

CYBERPUNK<sup>®</sup>

R E D

COMBAT ZONE™

CAMPAIGN

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THE MURDER OF  
HOLLY SPINS

# THE MURDER OF HOLLY SPINS

## 2 PLAYERS

The detective was never sure if “Maximum Mike” was supposed to be a compliment or not. Probably not. The beats who’d given it to him weren’t exactly original thinkers. They’d stolen the name from some pirate-radio host. Mike told victims’ families that the moniker came from pursuing criminals to the maximum extent of the law. But he was lying. He often went further.

Holly Spins wouldn’t care if he got justice. She didn’t care about anything now. Her body was laying on a slab in the coroner’s basement. Her clothes were folded nearby, a red sequin stage dress with two bullet holes, four acid burns, three different pukes, and just a dash of novacoke. Mike looked into her glassy eyes. Meat eyes always felt so empty when they were dead. He ran his hand down her face, leaving the lids closed.

“T.O.D.?” asked Mike.

The balding coroner stopped shoveling kibble into his mouth. His jaw unhinged at the cleft in his chin, splitting his lower face into something resembling mandibles. A

few pieces of stray kibble fell loose as he re-assembled himself. “What’s a tag say?”

Mike held back a mighty need to draw his sidearm. “She died tomorrow?” He waved the rocker’s holo-tag to the coroner, the date clearly in error.

“Guess you got some time then.” The coroner shrugged and dove back into his dinner like a starving hound. No, that wasn’t fair. Mike’s hound had much better manners.

Mike’s fingers tapped the butt of his gun as he considered his next move. The coroner was on the take, nobody was this incompetent by accident. He wanted to grab the techie by his throat and shove him in a freezer. He’d get answers quick enough.

But Mike didn’t need the coroner’s answers. He knew where to start looking.

### PLAYING THE CAMPAIGN

The Murder of Holly Spins is a series of three scenarios that follow a detective as they attempt to solve the murder. He needs to learn three pieces of information to unravel the case; How was the victim murdered, Who paid for the hit, and Why they wanted the victim to die.

These three scenarios are designed to be played using the Lawmen on one side, and any other faction as their Rivals.

Each Scenario will give further instructions for choosing teams. This storyline will refer to the two players as the Lawmen player and the Culprit player.

This campaign is designed to be played in sequence and against the same rival. You can play this story as part of another campaign, but they should be played in order and against the same rival

### BUILDING THE MYSTERY

The Lawmen are attempting to solve a mystery, and the Culprits would like to avoid the jail time and execution that would result. Over the course of these three scenarios, the Lawmen player must gather clues in a hunt for the truth.

Each player will need half of the Investigation Sheet. The Lawmen player will use this sheet to solve the mystery (marking off wrong answers until only the correct remains), while the Culprit player will use this sheet to secretly write down the solution in advance.

The Culprit must choose an answer to the three questions on the Investigation sheet from the presented answers. These answers are secret and should be hidden from the Lawmen player until directed to reveal them by the scenarios.

Each Scenario will have a special action that the Lawmen can take that will have a chance to reveal a clue. When a clue is successfully revealed, the Culprit player must tell the Lawmen player one of the incorrect answers to one of the questions (if any remain). The Lawmen player can then cross the wrong answer off his list. As the campaign progresses the Lawmen will be able to solve the murder (or get close) through the process of elimination.

After all three scenarios, the Lawmen player will attempt to answer all three questions correctly. If they do, they have successfully built a case against murderer. If they fail, no conviction is possible and justice is not served.

# INVESTIGATION SHEET

## LAWMEN

### HOW WAS THE VICTIM MURDERED?

- Shooting
- Poisoning
- Hacked cyber-organs
- Engineered Overdose
- Suffocation

### WHO PAID FOR THE HIT?

- Arasaka
- Militech
- Gang Leader
- Criminal Associate
- Romantic Partner

### WHY DID THEY WANT THE VICTIM DEAD?

- Pride. The victim gave personal insult to the wrong person.
- Theft. The victim was in possession of high value stolen property.
- Just Business. The victim stood in the way of financial concerns.
- Infidelity. Victim was involved in an affair.
- Mistaken identity. The victim was incorrectly identified as the real target.

