COMBAT ZONE

CAMPAIGN

THE BATTLE OF LITTLE LONDON

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2 PLAYERS

"Ya rally tink Meat's bloody gonk 'nuff fo dis?" Kayvee looked over the edge of the building rooftop. She wore a ski-mask to hide her distinctive cornrows, and her affected accent wasn't very realistic. It came close to something British, but her high pitch and nebulous region were almost comical. Despite this, it served its purpose; baffling her voice to scanners.

Fel shook his head and leaned back in his chair. He was a broad chested man with an imposing air at the best of times, but dressed in a black mask with that old Scottish claymore strapped to his back, he could make an M-75 piss itself.

"Ya lookin' like Thomas Gage, boss." Theo sat near the roof access door on an old cable spool the size of a diner booth. He clad himself head-to-toe in a dozen shades of gray, from his mask to his shoes. Even the lenses of his cyber-eyes had turned a non-reflective black. With a steady hand he poured liquefied styrofoam and his custom-brewed "burn-a-mahol" into empty smash bottles.

"Tommy-bloody-Gage?" asked Kayvee.

"Yeah," explained Theo, "There's a painting of General Gage by... I wanna say Turnbull. He's looking at all his troops lined up. Plannin'."

"I bloody knows." Kayvee's mouth scrunched to the side andhereyebrowraisedinoffense. "ItzaCopleyyafuckwit." She planted her feet and turned her gaze up at Fel. "Boss, I knows ya don't wanna run... but we can ride

PLAYING THE STORY

The Battle of Little London is a series of three scenarios that follow your Zoners and their Street King. To win, you'll seek victory over three scenarios, as your opponent assails the neighborhood you call home.

PLAYING THIS CAMPAIGN

These three scenarios are designed to use the Zoners team on one side and any other faction as their Rivals.

Each Scenario will give instructions for choosing teams for that scenario. This storyline will refer to the two players as the Zoners player and the Invader player.

This campaign is designed to be played in sequence and against the same rival. You can play this story as part of another campaign, but they should be played in order and against the same rival. wit da Nomads a spell. Militech been feedin' gear onto Meatkuller's Maelstrom for days. They ain't gonna wait much longer to settle scores." Kayvee's voice took on a plaintive tone under the fake accent.

Fel shook his head, stood, and turned his back on her.

"Oh up yo bloody..." she started before thinking it through. "Nah ya come correct. Meat'd take it to the peeps."

Fel joined Kayvee at the edge of the roof. He scanned the city below. He struck the pose Theo had referenced, his chest puffed and his elbow resting on the back of his hand to lazily point down. His "DaClanless" colors were almost the red of General Gage's jacket.

Following his pointing finger, Kayee's eyes trailed up McTell rd. to where it met Saxton ave. The wreckage of two garbage trucks transformed the intersection into an impromptu round-about. "Ya, ya dat's bloody thinkin' boss. Theo, watcha tink? Give Willish da nade' launcha, see if we can't forty 'is bloody mike-mike down inda bin wagons?"

Theo rubbed his chin. "Sure, the kid's probably ready for a fight like this. Meatkuller's gonna come right at us though."

Fel laughed loud enough for it to echo off the buildings. "Good", he grinned and patted the hilts of his guns.

PREPARING THE BATTLEFIELD

This story happens in a single location. All three scenarios should be played on the same urban battlespace with terrain in the same spot. Other environments can work, but the story's mechanics will be using terms appropriate to a city.

The players will define the four board edges by naming the "Street" that the board edge represents from six choices on the Street Sheet. It has label slips for you to cut out and use.

Starting with the Invader, take turns assigning a Street to an unnamed board edge until all four edges are assigned a street. Then, the Zoner player places the terrain on the board. Each board quarter should have at least one building (or similarly terrain piece), and Zoners should be aware that cramming all the terrain into one quarter is not to your tactical advantage.

STREET SHEET

OUR STREET... MY TURF.

All three scenarios in The Battle for Little London are played on the same table with the four labelled streets (board edges) remaining the same during all three scenarios.

CANNON ST.

6 BARS ARE BETTER THAN 5

Characters within **Mallow** of this board edge gain +1 to their Tech skill.

MCTELL RD.

AMBULANCE GRAVEYARD

Characters within **YELLOW** of this board edge gain +1 to their Medical skill.

ROWE ST.

