Cyberpunk RED

COMBAT ZONE™

SCENARIOS

TRAUMA TEAM

MEDICAL EMERGENCY

Seems some wealthy tourists thought they could cut it as edgerunners. Now they've got themselves all shot up. I hear there's an extra reward for helpin' em out...

THE SETUP

Both players roll a **RED** die and add their team's total Street Cred (re-roll Crits and Fumbles). The player with the higher total may choose to be the attacker or defender.

Starting with the Attacker, each player places one objective marker within **RED** of the center of the board. These Objective markers are the Patients. If you have the Trauma Team patient models, they make excellent replacements for the objective markers.

Then, starting with the Attacker, each player alternates deploying one model anywhere on the board that is at least **YELLOW** from any Patients or rivals. The Attacker has control first.

WALLET BIOPSY

Any character within **RED** of a Patient may take the First Aid action.

THE WIN

The game ends immediately if there are no Patients in play.

Each player earns a number of points equal to the total base value of rival models taken out of action (not counting gear or programs). Each player adds 15 to this score for each Patient they successfully resuscitated and 5 for each Luck token they placed that did not resuscitate the Patient.

The team with the greater point total is the winner. If there is a tie, the player with lower Street Cred wins. If there is still a tie, the defender wins.

CAMPAIGN FALLOUT

The winner of the game may promote one character.
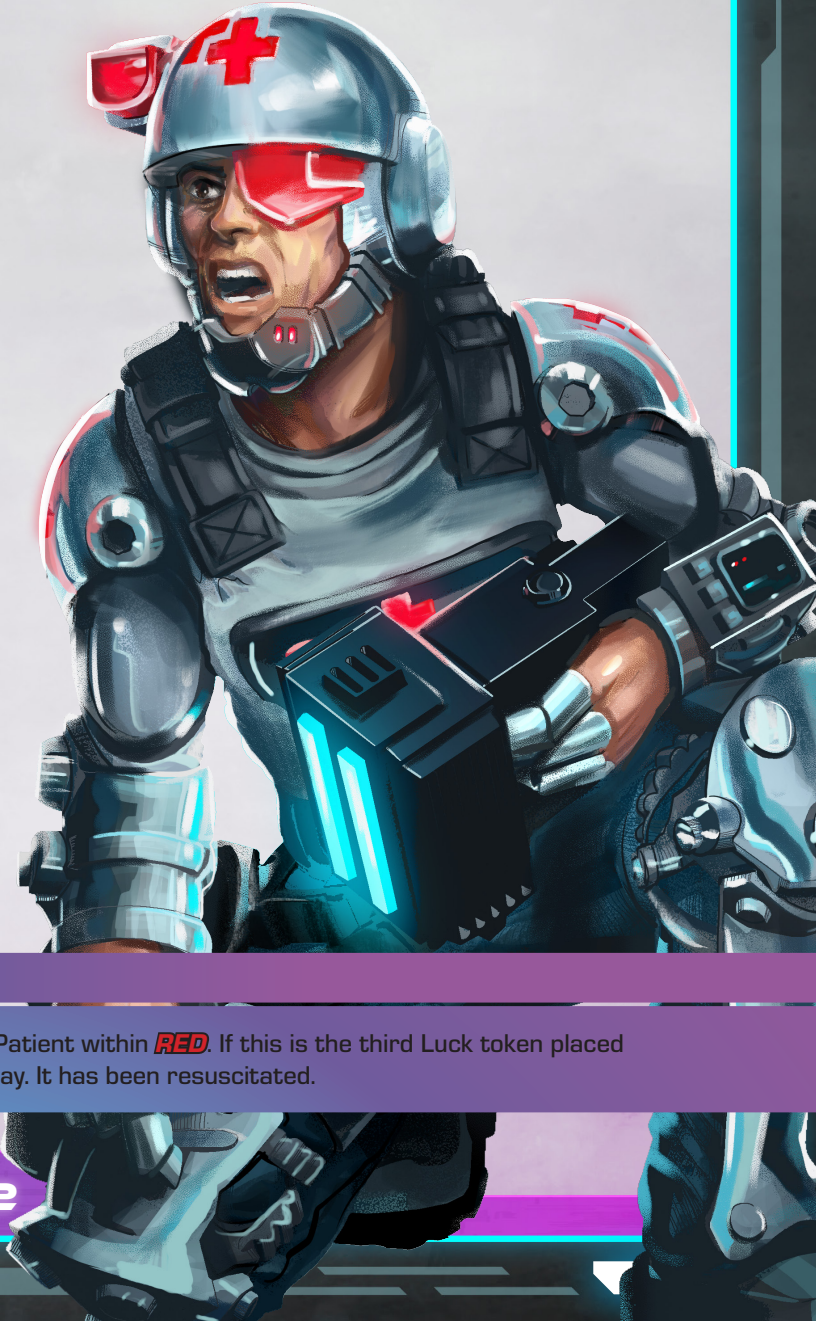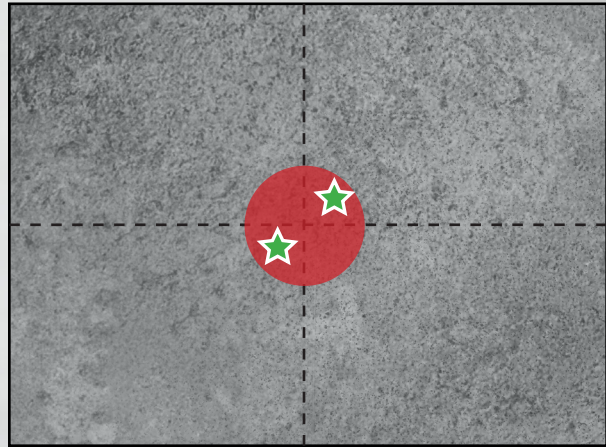
FIRST AID

