

CYBERPUNK[®]

R E D

COMBAT ZONE[™]

CAMPAIGN

CULLING SPREE

CULLING SPREE

2 PLAYERS

Goeman Inori knelt before her grandmother's monument. The gray stone slab was simple, elegant, and just what her grandmother would have wanted. She'd led their little shard of the Tyger Claws for over twenty years. An eternity on the streets. Now, only ashes remain. Oyabun Goeman had sold guns and put children through the academy. She'd fed the starving and slaughtered the unworthy. And then she died to an assassin's bullet.

The red sky threatened to disgorge acid, but no droplets fell. It felt like the heavens were being disrespectful to the moment. Blood oaths were best made in the rain.

Inori finished speaking to the dead, stood, drew her grandmother's mono-katana. "A river of blood!" she screamed towards the insolent sky.

The three Tyger Claws soldiers bearing witness bowed. Ema, had been grandmother's favorite. She stepped forward and ran her palm along Inori's blade. They shared no relation, but grandmother had always called Ema "big sister". She'd practically raised Inori after her own mother's death. Now, she gave her blood to the oath in silence.

PLAYING THE STORY

Culling Spree is a series of three scenarios that follow your Tyger Claws as they avenge the death of their previous Oyabun. To win, you'll seek victory over three missions, exacting bloody revenge on those who dare to trespass against your gang.

PLAYING THIS CAMPAIGN

These three scenarios are designed to be played using a Tyger Claws team on one side, and any other faction as their Rivals. If you have the Cyberpunk RED: Combat Zone core 2-player starter the opponent will likely be playing Maelstrom, but any faction will work.

Each Scenario will give further instructions for choosing teams for that scenario. This storyline will refer to the two players as the Tyger Claw player and the Unforgiven player.

This campaign is designed to be played in sequence to tell a short story. You can play this campaign as part of another campaign as you work towards your Prove Your Worth mission, just make sure these scenarios are played in the correct order.

Minato stepped forward next. He had trained Inori in the art of the blade since childhood. He wore the mask grandmother had given him. It was a symbol of his gratitude, but it also hid the scars an Arasaka grenade had left. Of course, any ripperdoc could have mended his once beautiful face, but grandmother had demanded he not. It had been a lesson in humility he now cherished. He too slid his palm along Inori's blade.

Last, came "The Ronin". Only three people knew his true identity. He was Inori's youngest brother, but no records could prove it. He'd angered grandmother with his bloodlust and she'd sent him away. But now, upon her death, he could return to Night City with the new Oyabun's permission. And Inori had given it gladly, on one condition. He too gave his blood, but ever the rebel, he whispered. "I will not fail you again."

The three soldiers each put a bloody handprint on the etched name of the fallen Oyabun Goeman Umeko. Then, they turned to the new Oyabun Goeman Inori, and smeared her face and the shoulders of her mofuku in claret.

"A river," she repeated through gritted teeth.

A DISH BEST SERVED RAW

On the following page are four Vendetta Objective cards. When you play one of the scenarios in this campaign, you will use all four of these objectives (instead of randomly drawing). You will not be using any standard objectives in these scenarios.

The Vendetta Objectives may only be used in the scenarios of this campaign. They are ignored during other scenarios. Once this campaign is complete and your revenge taken (or not), you will lose access to these Objectives. Vengeance is often a hollow victory, after all.

The Unforgiven player will draw objective cards as normal.

VENDETTA OBJECTIVES

OLD GIRL

TYGER CLAWS

OBJECTIVE

End a game with your Leader Red-lined.

REWARD

When you Inspire Your Team your leader may replace one of their **RED** action tokens with a **YELLOW** action token.

OYABUN UNCHAINED

TYGER CLAWS

OBJECTIVE

End a game with at least half of your rival's character models taken out, but not their Leader.

REWARD

Your Leader's **YELLOW** and **RED** Melee attack actions gain Rapid 2. If the action is already Rapid, increase its Rapid by +1.

INGLORIOUS

TYGER CLAWS

OBJECTIVE

Take out a rival model with at least three different Tyger Claw models.

REWARD

When a friendly model enters from Reserve, it may move **YELLOW** for free.

LIGHT THE WICK

TYGER CLAWS

OBJECTIVE

Take out two different rival models during the same activation with your Leader.

REWARD

Your leader's Ranged attack actions gain Accurate.

MOMENTOS

2 PLAYERS

Inori's motorcycle was quiet for a Harriet 100, but the bike's reputation for customization had allowed her mechanics to trade only a tiny fraction of performance for the feature. It served her well now, as she parked in the alley across the street from an abandoned bakery.

