

CYBERPUNK[®]

R E D

COMBAT ZONE[™]

CAMPAIGN

CHROME HARVEST

CHROME HARVEST

2 PLAYERS

Another of Oyuban Goeman's Gonks collapsed to the floor under the weight of Warlord Veinwire's sledgehammer. A repeating loop of static and squawks burst from his custom "voxalator". To meat ears it sounded like random noise, but to the other Maelstrom, it was laughter.

Veinwire looked over his shoulder, back through the hole in the wall and the fog of settling concrete dust. The rest of the gang were still widening the opening with blows from pneumatic fists and backing the hauler up. Sh3t, his second in command, barked orders, "Fan out and find the prototype. If you're stupid enough to touch it, yell real loud as you die so we can find your corpse."

Most of the Maelstrom gangers obeyed, but K-Rob wasn't listening. With his facemask closed, Digital Divas blaring, and synthetic glands pumping adrenaline and cortisol into his brain, there really

wasn't anything anyone could do to control him, short of murder. His screams of rage were muffled by his mask as he flung his knees, fists, and chest against the pallet racks. The steel moaned as it bent.

"It's here." called Harsh. Veinwire kicked his new chrome on, and a moment later he was by Harsh's side. The smaller man's claws were extended through the guts of a Tyger Claw. With a motor-whir, the trio of blades retracted back into Harsh's forearms and the dead man's wakizashi clattered to the floor.

Veinwire scanned the crate, smirked, and then put his hand through the reinforced plastic. When he pulled his fist out, he clutched a contraption that wriggled like a metallic squid. It had a long bulbous shape to its body, like a bowling pin. A dozen wires squirmed from the base, wrapping around Veinwire's forearm. "My my, now aren't you pretty!"

PLAYING THE STORY

Chrome Harvest is a series of three scenarios that follow your Maelstrom as they hunt for the pieces of cutting-edge chrome pulled from the corpse of Sgt. Baride, a militech test-soldier turned cyber-psycho. To win, you'll seek victory over three missions, taking powerful cyber from your Rival's team.

PLAYING THIS CAMPAIGN

These three scenarios are designed to be played using the Maelstrom on one side, and any other faction as their rivals. If you have the Cyberpunk RED: Combat Zone core 2-player starter the opponent will likely be playing Tyger Claws, but any faction will work.

Each Scenario will give further instructions for choosing teams for that scenario. This storyline will refer to the two players as the Maelstrom player and the Meatbag player.

This mini-campaign is designed to be played in sequence to tell a short story. You can play this campaign as part of another campaign as you work towards your Prove Your Worth mission, just make sure these scenarios are played in the correct order.

THE CARVED UP CHROME

On the following page are eight pieces of Cybergear. This Cybergear is not purchased as normal. Instead, each scenario will direct the players in various ways to hand out this cybergear.

These equipment cards are not intended for use in games outside of this campaign. They have a rarity of 0 and a EB cost of Priceless to avoid confusion or accidental use.

These gear pieces may only be used in the scenarios in this campaign. If you play other campaign games with your team between these scenarios, your characters cannot use this gear.

BARIDE'S CHROME

BARIDE'S PROTOTYPE **Priceless**
SANDEVISTAN

Cybergear

Place two **YELLOW** action tokens on this gear. These tokens may only be used to make [RE]Actions. These tokens do not refresh when you Inspire.

0 RARITY

BARIDE'S PROTOTYPE **Priceless**
TAZERFIST

Cybergear

 [Stun 1 Crits, Rapid 2]

0 RARITY

BARIDE'S PROTOTYPE **Priceless**
LAUNCHER

Cybergear

 Blast
 Torrent

0 RARITY

BARIDE'S PROTOTYPE **Priceless**
TENDON FIBERS

Cybergear

 You may move **GREEN** and climb up to **GREEN** as part of the move. Ignore all Obstacles during this movement.

0 RARITY

BARIDE'S PROTOTYPE **Priceless**
DERMAL WEAVE

Cybergear

Attacks against this model lose the Deadly and Deadly Crits ability.

3

0 RARITY

BARIDE'S PROTOTYPE **Priceless**
CO-PROCESSOR

Cybergear

+2  +2 

0 RARITY

BARIDE'S PROTOTYPE **Priceless**
OPTICS

Cybergear

+2 

0 RARITY

BARIDE'S PROTOTYPE **Priceless**
TITANIUM BONES

Cybergear

+2 

0 RARITY

A SHINING OPPORTUNITY

2 PLAYERS

Veinwire held up a clunky box with two buttons on it, each had a pair of triangles. On the top the triangles pointed outward, on the bottom inward. It had a thick rubbery cable that ran to Sh3t's cyber-arm, near the elbow. The box was covered in blood. The Ripperdoc's blood.