ABUNDANT GROUND COVER

Characters within **YELLOW** of this board edge gain +1 to their Reflex skill.

SAXTON AVE.

STRANGELY GOOD ACOUSTICS

Characters within **YELLOW** of this board edge gain +1 to their Influence skill.

THAMES ST.

STREET OF SILVER CURVES

Whenever a model enters from reserve, the player may always choose to place it within MalloW of this board edge (in addition to any other deployment area allowed).

YORK BLVD.

PAVED WITH LUCKY PENNIES

Whenever a model within **YELLOW** of this board edge Crits, gain a Luck token.

THE BEACHHEAD

2 PLAYERS

"Days Bloody Ear." said Kayvee as she watched Cannon St. through a boxy pair of binoculars. A trio of mismatched vans lumbered around a corner and began accelerating towards Willish and Theo's ambush. Kayvee sent them a cartoon gunslinger leaping up from behind a card table. It was time.

As the vans came to the round-about, both Zoners emerged from the garbage truck's wreckage. Willish opened fire first. Kayvee could hear the distinct "poont" noise of the grenade launcher on the afternoon breeze. The grenade skittered under the rear van and a moment later it was flipped by a ball of fire.

Then Theo came screaming. He smashed a molatov on the hood of the closest van. "Huff it," said Kayvee into the comms, and the two soldiers began falling back.

THE TEAMS

Each player has 75 EB to spend on their team.

THE SETUP

The Invader places an Objective marker anywhere on the battlefield at least **Map** from any board edge.

The Zoners set up their team first, placing all models fully within YELLOW of a chosen street (board edge). This is the Zoners' Turf street for this scenario. The reamining board edges are the "Neighboring" streets of this scenario. Then, the Zoners place an Objective marker anywhere within RED of their chosen street.

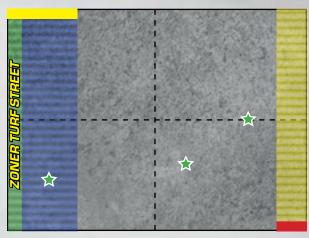
The Invader then places at least two models anywhere within property of the street opposite the Zoner's Turf street. The Invader may hold their remaining models in reserve or place them now.

Finally, the Invader places a third and final objective anywhere along the long center-line of the battlefield.

The Invader has control first.

HERE THEY COME

When an Invader model in reserve activates, they deploy touching any Neighboring street at least YILLOW from a Zoner model.



THE COOL

Stray bullets are everywhere, so keep your head down! Whenever a model finishes its activation, the Invader player may spend a Luck token to make a Ranged attack using the Obstacle die (with no skill bonus) against the model. If the model is wounded it may [RE]act as normal, except that it cannot [RE]act with an attack (as there is no attacking model to target).

THE WIN

The game ends when one side has taken out half or more of their rival's models.

The player with the most models within not of an objective controls the objective. The player controlling the most objectives wins. If there is a tie the Zoners win.



INSURGENTS

2 PLAYERS

For a brief moment, Theo wondered how many people were standing in line at the pearly gates, comparing how they died. These poor Maelstrom bastards, would have to explain that they died to a sword. Who dies to a sword any more?

His Street King, the man called Fel, brought the highland blade down on another Maelstrom goon. Against so much chrome, the rusting blade was more like a sledgehammer, crumpling metal and bone with the weight of the big man's swings.

These Maelstrom were everywhere, just waiting for their boss. Meatkuller was around here too, hiding in the sewers like the rat he was. Theo tossed another lit cockatail into another open manhole and laughed. He bet Saint Peter ain't never heard "burned to death in a sewer" before.

THE TEAMS

Each player has 75 EB to spend on their team.

THE SETUP

Starting with the player that lost The Beachhead, take turns placing the all ten Objective markers face up on the ground level of the battlespace. These objectives represent sewer entrances.

Next, the Invader secretly notes 3 objectives that are trapped, and one that is their Leader's "bolt hole". If the Invader won "The Beachhead" they label 5 trapped objectives instead. The remaining sewer entrances are unclaimed.

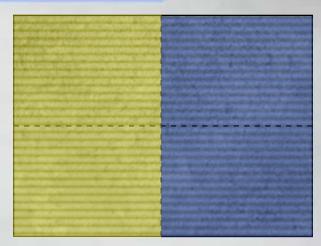
The Zoners set up their team first, placing all models fully within a table half of their choice.

