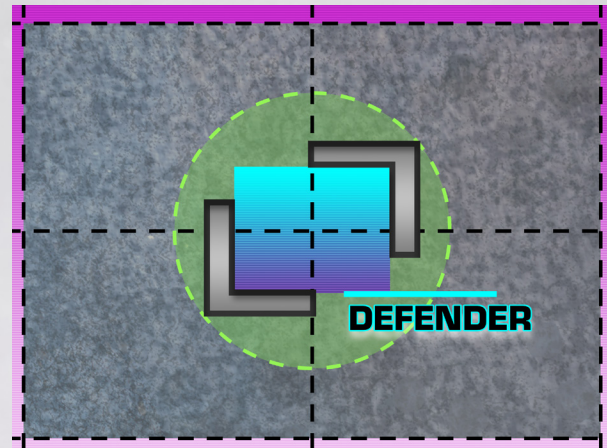
CORPORATE AFFAIRS

A contact has hacked the corporate firewalls. We can get in and get some seriously valuable info. Just hope our contact didn't sell us out...

PREPARING FOR BATTLE

This scenario can be played at any EB total. The map shown is 30"x44". To play on a smaller battlespace, use a cargo container instead of a small building.

THE SETUP

Both players roll a **RED** die and add their team's total Tech Skill (re-roll Crits and Fumbles). The lower total is the attacker, the other player is the defender.

Place a small building in the center of the table. Each corner of the building has a terminal: Place terminal tokens touching all (4) corners facing the outside, on the ground level.

The defender sets up their models within **RED** of one short edge of the battlespace and the adjoining half of a long edge.

The attacker then sets up their entire team, fully within **RED** of the opposite edges.

The attacker has Control first.

HACK THE INFO

All models may attempt the Hack Info action below if they are in base contact with a terminal.

THE WIN

The game immediately ends when all terminals have been removed. A team's score is equal to the EB value in rival models taken out (not counting Gear, programs or one-off game veteran cost) plus the EB value of their terminals. The player with the higher total is the winner. If that is a tie, the team with lower Street Cred wins. If still tied, the defender wins.

Example: the Zoners took out 20 EBs of Lawmen and they have the first terminal (5 EBs) and the fourth terminal (20 EBs) for a total of 45 EBs towards victory.

THE CONSEQUENCES

We were sold out all right, but that never stopped us before.

The winner of the game may promote one character.
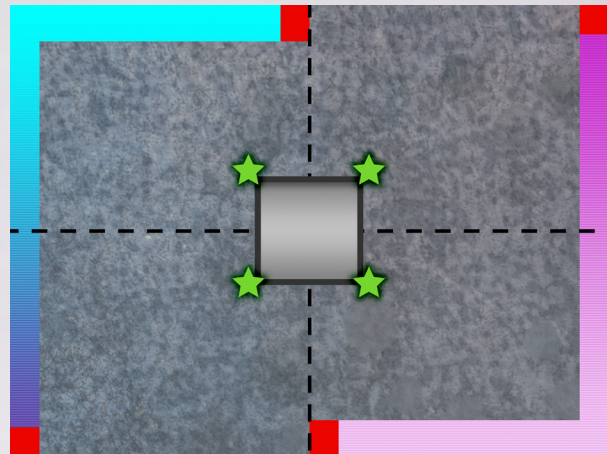
HACK INFO

[Difficult] Remove the terminal token; your team permanently has it. Give the terminal an EB value depending on when it was removed. 1st terminal: 5 EBs, 2nd terminal: 10 EBs, 3rd terminal: 15 EBs, 4th terminal: 20 EBs.

SECRET STASH

You've gotten a hot lead on a stash nearby, hidden in a particularly desolate corner of the city. Seems like another gang heard about it too - but you're both missing some of the deets.

PREPARING FOR BATTLE
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 SETUP
Both players roll a **RED** die and add their team's total Street Cred (re-roll Crits and Fumbles). The player with the lower total is the defender.

Starting with the defender, the players take turns placing ruined building corners in the Battlespace. Each corner must be at least **RED** away from all the other corners.