If successful, place a Luck token on a Patient within **RED**. If this is the third Luck token placed in this way, remove the Patient from play. It has been resuscitated.

EVACUATION GONE WRONG

Not many hospitals in this part of town...

THE SETUP

Both players roll a *RED* die and add their team's total Influence (re-roll Crits and Fumbles). The player with the higher total may choose to be the attacker or defender.

The defender sets up their team first, with all models fully within *RED* of one of the short boardedges. The defender also deploys the two Objective tokens within *RED* of any of their models. These Objective markers are the Patients. If you have the Trauma Team patient models, they make excellent replacements for the objective markers.

The attacker places their team on the opposite board half, deploying to either side of their half of the board, within *RED* of the long boardedges (but still in their board half).

The defender's models may move off of the board edge opposite their deployment zone.

The defender has Control first.

DOCTOR'S ORDERS

Whenever a defender model moves, if a Patient is within *RED*, the patient may be placed within *RED* of the defender at the end of the move. If the defender leaves the table, the Patient is removed as well.

The attacker may target the Patients with attacks if there are no defender models within *YELLOW* of the Patient. The Patient defends with the Obstacle die and is taken out if it suffers a wound.
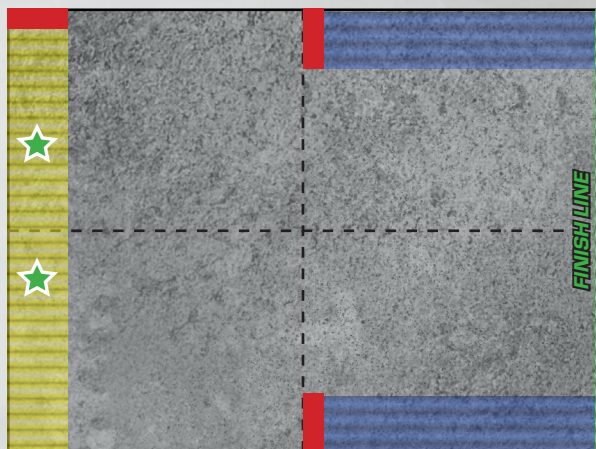
THE WIN

The game ends immediately if there are no Patients in play.

Each player earns a number of points equal to the total base value of rival models taken out of action (not counting gear or programs). The attack earns an additional 20 points for each Patient taken out. The defender earns an additional 20 points for each Patient that reached the finish line and was removed.

The team with the greater point total is the winner. If there is a tie, the defender wins.

CAMPAIGN FALLOUT

The winner of the game may promote one character. The defender may deploy one additional Gonk in their next game for free for each Patient that left the table, regardless of who won.