

CYBERPUNK[®]

R E D

COMBAT ZONE[™]

SCENARIOS

OCTOBER 2023

GET THE MESSAGE OUT

2 PLAYERS

Whether it's a rockerboy belting out the latest street anthem or some corporate stooge just trying calm down the masses after the latest corporate faux pas, you've just gotta get the message out. Of course, there's always some stooges of the real powers trying to silence you. If there wasn't... the message wouldn't need spreading.

THE SETUP

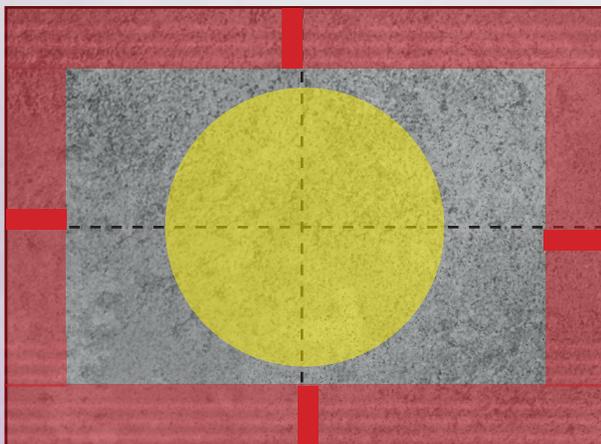
Both players roll **GREEN** and add their leader's Influence skill. The player with the higher roll is "The Icon", the other player is "The Man". If one player's force contains any models with the Lawmen or a Corporate (Arasaka, Militech, etc) keyword they are automatically "The Man".

The Icon places all of their models within **YELLOW** of the board center. Then, they choose one friendly model to be "The MC".

The Man then places all of their models within **RED** of the board edges. The Man chooses one of the following:

- Corporate Sell-Outs: One man was bribed so easily. Shuffle the loot deck and deal your leader five random loot cards.
- Corporate Sponsorship: It's not selling out, it's buying in. Shuffle the loot deck and deal a loot card to each of your characters.

The Icon has control first.



MAKING YOURSELF HEARD

While fully within **YELLOW** of the board center, The MC may take the Spit Verse, Off the Dome, and Freestyle Actions (see below).

THE COOL

Just shout the bastards down! Either player may spend a Luck token during any model's activation to force that model to use Tech in place of Influence until the end of the Activation.

THE WIN

The game ends when the MC is taken out or the Icon scores 10 or more Verse Points. If The Icon has 10 or more Verse Points, they win a pyrrhic slap to the face of a corporate god. Otherwise, The Man is self-aggrandizingly triumphant.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.

SPIT VERSE



Push the target **RED** away from The MC. Gain 1 Verse Point. If this Action crits, gain 2 Verse points instead. [Difficult]

OFF THE DOME



Deadly Crits. Push the target **YELLOW** away from the MC. Gain one Verse Point. [Difficult]

FREESTYLE



Gain 1 Verse Point. [Complex, Difficult]

GLITCH AT 11

2 PLAYERS

Controlling the truth is just a way to control the people. If a corp spends enough on a lie, the world will sell them the truth. But not everyone has a price tag. Some Media have scruples, integrity, or a crusade. Others work for the corps and sold their souls long ago. The public only cares when the story gets eyeballs... and if it bleeds, it leads.

THE SETUP

Both players roll **GREEN** and add their leader's Tech skill. The player with the higher roll is the Attacker, the other player is the Defender.

The Attacker places their team within **YELLOW** of a chosen long board edge. They may hold models in reserve.

The Defender places their team within **YELLOW** of the opposite board edge and may also hold models in reserve.

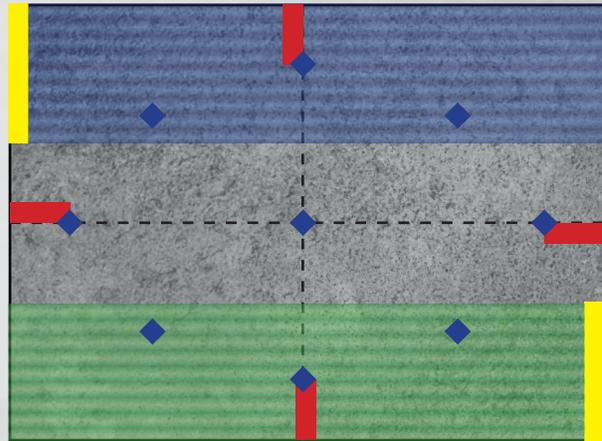
Then, take Objective tokens 2 through 10. Shuffle them face down and then place the nine objectives at the following points without looking at their number (exclamation point side up).

