

CYBERPUNK
R E D

COMBAT ZONE™



VEHICLE BETA TEST V-1

A vehicle is a model that requires a driver. Vehicles don't activate on their own; their movement is resolved when the driver activates.

A vehicle might allow passengers to take special actions (such as firing its weapon systems), but it does not take actions, nor does it activate. Vehicle models are not characters, nor do they have Action tokens.

Note that a vehicle is rarely the acting or active model. If a vehicle takes an action by itself (such as the Auto-Nav ability) or is forced to take an action by another model, then the vehicle is the acting model during that action.

VEHICLE MODEL FACING

Unlike characters and gonks, vehicle models have a facing. The front of the vehicle model determines the front of the vehicle facing. When a vehicle moves, facing is important (see Driver Activation).

VEHICLE MODEL "BASE"

Many vehicle models do not have a base, and instead the figure itself determines the area taken up on the battlespace by the vehicle. Treat the figure's top-down footprint as the base of the model. If a vehicle model has a base (such as a cycle), the model's base is used as normal.

BUYING/HIRING VEHICLES

A vehicle can be "hired" like any other model by paying EB from your team's budget. Vehicles do not have a faction and can be taken by any team.

VEHICLE GEAR

Vehicles are not characters, therefore they cannot equip normal gear cards. Instead, vehicles have access to vehicle mods. Vehicle cards will denote a number of mod slots, each with a keyword (such as steering). A vehicle mod may only be equipped in a mod slot that shares at least one keyword with it. A vehicle may only equip one vehicle mod per slot.

Vehicle gear is not faction restricted and may be purchased by any team. However, some gear does use faction keywords (such as the Bozos' Clown Car mod) which may limit its usefulness to other factions.

DEPLOYING VEHICLES

Vehicle models are placed during Setup like any other model. In addition, other models may begin the game embarked in a vehicle (see Passengers, pg 4).

If a vehicle begins the game held in reserve, other non-vehicle models that are also held in reserve may be embarked on the vehicle. This is declared when the vehicle and other models are first placed in reserve.

When a vehicle arrives from reserve, if the scenario allows the model to deploy in contact with a board edge, the vehicle must be deployed in contact with a board edge. If the scenario doesn't allow for reserves to deploy along the board edge, follow the scenario guidelines (this may lead to some odd situations).

COMMANDING VEHICLES

A vehicle model may not be the target of influence actions. In addition, vehicles may not be given free actions (including movement) by effects that do not specifically declare that they affect vehicle models. Since a vehicle cannot be activated, it may not be targeted by command effects, even those that aren't Influence based.

VEHICLE CARD ANATOMY

Each vehicle model has an associated vehicle card that defines it.

NAME (A)

The name is used to identify the vehicle.

KEYWORDS (B)

Keywords define how a vehicle interacts with certain rules.

COST (C)

The cost to include this vehicle in your team.

ARMOR & ACTION TOKENS (D)

Each card shows the vehicles armor value and how many Action tokens a vehicle has to defend itself and of what color those action tokens are at the start of the game. These Action tokens are not used to take actions, they are only used by the vehicle to resist and track damage.

SPECIAL RULES (E)

Many Vehicles have a special rule or action listed on their card. This rule applies only to them, unless stated otherwise. If the special rule is an action, it will show a skill icon and state who can use the action (often the driver). Otherwise, it is an ability and does not require an action to use.

SEATS (F)

Vehicles have a seat for each passenger, which can be noted as a driver, gunner, or a seat number. The top of the card indicates the front of the vehicle, relative to the passenger seats.

MOD SLOTS (G)

Many vehicles have slots for specific types of mod slots, such as Engine or Systems. If a mod is shown next to a seat it is linked to that seat. Mods in a linked slot (like vehicle weapons) are only usable by models in the linked seat.

MOD GEAR CARD ANATOMY

Each mod is defined by its card text and values.

NAME (A)

The name is used to identify the mod.

KEYWORDS (B)

Keywords define which slots a mod can be equipped to.

STREET CRED REQUIREMENT (C)

The required Street Cred to include this mod in your team.

COST (D)

The cost to include this mod in your team.