Take turns until 8 corners are placed. Tuck an objective token in each corner (face up). The defender then places an objective anywhere, followed by the attacker (10 total).
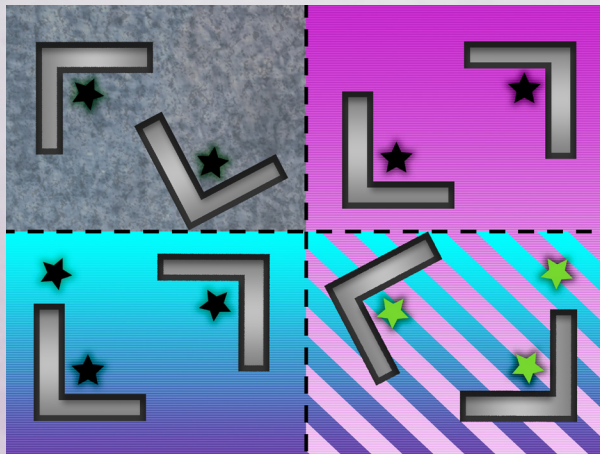
THE INFO
Both players secretly select half of the Battlespace and notes it down, along with the objectives within - this is where their info has led them. The defender must select a long half and the attacker a short half.

The quarter that falls into both players chosen halves is where the stash actually is.

Starting with the defender, the players alternate deploying models ANYWHERE on the table, so long as they are not within **YELLOW** of a rival. Models that cannot be deployed are in reserve.

The attacker has Control first.

THE SEARCH
A model within reach of a rival may target it with the Collect Info action.

A model in contact with an objective may take an Easy action to place it on their card. If you take out a model with an objective, place the objective in base contact with the model before removing it.

THE WIN
The game ends when either Leader is taken out. When the game ends, both players reveal the table half they selected if they have not already done so. The objectives that started in the quarter that fell into both players' chosen halves were the "stashed" objectives. The player holding more stashed objectives wins. In the case of a tie, the team with lower Street Cred wins. If still tied, the defender wins.

THE CONSEQUENCES
Half the info is enough to start plannin'...

The winner of the game may promote one character.

COLLECT INFO
If successful, look at the table half your opponent noted down. If this action fails, your opponent moves this model **GREEN**.

HOSTILE TAKEOVER

This is it, ladies and gentlemen. Our corporation needs us to take over their rival's operation. Once we do, we will be promoted out of the zone. Let's be proactive about this. All ideas are welcome.

PREPARING FOR BATTLE

This scenario is intended for use in Campaigns by Tyger Claws teams that have 10 or more Street Cred. It can be played at any EB total, but higher totals make for a better Campaign finale!

THE SETUP

The Tyger Claw team seeking to Prove Their Worth is the attacker. The other team is the defender.

Defender places a small building in the center of the table. Place a Terminal token on the top of the building, in the center. The defender gains an additional 10 EBs to build their team and they must deploy their whole team on the building or within **GREEN** of it. No more than half of their team (rounding up) may be on or in the building.

The attacker may deploy their models in contact with any board edge.

The attacker has Control first.

SLICE THE TERMINAL

An attacking model within reach of the Terminal token may attempt to slice the terminal and initiate the corporate take over. Attacking Models may take the Hack Info action.

THE WIN

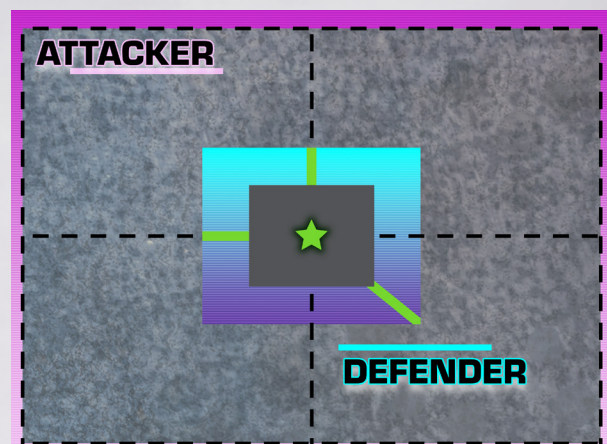The attacker wins if they successfully slice the terminal.

The defender wins if half of the attacker's team (rounded up) is taken out.

THE CONSEQUENCES

The corporation thanks you. You have been promoted. No, your salary will remain the same.

If the attacking Tyger Claws win, they win the campaign.

If the defender wins, they may promote up to two characters.

HACK INFO

[Difficult] The opposed Obstacle die gains +1 for each of the defender's mode's in or on the building. If this action succeeds, the Tyger Claws win. If it fails, the model suffers a wound!

PIT FIGHT

2 PLAYERS

Place your bets! Let's see who gets to walk out of the zone and who gets to sweep their teeth off the floor! You boys sure both brought a lot of friends...

