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**OUTGUNNED &  
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**KICKSTARTER**

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# OPTIONAL RULES

## SWIMMING & WATER TERRAIN

Large bodies of water, or other less benign liquids, are common in Night City, it is a port after all! When a model wishes to take move through water, it must take the Basic Swim Action. All models can take this action (as it is a Basic Action).

### BASIC SWIM ACTION

Move up to the Action's color through water terrain. [Dangerous]



## MOVING THE CARGO SHIP

In scenarios where the Cargo Ship is the main battlespace and it is moving, characters who are in the water might be left behind. At the beginning of the game, decide how fast the ship is moving. The options are: Stationary, **DOCKING**, **STEERING**, **OPEN WATER**.

Whenever a player Inspires, every model that is in the water is moved towards the board edge at the rear of the Cargo Ship. The distance is equal to the color of the ship's speed. This represents the ship's movement relative to characters off the ship (in the water).

## FALLING INTO WATER

It is a very convenient tactic to throw an opponent over the side of a boat. Typically, falling can be deadly, and the heights on the Cargo Ship (and crane) are certain to hurt. However, if the model falls into water, it suffers no damage from the fall (at least at the heights created by the Cargo Ship or crane).

## TOSS A ROPE TO YOUR SWIMMER

Any model within REACH of a life saver may take the Toss Lifeline action.

### TOSS LIFELINE

Choose a swimming model within this Action's color (measure horizontally, ignore vertical distance). It may take a [RE]action to move to within REACH of this model.



## HACKING THE CRANE

Model's in the crane's control room can use the Hack Crane action to control the crane.

### HACK CRANE



Move the crane up to the Action's color or pickup, place, or drop a container.

The crane may move forward or back. It may pickup any container directly below its crane (models on the container move with the container). It may drop any container it is carrying or place it gently.

If placed gently, simply place it in a stable position below the crane's arm. If dropped, it may deal damage to models under or atop it (see below).

## CARGO CONTAINERS AS WEAPONS

There are two ways a character might be struck by a container. Having it dropped on them, or being rammed with the crane.

When a model has a container dropped on them (or is riding a dropped container), they must resist a Deadly Crits attack from the Obstacle die using their Reflex skill. If they succeed at the check or survive, the model's player moves them to a point in contact with the dropped container.

When the Crane moves a container into a model, that model must defend against a Deadly Crits attack from the Obstacle die with a Reflex skill roll. If successful, move the model the minimum distance to get it out of the container's path.

If the check fails, the model suffers the normal damage of the attack and is moved with the cargo container until the container stops or the model falls or is crushed. If the container crushes a model against another container, the model is taken out.

# WHAT'S IN THE BOX?

## 2 PLAYERS

Just in case you were wondering, “What’s in the box?” is one of them rhetorical questions. The answer is a head. It’s a head in the box. But the problem is figuring out which box, and uh... which head. Somewhere out there, there’s a container fulla loose toy heads pried offa every discarded dolly old man Bortmeyer found in the junkyard. His lifetime of hoarding would be impressive, if there wasn’t a chip inside one of ‘em that my client is eager to get back.

-Price

### CONTAINERS USED

This scenario is designed for play using a Cargo Container 5-pack (available at [monsterfightclub.com](http://monsterfightclub.com)).

### THE SETUP

Both players roll **GREEN** and add their Leader’s Tech skill. Players using models with a Corporate (Arasaka, Militech, etc) or Lawmen keyword roll **RED** instead. The player with the higher roll is “The Headhunter”, the other player is “The Defender”.

The Defender places a Container on the center of the battlespace and another Container in each of the board quarters. The Defender places one of the even Objective markers (2, 4, 6, 8, & 10) face-down on each Container (keeping it a secret from The Headhunter). Next, The Defender deploys all of their team within **YELLOW** of the center of the battlespace.

