

CYBERPUNK[®]

R E D

COMBAT ZONE[™]

SCENARIOS

NOVEMBER 2023

AND THEY'RE OFF

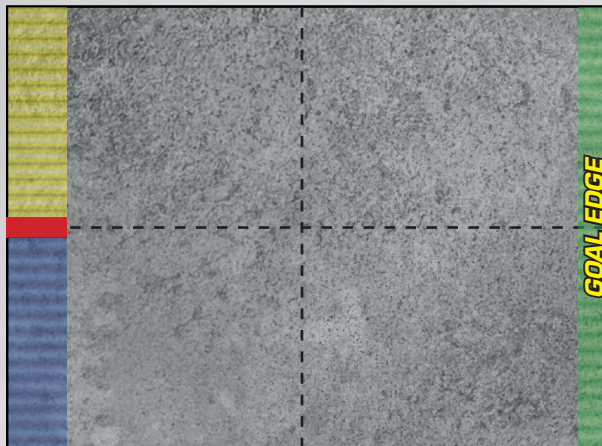
2 PLAYERS

It's a big city, and just getting from murder alley A to crime scene B can be the difference between getting to the score first, or hearing about another bastard's good luck. Make it across the engagement zone as fast as you can... if you can.

THE SETUP

Both players roll **GREEN** and add their leader's Reflex 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.

PUSH THROUGH THE PAIN

Just cus you're injured doesn't mean you can't run! Characters can take the Push It To The Limit Action (see below).

THE COOL

Someone once said "cheaters never win", but I think that's just something losers say. If a model is not within **YELLOW** of an enemy model at the start of its activation, the controlling player may spend a Luck token to move the model **GREEN**.

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.

PUSH IT TO THE LIMIT



Move **YELLOW** regardless of the color of the Action token spent. If the roll Crits, move **GREEN** instead.

LET THE CUBS HUNT

2 PLAYERS

A smart leader knows to run the dogs once in a while. Gotta tire them out, get them some life experience, and build bonds between the new blood and the old. A leader's also got plenty of good old-fashioned busy work that needs doing too!

GONKS AHOY!

This scenario puts Gonks at the forefront. However, it is entirely possible to play this scenario without any Gonks on your team.

THE SETUP

Place an Objective marker at the center of the board and at the center of each board quarter.

Both players roll **GREEN** (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 Gonks and their Leader fully within **GREEN** of that board edge and at least **RED** from the board edge.

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

All other models are held in Reserve.

The Attacker has control first.

GONKS A STRUTTIN'

The Gonks are motivated to succeed, and they know their superiors are watching closely. Any Gok within **RED** of an Objective marker gains +2 to rolls to Oppose Attacks.

THE COOL

Dang those Gonks are lucky today! Whenever a player uses a Luck token to reroll a Gok's die, treat the new result as 5 if the die rolls below 5 or a Fumble.

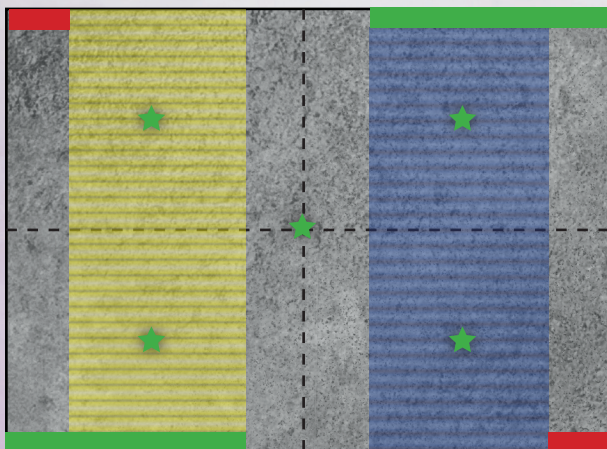
THE WIN

The game ends when either player's Leader gets 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.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.



YOU'VE GOT THE BEAT

2 PLAYERS

There's nothing quite like a night on patrol. The sounds of the city fill the air; the dull thrum of a rockerboy practicing his licks, sirens wailing their remorse, steam from the sewers. So here you all are, walking your turf, minding the fences, and hoping for just the right amount of action. Just the right amount though; too much and you end up dead. If it weren't so bleak, it might feel noble.

GONKS AHOY!

This scenario puts Gonks at the forefront. However, it is entirely possible to play this scenario without any Gonks on your team.

THE SETUP

Both players roll **GREEN** and add the highest Tech skill on their team (reroll ties). The player with the higher roll is the Attacker, the other player is the Defender.

The Defender chooses a board edge and deploys all of their Gonks fully within **RED** of that board edge. All Characters are held in reserve.

The Attacker then deploys their Gonks fully within **RED** of the opposite board edge. All Characters are held in reserve.

The Defender has control first.

WALKING THE BEAT

Whenever a player Inspires Their Team, they may draw 4 cards from the Loot deck, choose one to give to any Character still in reserve, and then discard the rest. Note that you cannot Inspire Your Team if all your Action tokens are ready, so you'll need to deploy at least one Character and take an Action or two before Inspiring.

Whenever a Character takes the Loot Goods action, they draw 4 cards, choose one to keep, and then discard the rest.

THE COOL

It's important to have backup! If a Gonk is not brawling at the end of its activation, that Gonk's controller may spend 1 Luck Token to place a reserve model within **RED** of the Gonk but more than **RED** away from any Rival model.

THE WIN

The game ends immediately when the Loot deck runs out of cards. The team that controls the most board quarters is the winner.

A team controls a table quarter if they have the most models fully within that board quarter. If there is a tie, the Attacker wins.

