Cyberpunk
R E D

HARDENED LIEUTENANTS
BREAK GLASS IN CASE OF POWERGAMING

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HARDENED LIEUTENANTS

Welcome Gamemaster to the second in the Hardened series. In this issue, we'll give the *Cyberpunk RED* Core Book's Lieutenants the Hardened treatment. But first, we have to make some clarifications:

WHAT IS HARDENED?

Hardened is a prefix that means "combat optimized". It defines a tier of play that is designed to provide adequate challenge to combat optimized characters while still letting them be combat badasses, all without disrupting game economy or scaling up the number of enemy combatants in an encounter.

WHAT IS A HARDENED CREW?

A Hardened Crew is a crew filled with Hardened Player Characters. **If even one member of a crew isn't considered Hardened, you don't have a Hardened Crew** and need to be careful: Hardened material will likely cause the death of your Non-Hardened Characters.

WHAT IS A HARDENED CHARACTER?

A Player Character is considered Hardened when they meet any of the following criteria:

- A REF of 8 combined with a Dodge Skill of 6 or higher.
- Ability to attack with Stat + Skill + Mod of 15 higher.
- WILL + BODY of 16 or Higher.
- Owns a Weapon with a value of Luxury or higher.
- A DEX of 8 combined with a MOVE of 8.
- Autofire or Martial Arts Skill of 6 or higher.
- Solo Rank 4 or higher.

HARDENED LIEUTENANTS

The following Hardened Lieutenants are balanced when used as replacements for the Lieutenants in the *Cyberpunk RED* Core Book (), but only against a Hardened Crew (see above), and at a rate of one per two Edgerunners.

For a classic mixed encounter, one Hardened Lieutenant is worth two Hardened Mooks. These NPCs are not designed to wipe the floor with a Hardened Crew, but instead to challenge them while allowing them to still feel like the combat badasses they want to roleplay.

> Unlike with Hardened Mooks that can be mixed in sparingly against Non-Hardened Crews with minimal balance issues, fielding Hardened Lieutenants against Non-Hardened Crews is a recipe for a Character funeral.

HARDENED LIEUTENANT TACTICS

If you want to add an additional garnish to your Hardened Lieutenant encounter, roll on the table below to determine their tactics:

1d10	Hardened Lieutenant Tactics
1	Lieutenant and their allies ambush the party (**CP:R PAGE 399**).
2	Lieutenant is grappling a human shield (**CP:R PAGE 184**).
3	Lieutenant orders their allies to focus on a particular player.
4	Lieutenant orders their allies to charge wildly at the party.
5	Lieutenant is in a highly defensible position, making use of cover.
6	Lieutenant has First Aid and Paramedic Skill Bases of 14 each.
7	Lieutenant has rigged an Armor-Piercing Grenade (**CP:R PAGE 345**) as a trap before the combat, somewhere on the field. Noticing it requires a DV15 Perception Skill Check. Disarming it requires a DV9 Demolitions Skill Check. The grenade goes off if any Character moves into the square in which it is hidden.
8	Lieutenant has done extensive research into the combat capabilities of the party.
9	Lieutenant has a COOL of 6, a Reputation of 2, and attempts a Facedown. (**CP:R PAGE 194**) either before combat begins or right at the beginning.
10	Lieutenant has a Tactics Skill Base of 16 and is in command.

BY RICHARD BAGNALL

HARDENED NETRUNNER (ANTI-PERSONNEL)

INT	REF	DEX	TECH	COOL
7	5	4	7	4

WILL	LUCK	MOVE	BODY	EMP
7	—	5	4	4

HIT POINTS	SERIOUSLY WOUNDED	DEATH SAVE
40	20	4

Weapons

Very Heavy Pistol	4d6	

Armor: **L Armorjack**

Head	11 SP
Body	11 SP

SKILL BASES Athletics 9, Basic Tech 13, Brawling 6, Conceal/Reveal Object 11, Concentration 11, Conversation 6, Cryptography 11, Deduction 11, Education 12, Electronics/Security Tech 11, Evasion 10, First Aid 9, Forgery 13, Handgun 12, Human Perception 6, Language (Native) 11, Language (Streetslang) 9, Library Search 13, Local Expert (GM's Choice) 13, Local Expert (Your Home) 9, Perception 11, Persuasion 6, Pick Lock 11, Resist Torture/Drugs 9, Stealth 12, Tactics 12

ROLE ABILITY Interface 4

CYBERWARE & SPECIAL EQUIPMENT Pistol Ammo x50, Flashlight, Virtuality Goggles, Neural Link, Interface Plugs, Cyberdeck • **Programs**: Armor x2, Banhammer, DeckKrash, Hellbolt x2, Shield

HARDENED NETRUNNER (ANTI-PROGRAM)

INT	REF	DEX	TECH	COOL
7	5	4	7	4

WILL	LUCK	MOVE	BODY	EMP
7	—	5	4	4

HIT POINTS	SERIOUSLY WOUNDED	DEATH SAVE
40	20	4

Weapons

Very Heavy Pistol	4d6	

Armor: **L Armorjack**

Head	11 SP
Body	11 SP

SKILL BASES Athletics 9, Basic Tech 13, Brawling 6, Conceal/Reveal Object 11, Concentration 11, Conversation 6, Cryptography 11, Deduction 11, Education 12, Electronics/Security Tech 11, Evasion 10, First Aid 9, Forgery 13, Handgun 12, Human Perception 6, Language (Native) 11, Language (Streetslang) 9, Library Search 13, Local Expert (GM's Choice) 13, Local Expert (Your Home) 9, Perception 11, Persuasion 6, Pick Lock 11, Resist Torture/Drugs 9, Stealth 12, Tactics 12

