Cyberpunk RED

COMBAT ZONE™

SCENARIOS

SEPTEMBER 2023

CAMPAIGNS & COMPETITION

Cyberpunk RED: Combat Zone is, at its heart, a campaign-centric game. While competitive events are certainly possible and fun, the initial design had campaigns in mind. This document provides a few important clarifications to the intentions of our rules.

First, this document contains three additional scenarios. These two-player scenarios are designed to pit players against each other in a format that tests their list building, tactical, and opponent reading skills. These scenarios work in campaign play just fine, but those players seeking a "symmetric" scenario will find them most useful. There are also two scenarios designed for three and four players, so that a variety of group sizes can be accommodated.

Secondly, this document includes additional guidance on how to play Combat Zone's campaigns, with options for two different styles; Personal and Organized. In this file you'll also find a printable tracking sheet usable in both campaign modes.

PERSONAL CAMPAIGNS

The Personal campaign is the default found in the core Combat Zone rules. In this style of campaign you manage your team, watching it grow towards 10 Street Cred and your Faction's "Prove Your Worth" scenario. You'll follow all the rules set forth in the rulebook for tracking models and gaining cred.

If your opponent is also on a personal campaign, you might agree to play your campaign forces "as they are" without adjusting EB values or attempting to equalize the forces' relative power levels. This might give an advantage, but as personal campaigns are focused on your journey, an uphill battle is just another chapter in the story.

You can also play your campaign team in single games by simply hiring your team as if it were a one-off game, paying the additional cost for Veterans, etc. This allows you to continue your campaign story even when playing pick-up games at the local shop/club night. If you've got a benefit from your last campaign game, you can either ignore those benefits or give your opponent the option to mirror your advantages. If you've got a drawback… well you should just play with that handicap for the sake of your personal campaign narrative!

ORGANIZED CAMPAIGNS

Gaming groups may wish to run an Organized Campaign. To accommodate that desire, a group can follow these additional rules.

Phases: Depending on the schedule, players might meet on a regular basis, or they might organize their games online and meet up later. For flexibility, we organize campaigns into Phases. A Phase includes a single game played for each player, including resolution of that game's fallout.

Campaign Organizer (CO): It is possible to run a campaign as a group without a defined campaign organizer. However, it's also fun to have one player act as a narrator. This player is responsible for telling the story, and they might use maps, short fiction, or any number of creative tools to spin that yarn. Note that the Campaign Organizer must excuse themselves from winning the campaign. Gotta keep things respectable, choom!

Matchups: Your CO will determine each Phase's matchups, as the narrative unfolds. If you don't have a CO, the campaign should use a "swiss" or "round robin" format so that players face a variety of opponents.

If your group has an odd number of players, the 3-player scenario in this document should be used to prevent playing extra games during the Phase.

Objectives: To prevent a lucky hand of Objective cards from giving a player an early lead, the players start by using only their Objective cards that have no bonus Street Cred. Whenever a player loses a game, they may add an Objective with one Street Cred to their Objective deck. If they have no remaining one Street Cred Objectives left, they may add a two Street Cred Objective instead.

Winning: When a player has 10 or more total Street Cred they may require their rival to play their Prove Your Worth scenario. If both players have 10+ Street Cred, they determine which scenario to use randomly. When a player wins their Prove Your Worth scenario, they win the campaign!

Alternatively, the group may decide upon a Phase limit. If this limit is reached without a player Proving Their Worth, the player(s) with the most Street Cred is the winner(s)!

NAME

FACTION

GAMES PLAYED

OPPONENT	FACTION	SCENARIO	SCORED OBJECTIVES	WIN?

VETERANS/MERCS

MODEL	STARS

ADDED OBJECTIVES

OBJECTIVE CARD

USED IN ORGANIZED PLAY

STREET CRED

☆☆☆☆☆☆☆☆☆☆

HOLD THE LINE

Where two territories meet, bullets and blades will determine who really controls their stretch of the Combat Zone.