"Please, I have a family." The scrawny woman sat in an old office chair. Sh3t's pneumatic vice held her head perfectly still while her augmented hands flailed. Blood gushed from a broken nose and her neck bulged with strain.

"Nono. That gets a press." Veinwire pushed the bottom button for half of a heartbeat and her skull sang with cracking bone. She harmonized with a scream. "I can push the other button... just tell me who bought Baride's corpse."

If she could have moved her head, she would have nodded, but instead her whimpering did all the work.

THE TEAMS

Each player has 75 EB to build their team.

THE FIRST PIECE

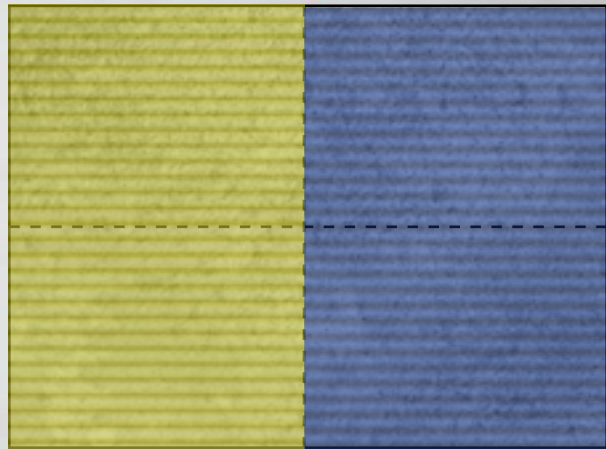
Before the game begins, the Meatbag chooses one piece of Baride's Chrome and equips it to their Leader.

THE SETUP

The Maelstrom are ambushing a mark who they were told purchased part of Baride's cybergear.

Starting with the Meatbag, the player's take turns placing a single model. The Meatbag player chooses a table half and must deploy all of their models within that table half at least **YELLOW** away from a rival model. The Maelstrom player deploys in the opposite half at least **YELLOW** from a rival model.

The Maelstrom player has control first.



THE COOL

Shoddy or rapid installation makes even military grade tech function less than optimally. A lot less. After a player Inspires, they may spend a luck token to Exhaust or Refresh the chosen piece of Baride's Chrome.

THE WIN

The game ends when either the Meatbag's Leader is taken out or the Maelstrom are reduced to fewer than half their starting character models. If the Meatbag's leader is taken out the Maelstrom player wins, otherwise the Meatbag player wins.

The winning player may promote one character. If the Maelstrom player won, they take the chosen piece of Baride's Chrome and equip it to their Leader in the next two scenarios of this campaign.

DOUBLE CHROME TRIAL

2 PLAYERS

Each of the “vats” was little more than a big plastic bag. Each contained a sedated experiment, and from his position up on the catwalk, Veinwire could see every one of them squirming in their green juices. He monitored their vitals on his visor HUD and occasionally waved a command to dispense drugs into the system. It was more art than science. Very painful art.

Some of the test subjects were his own gang, or those who wanted in. The rest he'd taken from the Tyger Claws. Sure, it might start a war, but if he could properly use Baride's chrome, he'd have the keys to the kingdom. He'd only been able to get part of the integration to work, but not for long, and the results were... less than optimal.

A klaxon screamed in his comms, and Veinwire flicked his vision to one of the external security cams. Both the guards in the front driveway had been dispatched by a sharp blade. One bled from a hole in his chest, the other's head had been cleanly removed.

The Oyuban was here for revenge. If she wasn't stopped, she'd ruin the whole trial.

THE TEAMS

Each player has 75 EB to build their team.

THE SETUP

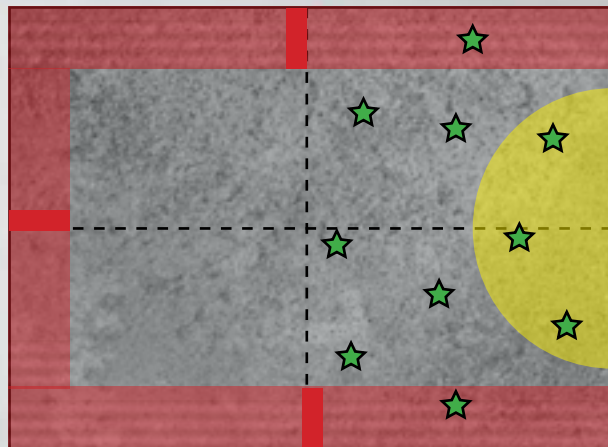
The Maelstrom player deploys his Leader and up to two other models within **YELLOW** of the center of a short edge. The board half with the chosen edge is the Maelstrom half.