"Are you sure this is the place?" she subvocalized into her com.

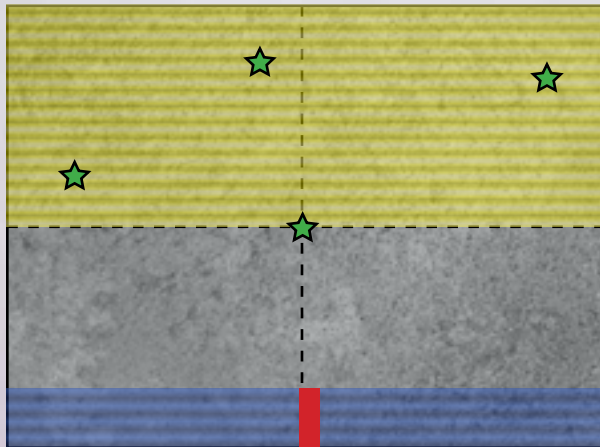
The Ronin's voice was scrambled, giving it a robotic tinge. "Yeah, the Same seemed sure. The assassin ransacked her home and offloaded most of it quick. I don't know if it's all in there, but her mask is ping'ing off your bike's transceiver."

"I guess we begin with this tributary."

THE TEAMS

The Tyger Claw player has 75 EB to build their team and may not take the following gear: Demon Mask, Tanto, Kabuto, or Heavy SMG.

The Unforgiven player has 75 EB to build their team.



THE SETUP

The Tyger Claws are taking back some of their signature gear that was stolen by an assassin.

The Unforgiven player takes Objective markers 2 through 5. Then, they place an Objective marker of their choice at the battlespace center (face down). Next, they choose a long board edge and place all of their models and the remaining three Objective markers face down anywhere within the board half along that edge. The Objective markers must be at least **RED** from each other.

The Tyger Claw player deploys all of their non-Leader models within **RED** of the opposite board edge. The Tyger Claw Leader begins play in reserve.

The Tyger Claw player has control first.

A GRANDMOTHER'S MOMENTOS

Each Objective marker represents one piece of gear: #2 = Demon Mask, #3 = Tanto, #4 = Kabuto, and #5 = Heavy SMG.

A character within reach of an Objective marker may take the "Loot Momento" action. If the model carrying an Objective marker is taken out, place the Objective marker in contact with the model before removing it (in addition to the body token). The represented gear is not on the body token, it is on the Objective marker.

THE COOL

Where did we leave that thing? Whenever a player Inspires Their Team they may spend a Luck token to move an Objective marker **RED**.

THE WIN

The game ends when either Leader is taken out. The player with the most Objective tokens on their models is the winner.

The winner may promote one model. In addition, the Tyger Claw player may note down any Objective granted gear they ended the game with. These gear cards may be purchased in the next two scenarios, regardless of the team's Street Cred.

LOOT MOMENTO



[Easy, Complex] Take an Objective marker within reach and place it on this character's card. They immediately equip the associated Tyger Claw gear card [regardless of their faction].

OYABUN ON FIRE

2 PLAYERS

The rave's music thumped loud enough to rattle Minato's teeth, but there wasn't a real song to it. Each person in the crowd had silenced the world around them, and listened instead to one of the multiple channels of live performances from elsewhere. All shared a single base-line, but the tunes were unique to a variety of genres. Minato did not listen to any of the club's musical offerings, but he could still feel them.

"Do you see him?" Inari asked over the com.

"Yes." came Minato's voice in his customary brevity.

"Try not to kill too many club goers. I don't want to taint the current with innocent blood."

THE TEAMS

Each player has 75 EB to build their team.

THE SETUP

The players mix the Objective markers and randomly give each player 5. Starting with the Unforgiven, the player's take turns placing all 10 Objective markers face-down at least **RED** from any edge. A player may not place an Objective marker in a board quarter that has the most Objective markers already. These represent the areas where the oblivious crowd is most dense (see Dancing Gonks). After all the Objective markers are placed, turn the markers face-up.

Then, the Unforgiven player places all of his models within reach of an Objective token and at least **RED** from any edge. Each character must be placed next to a different Objective marker, if possible.

The Tyger Claw player places all of their models within **RED** of any board edge.

Finally, the Unforgiven player declares one of their models as the Assassin.

The Unforgiven player begins with control.

DANCING FOOLS

This scenario takes place at a rave full of oblivious gonks. Each Objective marker represents a place where the crowd is thick enough to impede actions. Objective markers are treated as Obstacles when taking actions (they are effectively **RED** in height). In addition, if two or more Objective markers are in contact, all of those markers count as Barriers against actions.