THE SETUP

Both players roll **GREEN** and add their leader's Influence skill (reroll fumbles, crits, and ties). The player with the higher roll is the attacker and the other is the defender.

The Attacker begins by choosing a long boardedge and then deploying their entire team within **YELLOW** of that board edge. The board half with their edge is the Attacker's board half.

The Defender then deploys their entire team within **YELLOW** of the opposite board edge. The opposite board half is the Defender's board half.

Then, place three Objective markers, one at the board center, and then one along the centerline, **RED** from each of the short boardedges.

The Attacker has control first.

TIME IS RUNNING OUT

After a player Inspires Their Team, they must discard the top 5 cards from the Loot deck.

MOVE THE LINE

Models may take the Move the Line action.

THE COOL

Focus too hard on taking territory, and you'll miss the territory's real value. When a player takes the Move The Line action, the rival player may spend a Luck token to draw three loot cards, give one to a model of their choice, and then discard the rest.

THE WIN

The game ends immediately when the Loot deck runs out. The player with the most Characters and Objectives fully within their board half is the winner. If tied, the Defender is the winner.

CAMPAIGN FALLOUT

The winner may promote a surviving character of their choice.
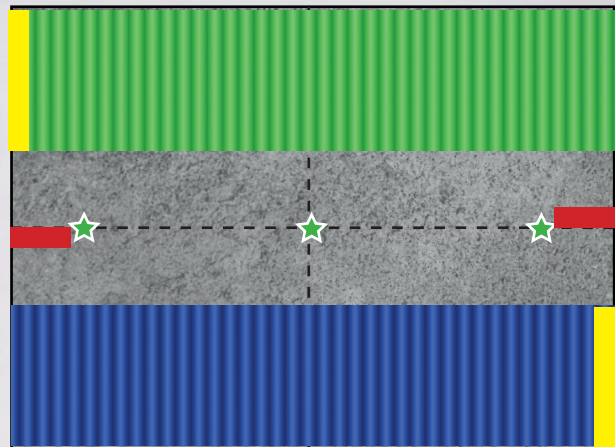
MOVE THE LINE

[Complex, Difficult] Move an Objective marker within REACH up to **RED**.

CYBER-SCAVENGE

2 PLAYERS

In the wake of a massacre, Night City can count on any number of wretched souls pawing through the dead. Sure, some are "looking for evidence" or "recovering property" but it's all the same vultures with different squawks.

THE SETUP

Both players roll *GREEN* and add their leader's Tech skill (reroll fumbles, crits, and ties). The player with the higher roll is the attacker and the other is the defender.

The Attacker begins by choosing a board quarter and then deploying their entire team within that board quarter at least *YELLOW* from the board center.

The Defender then deploys their entire team within the opposite board quarter at least *YELLOW* from the board center.

Then, place three Objective markers, one at the board center, and then one along the centerline, *RED* from each of the short boardedges.

Starting with the Attacker, the players take turns placing a single Objective token anywhere on the board until all ten Objective tokens are placed. A player may not place a token within their own deployment quarter and must place the Objective marker at least *RED* from any other Objective marker.

The Attacker has control first.

BODIES COVER THE FLOOR

When a character takes the Loot Gear action, they may use one of the taken out character's Gear or take ALL of their Loot cards (instead of one).

Characters may take the Rummage action.