PREPARING FOR BATTLE
This scenario is intended for use in Campaigns by Maelstrom teams that have 10 or more Street Cred. It can be played at any EB total, but higher totals make for a better Campaign finale!

THE SETUP
The Maelstrom team seeking to Prove Their Worth is the attacker. The other team is the defender.

The defender gains an additional 10 EBs to build their team.

The defender places their Leader within RED of the center of the board, then the attacker places their Leader in the same way. Before the game begins, the defender may take one full activation with their Leader, then the attacker may do the same. Then refresh their Action Tokens. (Any models taken out at this time count towards victory normally).

Once the Leaders have finished pummeling each other, each player alternates placing the rest of their team, starting with the defender. These models may be placed ANYWHERE on the board, so long as they are at least YELLOW from all rivals.

The attacker has Control first.

THE PIT
The area within RED of the center of the board is The Pit. If your model is in The Pit and takes out a rival model, that rival is worth an additional 10 EBs towards victory.

THE WIN
The game ends immediately when half of either team (rounding up) is taken out.

Your total EBs towards victory is equal to the total EB of rivals taken out (not counting Gear or programs) plus any bonuses for doing so while your model is in The Pit. The player with the higher total is the winner. In the case of a tie, the defender is the winner.
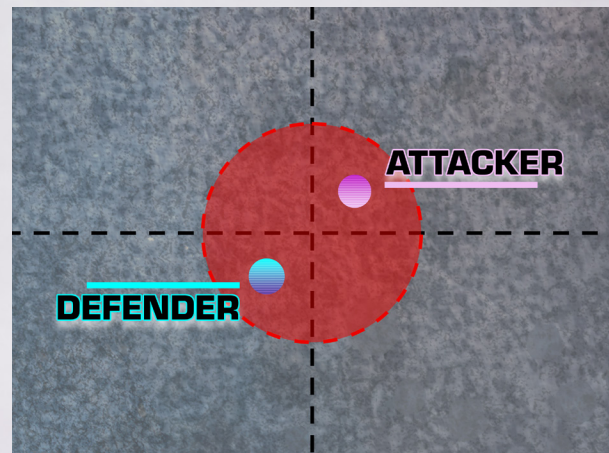
Example: Maelstrom took out 20 EBs of Tyger Claws. They took out one Tyger Claw while the Maelstrom model was in The Pit for an additional 10 EBs for a total of 30 EBs towards victory.

THE CONSEQUENCES
You want out of the zone? Fight your way out.

If the attacking Maelstrom team wins, they win the campaign.

If the defender wins, they may promote up to two characters.

GAME SUMMARY

1 ▶ DETERMINE THE SIZE OF YOUR
Agree with your opponent about how many EB each player is going to spend on their team. 100, 150, or 200 are good amounts, depending on how long you want to play.

2 ▶ BUILD YOUR TEAM
One Leader, multiple characters, plus some Gonks (limited by your character's combined Influence).

3 ▶ CHOOSE YOUR SCENARIO
Each scenario will contain details of how to set up the Battlespace and what you need to do to win.

4 ▶ PLAY THE GAME
At any one time, one player will have Control and will take actions with their models. Control passes clockwise between players. Scenarios determine who has Control first.

5 ▶ WINNING THE GAME
Play continues until someone wins by completing the goals of the scenario.

PLAYER TURNS

TAKING CONTROL
When you take Control, you have to choose between **Activating a Character** or **Inspiring Your Team**.

TAKING CONTROL
Choose a character with Ready Action Tokens and take actions with them (the Active Model).

Characters can choose from any of the six basic actions (below) and may have more available, depending on their Character card and Gear.

When your Active Model is finished taking actions, Control passes to your opponent.

MOVE: Move up to your action color. If the move is unobstructed, it doesn't require a Skill Roll.

MELEE ATTACK: Attempt to wound a rival within *RED*. Opposed by target's Melee Skill.

RANGED ATTACK: Attempt to wound a rival within *YELLOW* or *GREEN* range. Opposed by target's Reflexes.

BASIC MED: Attempt to Heal 1 from another Red-lined target within reach.

BASIC TECH: Remove 1 Hacked Token from friendly target.

BASIC INFLUENCE: Activate Friendly Model (Characters Only).

INSPIRING YOUR TEAM
Activate each of your Gonks who have not been taken out of action by taking a single action with each of them. And, refresh all your characters' Used Action Tokens.