Whenever a player Inspires Their Team, they roll a single Action die of each color (**RED**, **YELLOW**, and **GREEN**). That player then activates each of the rolled Objectives as if they were Gonks with a **YELLOW** Action token and no skills or abilities. Fumbles and Crits do not activate a marker.

Models may target Objective markers with attacks (opposed by the Objective die). If the attack succeeds, the Objective marker is removed, and the controlling player places it anywhere at least **RED** from an edge and at least **YELLOW** from where it was removed.

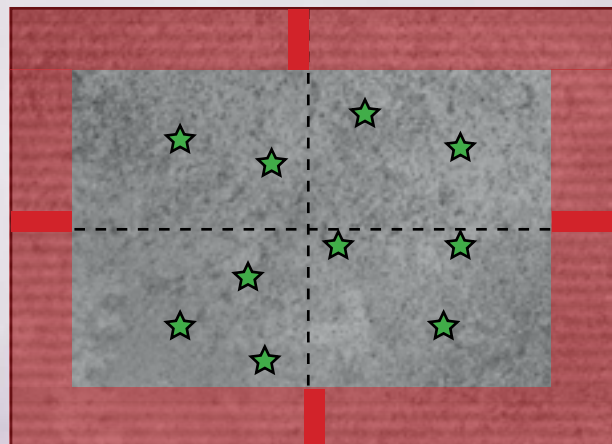
THE COOL

Those dancers move about wildly when the beat drops. After a model activates, the controlling player may spend a Luck token to move an Objective up to **YELLOW**.

THE WIN

The Tyger Claw wins if they take out the Assassin. The Unforgiven player wins if they take out the Tyger Claws Leader or half of the Tyger Claws starting characters.

The winner may promote their Leader. If their Leader is already a Veteran, they must instead promote another character.



THE QUICK AND THE RED

2 PLAYERS

Finally, a hard drizzle of rust-red acid bled from the sky. The Ph was harsh enough to sing, but Inari welcomed a little pain as she prowled around the edge of a shipping container, mono-katana in hand. A stifling wind brought with it a haze of orange cloud that clung to the asphalt. Somewhere in the ruins of this Combat Zone, there was the man who ordered her grandmother's death.

"Ema?" she subvocalized. No response. "Minato?" Again, nothing but the sizzle of rain slowly chewing at the concrete. "Broth—"

She was cut off by the sound of gunfire just beyond her field of vision. "Where do you think you are, child?" Came the employer's deep voice. Inari whirled around just in time to catch the back of a pneumatic fist that cracked her mask and sent her sprawling.

Inari rolled backwards and onto her feet, her mono-katana in a defensive position. The rain spattered on the back of her blade. "The sea," she whispered. Then, she charged.

THE TEAMS

Each player has 100 EB to spend on their team. Each team's Leader can be worth no more than 30 EB (including gear and programs).

THE SETUP

Place an Objective marker in the center of each board quarter.

The Tyger Claw places their Leader exactly **RED** from the board center along one of the two centerlines. The rest of the Tyger Claw models are in Reserve.

The Unforgiven player places their Leader exactly **RED** from the board center on the opposite side of the same centerline. The rest of the Unforgiven models are in Reserve.

ACID RAIN AND FOG

The weather is obscuring all vision beyond **YELLOW**. Models cannot take actions against targets at greater than **YELLOW** range.

When you Inspire Your Team, choose one of your models to resist the acid rain. The chosen model must oppose an attack from the Obstacle die. They may not add skills to this roll, but may add their Armor value.

LET'S SETTLE THIS WITH HONOR

Both Leaders are locked in a final conflict that they must settle between themselves for personal reasons few could understand. If a non-Leader model succeeds at an action that targets or damages a Leader model, that Leader's owner may remove an Objective marker of their choice from the battlespace and place it anywhere else on the battlespace.

THE COOL

It's not even over when the credits roll. When a Leader is Red-lined or taken out the Leader may immediately spend a Luck token to Heal 1.

THE WIN

The game ends when either Leader is taken out.

Each player gains an Honor for each Objective they control and an Honor if their Leader is not taken out. To control an Objective marker, you must have more models within **RED** of the Objective than your rival.

The player with the most Honor wins.

The winner may add a Veteran Merc to their HQ.

ENDING THE CULLING

Revenge is satisfying in the moment, but it is ultimately a hollow victory. If the Tyger Claw wins this scenario, they may promote a surviving character. If they do not win they suffer the Injured Leader objective card (even if their Leader survived).

