

WHAT IS RED-LITE?

RED-LITE is a campaign mode that lets you play Combat Zone co-operatively, with some lite role-playing inspired by Cyberpunk RED. Each player will play as a member of the "Crew": A gang of cyberpunks about to take a job from a Fixer.

HOW DOES IT WORK? One of the players (probably the one reading this) will be the "GM" (Gamemaster). The GM may play as one of the members of the Crew, and will also control all non-player models, including all Rival and Civilian models.

But first, the GM must prepare the campaign!

1. PREPARE THE CAMPAIGN

CREATE THE FIXER: The Fixer already has a working relationship with the Crew. Choose any spare model, then think about what kind of person you want the Fixer to be (status in life, how they treat other people, etc). Take the Fixer card and fill out the front, then fill out the Lifepath side, stopping at the their ultimate goal.

WRITE THE FIXER'S GOAL: The Fixer has a goal, and they just hired the Crew to help accomplish it. Think-up an interesting goal for the Fixer to have, that could be accomplished over the course of 3-4 scenarios. It could be a relative, friend or enemy, that they wish to locate or kill. Or, it could be some advanced military cyberware they want to find and steal. Whatever it is, write it down as the goal.

Prepare the Fixer somewhere off-board with its model, card and tokens.

If the goal is a person, pick another spare model and fill-out the VIP card (front and back). Prepare it off-board with its model, card and tokens.

CREATE THE RIVALS: Choose any single faction's Veteran characters and Gongs to function as "Rivals" of the Crew. The GM will add them to scenarios as needed.

2. PREPARE THE CREW

Each player will role-play as a member of the Crew for the entire campaign. Even the GM may play as one, if they like! To get going, each player must:

1. Pick a Character from any faction other than the Rivals.
2. Grab a Lifepath card. Think about the kind of person you wanna role-play as, then fill-out the Lifepath card with this in-mind. Think-up any name you like.
3. Ready your Character card and Action tokens.

The Crew share a pool of Luck tokens, there should be 1 per Crew member.

The GM picks any faction and takes all of its Gear and Programs with 0 Street Cred requirement. Split them evenly amongst the Crew to equip now, for free.

3. CREATE A SCENARIO

As the GM, you don't have to think-up the whole story ahead of time! Only the scenario at-hand. Fill-out a scenario card using the instructions below.

WRITE THE LEAD: Describe a piece of information the Fixer overheard or uncovered, that they think might lead them to accomplishing their goal.

Maybe the Fixer heard a rumor. Maybe the Fixer did some digging. Maybe the Fixer knows that someone wants to meet-up because they know something. The Lead should also be related to the results of a prior scenario, if possible. For example, if the Crew gained some Info in the last scenario, maybe the Fixer uses that information to uncover where the Crew needs to head next.

WRITE THE HOOK: This is what the Fixer will say in their own words, to "hook" the Crew and convince them to follow-up on the Lead. It might even be true! Before the scenario starts, the GM will read the hook aloud, in the Fixer's voice. You may do this as if the Fixer sent a voice message, unless you prefer to role-play a holo call, so the Crew have a chance to speak with the Fixer directly.

If this is the first scenario, it should be implied that the Fixer has a working relationship with the Crew. In the Hook, the Fixer should describe the Lead they found, and ask/beg/demand for their help. The Fixer may offer the Crew a per-member bonus of 1-2 extra Loot, or special piece of Gear, for a job well done.

Next, the GM must pick one of the two scenario types: Either a Development scenario, or a Cliffhanger scenario. Each is described below:

DEVELOPMENT: A non-combat scenario that progresses the story with minimal violence. The Crew may investigate clues (Objective markers) laid out by the GM, and/or Chat with Civilians to uncover information. As the GM, the more Civilians you add, the more time the Crew will be able to spend role-playing. That said, if the Crew causes commotion, they can expect nearby Rivals to take notice ;-]

Prepare and deploy any Civilians and/or clues for this scenario. For a short scenario, prep at least 3. For a longer scenario, prep 6-9 of them.

CLIFFHANGER: A combat scenario where the Crew has to Take-Out Rival models. Maybe their target is guarded by goons, or maybe they get ambushed! Whatever you decide, your job as the GM is to give the players a fun, challenging battle.

Prepare the Rivals for this scenario. For a short scenario, prep 3-6 Gonks and 2 Characters. For a longer scenario, add 1-2 more Characters, and/or give them additional Gear to use. You may keep any of the Characters in reserve.

The GM keeps a pool of 4 Luck tokens, but uses them to keep track of how many Actions the Rivals have spent during their team's Activation.

The scenario ends when the last Rival is Taken-Out, or, if any Crew member is Taken-Out and all of the Crew's Luck tokens have been discarded.

