Cyberpunk RED

COMBAT ZONE™

SCENARIOS

MARCH 2024

HIT 'EM IN THE WALLET

3 PLAYERS

If you really want to ensure that a corporation takes notice, hit 'em where it hurts... their wallet. When in doubt, just dump a bunch of their product in the bay, and hope you're the one that gets the credit!

THE SETUP
Each player rolls *GREEN* and adds their leader's Melee skill (re-roll ties). The player with the highest result is the Chilled player, the second highest result is the Gato player, and the lowest result is the Preem player.

First, the Chilled chooses a short board edge to be the waterline.

Then, the Gato places all of the scenery in the battlespace. The Gato is encouraged to place as much or as little scenery as they wish, but each board quarter must have at least one "prominent" piece of terrain.

Lastly, the Preem places six Objective markers anywhere in the battlespace at least *YELLOW* from the waterline. At least one Objective marker must be placed in each board quarter. The Objective marker value does not matter.

All models begin play in Reserve.

The Chilled has control first, followed by the Gato, and then the Preem.
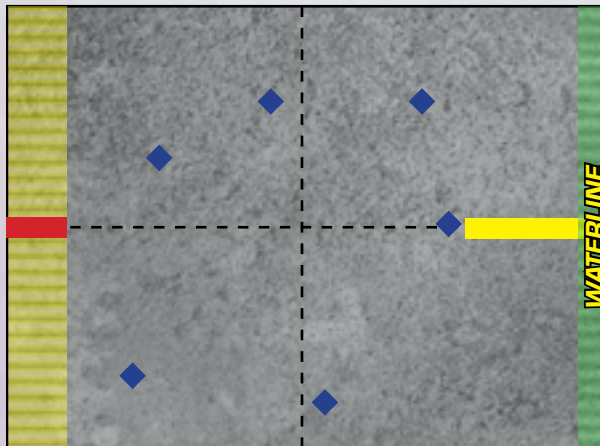
IT'S NOT "NOT" A PARTY
When a model is deployed from reserve, it must be placed within *RED* of the board edge opposite the Waterline (instead of the standard rules for reserve). If a model has a special ability to deploy elsewhere it may do so, but it may not deploy within *GREEN* of the Waterline.

All models (even animals) may take the "Into the Harbor" action.

THE COOL
The problem with Night City's harbor, is you never know what just got dumped. When an Objective marker is moved off the Waterline edge, any player may spend a Luck token to make the Objective marker explode. The acting player places an impact token at the point where the Objective marker left play and resolves an Obstacle die attack against all models within *RED* of the impact. Models may [RE]act to the placement of the impact token as if it were a Blast attack (by moving away).

THE WIN
The game ends when a player Inspires their team and there are 3 or fewer Objective Markers in play.

Tally the number of Objective markers controlled by each player. There are two ways to control an Objective marker:

- Take the Objective marker through the "Into the Harbor" action.
- Have a friendly Character within *RED* of an Objective marker and no rival Models within *RED* of that Objective marker.

The player who controls the most Objective markers wins. If there is a tie for the most Objective markers, the Preem player wins (even if they weren't tied for most).

CAMPAIGN FALLOUT
The winner of this game chooses a non-Veteran model on each player's team to promote.

INTO THE HARBOR
Move an Objective marker within reach *RED*. The Objective marker may not end this movement farther from the Waterline than it began. If this moves the Objective marker off the Waterline edge, the acting model's player takes the Objective marker.

"FAIR", LOL

There ain't no such thing as a "fair" fight. All that "honor" is just a liability in the streets. So go ahead, shoot your choomba in the back. They probably have it coming.

THE SETUP

Each player rolls *GREEN* and adds their leader's Ranged skill (re-roll ties). The player with the highest result is the Chilled player, the second highest result is the Gato player, and the lowest result is the Preem player.

First, the Preem chooses a board quarter and places their team within *RED* of that board quarter's edges.

The Gato then places their team within *RED* of the edges of the opposite board quarter.

Lastly, the Chilled player places their team within *YELLOW* of the board center.

Shuffle the 10 Objective markers face-down and place them in a stack to the side. They will be used by the "Was It Worth It?" rule.

The Chilled has control first, followed by the Gato, and then the Preem.
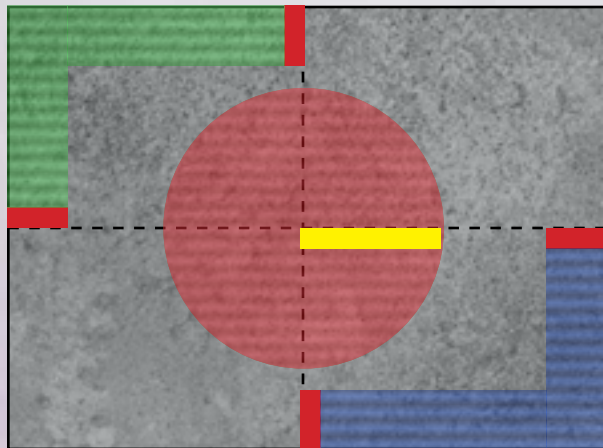
WAS IT WORTH IT?

Whenever a model is taken out, the active player reveals the top marker in the Objective stack. They then roll a *GREEN* die and compare it to the revealed marker. If the die's result is equal to the Objective's value or higher (or rolls a Crit), then the player takes the Objective marker. Otherwise, the marker is discarded and no player earns it.

THE COOL

After an Objective marker is revealed, but before the player rolls to determine "Was It Worth It", one or both rivals may spend a Luck token. If one rival does, the player rolls *YELLOW* instead. If both rivals spend a Luck token, the player rolls *RED* instead.

THE WIN

The game ends immediately when the last Objective marker is taken or discarded. The player with the most Objective markers is the winner. If there is a tie for the most Objective markers, the player who took out the last rival model is the winner.

CAMPAIGN FALLOUT

The winner of this game chooses a non-Veteran model on each player's team to promote.

The trouble with being a kingmaker, is that crime and politics are fluid situations. Regicide isn't just common in Night City... it's listed, outlined, and detailed in most corpo manuals.

THE SETUP

Each player rolls GREEN and adds their leader's Influence skill (re-roll ties). The player with the highest result is the Chilled, the second highest result is the Gato, and the lowest result is the Kingmaker.

The Kingmaker places all of the scenery in the battlespace. The Kingmaker is encouraged to place as much or as little scenery as they wish, but each board quarter must have at least one "prominent" piece of terrain.

Then, place an Objective marker at the board center and in the center of each board quarter.

Next, the Chilled chooses a board edge and places their entire team within GREEN of their board edge but atleast RED from their board edge.

Then, the Gato places their team within GREEN of the opposite board edge, at least RED from the board edge.

The Kingmaker's team begins in Reserve.

The Chilled has control first, followed by the Gato, and then the Kingmaker.

THE KING'S COIN

Whenever the Chilled or the Gato Inspires Their Team, the Kingmaker draws 5 Loot cards and equips one to five different Characters that have no loot cards. The Kingmaker must assign all five Loot cards if possible, and any loot cards that cannot be assigned are discarded.

THE COOL

There are a some full pockets out there. Whenever a Character removes a body token with a Loot Goods or Loot Gear action, they may spend a Luck token to draw 3 additional loot cards.

THE WIN

The game ends when the last Loot card is drawn.

The non-Kingmaker who has the most models within RED of an Objective marker controls it. The team that controls the most Objective markers wins.

If there is a tie, the Kingmaker wins.

CAMPAIGN FALLOUT

The winner of this game chooses a non-Veteran model on each player's team to promote.