ROLE ABILITY Interface 4

CYBERWARE & SPECIAL EQUIPMENT Pistol Ammo x50, Flashlight, Virtuality Goggles, Neural Link, Interface Plugs, Cyberdeck • **Programs**: Armor, Killer, Speedy Gonzalvez x2, Sword x2

HARDENED RECLAIMER CHIEF (LIGHTNING)

INT	3	REF	8	DEX	6	TECH	5	COOL	4
WILL	5	LUCK	—	MOVE	6	BODY	6	EMP	4

Hit Points	40	Seriously Wounded	20	Death Save	6

Weapons			Armor: L Armorjack	
Heavy Melee Weapon	3d6		Head	11 SP
Shotgun	5d6		Body	11 SP

Skill Bases Athletics 12, Basic Tech 9, Brawling 8, Conceal/Reveal Object 5, Concentration 7, Conversation 6, Deduction 7, Demolitions 7, Drive Land Vehicle 12, Education 5, Electronics/Security Tech 9, Endurance 11, Evasion 12, First Aid 7, Human Perception 6, Land Vehicle Tech 7, Language (Native) 7, Language (Streetslang) 5, Local Expert (Your Home) 5, Melee Weapon 14, Paramedic 7, Perception 8, Persuasion 6, Pick Lock 7, Resist Torture/Drugs 10, Shoulder Arms 14, Stealth 10, Tactics 10, Weaponstech 9, Wilderness Survival 7

Cyberware & Special Equipment Slug Ammo x25, Agent, Radio Communicator, Tent and Camping Equipment, Neural Link, Kerenzikov

Both Lightning and Thunder make great commanders for Hardened Mooks.
While Lightning can lead their Mooks from the front, Thunder is designed to support theirs from the back.

HARDENED RECLAIMER CHIEF (THUNDER)

INT	3	REF	6	DEX	6	TECH	5	COOL	4
WILL	5	LUCK	—	MOVE	4	BODY	6	EMP	4

Hit Points	40	Seriously Wounded	20	Death Save	6

Weapons					Armor: L Armorjack	
Heavy Melee Weapon	3d6	Popup Grenade Launcher	6d6		Head	11 SP
Very Heavy Pistol	4d6				Body	11 SP

Skill Bases Athletics 12, Basic Tech 9, Brawling 8, Conceal/Reveal Object 5, Concentration 7, Conversation 6, Deduction 7, Demolitions 12, Drive Land Vehicle 10, Education 5, Electronics/Security Tech 9, Endurance 11, Evasion 12, First Aid 7, Handgun 14, Heavy Weapons 12, Human Perception 6, Land Vehicle Tech 7, Language (Native) 7, Language (Streetslang) 5, Local Expert (Your Home) 5, Melee Weapon 14, Paramedic 7, Perception 8, Persuasion 6, Pick Lock 7, Resist Torture/Drugs 10, Stealth 10, Tactics 10, Weaponstech 9, Wilderness Survival 7

Cyberware & Special Equipment Very Heavy Pistol Ammo x25, Agent, Radio Communicator, Tent and Camping Equipment, Cyberarm, Popup Grenade Launcher (AP Grenade x1, Smoke Grenade x1)

HARDENED SECURITY OFFICER (RAID)

INT	REF	DEX	TECH	COOL
5	8	6	4	6

WILL	LUCK	MOVE	BODY	EMP
5	—	6	7	5

HIT POINTS	SERIOUSLY WOUNDED	DEATH SAVE
40	20	7

Weapons		Armor: L Armorjack	
Assault Rifle	5d6	Head	11 SP
Underbarrel Shotgun	5d6	Body	11 SP

SKILL BASES Athletics 12, Autofire 12, Brawling 12, Concentration 7, Conversation 6, Deduction 7, Drive Land Vehicle 12, Education 7, Evasion 10, First Aid 6, Handgun 12, Human Perception 6, Interrogation 8, Language (Native) 9, Language (Streetwise) 7, Local Expert (Your Home) 7, Perception 7, Persuasion 8, Resist Torture/Drugs 10, Shoulder Arms 12, Stealth 8, Tactics 12

CYBERWARE & SPECIAL EQUIPMENT Rifle Ammo x50, Expansive Slug Ammo x2, Flashbang Grenade x1, Agent, Flashlight, Grapple Gun, Radio Communicator, Cyberleg x2

*Raid and Seige are great at tactical combat revolving around area based objectives.
They would be perfect for combat in an indoor area with lots of interesting cover and terrain.
Bonus points for fountains and skylights.*

HARDENED SECURITY OFFICER (SEIGE)

INT	REF	DEX	TECH	COOL
5	8 (6)	6 (4)	4	6

WILL	LUCK	MOVE	BODY	EMP
5	—	6 (4)	7	4

HIT POINTS	SERIOUSLY WOUNDED	DEATH SAVE
40	20	7

Weapons		Armor: H Armorjack	
Heavy SMG	3d6	Head	13 SP
		Body	13 SP

SKILL BASES Athletics 12 (10), Autofire 14 (12), Brawling 12 (10), Concentration 7, Conversation 6, Deduction 7, Drive Land Vehicle 12 (10), Education 7, Evasion 10 (8), First Aid 6, Handgun 12 (10), Human Perception 6, Interrogation 8, Language (Native) 9, Language (Streetwise) 7, Local Expert (Your Home) 7, Perception 7, Persuasion 8, Resist Torture/Drugs 10, Stealth 8 (6), Tactics 12

CYBERWARE & SPECIAL EQUIPMENT Bulletproof Shield, Pistol Ammo x80, Teargas Grenade x2, Agent, Flashlight, Grapple Gun, Handcuffs x2, Radio Communicator, Cybereyes x2, Nasal Filters