

CYBERPUNK[®]

R E D

COMBAT ZONE[™]

THE FIX

**SEASON 1
ORGANIZED PLAY**

TOURNAMENTS

When players want to compete with other players a tournament format is typically preferred to a narrative campaign. While a campaign infuses games with a story forged by ludonarrative and Character/team growth, a tournament distills a game down into its most tactical form.

TOURNAMENT ORGANIZERS (TOS)

The person running the tournament is the tournament organizer, or TO. The TO is responsible for making match pairings, tracking everyone's scores, and ensuring fair play. The rules presented in this file are designed to give the TO a starting point, but many TOs will wish to run their own scenarios, or to change the tournament format to create new and interesting events.

ATTENDEES

When the rules refer to players in the tournament (as opposed to players in an individual game), we will use the term Attendee, for clarity.

ROUNDS

The standard tournament is played over three rounds, each round consisting of one game against a single opponent. After each round the players will both report the game's results to the TO.

Tournaments should grant players at least 90 minutes to play each round, although smaller EB budget tournaments (75 EB and less) can be played more quickly.

Tournament Tracking Sheet

Each attendee should fill out a Tournament Tracking sheet (page @@) and give the TO the top half before the tournament begins. The bottom half is used to report each round's results.

HIRING TEAMS

Attendees will hire and play the same team each round.

EB BUDGET

The TO will determine the tournament EB budget for each team. There are three standard sizes for tournaments, 75EB (starter), 100EB(standard), and 150EB(advanced).

STREET CRED

The TO will determine the tournament Street Cred total of each team. The standard SC totals are 1 SC per 25 EB.

SIZE	EB BUDGET	STREET CRED
Starter	75EB	3
Standard	100EB	4
Advanced	150EB	6

VETERANS & ELITES

Each team may include a number of Veteran and Elite characters. The total number of Street Cred stars may not exceed the total Street Cred of the tournament. The team does not pay additional EB for these Veteran and Elite models.

A team may **NOT** purchase additional Veterans and Elites for 5EB per star. They are limited by the SC of the tournament.

GEAR & PROGRAMS

Teams may purchase any gear or programs allowed by their team's Faction, the card's rarity, and the SC total of the tournament.

COMPETITIVE SCENARIOS

There are 5 competitive scenarios presented here. These scenarios are symmetric (both players have the same deployment and objective). They do not include campaign fallout instructions, as they are not designed for campaign play.

If you wish to use one of these scenarios in a personal campaign, the reward for victory is promoting a surviving Character.

SECONDARY OBJECTIVES

Each competitive scenario also includes three secondary objectives. These objectives have no reward, but are used to break ties and make matchups. Attendees do not use standard Objective cards during a tournament.

If you wish to use one of these scenarios in a personal campaign, ignore the secondary objective cards and generate Faction objectives normally.

SWISS-SYSTEM PAIRINGS

The most common format for pairing attendees is to use a Swiss-system. The first round is typically paired randomly, but the TO may wish to ensure that players who attend together do not play in the first round.

In subsequent rounds, the TO should match players with similar win-ratios and scored secondary objective totals. In these rounds, accommodations for pairings cannot be made (as it would skew the final results).



NAME

LEADER	STARS	EB COST
GEAR		EB COST

MODEL	STARS	EB COST
GEAR		EB COST

MODEL	STARS	EB COST
GEAR		EB COST

MODEL	STARS	EB COST
GEAR		EB COST

MODEL	STARS	EB COST
GEAR		EB COST

MODEL	STARS	EB COST
GEAR		EB COST

MODEL	STARS	EB COST
GEAR		EB COST

MODEL	STARS	EB COST
GEAR		EB COST

GAME 1

WIN

[Y] [N]

OBJECTIVES

[1] [2] [3]

GAME 2

WIN

[Y] [N]

OBJECTIVES

[1] [2] [3]

GAME 3

WIN

[Y] [N]

OBJECTIVES

[1] [2] [3]

BORDER RUSH

2 PLAYERS

In the Combat Zone, the only way to expand your turf, is to take it from some other poor bastard.

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 board edge and deploys their entire team within **YELLOW** of that board edge. The board half with their chosen edge is the Attacker's board half.