NON-PLAYER CHARACTERS

All Rivals and Civilians are NPCs. Only the GM may role-play and Activate them.

CREATING CIVILIANS

For each Civilian, pick a spare model and fill-out a Civilian card (front and back).

Civilians are Friendly, though this may change if they get wounded! They usually have only 1 **YELLOW** Action token, but are still considered Characters, not gonks.

During a Development scenario, each Civilian will contain a piece of Info. A Crew member may Chat with a Civilian to try and learn this Info.

Pick 1 Civilian to have Info that is needed. Each other Civilian's Info should be irrelevant, or point the finger at another Civilian, or a lie, or wrong!

If the Civilian with the needed Info is Taken-Out: The GM may toss in a Rival ambush! After combat, the Fixer may call and scold the Crew. The GM may also choose to improvise some way for the Crew to still learn the Info. If the players figure it out too early, the GM may throw in a small ambush as a reward ;-]

STARTING A SCENARIO

THE BATTLESPACE: For each scenario, the GM should set up a fresh Battlespace that echoes a place in Night City, to help progress the story they're trying to tell.

BUDGET & GEAR: There is no budget or hiring of additional Characters. Each Crew member has their own HQ. All cards in the HQ are free to use.

GONKS: Gonks are free, and shared by the Crew, but still limited by Influence. Rival models are likely to be merciless against any Gonks hired by the Crew ;-]

DEPLOYMENT: After the GM has deployed all intended NPCs, the Crew must each deploy. The GM will decide whether the Crew will deploy following the standard rules, or, from a more specific location. For example, it is common that the Crew will all enter from the same board-edge or board-corner. Or, maybe the Crew are already at the board-center, or a rooftop, when the scenario begins!

LUCK TOKENS & EXTRA-LIVES

When any Crew member is Taken-Out: The Crew must discard 1 Luck token. They return to reserve fully-healed and refreshed. *NOTE: The GM should always describe the manner in which a Crew member is Taken-Out, in-detail.*

When a Rival Character is Taken-Out: The GM may discard 1 of their own Luck tokens in order to return that Rival to reserve, fully-healed and refreshed. *NOTE: The GM should encourage the player to describe how they Took-Out the Rival.*

The GM should only discard Luck tokens on a Rival if that Rival is intended to be very difficult to Take-Out, like a boss or a cyberpsycho.

CAMPAIGN SETUP EXAMPLES

Here are some examples to get you going:

TAKEN BACK: The Fixer is Marcy, a suit at a fancy corpo desk. The VIP is Marco, her son. Marcy wants the Crew to find Marco and bring him back to her. Marco does not want this. For the first scenario, Marcy only knows that he was last seen walking along an abandoned subway tunnel in Watson. There's some scavs in the area, maybe one of them saw something. Over the next few scenarios, the Crew will be led to different locations to either investigate, or survive ambushes, until they eventually learn the location, and the fate, of Marco...

SNATCHED: The Fixer is Crabo, a crazy dude. He's convinced that there are certain ordinary people around Heywood that have been replaced by robots. For each scenario, he will tell you that 1 of the civilians there are a robot, but he's not sure which one. It's up to you whether this EVER turns out to be true ;-]

More to come soon!



CHATTING WITH CIVILIANS

Outside of combat, any player may take the Chat action during their Activation.

CHAT: [Easy] Pick any 1 Civilian within **RED**. Role-playing as your Crew member, say something to the Civilian! The GM will respond and role-play as the Civilian.

Civilians are usually honest, but will avoid telling the Crew their Info. They will talk around it, or change the subject.

While Chatting, if a player asks a question that the Civilian's honest answer would reveal their Info: The GM will tell the player to roll the same-color die as the Action token they spent, and add a relevant Skill bonus (see Skill Checks). The GM makes the Civilian's opposing roll in the same manner.

If the player's roll failed, the Civilian may lie, or admit to knowing but refuse to tell, may demand payment, or may just run off! The player's Activation ends.

If the player's roll succeeded, the Civilian will tell the player their Info, and generally shouldn't want too much trouble. The player's Activation ends.

SKILL CHECKS

During a Development scenario: The Crew may be required to perform a Skill Check, usually when they wish to attempt some sort of action that might have a negative consequence. Any Skill Check uses a Skill bonus determined by the GM.

A Crew member may wish to investigate an Objective marker; persuade, seduce or threaten an NPC; move extra sneakily, etc. If a Player wants to try something, the GM should allow for it and determine if a Skill Check should be required.

Each Skill may be used to check for many types of attempts, such as:

INFLUENCE: Acting, Bribery, Charm, Math, Persuasion, Small-talk, etc.

MEDICAL: Appeal, Beauty, Education, Empathy, First Aid, Intuition, etc.