- Place one at the board center.
- Place four objective tokens, one at each table quarter's center.
- Place four objective **RED** from the center of each board edge.

The Attacker has control first.

GET THE SCOOP

When news breaks, the angles you're really looking for are camera angles. Characters can take the Scoop Action.



THE COOL

Nothing like being the first on the scene. When you Inspire, before activating Gonks, you may spend a Luck token to look at the facedown side of an Objective token. Then look your opponent dead in the soul and tell them what number it reads. You may lie.

THE WIN

The game ends when the fifth Objective token is turned face up. Then, turn all Objective tokens face up. A player controls an Objective if they have the most models fully or partially within **RED** of the objective. A model may count towards controlling multiple Objective tokens.

A player who controls an Objective token earns Headline points based on the Objective tokens number:

- Objectives 2-5 are worth 1 Headline point.
- Objectives 6-8 are worth 2 Headline points.
- Objectives 9 & 10 are worth 3 Headline points.

The player with the most Headline points wins.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.

SCOOP



Turn target Objective token face up so that both players can see its value.

PLAYING TAG

2 PLAYERS

Corps ain't the only one's slapping logos on buildings. With a little bravery and a lot of spray, you can get your brand up high. Whether you're pushing for some viral street marketing on the latest Arasaka backed brand, or you just want the world to know your name, getting your mark up high and visible is the goal.

THE SETUP

Both players roll **GREEN** and add their leader's Reflex skill. The player with the higher roll is the Attacker, the other player is the Defender.

Determine the "Street" level of the battlespace. This is most often the lowest level of the board, however, some interesting terrain setups may require discussion.

The Attacker places their team within **YELLOW** of a chosen long board edge at Street level. They may hold models in reserve.

The Defender places their team within **YELLOW** of the opposite board edge at Street level and may also hold models in reserve.

Divide the Objective tokens between the players. The Attacker gets the even tokens and the Defender gets the odd tokens. These will be the player's Tag tokens.

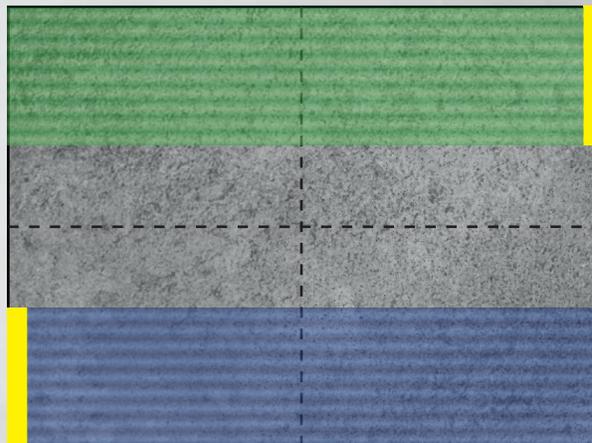
The Attacker has control first.

TAG IT

Shake that spray Choom! Characters can take the Tag Action. Animals and Gonks can take the Piss On It action.

THE COOL

There's a hundred ways to survive a fall, and you look real suave doing all of 'em. Whenever a character falls, any player may spend a Luck token to have that model ignore the fall damage.



THE WIN

The game ends when one player has more than half of their starting models taken out.

A player earns a number of Graffiti points based on the location of each of their Tag tokens:

- A Tag token **RED** off the ground/street level is worth 1 Graffiti point.
- A Tag token **YELLOW** off the ground/street level is worth 2 Graffiti points.
- A Tag token **GREEN** off the ground/street level is worth 3 Graffiti points.
- A Tag token above **GREEN** off the ground/street level is worth 4 Graffiti points.

The player with the most Graffiti points wins.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.

TAG



Place one of your Tag tokens anywhere within **RED**. It must be able to lay flat on a surface. [Characters Only]

PISS ON IT



Remove a Tag marker within Reach. [Animal & Gonk Only]