

SIDE GIGS 2-4 PLAYERS

Use these cards to generate a scenario of 1 or more "Gigs". Follow the rules on each one. After the scenario ends, each team resolves the Campaign Fallout listed on each of their Gig cards. Then discard them.

THE BUDGET

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

70 + (Roll x 10) + (1 x SC).

THE SETUP

Use the REQUIRED Gig card.

Add up to 3 other Gig cards and do THE SETUP for each (if any). Only 1 of them may be SPECIAL. If any 1 team has 10 or more SC and more than any other team, add the CAMPAIGN FINALE card.

Draw 1 Deployment card. Each team rolls a GREEN die and adds their total Street Cred.

Re-roll ties, Crits and Fumbles.

The team with the highest total deploys and takes control first.

€\$ 1: 2: 3:

1: _____

2: _____

3: _____

4: _____

5: _____

6: _____

7: _____

8: _____

9: _____

10: _____

WINNER:

THE NIGHT MARKET (OPTIONAL)

The Night Market replaces Gearing Up. 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.

NIGHT 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 many Program cards. *Keep up to 2 of them.*

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

DEPLOYMENT

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

All models must be deployed!

DEPLOYMENT

The teams take turns deploying **1 model at a time**, anywhere at any height, at least **RED** away from markers or rival models.

Each team may hold their Leader in reserve.

DEPLOYMENT

Each team deploys all of their models anywhere at any height, at least **RED** away from any markers or rival models.

Each team may hold their Leader and Gonks in reserve.

DEPLOYMENT

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.

Each team may hold up to half of their models in reserve.

DEPLOYMENT

The teams take turns deploying **1 model at a time**, at least **RED** away from any markers or rival models, **as high up as possible**.

All Leaders must be deployed.

All remaining models may be held in reserve.

DEPLOYMENT

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

Each team may hold all but any 1 of their models in reserve.

TAKE-OUT A RIVAL TEAM ★

GIG, REQUIRED

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

CAMPAIGN FALLOUT: If this card ended the scenario, each team left totals the €\$ value of all the Characters they Took-Out. The team with the highest total may Promote 1 hired model and draw 1 Loot cards.

TAKE OUT 1 RIVAL LEADER ★

GIG

THE GIG: Take-Out a Leader. The first team to Take-Out a rival Leader takes this card.

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

SECURE THE FUGITIVE ★

GIG

THE SETUP: Each team rolls a **GREEN** die, re-roll ties. The lowest-roller chooses 1 of their hired models to be The Fugitive. Place this card next to it.

THE GIG: Prevent this model from being Taken-Out! If a rival Takes-Out the Fugitive, that team takes this card. If the Fugitive was not Taken-Out, this team keeps this card.

CAMPAIGN FALLOUT: This team may Promote 1 hired model.

KILL SOME TIME ★

GIG, SPECIAL

THE SETUP: Stack 10 markers off-board to be the Timer.

THE GIG: After a team Inspires, they must discard 1 from the Timer. The scenario ends when the last marker is discarded!

CAMPAIGN FALLOUT: If this card ended the scenario, each team left totals the €\$ value of the Characters they Took-Out. The team with the highest total may Promote 1 hired model.

SWIPE SOME SHARDS ★

GIG, SPECIAL

THE SETUP: Place 10 markers evenly around the board, face-down. These are data Shards.

THE GIG: Swipe some data Shards! Any model may spend 1 Action token to take 1 Shard within REACH.

CAMPAIGN FALLOUT: The team with the highest total Shard value may Promote 1 hired model, even if they were all Taken-Out!

REPO THE WRECKAGE ★

GIG, SPECIAL

THE SETUP: Place 10 markers in a loose pile on the board, face-down, as the Wreckage.

THE GIG: Repossess what's left! Any model may peek at a piece of Wreckage with a successful Drag action.

CAMPAIGN FALLOUT: Reveal all of the dragged pieces of Wreckage. The team that last dragged the most valuable piece may Promote 1 hired model.

SILENCE THE CIVVIES ★

GIG

THE SETUP: Place 3 spare gonks anywhere on the board, at least **RED** apart. These are Civvies: Friendly Gonks with 1 **YELLOW** Action and no skill bonuses.

THE GIG: The next model that Takes-Out a Civvie may steal this card!

CAMPAIGN FALLOUT: This team may Promote 1 hired model.

SAVE THE CIVVIES ★

GIG

THE SETUP: Place 3 spare gonks anywhere on the board, at least **RED** apart. These are Civvies: Friendly Gonks with 1 **YELLOW** Action and no skill bonuses.

THE GIG: The next model that succeeds a Basic Command action on a Civvie may steal this card!

CAMPAIGN FALLOUT: This team may Promote 1 hired model.

PUBLIC PERCEPTION ★

GIG

THE GIG: After a team Inspires, each team rolls a **GREEN die, re-roll ties. The highest-rolling team steals this card!**

CAMPAIGN FALLOUT: This team may Promote 1 hired model.

STOP THIS CYBERPSYCHO ★

GIG

THE SETUP: Place 1 spare model as this Cyberpsycho! Ready its tokens and give it this card. It is Friendly to other Cyberpsychos. When it takes a wound, the rival who rolled for it may spend and control its [RE]Action. After any team Inspires, they must either refresh all Cyberpsychos, or, take any 1 valid Action with one.

THE GIG: Take-Out this model.

CAMPAIGN FALLOUT: This team may Promote 1 hired model.

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GIG

THE SETUP: Place 1 spare model as this Cyberpsycho! Ready its tokens and give it this card. It is Friendly to other Cyberpsychos. When it takes a wound, the rival who rolled for it may spend and control its [RE]Action. After any team Inspires, they must either refresh all Cyberpsychos, or, take any 1 valid Action with one.

THE GIG: Take-Out this model.

CAMPAIGN FALLOUT: This team may Promote 1 hired model.

STOP THIS CYBERPSYCHO ★

GIG

THE SETUP: Place 1 spare model as this Cyberpsycho! Ready its tokens and give it this card. It is Friendly to other Cyberpsychos. When it takes a wound, the rival who rolled for it may spend and control its [RE]Action. After any team Inspires, they must either refresh all Cyberpsychos, or, take any 1 valid Action with one.

THE GIG: Take-Out this model.

CAMPAIGN FALLOUT: This team may Promote 1 hired model.

RESCUE THE RUNNER ★

GIG

THE SETUP: Place 1 spare model on any surface as the Runner! It is Friendly to all models. When any team Inspires, they must refresh the Runner as well.

THE GIG: Prevent the Runner from being Taken-Out!

CAMPAIGN FALLOUT: The team with the most models within **RED** of the Runner's body may Promote 1 hired model OR draw 2 Loot cards.

AIRDROP! ★

GIG, SPECIAL

THE SETUP: Stack 4 markers of off-board as the Airdrop timer.

THE GIG: After a team Inspires, discard 1 marker. When it runs out, do the Airdrop! Place this card fully on the board, at least **RED from any other models. Any model in **REACH** of it may attempt take it with an Action: Roll Tech vs Obstacle + 2.**

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

CAMPAIGN FINALE

GIG, FINALE

THE BUDGET: Each team gets 200 €\$ with no bonus for SC.

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

THE GIG: Take-Out the last Character on this team to take this card, ending the scenario!

CAMPAIGN FALLOUT: The team that has this card at the end of the scenario wins the campaign!