The Defender then deploys their entire team within **YELLOW** of the opposite board edge. This board half with this edge 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 board edges.

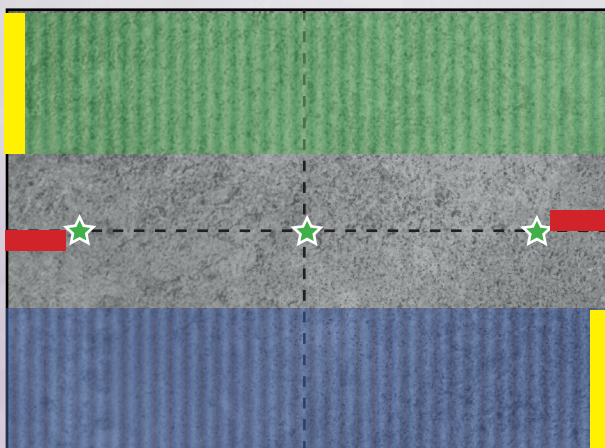
The Attacker has control first.

MOVE THE LINE

Models may take the Move the Line action.

TIME IS RUNNING OUT

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



THE COOL

Nothing is ever certain. When a player resolves "Time is Running Out", they may spend a Luck token to roll the Obstacle die and discard that many card from the Loot deck, instead of 5 (Fumbles =1, Crits =10).

THE WIN

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

SECONDARY OBJECTIVES

CUT OFF THE HEAD

Take out your rival's leader.

PRESS YOUR LUCK

Be the first player to spend all of your Luck Tokens.

THIS ONE IS MINE!

End the game with at least one Objective marker fully within your own board half.



MAELSTRUM



MOVE THE LINE

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

KILLER MOVES

2 PLAYERS

The real movers and shakers of Night City are watching your little corner of the Combat Zone tonight. Best to put on a killer show.

THE SETUP

Both players roll **GREEN** and add their leader's Melee 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.

Players may hold any number of models in reserve.

The Attacker has control first.

AUTOLOOT

When a model ends its activation within **REACH** of a body token, it may take the Loot Goods action for free.

THE COOL

Get deep in them pockets! When a model takes the Loot Goods action, the controlling player may spend a Luck token to draw 3 loot cards instead of 1.

THE WIN

The game ends when either team has lost half or more of their starting Characters. The player with the most **YELLOW** and **GREEN** action tokens remaining on their models is the winner. If there is a tie, the Defender wins.



SECONDARY OBJECTIVES

CUT OFF THE HEAD

Take out your rival's leader.

DON'T YOU DIE ON ME!

Have one or more red-lined friendly models at the end of the game.

PAYDAY IS A GOOD DAY

Have the Character with the most Loot Cards (both players can achieve this Objective if there is a tie).



GUTTER GLITTER

2 PLAYERS

Night City didn't just spring into being overnight. There's a maze of sewers, basements, and who-knows-its beneath the streets, and threats can emerge from below at any moment.

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.

Each player takes 3 Objective markers (their value does not matter). Starting with the Defender, players take turns placing these Objective markers anywhere on the battlespace at least **YELLOW** from another Objective marker.

The attacker then deploys their team within **YELLOW** of a chosen board edge. The attacker may hold models in reserve.

Next, the defender deploys their team within **YELLOW** of a chosen board edge. The defender may hold models in reserve.

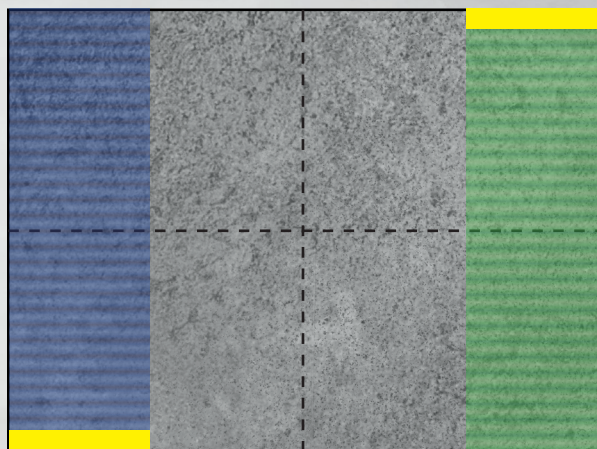
The Attacker has control first.