The Meatbag player deploys their Leader and up to two other models within **RED** of any other edge. All other models are placed in Reserve.

Starting with the Maelstrom player, take turns placing all 10 Objective markers face-up anywhere at least reach away from another Objective marker on the Maelstrom board half. The numerical order in which the markers are placed does not matter.

The Maelstrom player chooses three pieces of Barides chrome and sets them aside (they will be assigned by “Awaken the Screamers”).

The Meatbag begins with control.



SUB-BASEMENT

This battle happens inside an industrial warehouse or basement. Use no terrain, except for the Objective markers. These markers represent vats keeping victims prisoner; they are treated as Barriers that extend to the ceiling. In addition, all attacks lose the Indirect ability.

AWAKEN THE SCREAMERS

Whenever a player Inspires their team, they may choose one Objective marker and remove it from play.

Whenever a Meatbag model would arrive from reserve, they roll a **GREEN** die (re-roll crits and fumbles). If that marker is in play, the model is placed in contact with that Objective marker. If the marker is not in play, the Meatbag may choose the Objective marker. Then, remove the used Objective marker.

After a Meatbag model deploys from reserve, the Maelstrom player must give it one of the chosen pieces of Baride's chrome.

THE WIN

The game ends when all of the Objective markers are removed. The player who controls the most pieces of Baride's chrome chosen during setup is the winner. If there is a tie, the Maelstrom is the winner.

The winner may promote one model.

In addition, the Maelstrom keep the peices of Baride's Chrome they controlled and equip it to their Leader in the last scenario of this campaign.

BARIDES COLLIDE

2 PLAYERS

The drone skimmed low through the habs, its black form easy to spot against the once-vibrant cargo containers. Harlow looked up, his vision wired into a bulbous scanner that he held like a rifle. "It's coming into range now boss."

Veinwire grinned. The intel had paid out. "Wait till it's above us, then light it up."

Harlow tossed the scanner over the balcony and took up his assault rifle. Sh3t drew his pistol and shared into Harlow's vision. Their smartlink systems locked onto the drone as it bobbed up above a walkway. Bullets screamed through the night air and the courier drone scattered its contents (and itself) onto the pavement below.

THE TEAMS

Each player has 100 EB to spend on their team.

THE SETUP

For each piece of Barides chrome the Maelstrom player has from previous scenarios, the Meatbag player gets one Luck token.

The Maelstrom player chooses a short board edge and deploys all of their models fully within **GREEN** of that board edge and at least **RED** from the board edge.

The Defender then deploys their models fully within **GREEN** of the opposite board edge and at least **RED** of that board edge.

Place an Objective token in the center of the table. Then the Maelstrom player places an Objective token anywhere in the Meatbag deployment area. Finally, the Meatbag places an Objective token anywhere within the Maelstrom deployment area.

The Meatbag has control first.

YANK THE CHROME

Any character may take the "Yank The Chrome" action (see below).

THE COOL

It's never what you're hoping for is it? Whenever a model loots a piece of Baride's Chrome, their rival may spend a Luck token to choose which remaining piece they find.

THE WIN

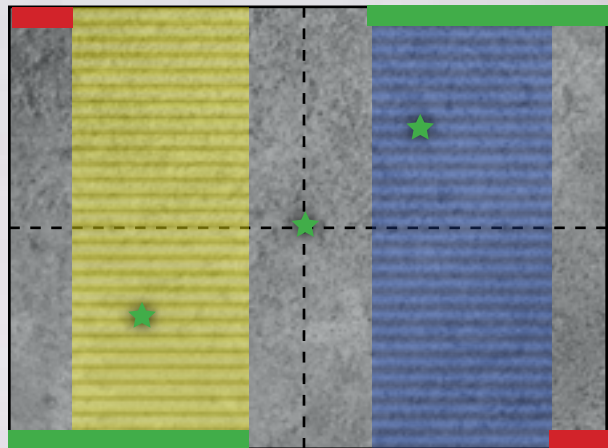
The game ends when the Maelstrom player Inspires and there are no Objective markers in play. The winner is the player with the most points of models remaining in play (including gear and programs).

The winner may add a Veteran Merc to their HQ.

ENDING THE HARVEST

Perhaps you're doomed to the same fate as Baride. His cybergear just won't work for much longer, not without maintenance deep within the bowels of a Militech complex.

If the Maelstrom wins this scenario, they may promote a surviving character. If they do not win they suffer the Injured Leader objective card (even if their Leader survived).



YANK THE CHROME



Remove an Objective marker within REACH from the battlespace. Gain a remaining piece of Baride's Chrome and place it on this character.