The Invader then places their non-leader models in the opposite half. Their leader begins play in Reserve.

The Zoner has control first.

SEWER RATS

When the Invader's Leader activates while in reserve, the Leader may choose to stay in reserve or to deploy. When deployed, the Invader reveals the bolt hole's objective number and deploys the Leader within proof the bolt hole.



SEWER SEARCH

When a Zoner character ends its activation within get of a sewer entrance, it may make a free Tech action to search it. If successful, the Invader must reveal whether the sewer entrance is trapped, the bolt hole, or unclaimed.

If Unclaimed, the acting character draws a loot card and the Objective marker is removed.

If it's the bolt hole, the Invader leader is immediately deployed within RED of the objective marker. The leader does not activate now (but may be activated on the Invader's turn).

If the Objective marker is trapped, every model within **PED** must resist a Reflexes attack from the Obstacle die.

THE COOL

Who knows what's really in those sewers? Either player may spend a Luck token at the end of a model's activation to remove all Body tokens within properties of all sewer entrances.

THE WIN

The game ends when either leader is taken out. The side who's leader remains wins. If there is a tie, the Zoner player wins.

CAMPAIGN FALLOUT

The winning player may promote one character. The following scenario (There Was A Firefight) has additional setup rules based on who won this scenario.

THERE WAS A FIREFIGHT

2 PLAYERS

If a tumbleweed of old wires had rolled across the street, Kayvee wouldn't have been surprised. Her vision had narrowed to the point between her pistols. She locked them on a barrel-gutted psychopath who'd left his lower jaw armature at home. Sure, she could've used the site to put a bullet in that gaping cavity, but that wouldn't have struck this preem a pose.

To her left, Theo casually flipped a bottle in one hand and held a bat in the other. Behind the two of them, Willish and the rest of the gang squinted at the assorted Maelstrom rabble.

In the middle of the street, between the two gangs, Fel and Meatkuller had words. The bubble of the scrambler was strong enough that even Kayvee's new ears couldn't decipher their speech. It was a chance at peace. An opportunity to end the fighting that brought nothing but stray bullets. They'd bloodied 'Kuller and his boys, but had they run out of pride? Were they ready to turn tail back to Watson?

Fel reached back to draw his sword. No, there wouldn't be peace today. Kayvee pulled both triggers.

THE TEAMS

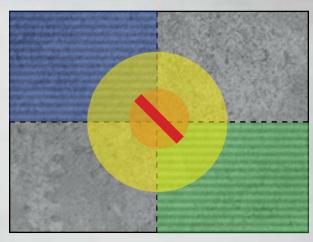
Each player has 120 EB to spend on their team, but only 100 EB may be spent on models, at least 20 EB must be spent on Gear/Programs. The leader of the team that won the previous scenario (Insurgents) may purchase and be equipped with one piece of gear of any Street Cred requirement in the team's supply. The EB cost of the gear must be paid as normal.

THE SETUP

The Zoner sets up their team first, placing all non-Leader models fully within a chosen table quarter and at least YALLOW away from the table center. The Zoner Leader is placed within RED of the table center and within the Zoner table quarter.

The Invader sets up their team, placing all non-Leader models fully within the opposite table quarter at least YILLOW away from the table center. The Invader Leader is placed within RID of the table center within the Invader table quarter.

Both players roll a **CREEN** die and add their Leader's Influence (re-roll ties). The higher result has control first.



THE SHOWDOWN

Until the end of their first Activation, both leaders gain +2 to oppose all actions.

THE COOL

Everyone get's their 15 seconds of glory today! Whenever a model declares a basic Melee or Ranged attack, they may spend a Luck token to give that attack Rapid 2 or Deadly Crits.

THE WIN

The game ends when one side is reduced to one model in play. The player with more than one model in play is the winner. If this is a tie, the Invader wins.

ENDING THE INVASION

Now it's time to score the entire campaign and determine the winner, at least in the eyes of the gangs of Night City.

The player who won this mission earns 2 points. If a player's leader was alive at the end of this mission they earn 1 additional point. The player who won "The Beachhead" and "Insurgents" each earn 1 point.

The player with the most points is the collectively agreed-upon winner of The Battle of Little London.

CAMPAIGN FALLOUT

The winning player may promote one character. In addition, if the winner's leader is the basic version (no Street Cred stars) the leader may also be promoted.