

THE WARE-WOLF

2 - 4
PLAYERS

Think werewolves are bullshit? Once you see how this thing rips through guts and bone, you might change your mind.

They're calling it "The Ware-Wolf of Night City". Some say it's a spliced-up freak that escaped a Biotechnica lab. I think it's just some gonk went cyberpsycho from cheap exotic implants.

One thing we do know: It has specialized cyberware that allows it to shape-shift. 'Matter a fact, it could be any one of us...

THE TEAMS

Each player gets **90 €\$** to spend on their team.

THE SETUP

After all players have finished hiring their teams, choose any spare model to be the Ware-Wolf. Keep it in reserve. Shuffle 10 Objective markers and stack them anywhere off-board, face-down, values unknown. This is the Ware-Wolf's Health.

Each player rolls a **GREEN** die, re-roll ties. The highest-rolling player is the Hunter. Starting with the Hunter, each player picks a board-quarter and deploys their entire team within it.

The Hunter takes control first.

REVEAL THE WARE-WOLF

The first Character to roll a Fumble was actually Ware-Wolf! This Fumble may be re-rolled by spending 1 Luck token. If the last Character on any team is Taken-Out before a Fumble is rolled, that last Character was actually the Ware-Wolf.

Immediately replace that model with the Ware-Wolf. Return the model to reserve, fully healed and ready to be deployed. The current Activation ends immediately. **Activate the Ware-Wolf.**

ACTIVATE THE WARE-WOLF

After each player's turn ends or they Inspire their Team: Determine the Ware-Wolf's target and control the Ware-Wolf. When it targets a player, a different player should control it.

If any model is visible to the Ware-Wolf:

1. The Ware-Wolf targets the nearest visible model and Moves in a straight line fully **GREEN** toward it.

2. **MAUL [Melee, Rapid 2, Deadly Crits]**

The Ware-Wolf attacks with Maul. Each model within **RED** separately opposes each Rapid attack roll.

If no model is visible to the Ware-Wolf:

The Ware-Wolf targets the nearest non-visible model and Moves in a straight line fully **YELLOW** toward it.

SKILLS: It rolls a **BLACK** die. It has **+3 Reflexes** and **+3 Tech**. It stops moving if it enters any Brawl. Climbing and Parkour are [Easy] for it. Falls further than **GREEN** do not Take it Out.

WOUNDS: When a player wounds the Ware-Wolf, that player must take 1 Health marker and keep it off-board, face-down. Players may not look at their values until the scenario ends.

[RE]ACTIONS: If the attack had [Suppression], or, [Silent] and the Path of Attack was obscured: **The Ware-Wolf [RE]Acts by Moving in a straight line fully YELLOW toward the attacker.**

Otherwise, the Ware-Wolf [RE]Acts with a Howl attack:

1. **HOWL [Tech, Indirect, Push]**

Each model within **YELLOW** separately opposes this roll.

THE COOL

WAG-BOX: Just before the Ware-Wolf rolls for a Maul attack, any model opposing it may spend 1 Luck token to trigger their Wolf-Activated Guard box! *It emits a very annoying sound.*

The player that spent it Moves the Ware-Wolf in a straight line, fully **GREEN** in any direction. The Ware-Wolf's Activation ends.

THE WIN

The scenario ends immediately if all of a team's Characters Taken-Out, or, if the Ware-Wolf is Taken-Out.

Each surviving player totals the values on their markers. The player with the highest total wins. On a tie, the Hunter wins. If none of the players have any markers, the Ware-Wolf wins: It Howls one last time, then escapes into the night.

CAMPAIGN FALLOUT: The winner of this scenario Promotes any surviving Character on their own team. On a full moon, the Character that became the Ware-Wolf is also Promoted.