THEY CAME FROM BENEATH

When a model enters from Reserve it may be placed in contact with any Boardedge at least **YELLOW** from a rival model. Alternatively, models entering from reserve may be placed in contact with any Objective marker, as long as there are no rivals within **RED** of the Objective marker.

THE 'OL SCAV AND SEAL

After a player finishes Inspiring Their Team, one Character may take the Seal It Up action for free. This is the only time models may take this action. When a model carrying an Objective marker is taken out, the Objective marker is discarded (do not return it to play).



THE COOL

You'd be amazed what you find in the gutters. When a model successfully takes the Seal It Up action, but before drawing Loot cards, the acting model may spend a Luck token to keep all three Loot cards.

THE WIN

The game ends when either Leader is taken out, or all Objective markers are removed. The player with the most Objective markers on surviving models is the winner. If there is a tie, the defender is the winner.

SECONDARY OBJECTIVES

MAKE 'EM BLEED

End the game with at least one red-lined rival Character in play.

PRESS YOUR LUCK

Be the first player to spend all of your Luck Tokens.

PAYDAY IS A GOOD DAY

Have the Character with the most Loot Cards (both players can achieve this Objective if there is a tie).

SEAL IT UP



[Complex] Remove an Objective marker within REACH and place it on this Character's card. Then, the acting model draws three Loot cards, keeps one, and discards the rest.

WORKING WET

2 PLAYERS

It's not glamorous, but a murder-for-hire comes with a pile of Eddies that will keep you greased up in Buck-A-Slice for a century.

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 and the other is the defender.

The Attacker begins by choosing a long board edge and deploys their entire team within **YELLOW** of that board edge.

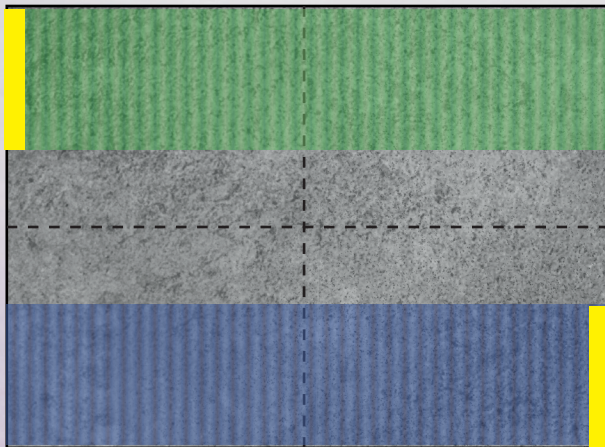
The Defender then deploys their entire team within **YELLOW** of the opposite board edge.

Each player then declares a rival model as their "Mark." The declared model must be either the Leader or the team's most expensive non-Leader character (ignoring Gear and Programs).

The Attacker has control first.

UP THE ANTE

After a player Inspires Their Team, their rival player may draw 3 loot cards, assign one to a Character, and discard the rest.



THE COOL

It's funny how simple things can go so unbelievably pear-shaped... it's almost like the mark doesn't want to die! When a mark suffers a wound, the mark's player may spend a Luck token to Refresh the mark's Action tokens.

THE WIN

The game ends immediately when a player takes out their mark. That player is the winner.

SECONDARY OBJECTIVES

BULLETS FOR THE BRAVE

Take out two or more Characters that aren't your mark.

"WET" MEANS BLOODY

Have more **RED** Action tokens on your models than your rival at the end of the game.

TAKE THE FIGHT TO THEM

Have more models in your rival's deployment area than they have models in yours deployment area.



LATE TO THE PARTY

2 PLAYERS

Just because you aren't first to the scene, that doesn't mean there isn't plenty of score left to settle. Now you just have to find enough clues to know where the real action is happening.