SPECIAL ABILITIES (E)

This is the effect granted by the mod card. It can include skill bonuses, special actions, or any number of other effects.

RARITY (F)

The total number of the mod a team may take.



PASSENGERS

Every vehicle has a number of seats on its card to place models on, one for the driver and additional seats for passengers. A driver also counts as a passenger when the rules affect vehicle passengers.

EMBARK: When a character or gonk's movement ends with the model within reach of a vehicle, the model may enter the vehicle and take an empty seat. If there are no empty seats, the model may not embark into the vehicle. A model may not embark during the same activation they disembark.

DISEMBARK: When an embarked model takes a move action, they may exit the vehicle and be placed in base contact with the vehicle before moving. The model may then take its movement from the disembarked position. A model may not disembark during the same activation they embark.

SWITCH SEATS: A model in a vehicle may take an easy Reflexes action to move to another empty seat in a vehicle they are a passenger in.

GUNNERS

A model in a gunner seat may fire weapons in the linked mod slot if the character begins its activation in that gunner seat.



ATTACKING & DAMAGING VEHICLES

Vehicles have an Armor value and a number of Action tokens that are used to oppose attacks and damage is resolved in the normal way. Vehicles cannot use these Action tokens to take actions.

Vehicles cannot be healed by actions with the heal keyword (they require the repair keyword).

When a vehicle is taken out, all embarked models are placed in contact with the vehicle model before it is removed.

BLAST & TORRENT

Attacks with the Blast or Torrent keyword cannot target the models embarked on a vehicle. These attacks must be directed at the vehicle itself. Passengers (even those on cycles) are protected from the attack. If the attack takes out the vehicle, every model embarked on the vehicle suffers 1 damage. Models embarked in the vehicle may not [RE]act to the blast marker's placement.

ATTACKING FROM AND INTO VEHICLES

Passengers may take actions from within a vehicle. The Path of Attack is drawn from anywhere on the vehicle's base (the passenger's seat position does not matter). If the action targets another passenger, the acting model and the target model are assumed to be within reach of one another.

Vehicle passengers may be targeted by attacks. Path of Attack is drawn from the attacking model's base to the vehicle's base when attacking passengers, regardless of the target model's seat position.

A passenger may choose to use the vehicle's armor value (if any) when defending against attacks.

These Tyger Claws are riding in their Gorgon SUV. The Kyodai is in the Driver position and may make Steer actions to move the vehicle. The Oyabun is manning the Gunner seat and may attack with weapons in the linked turret mod slot. Finally, the Onee-San is sitting comfortably in the back (seat 2); ready to shoot out from the windows.

PILOTING VEHICLES

When the model in the driver seat of a vehicle activates, it may take the Steer basic action to move the vehicle. Vehicles can always move **GREEN**, regardless of the Steer action's color. The color of the Steer action determines when the vehicle may be rotated, and what color die the driver rolls when the movement is opposed (such as moving over obstacles or jumping gaps).

- If the Steer action is **GREEN** the vehicle may rotate up to 180 degrees before **AND** after the movement.
- If the Steer action is **YELLOW** the vehicle may rotate up to 180 degrees before **OR** after the movement.
- If the Steer action is **RED** the vehicle may rotate up to 180 degrees **AFTER** the movement.

Vehicles follow a few movement rules.

- Vehicle movement is measured from the front of the model, the front of the model may not move further than the distance allowed by the limiter.
- Vehicle rotation is from the center of the vehicle model/base.
- Vehicles treat Obstacles taller than reach (such as shipping containers) as Barriers.

