

RED-LITE

COOP RULES FOR 3-6 PLAYERS

WHAT IS RED-LITE?

RED-LITE is a campaign mode inspired by Cyberpunk RED. It allows you to create co-operative scenarios for Combat Zone. Each player will role-play as a member of a team of Edgerunners referred to as “The Crew” in this booklet.

HOW DOES IT WORK? One of the players must be the “GM” (Gamemaster). The GM will prepare the campaign, create a scenario, and run it for the players. The GM will control all non-player models, or “NPCs”, including Rivals and Civilians.

To prepare a RED-LITE campaign, the GM must complete these 3 tasks.

1. PREPARE A RIVAL TEAM

Pick any spare faction you’d like to act as a gang of Rivals against the Crew.

Take all of its Veteran cards and models, Gonk card and models, Gear cards and Program cards, and place them off-board. You might use them in the campaign as a main antagonist, or they could be a continued thorn in the side of the Crew.

2. CREATE A SCENARIO

Before writing, think about a fun story with events you want the Crew to play.

The story should be about a person with a problem that needs a crew, like stolen corpo assets, or and unsolved murder. This person is referred to as “The Client”.

CREATE THE CLIENT: Make-up a person that would be an interesting Client. Think about their name, voice and personality. Pick any model from an unused faction to be them. Completely fill out The Client card, which acts as their Character card and “Lifepath”. *NOTE: You may use a Client from a previous scenario.*

Prepare the Client’s model, card and Action tokens somewhere off-board.

WRITE THE SCENARIO: Grab a scenario sheet and follow pages 6-7 to write a scenario. It should be about the Client’s problem, and how the Crew are involved. The sheet will not be read aloud, and should not be overly descriptive. The GM will use it during the scenario as a guide to help them progress the story in realtime.

BUILD THE BATTLESPACE: Whatever setting you’ve been thinking about for this scenario, build the Battlespace to look like it. Use interesting pieces of scenery!

PLACE THE CLUES: Place each Clue marker at its intended location.

CREATE THE CIVILIANS: For each Civilian that exists in the scenario, pick any model from an unused faction and fill out a Civilian card, which acts as both their model’s Gonk card, and their “Lifepath”. All Civilians must be deployed before starting the scenario. *NOTE: You may reuse Civilians from previous scenarios.*

CREATE THE RIVALS: For each Rival that exists in this scenario, prepare their Character card and Action tokens off-board. You may equip them with Gear, free. If one Rival should be extra-hard to kill, give it 1 Luck token as a Death-Save.

It’s usually best to start the Rival Characters in Reserve, and deploy any Rival
2**oks before the scenario starts, but do whatever makes sense for the story.**

3. PREPARE THE CREW

Each player will role-play as a Crew member. The GM may be a Crew member, it is a great way to keep the story on-track! To get started, each player must:

1. Pick a Character from any unused faction and take its model and card(s).
2. Think about your Character's personality, then grab a Lifepath card and fill it out with this in mind. You can use its current name, or pick a new one.
3. Ready your Character's card, Action tokens, and 1 Luck token.

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

STARTING A SCENARIO

These are the rules for starting a scenario in a RED-LIGHT campaign.

DISCUSS DOWNTIME: Before you begin, while prepping stuff, the players should discuss how their Characters spent their Downtime in Night City.

ACTION POINTS: The GM uses spare tokens to show how many total Actions the Rival team may spend per turn, and how many they have left. The GM should have this many Action Points: **2, plus the total number of Crew members.**

THE BUDGET: There is no budget. The Crew may not hire additional Characters.

THE GEAR: Each Crew member has their own HQ, which acts as your inventory. All cards in a Crew member's HQ are permanently owned, and free to equip.

THE GONKS: Gonks are free for the Crew to hire, but still limited by Influence. When any Crew or Rival Inspires, they may Activate all of their team's Gonks.

DEPLOYMENT: The Crew must deploy their models. The GM decides whether the Crew will deploy following the standard rules, or, from a more specific location.

THE HOOK: After deployment, as the GM, you will start the scenario by reading the Hook out loud to the Crew, adding any fun details and exposition you think of while reading it. After you make the Client introduce themselves, the Client should tell the Crew about their Problem. Then, they should Ask the Crew to help them handle it. Finally, the Client should describe the Lead they have, and possibly offer a bonus if the Crew gets the job done well.

During The Hook, the GM may allow the Crew to interact with the Client.

After The Hook is finished, proceed to The Development of the scenario.

THE DEVELOPMENT

During The Development, the Crew take turns investigating the scene. They will be Examining Clues and Chatting Civilians. Objective markers 2-5 are used as Clues. If a Civilian has a Clue, someone will have to Chat with them for it.

The Crew must learn all of the Clues in-order to discover The Development.

This will trigger the Cliffhanger. If the players haven't already figured out the Development on their own, the Client or the GM Crew member should describe it.