THE COOL

The pockets of the dead have to run out some time. Whenever a character finishes the Body Rummage action, the Rival player may spend a Luck Token to remove an Objective marker within REACH of the acting character.
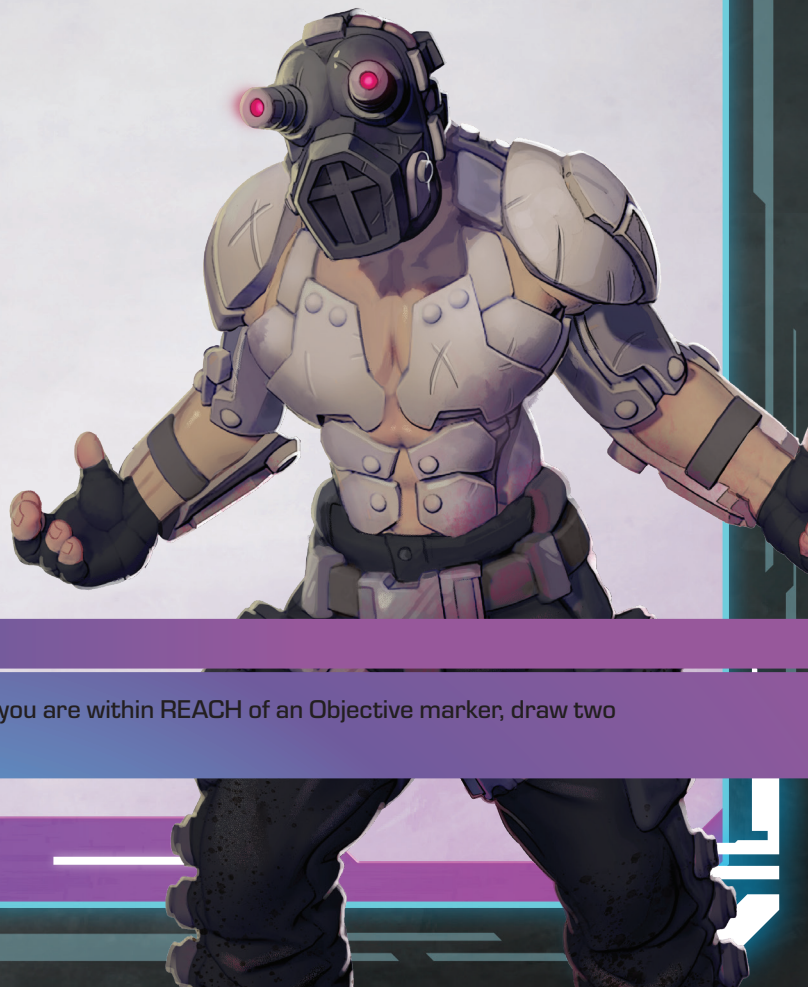
THE WIN

The game ends when either team's Leader is taken out or the Loot deck runs out of cards. The team in possession of the most Loot cards is the winner. If there is a tie, the defender wins.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.

RUMMAGE

[Complex, Difficult] Draw a Loot card. If you are within REACH of an Objective marker, draw two Loot Cards instead.

FLASH POINT

Tensions have been high for a while now, members of each crew mad-dogging each other from across dim streets. Heated words, old slights, and general mistrust have primed this powder keg, and now it's gonna explode.

THE SETUP

Both players roll **GREEN** and add their leader's Ranged skill (reroll fumbles, crits and ties). The player with the higher roll is the Attacker, the other player is the Defender.

The Attacker and Defender each secretly choose a single friendly model to be their Instigator. Then, both players reveal their Instigator.

The Defender then deploys their instigator within **RED** of the board center. The Attacker then deploys his Instigator within **RED** of the board center,

Then, starting with the Attacker, both players take turns placing models anywhere on the board at least **RED** from the board center or Rival models until both players have deployed two models each.

All remaining models are in Reserve. When a model enters from Reserve it may be placed in contact with any Boardedge at least **YELLOW** from a rival model.

The Attacker has control first.

THE SHOT TO START A WAR

The first time each player takes control, they must choose to Activate their Instigator if possible. The Instigators gain +2 to Attack rolls that target the other Instigator.

Whenever a model is taken out, that model's Rival player takes an Objective marker. If the Instigator takes out the Instigator, take two Objective markers. These will be used to determine the winner.