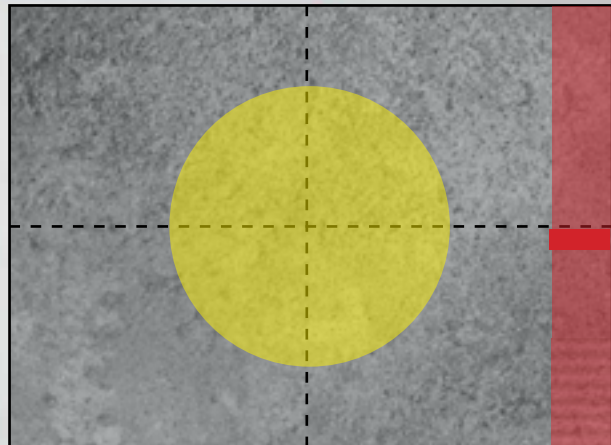
The Headhunter then deploys all of his models within **RED** of a short board edge and then announces which Objective marker is “The Head”.

The Headhunter starts with control.

### OPEN THE BOX

A Character within **RED** of a Container may take the “Open The Box” action (see below).

The Headhunter’s models that are carrying The Head may move off either short board edge.



### THE COOL

Think of it like the 3 door problem, but with bluffing! Whenever an Objective marker is revealed and it is not The Headhunter’s announced Objective, The Defender may spend a Luck token to swap two face-down Objective markers (without looking).

### THE WIN

The game ends when one of The Headhunter’s models moves off a short board edge, or all of the Headhunter’s Characters are taken out.

If one of the The Headhunter’s Character’s escapes with The Head, he is the winner. Otherwise, the Defender wins.



### OPEN THE BOX

Open a target Container. Reveal the Objective marker. If it is the Head, take control of it by placing the Objective marker on this Character’s card. This action is Accurate if this model is within Reach of the Container’s doors.

# FROM ON HIGH

## 2 PLAYERS

The Aerozep's cargo blimps are a hard nut to crack, but some ingenuis scamp went and did it. Now cargo containers are raining down on the combat zone and the loot is left up for grabs. It's a once in a lifetime opportunity to get pieces of smashed stuff, and if you're lucky some of it might even survive the fall.

-Ms. Sato

### CONTAINERS USED

This scenario is designed for play using a Cargo Container 5-pack (available at [monsterfightclub.com](http://monsterfightclub.com)).

### THE SETUP

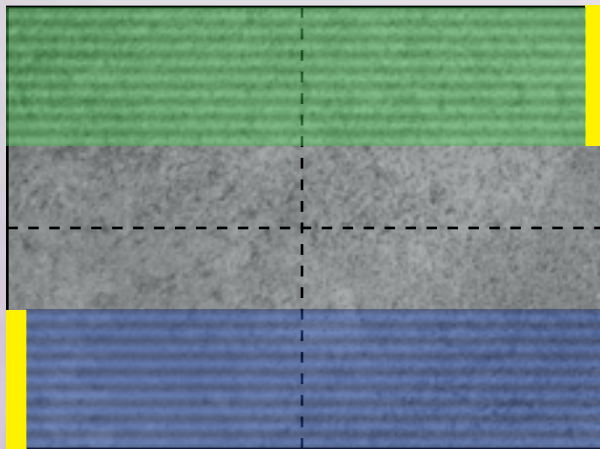
Both players roll **GREEN** and add their leader's Reflexes skill. The player with the higher roll is the Attacker; the other player is the Defender.

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.

Mix the Objectives markers face-down and place them aside in a small pile.

The Attacker has control first.



### CONTAINERS FROM THE SKY

Whenever you Inspire Your Team, roll a **RED** die. If you Crit you drops a container from the sky (see below). If you Fumble, your Rival drops a container from the sky.

When a player drops a container from the sky, they may place an Impact marker anywhere on the battlefield. All models within **RED** must roll Reflexes against the Obstacle die. If successful, they may move up to **YELLOW** for free, but must end this move at least **RED** from the Impact marker. If they fail, they are taken out by a falling container crate.

The dropping player then places a container so that it completely covers the Impact marker but not any remaining models. The container may be placed in any position that it will rest (even on its end).

### GET THAT SWAG YO

Models may target the containers with the Loot Goods action. When they do, they draw a Loot card as normal, but they also take a face-down Objective marker from the pile (do not look at it).