THE SETUP

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

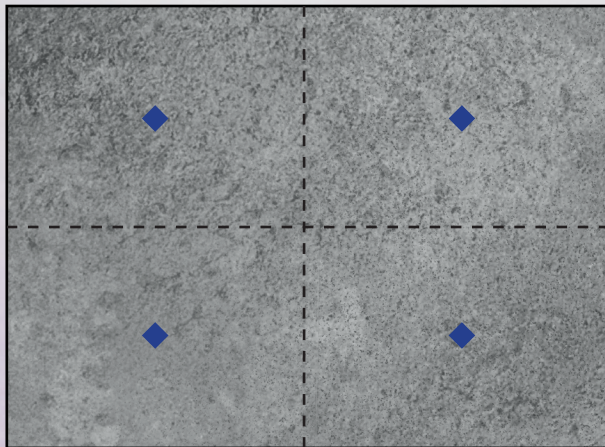
Take Objective markers 2, 3, 4, and 5, shuffle them face-down, and then place them at the center of each board quarter (without looking at their value). Then, turn the Objectives face-up to reveal their value.

All models begin play in reserve.

The attacker has control first.

SEARCH FOR CLUES

When a model ends its activation within REACH of a face-up Objective marker, it may make take a free action to roll against the Obstacle die. If the Objective marker is odd (3 or 5) the model must make a Medical roll. If the Objective marker is even (2 or 4) the model must make an Influence roll. If successful, flip the Objective marker face-down.



THE COOL

Best hurry, choom! When a model deploys from reserve, the controlling player may spend a Luck token to have the model take a free **GREEN** basic Move action.

THE WIN

The game ends immediately when one player has half or more of their starting models taken out. The players then earn 1 Search point for each Character fully within **RED** of a face-up Objective marker, and 2 Search points for each Character fully within **RED** of a face-down Objective marker.

The player with the most Search points is the winner. If there is a tie, the defender is the winner.

SECONDARY OBJECTIVES

CUT OFF THE HEAD

Take out your rival's leader.

GET PAID

End the game with a Character holding 3 or more Loot cards.

SWEEP THE AREA

End the game with models fully within three different board quarters.

THE FIX

ORGANIZED CAMPAIGN

The Fix is the first seasonal campaign for Cyberpunk RED: Combat Zone. In this campaign we'll introduce four fixers who are currently vying for power and influence, and you'll pick one to be your team's employer. You'll then play in organized games against other players in the campaign. You'll need to track your team specifically for this campaign (separate from any other team you might be managing), and only games against other campaign teams will count for promoting and expanding your team.

CHOOSE A FIXER

At the beginning of the campaign, each player will choose one of the four fixers. This fixer will determine what models the player may hire, and which faction gear decks and programs the team can access.

MILESTONES

Each fixer has five milestones that grant players of the fixer, or their rivals, special bonuses as they are unlocked.

Fixers hit milestones based on the number of players who chose the fixer. For each player who is working for the fixer, that fixer needs a player to win one game to hit a milestone. For example: Price has four players in the campaign working for him. To earn a milestone, players working for Price must win a total of four games. Once they have won a total of eight games, they will earn the second milestone.

Each fixer has five milestones. After all milestones are hit, the players of that Fixer win the campaign. For example, to earn the fifth milestone and win the campaign, the Price players mentioned above must win a total of 20 games.

When a milestone directs players to add a card to their HQ, the chosen card must have at least one of their associated keywords or be a merc.

MAJOR INJURY

Like personal campaigns, players will resolve and track major injuries after each game. The process is the same in an organized campaign as in a personal campaign, with two major differences.

First, all Character's must test for major injury, not just veterans and elites.

Second, when a model succumbs to a major injury, it is not replaced with a basic version in your HQ. It is simply removed from your HQ.

Managing a team in an organized campaign is intended to be a strategic challenge over multiple games. A good general must know when to conserve his troops, and when to commit them.

When a Leader suffers a major injury, they must suffer the effects of the Wounded Leader card, until they lead a team to victory in a game. Each team has two leaders, and they track their Wounded Leader status separately. A team only suffers the -1 SC when they are lead by a wounded leader.

STARTER BOXES

It is possible to begin playing this campaign with just a Starter Box, as the EB totals begin at 70 EB. To fill your roster, simply choose multiple copies of Characters in your Starter. While you won't have the models to field them in a game, they will serve as backups should your Character meet with an untimely end!

If a group would like to limit the campaign to Starter Boxes, they simply need to restrict

CAMPAIGN ROUNDS

MATCHUPS

Organized campaigns are played in rounds, each round consisting of one game played against an opponent working for another fixer. Each round, the players will challenge one another, until all players are paired up.

