

SCENARIO FIXER 2-4 PLAYERS

Need a fresh scene without all the fuss? Sign-up with the Scenario Fixer! We hit the screamsheets to line-up gigs simple enough for any crew to comprehend.

Use these cards to generate a unique scenario made-up of multiple "Gigs". Each Gig acts as its own side-objective that may be won by any single team, to earn additional Promotions or Loot.

After a scenario ends, each team must resolve the Campaign Fallout listed on each of the Gig cards they won.

After resolving them, return all of the Gig cards to the Scenario Fixer deck.

THE SETUP

THE BUDGET: Roll a **RED** die. Fumble = 0, Crit = 0. Each team's total €\$ budget is:

60 + RED + their total SC★

If any 1 team has 7 or more SC, and at least 1 more than any other team, add the CAMPAIGN FINALE Gig card as well.

Ready the Gig card marked [REQUIRED] somewhere off-board, face-up. Add up to 3 other Gig cards next to it. Only 1 of these cards may be marked SPECIAL. Follow the Setup phase on each of them.

All teams follow the same Deployment. Each rolls a **GREEN** die and adds their total Street Cred. Re-roll ties, Crits and Fumbles. The team with the highest total deploys first, and will take control first.

THE DEPLOYMENT

Choose 1 of the Deployment options below. All teams must follow its rules.

A. Each team chooses their own board-edge and deploys their models within **YELLOW** of it, at any height, at least **RED** away from any markers or rivals.

B. Each team chooses their own board-quarter and deploys all of their models within it, at any height, at least **RED** away from any markers or rival models.

C. Each team takes turns deploying 1 model anywhere at any height, at least **RED** away from markers or rival models. Repeat until teams are done deploying.

EACH TEAM MAY HOLD UP TO HALF OF THEIR MODELS IN RESERVE.

THE NIGHT MARKET

The Night Market is an optional phase that replaces Gearing Up After Games. Before a campaign, shuffle all Gear and Programs with at least 1 Star into 3 decks: Gear, Programs, and Cyberware (has the Cybergear keyword).

Teams ignore any SC and faction limits on their Gear, Cyberwar and Programs.

After each scenario, shuffle each Vendor deck and the Loot deck. Next, each team draws 4 Loot cards.

Next, each team takes 1 turn visiting all Vendors in any order. Each team may only visit each Vendor once per night!

After all teams are done, each may discard any equipment cards with at least 1 SC star, to draw 1 Loot each.

MARKET VENDORS

CYBERWARE: Discard Loot cards to draw that number of Cyberware cards. *Keep up to 2.*

GEAR: Discard Loot cards to draw that number of Gear cards. *Keep up to 2 of them.*

PROGRAMS: Discard Loot cards to draw that number of Program cards. *Keep up to 2 of them.*

PROMOTIONS: Discard 2 Loot cards per hired model you wish to Promote.

CAMPAIGN TRACKER

TEAM NAME : SC ★

:

:

:

:

WINNER

GIG: TAKE-OUT A RIVAL TEAM

[REQUIRED]

THE OBJECTIVE: Take-Out the last deployed Character on any 1 team. This ends the scenario immediately!

CAMPAIGN FALLOUT: Each team with at least 1 Character left must total the €\$ value of all Characters they Took-Out. The team with the highest total may Promote 1 hired model and draw 2 Loot.

GIG: KILL SOME TIME

[SPECIAL]

THE SETUP: Stack 10 Objective markers off-board to act as the Timer.

THE OBJECTIVE: The scenario ends when time runs out! After any team Inspires, they must discard 1 Objective marker from the Timer.

CAMPAIGN FALLOUT: Use the Campaign Fallout on the REQUIRED card.

GIG: PUBLIC PERCEPTION

THE OBJECTIVE: Inspire the people's belief in your crew. After any team Inspires, each team rolls a **GREEN** die, re-roll ties. The highest-roller takes this card, even if another team has it!

CAMPAIGN FALLOUT: This team may Promote 1 hired model, or; Draw 1 Loot.

GIG: TAKE-OUT A RIVAL LEADER

THE OBJECTIVE: The first team to take out any rival Leader may take this card.