Models may take the "CHARGE!!!" action.
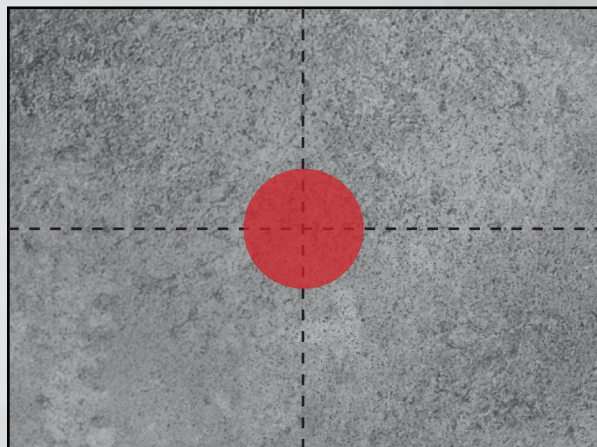
THE COOL

When war breaks out, it might take a little luck to avoid being the first casualty. When a player's Instigator is the target of an Attack action, the owning player may spend a Luck token before dice are rolled to Heal 1.

THE WIN

The game ends when one player has five Objective markers or one team is taken out. If a team was taken out, the Rival is the winner. Otherwise, the player with the most Objective markers is the winner.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.

CHARGE!!!

[Complex] Move into base contact with the target Rival.

FLASH POINT

HUNGRY HUNGRY HYPNO

"Terrorists" have acquired a bit of adverware that combines subliminal messaging and artificial pheromones. Designed to sell burritos, the program was altered to re-program bystanders into assassins. Unfortunately it didn't mesh well with ad-blockers. Now a memetic trigger is spreading through civilians, causing them to fly into hunger-fueled rages. But if you can wrangle a few victims up, there is profit to be had.

THE SETUP

All three players roll a **GREEN** die and add their Leader's Med to the roll (re-roll ties). The highest roll is the 1st player, the next highest roll is the 2nd player, and the lowest roll is the 3rd player.

Take Objective marker 2 through 10 and shuffle them face-down. Then, give each player 3 random objective markers and place the remaining objective marker face-down in the center of the battlespace. Players may look at the values of their own tokens now, but not once placed.

Starting with the 1st player, each player places a face-down objective marker anywhere at least **YELLOW** away from the center of the battlespace. Repeat until all objective markers are placed.

Next, starting with the 1st player, each player places a single model anywhere at least **RED** from a Rival model. Repeat until each player has placed two models. All other models are in reserve.

SNAP 'EM OUT

Remove target face-down objective marker from play. Earn 1 Hypno Point.
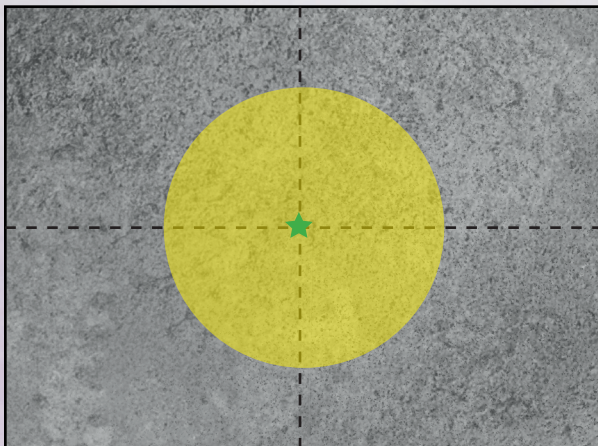
WANDERING CANNIBALS

Models in reserve may be deployed in contact with any border edge or within **RED** of any objective marker, but must be at least **RED** from any Rival model.

At the end of a player's control (just before it passes to another player), the controlling player chooses any objective marker and moves it **RED**. Then, every model within **RED** of that objective marker must roll Influence or Med (roller's choice) vs. the objective die or suffer a wound.

Any character may take the "Snap 'Em Out" action.

THE COOL

The hypnosis is stronger for some than others, and they just can't be snapped out easily. After a player Inspires, they may spend 1 Luck token to flip a face-down Objective Marker face-up.

THE WIN

The game ends immediately if there are only 5 face-down objective markers remaining in play. Then, the players score the objectives.