### THE COOL

Not all those crates have cans of scop and dental hygiene pastes... some have nasty stuff. Real nasty. Whenever a player's rival drops a container from the sky, they may spend two Luck points to make it explode on impact. Every model within **YELLOW** of the container must roll Reflexes to resist an attack from the Obstacle die (roll the Obstacle die once and compare all models to the result).

### THE WIN

The game ends after the fifth Cargo Container has been dropped from the sky or all 10 Objective markers are looted. Then, turn all Objective tokens face up. Each Objective marker and Loot card that a player controls is worth Scavenge Points:

- Loot Cards are worth 1 Scavenge point each.
- Objectives 2-5 are worth 0 Scavenge points.
- Objectives 6-9 are worth 2 Scavenge points.
- Objectives 10 is worth 3 Scavenge points.

The player with the most Scavenge points wins. In the case of a tie, the defender wins.

# TICK, TICK, BOOM

## 2 PLAYERS

A dastardly arsonist (who really knows how to stick it to the man with style) has rigged some very flammable cargo to burn and burn bright. Maybe even bright enough that they'll see it from the Crystal Palace.

-Price

### CONTAINERS USED

This scenario is designed for play using 15 Cargo Containers (available at [monsterfightclub.com](http://monsterfightclub.com)).

### THE SETUP

Both players roll **GREEN** and add their Leader's Influence skill. The player with the higher roll is the Arsonist, the other player is the Defender.

Starting with the Defender, players take turns placing Containers. The first Container may be placed anywhere. Each Container after that must be placed within **RED** of another Container.

Then, starting with the Arsonist, the players take turns placing the odd Objective tokens face-down on the Containers (without looking at their value).

The Arsonist places their team within **YELLOW** of a chosen short board edge. They may not hold any models in reserve (unless allowed by the model).

The Defender places their team within **YELLOW** of the opposite board edge and may hold models in reserve. These models may deploy along any board edge except the Arsonist's deployment edge.

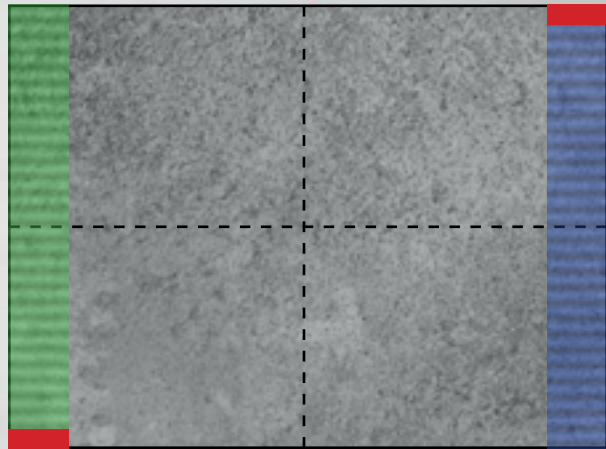
The Attacker has control first.

### THE FIRE'S ALREADY BURNING

All of the containers are already burning within. Any model that ends its activation on top of or in contact with a container must roll Reflexes vs the Obstacle die or suffer 1 wound.

### JUST SHOOT IT...

Models may take the "Just Shoot It Til' It Catch Fire, Choom' action.



### THE BOOM PART

When a player takes control from their Rival, they must select a container with an Objective marker. Reveal the value of the Objective marker and roll the Obstacle die. If the Obstacle die rolls below the marker's value, the container bursts into flames.

When a container bursts into flame, every model within **RED** must roll Reflexes against the Obstacle die or suffer a wound. Then, the acting player's Rival places the Objective marker face-down on another Container.

### THE COOL

Just turn around, and walk way. Whenever a container bursts into flame, a model may spend a Luck token to add their Influence to the Reflexes roll to avoid damage (in addition to their Reflexes).

### THE WIN

The game ends when one player has lost half or more of their Characters.

The player with the most **YELLOW** and **GREEN** action tokens left on their Characters is the winner. In the case of a tie, the Arsonist is the winner.

## JUST SHOOT IT TIL' IT CATCH FIRE, CHOOM!



A visible container within range bursts into flame (see The Boom Part).