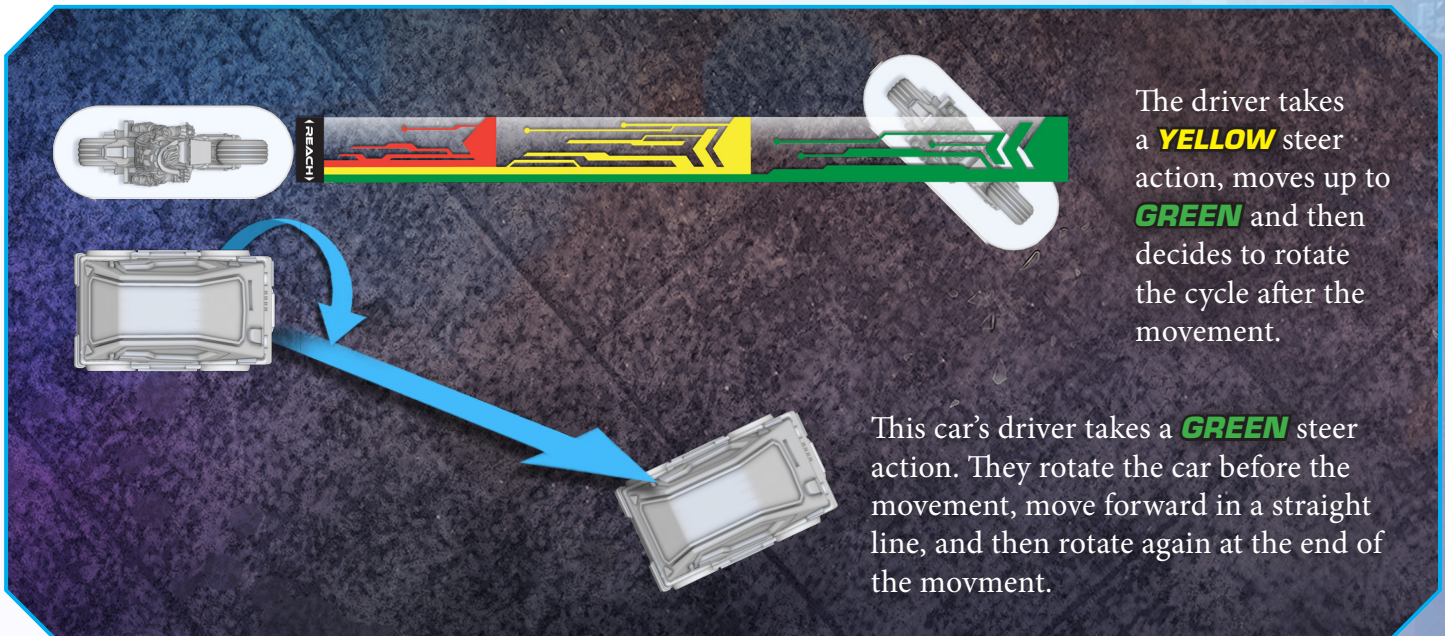
RAMMING

When a vehicle's movement or rotation brings it into contact with another model, that model runs the risk of being rammed or run over.

When a vehicle rams another model, the rammed model suffers 1 damage. If the ramming vehicle has the heavy keyword, the rammed model suffers 2 damage instead.

Characters may [RE]act when struck by a vehicle. If they are able to move out of the path of the vehicle, or their [RE]action takes-out the ramming vehicle, the character suffers no damage. Gonks and other vehicles cannot [RE]act to the ram.

When a vehicle rams another vehicle or a barrier, the moving vehicle stops, suffers 1 damage, and may not rotate at the end of the movement. When a vehicle rams a non-vehicle model, the vehicles movement continues if that movement would bring it past the rammed model (it may not stop on top of another model). If the vehicle cannot move fully over the rammed model, its movement stops at the rammed model's base.



STEER (BASIC REFLEXES ACTION)



Move the vehicle directly forward up to **GREEN**. If the Steer action is **GREEN**, you may rotate the vehicle up to 180 degrees before **AND** after the movement. If the Steer action is **YELLOW**, you may rotate the vehicle before **OR** after the movement. If the movement is **RED** you may only rotate the vehicle after the movement. If the movement is unobstructed, this action is Easy.

VEHICLE TERMS

ENCLOSED

Models in this vehicle cannot target models outside the vehicle or be targeted by models outside of the vehicle. Models in a gunner seat may still fire weapons linked to the seat at targets outside the vehicle.

HEAVY

When this vehicle rams another model, the rammed model suffers 2 damage instead of 1.

REPAIR

This functions as the Heal keyword but may only affect Vehicles.

WHEELMAN

When this model is in the Driver seat of a vehicle, the vehicle may use this model's Reflexes value instead of its Armor to defend against Ranged attacks.