NOTE: The Crew may ask for reminders on learned Clues at any time.

Any Crew member may take the Examine action during their own Activation:

EXAMINE: Pick any 1 Clue within **RED** that *isn't* a Civilian's information. The GM will determine the Skill Check required. If it was successful, the Clue is learned! The GM will flip the Clue marker and describe it in-detail. If it failed, the GM will state what it appears to be to the untrained eye, but the Clue is not learned.

Any Crew member 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. Chats may involve several back-and-forth questions and responses, which do not require any type of die roll. Civilians are usually honest, but will avoid telling the Crew their Info. They will talk around it, or change the subject.

If a Civilian is asked a question that the honest answer would reveal their Clue:

A Skill Check is required. The GM will determine the Skill and tell the player to roll. 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 describe their Clue to the player, and generally shouldn't want too much trouble. The player's Activation ends.

SKILL CHECKS

A Skill Check is required when a model wants to try an Action that could fail.

The GM determines the Skill bonus added to the attempt roll and opposing roll. If a Player wants to try something, the GM should allow it and require a Skill Check.

The player rolls the same-color die as the Action token they spent. The GM will make the opposing the roll for any NPC or Obstacle involved.

Each Skill may be used to check success of many types of actions. Examples:

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: Devices, Forgery, Hacking/Lockpicking, Netrunning, Security, etc.

NON-PLAYER CHARACTERS

All Rivals and Civilians are considered NPCs. However, Civilians are Gonks. NPC models may only ever be controlled and role-played by the GM.

RESOLVE THE NPCS

After each Crew member takes a turn, the GM must Resolve The NPCs.

CIVILIANS: The GM may take any single valid Action with each Civilian. They are technically Gonks, so do not spend an Action token. Civilians should avoid combat, and may escape into reserve with a Move off any board-edge.

RIVALS: The GM must Activate at least 1 Rival Character with a ready Action token, and make it take Actions. The GM must make any Rival take 1 Action for each Action Point. If a Rival model spends its last Action token, the GM must Activate another Rival, until all Action Points have been spent.

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 TEAMS

INSPIRE THE CREW: At the start of a Crew member's turn, if they have at least 1 spent Action token, they may Inspire the Crew. This Crew member's turn ends, and all Crew members get to refresh themselves as normal.

INSPIRE THE RIVALS: At the start of the Rival's turn, if at least half of the deployed Rival models Action tokens are spent, the GM may Inspire the Rivals and end their turn. During the Rival's turn, if the last available Action token is spent, and the GM still has Action Points, refresh all of their models and end their turn.

After the Crew or Rivals Inspire, they Activate their team's Gonks as normal.

LUCK TOKENS & DEATH-SAVES

When any Rival or Crew member is Taken-Out: That Character must discard 1 Luck token, if they have one, to perform a Death-Save. This returns the model to reserve, fully-healed and refreshed. The GM or player should describe how they were able to escape death and run off to go heal themselves.

When a Crew member is Taken-Out and has no Luck tokens, their team must discard 1 of their Luck tokens instead. Otherwise, the scenario ends in failure!

SCENARIO SHEET INSTRUCTIONS

TITLE & CLIENT: Write a cool title for this scenario. Song titles make great names. The write the name of The Client with the problem this scenario is about.

THE HOOK: Describe where each of the Crew members are, and what they are doing, when this scenario begins. Next, describe how the Client contacts the Crew, usually a holo-call. The Client should state that they have a problem, the location of it, and end by telling the Crew to meet nearby for further explanation.

THE PROBLEM: Briefly describe the Client's Problem. It should be a big one.

THE ASK: Briefly describe what the Client will Ask the Crew to do about it.

THE LEAD: Briefly describe any helpful info or hint the Client will tell the Crew.

CIV (CIVILIAN) 1-4: Write the name and starting location of **0-4 Civilians**.

RIVALS 1-4: Write the name of **1-4 Rivals**, usually starting in Reserve.

G (GONKS): Write the number of **Rival Gonks (0-6)** to be deployed at any time.

THE CLIFFHANGER: Describe one twist that can happen during the investigation. It should be an event that makes the investigation harder. It could be triggered by a thing the Crew does, or it could be random. It could be some Rivals show up to cause trouble, a random hazard that changes the terrain, a security alarm that gets tripped, or anything else that makes it suck more for the Crew.

THE DEVELOPMENT: Describe exactly what the Crew will discover once they have learned all of the Clues. It may be the information that the Client was hoping or, or may be something that is shocking or surprising to the Crew.

CLUES: A Clue is an Objective marker that represents evidence or information the Crew can learn, bringing them closer to discovering The Development.

Write all 4 Clues. Each Clue is linked to one of Objective markers 2, 3, 4 or 5. Describe each Clue in-detail. If a Clue is information a Civilian knows, write the Civilian's name, and describe the information they know.