# RGB WTF

## 3 PLAYERS

Orchestrated by a member of the Animals who calls himself Bullette, this contest is half strength competition, half gang war, and an all-around good time for the footsoldiers. I've even heard of off-duty NCPD and corp security showing up for a bit of "live-fire field training."

-Ms. Sato

### CONTAINERS USED

This scenario is designed for play using at least 5 Cargo Containers, but likely a few more (available at [monsterfightclub.com](http://monsterfightclub.com)).

### NO DOGS ALLOWED

Models with the Animal keyword may not be included in any player's team. Models with the Animals keyword (with the S) are fine though. Sorry, Bud.

### THE SETUP

This scenario is played with no terrain on the board, other than the Cargo containers placed by the players.

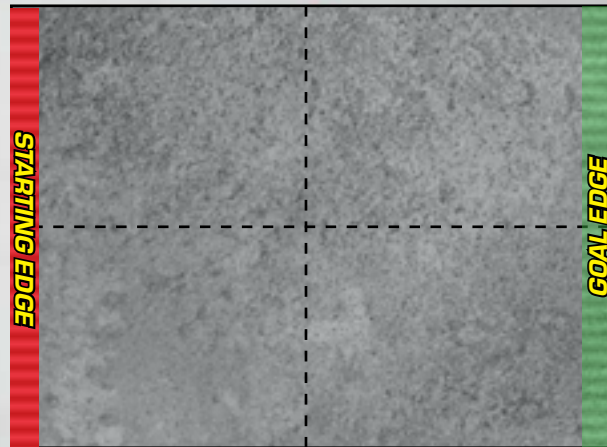
Each player rolls a **GREEN** die and adds their Leader's Melee skill, rerolling crits, fumbles, and ties. The player with the highest value is the "Champ", the second highest is the "Contender", and the lowest rolling player is the "Underdog".

The Champ deploys a container along either short board edge. This is now the Starting Edge. Containers must be placed so that their back is fully in contact with the short board edge with their doors facing the opposite board edge (they will be moving directly across the battlespace to the opposite board edge).

Then, the Contender places a container in the same fashion along the Starting Edge. Next, the Underdog places a container.

All models begin in reserve. When they arrive they may be deployed on any board edge at least **RED** from a rival model.

The Champ starts with Control, with the Contender going second, and the Underdog taking control last.



### A SOLID WORKOUT

Models may take the "Is This Crossfit?" action.

### MORE CONTAINERS PLEASE!

When a Character within **RED** of the Starting Edge activates it may choose to place a Container touching the starting edge (as during Setup) and in contact with the active Character. It must fit onto the board without touching another model or container.

### SMASHING CONTAINERS

When a moving container comes into contact with a model, that model must resist a Melee Attack from the Obstacle die with Deadly Crits and Push.

### THE COOL

**KING ME BABY!** Whenever a model moves a Container off the Goal Edge, they may spend a Luck token to place two stacked containers in contact with the Goal edge (doors facing the starting edge). This King Container may be moved by "Is this Crossfit" but adds +2 to the Obstacle die to resist the action. It moves towards the Starting Edge when moved and is worth 2 points when it reaches the Starting Edge and is removed.

### THE WIN

The first player to score 5 or more points wins.

### IS THIS CROSSFIT?



Move a container within reach forward towards the Goal Edge a distance up to the Action Token spent. If it comes into contact with a model or another container, it stops (see Smashing Container above). If the container touches the goal edge remove it and score 1 Sports point.

# CHEAP-TO-SHOOT FIREFIGHT

## 2 PLAYERS

You ever wonder why so many flicks end in a shootout in a warehouse or shipping yard? It's cus it costs next to nothing. Unfortunately, these gonks outta film school didn't background check their extras pool. He wanted "authentic" scum bags, and when a coupla those scum bags found out about each other, they apparently planned an ambush. But at least the drones are rolling, so you might as well put on a show!

-Price

### BE PREPARED!

This scenario is designed for play using an abundance of containers, the dock crane, and the container ship.

This scenario is intended for use with a large battlespace (at least 36" by 48") and to be played at cinematic point totals of 200 to 500 EBs. Expect this scenario to take a 3 to 4 hours.