The player's of the fixer with the lowest milestone total get to declare their challenges first. They may do so in any order they wish. When they are done, the next lowest milestone fixer's players get to challenge.

If there is a tie for lowest milestone total, the fixer with the lowest number of games won challenges first. If a tie still remains, the teams "dice off" (use **GREEN** dice) and the winner challenges first.

In the first round, all the fixers will have 0 SC and 0 games won, so they will need to dice off. To do this, every team rolls a **GREEN** die, rerolling any ties (fumbles = 1, crits = 12). When teams reroll their ties, if they then roll a tie with another player, those players both reroll. This continues until all teams have a unique die result. The fixers challenge in descending order.

Each player must challenge a player of another fixer, unless there are no remaining players of other fixers. If only players of the same fixer remain, they may challenge each other. This matchup will result in an automatic single victory for the fixer this round (as only one of them can win).

The challenging player is the Attacker, and the challenged player is the Defender in the game that follows.

No player may be chosen twice, unless there are an odd total number of players. If a single unchallenged player remains, the players of the fixer with the lowest milestone total choose a player to challenge the remaining player.

CHOOSING A SCENARIO

The Defender gets to pick the scenario. If the scenario has a dedicated Attacker and Defender (defined during Setup), then the players rolls remain. If the scenario uses other terms for the two players, this matchup's defender chooses the players rolls (instead of rolling during Setup).

SCENARIO REWARDS

If a scenario does not have a defined Campaign Fallout, such as the tournament scenarios, then the winner of the game gets to add one piece of gear to their HQ, in addition to automatic gear earned each game (see below).

SETTING EB TOTALS

In the first round, the games are played at 70 EB. Every round after, the EB total increases by 10, to a total of 150.

ROUND	EB BUDGET
1	70EB
2	80EB
3	90EB
4	100EB
5	110EB
6	120EB
7	130EB
8	140EB
9+	150EB

TEAM BUILDING

THE HQ

At the beginning of the campaign, each player will fill their HQ with 10 basic Character cards (no street cred), 1 Gonk card, and 2 basic Leader cards (also no street cred).

Each of the fixers is listed with a number of hiring keywords. Teams who work for the fixer can choose Character, Gonk, and Leader cards for models with the noted keywords to fill their HQ. Each starting HQ may also contain up to 2 mercs that do not have the noted keywords, but these count against their 10 basic Characters.

EXAMPLE

John choose Turbo as his fixer. He has access to Danger Gals, Lawmen, and Trauma Team. He chooses a Hard-Boiled Detective and an Agent In Charge as his two leaders. He then selects Bengal, Mouse, Tigress, Officer, Sgt. Suou, Police Sniper, Cyber-Enhanced Security, Paramedic, and Security as his characters. Finally, he chooses Rookie as his Gonk card.

EXPANDING YOUR HQ MODELS

After each scenario, both players will have the opportunity to promote or recruit, regardless of who won. Some scenarios include additional promotions or other benefits for the victor.

A player may choose to promote one surviving Character from their team. This model must not have been taken out during the game, and must have been included in the team used during the game (characters who weren't there can't be promoted). This Character's card is replaced in the HQ with the next higher SC version, and the previous card is removed from the HQ.

Alternatively, a player may choose to recruit instead of promoting a model. When a player recruits, they choose two basic Character or Gonk cards to add to their HQ. These cards may be chosen from any of the cards available to the Fixer, including mercs.

SPECIALISTS

A player's HQ may contain multiple copies of the same Specialist, at the same or varied SC levels. However, this does not allow a player to field more than one of a specific Specialist (of any SC) in their team during a game. Instead, these Specialists are redundant, which can matter greatly if a Specialist suffers a major injury!

GEAR

When the campaign begins, each player may choose ten (10) gear cards with a Street Cred requirement of 0 and add them to their team's HQ. These cards may be selected from any of the Faction gear decks available to the fixer.

RARITY

Working directly for one of the movers and shakers of Night City has its benefits, and one of those benefits is access to gear. New and more plentiful gear.