## CULPRIT

### HOW WAS THE VICTIM MURDERED?

- Shooting
- Poisoning
- Hacked cyber-organs
- Engineered Overdose
- Suffocation

### WHO PAID FOR THE HIT?

- Arasaka
- Militech
- Gang Leader
- Criminal Associate
- Romantic Partner

### WHY DID THEY WANT THE VICTIM DEAD?

- Pride. The victim gave personal insult to the wrong person.
- Theft. The victim was in possession of high value stolen property.
- Just Business. The victim stood in the way of financial concerns.
- Infidelity. Victim was involved in an affair.
- Mistaken identity. The victim was incorrectly identified as the real target.

# ASPHALT INTERROGATION

## 2 PLAYERS

The police holo-barricades were more than enough light for Mike to the outline of Holly drawn on the ground. The twangy tune trailed into the alley from the faux-western bar, just across the street.

He could just see their bouncer perching on a stool out front. Most of their clients were corpo suits with questionable taste in music. They weren't going to like Mike poking around.

### THE TEAMS

Each player has 60 EB to spend on their team. The Culprit may not hire a leader (and is not required to have a leader).

### THE SETUP

The Culprit sets up their team first, with all models greater than **GREEN** from either short table edge.

Then, the Lawmen set up their team fully within **RED** of either short table edge.

The Lawmen have control first.

### SNIFFING OUT CLUES

Whenever the Lawmen player Inspires Their Team, if exactly one Culprit model is within **RED** of the Lawmen leader, the Culprit must reveal a **HOW** clue.

### THE COOL

The NCPD is kickin' ass and askin' questions. Whenever a Culprit model within **RED** of a Lawmen model is taken out, the Lawmen player may spend a Luck token to force the Culprit to reveal a **WHO** clue.

However, the Culprit can call in reinforcements. Whenever a Culprit model is taken out, the Culprit player may spend a Luck token to place a new version of that character into reserve. This new character is the basic version and has none of the Gear equipped by the original Character (Gear printed on the Character card remains).

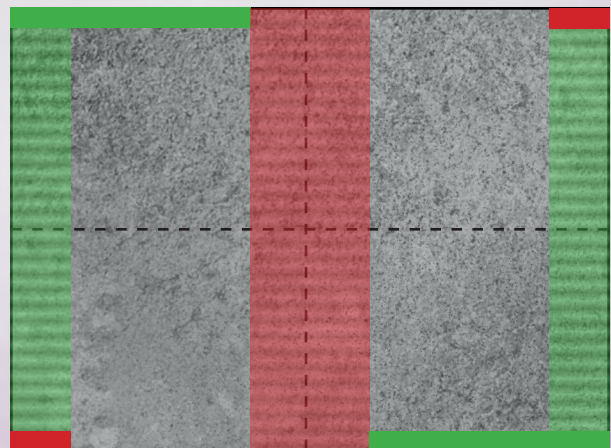
### THE WIN

The game ends when the Lawmen have no remaining Luck tokens or the Lawmen leader is taken out.

The player whose side has the most EB worth of models (excluding gear) in play wins. In the case of a tie, the Lawmen win.

### CAMPAIGN FALLOUT

The winning player may promote one character. If the Lawmen won, the Culprit must reveal a **WHY** clue. If the Culprit won, they gain 2 additional Luck tokens in the following scenario (Lightning Raid).



# LIGHTNING RAID

## 2 PLAYERS

There was only so much Mike could learn from the lowlifes and perps that hover around a crime. He knew he'd have to rattle a few big cages if he wanted to hear the loud squawks. He sat under the broken street light in the shadows of his unmarked car. The hustler he was waiting for finally emerged from the warehouse, his bank account no doubt heavier. Mike swore under his breath; his target had muscle along for the night. It was time to call in some backup.

### THE TEAMS

Each player has 75 EB to spend on their team.

### THE SETUP

The Culprit sets up their team first, with all models within **YELLOW** of the board center. If the Culprit won the previous scenario (Asphalt Interrogation), they gain 2 additional Luck tokens.

Next, the Lawmen sets up their team fully within **RED** of the board's edges.

Then, the Culprit places 5 Objectives markers anywhere outside his deployment area and at least **YELLOW** from another objective marker.

The Lawmen have control first.

### JUST A FEW QUESTIONS

Lawmen may take the Interrogate action (see below).

### THE COOL

Hey, why all the fighting, maybe we can talk this out! Either player may spend a Luck token to defend against an Attack with Influence instead of Melee or Reflexes. If the Attack fails, the attacker may not target the defender again during this activation.