### THE SETUP

Both players roll **GREEN** and add their character's total Street Cred. The player who rolled higher is "El Capitan", the other player is the "Desperado".

The battlespace should be half water (with the container ship) and half container yard. The water board edge is called the Ocean-side edge, and the opposite edge is the City-side. Use the majority of your containers to fill the yard, but place a few on the ship's deck for that Cinematic look.

The Desperado marks 10 Containers in the yard (not on the boat) with Objective markers. The Desperado may rotate these crates exactly 180 degrees to expose their doors, if they are blocked.

El Capitan deploys their entire team anywhere on the ship or within **YELLOW** of the ship. They may also deploy one free RHIB boat within **RED** of the ship (and may deploy models into it).

The Desperado places one model within **GREEN** of a Rival. The rest of the Desperado's models begin play in reserve.

The Desperado has control first.

### THE TROJAN CRATES

When a Desperado model enters from reserve, it must deploy touching the doors of a Container with an Objective marker on it or on the City-side board edge.

### SMILE FOR THE CAMERA

When a character rolls a Crit they earn Style Points:

- A **GREEN** Crit earns 3 Style points.
- A **YELLOW** Crit earns 2 Style points.
- A **RED** Crit earns 1 Style point.

Track how many points each model has earned (post-its are handy). If the model dies, the team won't get any points at the end of the scenario.

### LOOT EVERYWHERE

There's something to grab in almost every container, or just laying around waiting to be packed. Whenever you Inspire Your Team draw 4 loot cards and give them to any of your Characters.

### THE COOL

Dang those Gonks are lucky today! Whenever a player uses a Luck token to reroll a Gonk's die, treat the new result as 5 if the die rolls below 5 or a Fumble.

### THE WIN

The game ends when the last Loot card is drawn.

The player who has the most Style points is the winner. If there is a tie, El Capitan wins.



# A PIRATE LIFE FOR THREE

## 3 PLAYERS

The problem with piracy is that the mark can see ya coming from miles away and they got a whole ocean to run into. That's why I figured it out, see. We hit 'em in dock. They ain't moving, and they won't know we're there till it's too late. I got word of a ship that got quarantined, and there ain't nothin' wrong with it. No crew, fully fueled. Let's just hope nobody else heard about it!

-Price

### BE PREPARED!

This scenario is designed for play using an abundance of containers, the dock crane, and the container ship.

This scenario is intended for use with a large battlespace (at least 36" by 48") and to be played at cinematic point totals of 200 to 500 EBs. Expect this scenario to take a 3 to 4 hours.

### THE SETUP

Both players roll **GREEN** and add their character's total Street Cred. Reroll ties, Crits, and Fumbles. The player who rolled highest is "Early". The player who rolled second highest is "Timely", and the lowest rolling player is "Late".

The battlespace should be half water (with the container ship) and half container yard. The water board edge is called the Ocean-side edge, and the opposite edge is the City-side. Use the majority of your containers to fill the yard, but place a few on the ship's deck for that Cinematic look.

The Late player places no more than half of their characters within **RED** of the City-side edge.

The Timely player places no more than half of their characters within **YELLOW** but further than **RED** from the City-side edge.

The Early player places no more than half of their characters within **GREEN** but further than **YELLOW** from the City-side edge.

All other models start in reserve.

The Early player starts with control, followed by the Timely player, and then the Late player.

### SETTING SAIL

Place Objective Marker 10 on top of the ship so that it is clearly visible.

Models on the deck of the ship within **RED** of the railing may take the "Unmoor" action.

Characters on the container ship's bridge may take the "I'm the Captain Now" action.

### THE COOL

Enough steam will just yank it free, right? When a Leader on the ship's bridge activates, the controlling player may spend a Luck token to reduce the Objective Marker by 1.

### THE WIN

When a model successfully takes the Set Sail action, their team wins.

### UNMOOR



If successful, remove one of the 10 cables docking the ship. Reduce the Objective marker by 1. If the Objective marker would be reduced below 2, remove it completely.

### I'M THE CAPTAIN NOW



Both Rivals roll an Obstacle die to oppose this roll and add the current Objective marker value to their roll. If this Action's roll is greater than both Obstacle die totals, you win.