THE CLIMAX: Describe something that happens right after The Development, that causes the Rivals to deploy. Describe what the Client or the Rivals might say before they start combat. Describe how they start combat, if the Crew doesn't.

THE RESOLUTION: On the back of the sheet, describe in-detail what happens after the Crew survives the Climax. It should include what happens to the Client, and how the Crew gets paid. Usually the Client will meet to debrief them on this.

You should also describe what happens if the Crew fail, and how they escape.

EXAMPLE SCENARIO SHEET AND CARDS:

NAME: **TAVER WYATT**

THE CLIENT



What is your voice like? A cool guy that just turned 30.
How do you feel about most people? If they ain't bar patrons, then I ain't listenin' to 'em.
What crisis from your past haunts you? I lost my job and my family some years ago, and never recovered financially.
What is your life goal? To hopefully run my own bar some day.

TITLE: **TRAGEDY AT JANE'S BAR**

CLIENT: Taver Wyatt

THE HOOK: Alana is speeding her newly-stolen Ebi down the street while Bess rocks out next to her. Suddenly, they receive a call from Taver, their old friend "Hey ladies, I know it's been a minute, sorry about that... Look, I got a thing I could use your help with, didn't wanna get NCPD involved, obviously. Meet me outside the bar, down the street. See you there."

THE PROBLEM: Jane was murdered by someone unknown.

THE ASK: Find out who killed her and bring them to me.

THE LEAD: I wasn't there, but everyone else that was in the bar at the time, is still there, or standing outside.

CIV 1: Ren- Drinking at the bar. CIV 3: Joe- Drunk at the bar.

CIV 2: Sky- Outside smoking. CIV 4: Jane- Dead behind the bar.

RIVALS: 1: Warlord 2: Flenser 3: Ranged S. 4: - G: 2

THE CLIFFHANGER: Flenser is drinking at the bar. If the crew question her, she gets agitated. She will recognize them as the crew, and if the Gunks outside are still alive, she calls them in to help her mug the crew!

THE DEVELOPMENT: The crew realize that Taver is the one who killed Jane! He was mad that she was going to fire him, so he stole her gun and shot her in the back. He was flustered, and forgot to cover his tracks.

CLUE 2: Taver's hand print on the door handle.

CLUE 3: Taver's bloody foot print inside the window.

CLUE 4: Sky- She knows that Jane was going to fire Taver.

CLUE 5: Taver has Jane's gun in his coat for some reason.

THE CLIMAX: Taver, if still alive, runs off. Then Warlord and Ranged Specialist show up. They're lookin' for Flenser, and assumed it must be wherever that guy came runnin' from. They make their way to the bar, and attack the crew as soon as they see 'em!

WRITE THE RESOLUTION ON THE BACK

NAME: **REN HARPER**

CIVILIAN



What is your voice like? Nasally, raspy, angry, with latin accent.
How do you feel about most people? They mostly annoy me, unless they wanna drink with me.
What crisis from your past haunts you? My punk band mates got in a car wreck and died. I was the only survivor.
What is your life goal? To continue the band with new members.

NAME: **SKYE SKY**

CIVILIAN



What is your voice like? Youthful, British, a little mean.
How do you feel about most people? I avoid them unless I know them, but I'm nice to everyone..
What crisis from your past haunts you? I lost my corporate job a few years back, and lost my lifestyle. All I do now is drink.
What is your life goal? To join a band I've always wanted to play music..

NAME: **JANE BURBACK**

CIVILIAN



What is your voice like? I sounded pretty rad until I got MURDERED!
How do you feel about most people? Everyone seems really tall from down here...
What crisis from your past haunts you? I think I'm the one doing the haunting these days, lol.
What is your life goal? Too late!

ENDING A SCENARIO

THE LOSE: If a Crew member is Taken-Out and the Crew are all out of Death-Saves, the scenario ends in failure. The GM will think-up something to explain how the Crew manage to escape with some Loot, and what happens to the Client. Proceed with Major Injuries and Campaign Fallout as noted below.

THE WIN: To win a scenario, the Crew must learn all of the Clues during the Development phase, which triggers the Climax phase, which the Crew must then survive. After all of this happens, the GM will read The Resolution to the Crew. Then each Crew member gets Promoted, if possible. Finally, the Crew may proceed with Major Injuries and Campaign Fallout, as noted below.

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

CAMPAIGN FALLOUT: Each Crew member draws 2 Loot into their HQ.

GEARING UP AFTER GAMES

The Supply of Gear and Programs is shared by the Crew, but managed by the GM. Any Crew member may discard unused Loot cards to buy cards from the Supply. They have access to any card with SC stars up to the scenario number, plus 1. The number of SC stars on a card is the number of Loot cards it costs.

DOWNTIME

After Gearing Up, the Crew part ways for some much-needed Downtime. During the time-off, each player should think about what their own Crew member might be getting up to in Night City, while they await the next Client with the next gig...