MELEE: Drug Tolerance, Interrogation, Pain Infliction/Resistance, etc.

RANGED: Deduction, Examination, Focus, Investigation, Perception, etc.

REFLEXES: Driving, Quickness, Secrecy, Stealing, Stealth, Tracking, etc.

TECH: Forgery, Hacking, Info Lookup, Lockpicking, Music, Netrunning, etc.

CHAT EXAMPLE

Ambar is a player, and a member of the Crew. She spends an Action token to start Chatting with a civilian NPC. Ambar will speak out-loud and in-character, and the GM will speak out-loud and in-character as the NPC.

AMBAR: *Hey there, name's Ambar, got a milisec?*

???: *Ambar, eh? Name's Bryen. And no, not really, but what do you need?*

AMBAR: *Don't freak out, but I'm a merc, and my Fixer really to find his wife. She went missing about a week ago. Seen her?*

Ambar says she shows Bryen the photo. The GM knows whether Bryen has Info about this, of course. In this case, let's assume Bryen does know something...

BRYEN: *Hmm... Nope never seen that face before in my life. What's her name?*

AMBAR: *Oh, her name's uh...*

Ambar forgot, and asks the GM for a reminder. The GM should respond as their player character, if playing as one. Otherwise they can just give the reminder.

AMBAR: *Her name's Razmanda Marquee. She came to this bar every Tuesday.*

The GM had already written Bryen's Info on his card: He heard a guy named Germaine say something about "a Razzmatazz he took care of". He's sitting in the booth in the corner right now, actually. Since Bryen doesn't want to reveal it and get in trouble, he may resist or lie. The GM tells the player to roll and add Influence, then makes Bryen's opposing roll. Let's assume the player won:

BRYEN: *Oh shit. He might kill me for sayin' this, but Germaine was sayin' somethin' about a Razzmatazz he took care of, bet it was your girl. He's over in that far corner booth. Now get outta here before he notices us talkin!*

The GM tells the players that Bryen gets up and walks away without paying his tab, disappearing into the shadows. The GM removes Bryen from the board.

If the roll had failed, the GM might just have Bryen say "Never heard that name", and mention that he looked shiftier when he said it, or something to tempt players to keep trying to Chat with Bryen.

Either way, because a Skill Check roll was resolved, Ambar's turn ends.

RESOLVE THE NPCs

After all Crew members have taken a turn, the GM must Resolve The NPCs:

During the Rival team's turn, the GM may Activate 1 or more Rival Characters and take Actions with them. The GM must spend 1 Action token per Luck token they have, then the Rivals turn ends. The GM may not use Luck to re-roll.

For each Civilian on the board, the GM *may*: Spend 1 of the Civilian's action tokens to take any valid Action of the GM's choice, or; Inspire the Civilian. It should avoid combat whenever possible, and may escape into reserve with a Move off any board-edge. If the GM wants it to live, anyway.

Rivals and Civilians oppose rolls using any valid die and Skill or Armor bonus. When a Rival or Civilian takes a wound, it may [RE]act however the GM wishes.

INSPIRING CHARACTERS

Inspiring your Team is not available. Instead, at the start of any Character's turn, if not Activating, they may choose to Inspire Self:

INSPIRE SELF: This model ends its turn to refresh its own Action tokens. If this is a Rival model, this counts as spending 1 of the GM's available Actions this turn.

INSPIRE CREW: Instead, a member of the Crew may say something inspiring to another Crew member to Inspire them! The target Crew member gets Inspired. All other Crew members may roll any available die: On a Crit, they also refresh! The current Crew member's turn ends, and the next player proceeds as normal.

ENDING A SCENARIO

THE WIN: Complete the scenario as determined by the GM. The Fixer should call and praise the Crew, but not too much. If they fucked up, the Fixer should say so.

LOSING: If a player with no Extra-Life tokens is Taken-Out, the scenario should end immediately in a loss. The Fixer should call and admonish the Crew.

MAJOR INJURIES: Each player with 1 or more SC stars, that was wounded or Taken-Out at least 1 time, must roll for a Major Injury.

CAMPAIGN FALLOUT: Each player draws 2 Loot into their HQ. If the Crew won, they all get Promoted, except those who suffered a Major Injury.

GEARING UP AFTER GAMES

All players share a single Supply, managed by the GM. The Supply should always contain all Gear and Programs with SC stars up to the scenario number, plus 1.

Each player has their own HQ. Any player may discard unused Loot cards to buy cards from the Supply. The SC star number is the number of Loot cards it costs.

After Gearing Up, the Crew members part ways for some downtime. Each player should think about what their own Crew member might have gotten up to in Night City during this time. Discuss it when you meet at HQ to await the Fixer's call.