

UNIVERSAL OBJECTIVE CARDS

2 - 4
PLAYERS

Universal Objective cards function similarly to each factions Objective cards, but are universal to all factions. The teams all fight over the completion of each, and its reward.!

SCENARIO SETUP

Draw 1 Budget/Deployment card, and follow its Budget and Deployment rules. Teams may equip cards in their HQ for their normal €\$ cost, ignoring Street Cred or faction requirements.

Draw the Universal Objective card marked REQUIRED. Next, you may add up to 3 other Universal Objective cards. Only one of these cards may be marked SPECIAL. If this is the campaign finale, you must also add the CAMPAIGN FINALE card.

Each team rolls a GREEN die and adds their hired Street Cred. Re-roll ties, Crits and Fumbles. The team with the highest total deploys and takes control first.

As soon as the Objective on any card is completed, that player must take that card, and follow the reward instructions.

THE NIGHT MARKET (OPTIONAL): Before starting a campaign, prepare the 4 Night Market Vendor decks. Shuffle all of the Gear and Programs with at least 1 Star into 3 separate decks: **Programs**, **Gear**, and **Cyberware** (has the "Cybergear" keyword). The **Loot** deck also functions as the 4th Vendor deck.

If using the Night Market: After the scenario ends, proceed with the Night Market, instead of Gearing Up After Games.

THE NIGHT MARKET

Place the 4 Vendor decks evenly around the board.

Each team draws 4 Loot cards to place into their HQ. The player with the highest SC draws 1 extra Loot card.

Each team takes turns freely moving any 1 of their own models around the board to trade with the Vendors around the board.

Each team may only visit each Vendor once a night! team player may do so in any order they choose.

THE NIGHT MARKET VENDORS

BUY CYBERWARE: Discard any number of Loot cards, then draw that many Cyberware cards. *Keep up to 2 of them.*

BUY GEAR: Discard any number of Loot cards, then draw that many Gear cards. *Keep up to 2 of them.*

BUY LOOT: Discard any Gear, Cyberware or Program cards with 1 or more SC stars. *Draw 1 Loot for each.*

BUY PROGRAMS: Discard any number of Loot cards, then draw that many Program cards. *Keep up to 2 of them.*

BUY PROMOTIONS: Promote any of the Characters you hired. *Costs 2 Loot per character.*

CAMPAIGN TRACKER

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CAMPAIGN WINNER:

THE BUDGET

Each team's budget is 100 €\$.

THE 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!

THE BUDGET

Roll a single **PURPLE** die. Re-roll Crits and Fumbles.

Each team's budget is 60 €\$, plus 10 €\$ x the roll.

THE 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.

THE BUDGET

Roll a single **RED** die. Re-roll Crits and Fumbles.

Each team's budget is 60 €\$, plus 10 €\$ x the roll.

THE 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.

THE BUDGET

Roll a single **YELLOW** die. Re-roll Crits and Fumbles.

Each team's budget is 100 €\$, minus 1 €\$ x the roll.

THE 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.

THE BUDGET

Roll a single **BLACK** die. Re-roll Crits and Fumbles.

Each team's Leader is free and their budget is 10 €\$ x the roll.

THE 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.

THE BUDGET

Roll a single **GREEN** die. Re-roll Crits and Fumbles.

Each team's budget is 90 €\$, plus 1 €\$ x the roll.

THE 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 ★

UNIVERSAL, REQUIRED

OBJECTIVE

Take-Out the last remaining Character on any 1 team.

This ends the scenario!

REWARD

Each team (even if they lost all their models) totals the €\$ on the Characters they Took-Out. The team with the highest total may: **Gain 1 Star, or; Promote 1 surviving model.**

KILL SOME TIME ★

UNIVERSAL, SPECIAL

Place all 10 markers off-board, face-down, as the Time to kill.

OBJECTIVE

When any team Inspires, they must discard 1 Time marker.

The scenario ends when Time runs out!

REWARD

The team that discards the final Time marker may: **Gain 1 Star, or; Promote 1 surviving model.**

TAKE OUT 1 RIVAL LEADER ★

UNIVERSAL

OBJECTIVE

Take out any 1 team's Leader.

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

REWARD

After the scenario ends:

Trade this card for 1 Star, or; Promote 1 surviving model.

SWIPE SOME SHARDS ★

UNIVERSAL, SPECIAL

Place each of the 10 markers evenly around the board, face-down. These are data Shards.

OBJECTIVE

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

REWARD

After the scenario ends: **The team with the highest total Shard value gains 1 Star, even if they were all Taken-Out.**

REPO THE WRECKAGE ★

UNIVERSAL, SPECIAL

Place all 10 markers in a loose pile on any elevated surface, face-down, as the Wreckage.

OBJECTIVE

Repossess what's left! Models may Drag a piece of Wreckage, then may peek at its value.

REWARD

After the scenario ends, **the team with the most models in RED of the most valuable piece of Wreckage gains 1 Star.**

TAKE-OUT THE FUGITIVE ★

UNIVERSAL

Before hiring, each team rolls a **GREEN** die and adds their total Street Cred. The team with the highest total must choose any 1 of their own hired characters to be "The Fugitive". Place this card next to its Character card.

OBJECTIVE/REWARD

If a rival Takes the Fugitive Out they gain 1 Star, discard this.

After the scenario ends, if the Fugitive was not Taken-Out, **trade this card for 1 Star.**

TAKE-OUT THE 'PSYCHO

UNIVERSAL



Deploy 1 spare Merc on any elevated surface. This is the Cyberpsycho! **Replace its action tokens with 6 GREEN ones.** It is only Friendly to Cyberpsychos.

OBJECTIVE/REWARD

It [RE]Acts: 1 rival *must* spend 1 of the Cyberpsycho's Actions to [RE]Act with it in any manner.

When any team Inspires, they refresh all of its action tokens.

The team that Takes-Out this Cyberpsycho gains 1 Star.

TAKE-OUT THE 'PSYCHO

UNIVERSAL



Deploy 1 spare Merc on any elevated surface. This is the Cyberpsycho! **Replace its action tokens with 6 GREEN ones.** It is only Friendly to Cyberpsychos.

OBJECTIVE/REWARD

It [RE]Acts: 1 rival *must* spend 1 of the Cyberpsycho's Actions to [RE]Act with it in any manner.

When any team Inspires, they refresh all of its action tokens.

The team that Takes-Out this Cyberpsycho gains 1 Star.

RESCUE THE RUNNER

UNIVERSAL



Deploy 1 spare Merc on any elevated surface as the Runner! It is Friendly to all other models.

OBJECTIVE/REWARD

When any team Inspires, they refresh the Runner's Actions.

If the Runner is Taken-Out, the team that did it loses 1 Star!

After the scenario ends, if the Runner was not Taken-Out, **the team with the most models within RED of it gains 1 Star.**

CAMPAIGN FINALE

UNIVERSAL, FINALE



Each team adds 100 €\$ to their budget. Models deployed from reserve draw and equip 1 Loot.

OBJECTIVE

Complete the most Universal Objectives this scenario, and have at least 1 Character left.

REWARD

The team who wins this card, wins the campaign! On a tie, the team that won the REQUIRED card wins the campaign.