### THE WIN

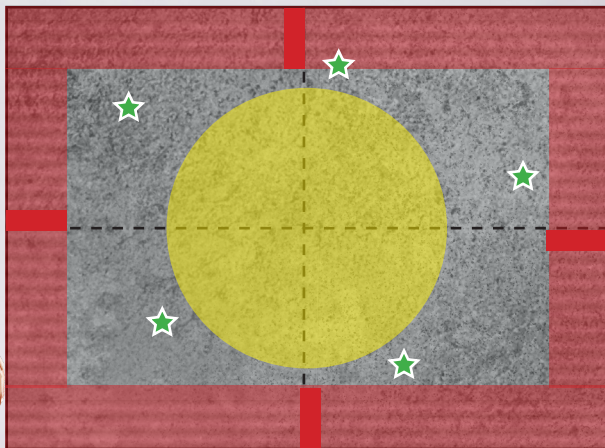
The game ends when either leader is taken out.

The player who has the most models within **RED** of an Objective marker controls it. The team that controls the most Objective markers wins. In the case of a tie, the Culprit wins.

### CAMPAIGN FALLOUT

The winning player may promote one character.

Regardless of who won, the Culprit must reveal a clue (any type) for each Objective the Lawmen controlled at the end of the game.



### INTERROGATE



This may not target Gonks. The Culprit reveals a WHY clue. If the target is the Culprit's leader, the Culprit reveals two clues. The target of this action gains +1 to oppose this roll for each friendly model within **YELLOW**.

# THE ARREST

## 2 PLAYERS

"This evidence is holo-thin Max." said Lynn. She was the only attorney downtown that he trusted. Not because she was trustworthy, he had dirt.

"Get me those records and I can make it stick." Max grumbled into the phone. He wasn't really asking.

"You know he won't come quietly. Aim for the king, don't miss, something like that?"

"It won't be the first or last time I put a bullet through a crown."

### THE TEAMS

Each player has 100 EB to spend on their team.

### THE SETUP

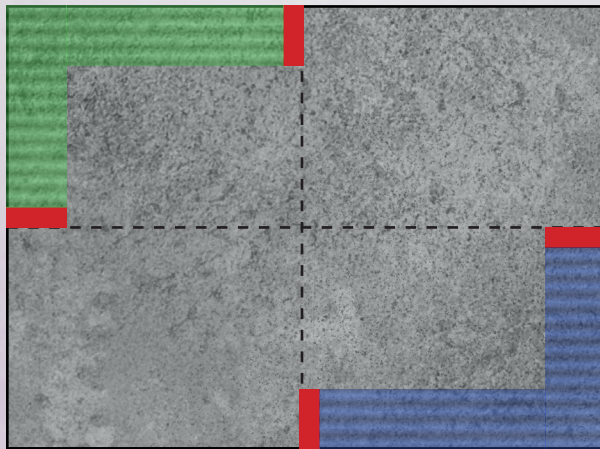
The Culprit sets up their team first, with all models within **RED** of the edges of a chosen board quarter.

Then, the Lawmen set up their team fully within **RED** of the edges of the opposite board quarter.

The Lawmen have control first.

### JUST A FEW QUESTIONS

Lawmen may take the Arrest action (see below).



### THE COOL

Contraband... there's contraband EVERYWHERE. At the start of any character's activation the controlling player may spend a Luck token to draw three loot cards, equip one to the active model, and then discard the other two.

### THE WIN

The game ends when either the Culprit leader is taken out or the Lawmen are reduced to below half their starting models.

The player with the most loot cards equipped to their characters is the winner. If there is a tie, the Culprit is the winner.

### ENDING THE INVESTIGATION

Now it's time to score the entire campaign and determine the winner.

- The winner of Asphalt Interrogation earns 2 points.
- The winner of Lightning Raid earns 3 points.
- The winner of The Arrest earns 4 points.
- If the Lawmen can correctly identify HOW the victim was murdered (even with a guess), they gain 1 point. If they cannot, the Culprit earns 1 point.
- If the Lawmen can correctly identify WHO murdered the victim (even with a guess), they gain 3 points. If they cannot, the Culprit earns 1 point.
- If the Lawmen can correctly identify WHY the the victim was murdered (even with a guess), they gain 1 point. If they cannot, the Culprit earns 3 points.

The player with the most points wins.

### CAMPAIGN FALLOUT

The player who won this campaign may promote one character.

### ARREST



If this attack takes an enemy out, they are arrested. The Culprit must reveal a clue (any type). If the Culprit Leader is taken out in this way they must reveal 2 clues.