CAMPAIGN FALLOUT: This team may Promote 1 hired model, or; Draw 1 Loot.

GIG: SECURE THE FUGITIVE

THE SETUP: Each team rolls a **GREEN** die, re-roll ties. The lowest-roller picks 1 of their own models to be the Fugitive. That team takes this card immediately.

THE OBJECTIVE: If the Fugitive is not Taken-Out, its own team wins this card. If the Fugitive is Taken-Out by a rival, the rival takes this card immediately.

CAMPAIGN FALLOUT: This team may Promote 1 hired model, or; Draw 1 Loot.

GIG: SWIPE SOME SHARDS

[SPECIAL]

THE SETUP: Place 10 Objective markers around the board, face-down, at least **YELLOW** apart. These are Data Shards.

THE OBJECTIVE: Swipe some Shards! Any model may spend 1 Action token to take 1 Data Shard within **REACH**.

CAMPAIGN FALLOUT: The team with the highest total Shards value may Promote 1 hired model and draw 2 Loot, even if all of their models were Taken-Out!

GIG: REPO THE WRECKAGE

[SPECIAL]

THE SETUP: Place 10 Objective markers in a pile, face-down, **REACH** apart at most, as the pieces of Wreckage.

THE OBJECTIVE: Take what's left! Any model may peek at a piece of Wreckage after successfully Dragging it.

CAMPAIGN FALLOUT: Reveal only the pieces that have been dragged. The team that last dragged the single most-valuable piece may Promote 1 hired model and draw 2 Loot.

GIG: SILENCE THE CIVVIES

THE SETUP: Place 3 spare Gonk models, each one anywhere in their own quarter. These are Civvies: Gonks under no team, Friendly to all other models. They have 1 **YELLOW** Action and 1 Armor.

THE OBJECTIVE: The next model that Takes-Out any Civvie may take this card, even if another team already has it!

CAMPAIGN FALLOUT: This team may Promote 1 hired model, or; Draw 1 Loot.

GIG: SAVE THE CIVVIES

THE SETUP: Place 3 spare Gonk models, each one anywhere in their own quarter. These are Civvies: Gonks under no team, Friendly to all other models. They have 1 **YELLOW** Action and 1 Armor.

THE OBJECTIVE: Any model may Drag or Command any Civvie to the board-edge to remove it from the board, then take this card, even if another team has it!

CAMPAIGN FALLOUT: This team may Promote 1 hired model and draw 2 Loot.

GIG: HACK THE AIRDROP

[SPECIAL]

THE SETUP: Stack 3 Objective markers off-board to act as the Airdrop timer.

THE OBJECTIVE: Hack the container that drops after the timer runs out!! After any team Inspires, discard 1 Objective marker. Place the container (or this card) anywhere it can fully rest, at least **GREEN** from any models. Any model in **REACH** may attempt to Hack it.

HACK (Tech): Opposed by Obstacle + 2. If successful, take this card. On any failed roll except a Fumble, draw 1 Loot.

CAMPAIGN FALLOUT: This team may draw 4 Loot cards, even if all of their models were Taken-Out!

GIG: TAKE-OUT THE 'PSYCHO

THE SETUP: Place 1 spare Character at the board-center, as the Cyberpsycho. Ready its tokens and give it this card.

THE OBJECTIVE: Take-Out the 'Psycho! Or, successfully Triage it. Then remove it from the board and take this card.

After any team's Activation, they must refresh the Cyberpsycho, or; Spend 1 of the Cyberpsycho's action tokens to control it for any Action they choose.

The Cyberpsycho opposes all attempts against it. A rival team must roll for it. If it takes a wound, that team may spend 1 of the Cyberpsycho's action tokens to make it take any valid [RE]Action.

CAMPAIGN FALLOUT: This team may Promote 1 hired model and draw 2 Loot.

GIG: CAMPAIGN FINALE

[FINALE]

THE BUDGET: Each team gets a total budget of 200 €, with no other bonus.

THE SETUP: The team with the highest SC ★ takes this card immediately.

THE OBJECTIVE: Take-Out the last Character on the team that has this card. Then take this card from them.

CAMPAIGN FALLOUT: The team that has this card after the scenario ends is the winner of the campaign!