A player's HQ may combine all of the rarity values of the cards in all their available faction decks. For example: the Danger Gals Gear deck has 1 Heavy Pistol, and the Lawmen Gear deck has 2. John may have a total of 3 Heavy Pistols in his HQ.

EXPANDING GEAR & PROGRAMS

After each scenario, both players will have the opportunity to add gear and program cards to their HQ, regardless of who won. Some scenarios include additional gear, programs, or other benefits for the victor.

Each player may add one program or gear card to their HQ after each game. This card is chosen from the faction decks available to the fixer.

The gear card added to the HQ may be of any SC value. However, to purchase the gear to use in a game, your team must have a total SC equal to or greater than the gear card. To calculate your team's SC, combine the total number of SC cards in your HQ, the total number of SC on your completed Objective cards, and your fixer's total number of earned milestones.

OBJECTIVE CARDS

At the beginning of the campaign, each player chooses an Objective deck of their Fixer's Hiring keywords. They then remove all the Objective cards with bonus Street Cred. The Objectives with bonus SC will be acquired during the campaign.

Whenever a player achieves an Objective, they add the Objective card to their HQ and gain any benefits associated with completing the Objective (this may be ongoing or grant short term benefits). Then, the player choose another Objective card with no SC to add to their Objective deck. If the player has no more legal Objective cards, then they do not replace the achieved Objective card. You're already doing pretty great, let's not get greedy, neh?

THE FIXERS FOUR

WATSON SAME

HIRING KEYWORDS

Arasaka, Danger Gals, Tyger Claws

With deep pockets and two rows of razorteeth, this fixer got her start moving surplus Arasaka firearms in the Night Markets.

MILESTONE	EFFECT
1	This fixer's players may each recruit 1 ronin to their HQ from the factions allowed by their keywords.
2	Every player in the campaign may add 1 gear card with an attack action to their HQ.
3	Every player in the campaign may add an Objective card with one SC to their Objective deck.
4	The players of every other fixer may recruit 1 Veteran specialist to their HQ.
5	The Watson Same wins the campaign.

DUKE BONEFITE

HIRING KEYWORDS

Bozos, Edgerunners, Gen Red

This wildly unpredictable netrunner came onto the scene backing a variety of rockerboy talent for her pirate label. But don't let her youth and intensity fool you, her contacts go much deeper than party gangs and the music biz.

MILESTONE	EFFECT
1	This fixer's players may each recruit 1 netrunner to their HQ from the factions allowed by their keywords.
2	Every player in the campaign may add 1 program card to their HQ.
3	The players of every other fixer may recruit 1 Veteran specialist to their HQ.
4	Every player may add an Objective card with one or two SC to their Objective deck.
5	Duke Bonefite wins the campaign.

MILESTONES	TOTAL GAMES WON

MILESTONES	TOTAL GAMES WON

THE FIXERS FOUR

TURBO

HIRING KEYWORDS

Danger Gals, Lawmen, Trauma Team

His very possible government backing allows Turbo to repurpose various legal and investigative authorities. Whatever bigger picture he's pursuing is known only to him, but the speculation and conspiracy theories have already begun.

MILESTONE	EFFECT
1	This fixer's players may each recruit 1 specialist to their HQ..
2	Every player in the campaign adds 1 armor gear card to their HQ.
3	The players of every other fixer may recruit 1 Veteran netrunner to their HQ.
4	Every player may add an Objective card with one or two SC to their Objective deck.
5	Turbo wins the campaign.

PRICE

HIRING KEYWORDS

Edgerunners, Maelstrom, Zoners

This BD dealer sits atop a web of secrets and contacts that he has somehow managed to cobble into an empire of second-hand chrome on the Night Markets. Rumor has it that he keeps Maelstrom in cyber with one hand while enforcing peace among Zoner gangs in the other. Everyone's a bit worried he'll start juggling.

MILESTONE	EFFECT
1	This fixer's players may each recruit 1 specialist to their HQ.
2	Every player in the campaign may add 1 cybergear gear card to their HQ.
3	Every player may add an Objective card with one SC to their Objective deck.
4	The players of every other fixer may recruit 1 Veteran netrunner to their HQ.
5	Price wins the campaign.

MILESTONES	TOTAL GAMES WON

MILESTONES	TOTAL GAMES WON