To control an objective you must have the most models within **RED** of the objective. In the case of ties, nobody controls the objective.

Flip all objectives markers face-up. Each player then earns Hypno points for each objective they control and adds that to any Hypno points they earned through Snap 'Em Out.

- Objectives 2-5 are worth 1 Hypno point.
- Objectives 6-9 are worth 2 Hypno points.
- Objective 10 is worth 3 Hypno points.

The player with the most Hypno points is the winner.

CAMPAIGN FALLOUT

The winner may promote a surviving Character of their choice.

LITTLE LOST DRONE

The problem with drones, is they aren't very smart. Sure some can bump around a bit when reception is disrupted, but without a handler program... well you get the picture. When a drone with something worth something starts getting shotty reception, the spoils become easy picking, if you can survive the free-for-all.

THE SETUP

All four players roll a *GREEN* die and add their Leader's Tech to the roll (re-roll ties). From highest roll to lowest result the players are labeled Red, Yellow, Green, and Blue, respectively.

Place an objective marker in the center of the table (face-up), it's value does not matter. This marker is the "Lost Drone".

Then, the Red player places all of their models within a *YELLOW*-sided square on a board corner of his choice. Proceeding clockwise from the Red player's chosen corner, the Yellow, Green, and Blue players each place all of their models within a *YELLOW*-sided square on the next board corner (as shown below).
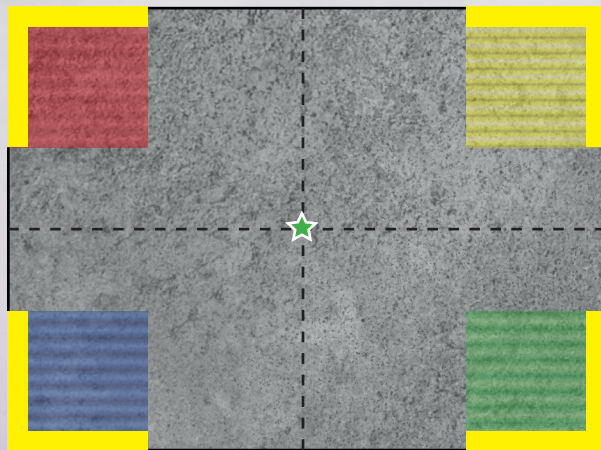
LOST DRONE

After a player Inspires, that player moves the Lost Drone. If it is face-up (the value showing) then the player moves the Lost Drone *YELLOW* in any direction. If it is face-down, the player moves the Lost Drone *YELLOW* in a random direction (stopping only if it hits a barrier or the board edge).

To generate a random direction, roll the Obstacle die as close to the Lost Drone as possible (a dice cup helps). The random direction is indicated by the "point" of the arrow-shape of the Objective die's topmost face.
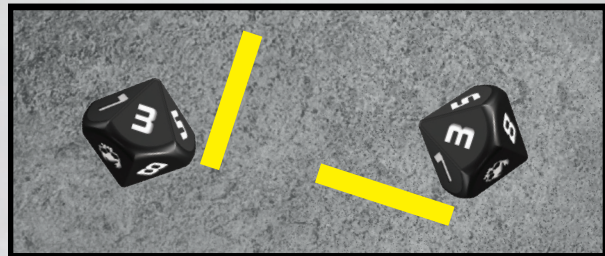
Characters can take the "Payload Pinjata" action.

THE COOL

When you're dealing with a malfunctioning drone, it helps to have Lady Luck on your side. When a character's activation ends, the controlling player may spend a Luck token to flip the Lost Drone face-up or face-down.

THE WIN

The game ends when one player has earned 30 Payload Points. That player is the winner.

CAMPAIGN FALLOUT

The winner may promote a surviving character of their choice.

PAYLOAD PINJATA

Roll the Obstacle die and score that many Payload points. If the roll Fumbles or Crits, score no points and flip the Lost Drone to the opposite face.