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Sup, Choomba? I'm Patrick Hamilton, better known as the King of Stickball, but you can call me Ricky. The Piranhas are fortunate enough to have my loyalty.

Let me also introduce you to the King's armies, Left Bicep and Right Bicep. Natty. The only PED's I'm on are Party-Enhancing Drugs: Smash and Surge, party all weekend baby. Yeah! We're here to talk about Stickball, the sport of The Street. So, crack open a can of Smash and let's chat.

Stickball is a metaphor for life, choomba. It's like War. It requires honorable soldiers to fight arm-in-arm. It's violent. It hurts. It's like a microcosmos, uh, microcosm of everything that makes us human. It's an honorable game. When you win, it's because you earned it. When you lose, it's because you deserved it. If you don't play, you might as well not be alive. Life is like that. Harsh. That's why you get with a good crew and play together. It makes the post-game celebration all the sweeter. The Piranhas understand that, and all of the smarter gangs of Night City do too. Since Stickball is so important, we can use it to resolve our petty differences, so we don't get shot by each other with real bullets – we get enough of those from the NCPD. We take it up in Stickball. Kinda like the ancient civilizations of this great big planet did with their war games. It saves lives. I don't like losing friends. I don't want to lose the life of the party over something stupid. I want to play Stickball instead.

Anywhere in the world with enough space can be a Stickball court. Take your spray paint and mark three circles – one for each of the two teams and one neutral, wherever you feel would make the most sense. You want a wide space for the game or you privilege stealing instead of passing -- and passing is the soul of Stickball. Remember that. Mark six crosses for starting positions. Now put an electrified metal ball in each of the circles and a player on each of the crosses with a Stick in their hand and you're playing Stickball. Anytime, anywhere, just make sure your guns are loaded with rubber. Turn on your Laser Light jackets, paint the field and balls with glow paint, and you can throw down even during the pitch black of a Night City night. I've played indoors, outdoors, in blood rain, and under the Metalstorm bridge to settle disputes. The more you party, the more party-related fights you get into. It's like that, and we Piranhas party more than anyone swimming. Get your skate feet on the mark and turn on your stick's electro-magnet. Time to play.

ALL ABOUT STICKBALL

Stickball. Two teams of three players armed with Tech Upgraded lacrosse sticks and whatever less-than-lethal weapons they choose in a fight over three electrified balls. The objective of the game is to collect all three electrified balls in your team's goal circle by any less-than-lethal means at your disposal.

Some, but not all, gangs – and occasionally other groups – in Night City use Stickball as a way to resolve a conflict without exploding it into a Friday Night Firefight.

SETTING UP THE FIELD

To play Stickball, a third party (ideally, although when one isn't available, the team that was challenged fills this role instead) paints three circular areas with glow paint. They designate one circle to serve as the goal circle of each team, and the third circle to be the neutral. A ball is then placed in each of the three circles. Similarly, the third-party marks six Xs on the ground in glow paint, as the starting points for each three-player team. Any obstacles on the field when the circles are drawn, including burned-out cars, breaks in the concrete, or low-lying walls remain in place and must be maneuvered around, over, or through.

PLAYING THE GAME

Once the game begins, it doesn't end until a team is victorious. No timeouts or time limits. There are no rules, except the following.

- No motorized vehicles.
- No more than three people on your team on the field. You **cannot** replace team members who are knocked out or injured during gameplay.
- No one off the field is allowed to interfere with the game, except to carry injured players off court and render them medical attention. The game does not stop while they do so.
- No non-sanctioned Rubber Ammunition.
- No methods of combat capable of causing Critical Injuries or reducing a target to under 1 HP are allowed.

Microwavers, Acid Paintballs, Heavy Handguns loaded with Stickball Sanctioned Rubber Ammunition, Smoke Grenades, Stun Batons, Stun Guns, and of course Stickball Sticks are all popular weapons used in Stickball.

► PASSING/SHOOTING RANGE TABLE

0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds	51 to 100 m/yds	101 to 200 m/yds	201 to 400 m/yds
16	15	15	17	20	22	25

Inline Skates, Skateboards, and less-than-lethal Cyberware, especially Skate Feet, are always permitted. Armor is a necessity in all matches where it isn't banned. Stickball is played as a combat and begins with Initiative.

The game ends when one team or the other has placed all three electrified balls in their circle. Until then, it is considered fair play to remove balls from the opposing team's circle.

STICKBALL ACTIONS

During Stickball, players can perform a number of game-exclusive Actions in addition to the regular assortment available (SEE CP:R PAGE 127).

► PICK UP

As an Action that can replace half of a 2 ROF Attack, you can magnetically pick up and lock a free grounded ball within 2 m/yards (1 square) of you into your Stickball Stick or into one of your free hands. When you pick up a Stickball Ball without using a Stickball Stick, it electrocutes you, and you suffer 3d6 damage directly to your HP. If this damage would reduce you to under 1 HP, you are instead Unconscious at 1HP. If you start a Turn holding an electrified ball, you immediately take damage as described above.

► GUARDING

As an Action that can replace half of a 2 ROF Attack made while wielding a Stickball Stick, you can make a Contested Athletics Skill Check against a target within 2 m/yards of you. If you beat them, until the beginning of your next Turn, you are considered to be Guarding them, and whenever they move, you can move up to an amount equal to double your MOVE in m/yds (your MOVE in squares) to remain within 2 m/yds (1 square) of them. However, if they do something that would require a Check for you to keep up with, like a Trick they make on their Inline Skates, you'll have to make a similar Check against the same DV they did to keep up. If you fail the Check, you must stop at that point, possibly fall prone at the GM's discretion, and are no longer considered to be Guarding anyone.

► PASSING/SHOOTING

As an Action that can replace half of a 2 ROF Attack, a player can throw one of the balls locked into their Stickball Stick or held in one of their hands at another player or to a point in space with an Athletics Skill Check. Use the Passing/Shooting Range Table to determine the DV. The maximum range for throwing by hand is 24 m/yds. If the Check succeeds, the ball lands on the point in space chosen or is automatically caught by the player being passed to (in either their hands or own Stickball Stick. SEE PICK UP for the dangers of catching a ball by hand). If the Check fails, the GM places the ball wherever they feel is appropriate within the range band of the missed shot as a ground ball. Passing/shooting while Guarded or passing to a Guarded player imposes a -2 penalty to the Athletics Check.

► STEALING

As an Action while wielding a Stickball Stick, a player can make a 1 ROF Attack against a target within 2 m/yds (1 square) using any weapon and the Skill associated with it, opposed by the target's Athletics Skill. If you succeed, you may choose to steal one of the balls locked into their Stickball Stick into yours. Being Guarded imposes a -2 penalty to any Stealing attempts you make.

You can always steal a ball without using a Stickball Stick by using the Grab Action (SEE CP:R PAGE 177) but remember, the balls are electrified! When you do, it electrocutes you, and you suffer 3d6 damage directly to your HP. If this damage would reduce you to under 1 HP, you are instead Unconscious at 1 HP. If you start a Turn holding an electrified ball, you immediately take damage as described above.

MAKING AND ESCALATING A CHALLENGE

Stickball is played as an alternative to gang violence among some gangs – and occasionally other groups – in Night City. Instead of life and limb, Reputations are on the line. For those who play Stickball, when a match is requested during a Facedown (SEE CP:R PAGE 194), any violence inflicted by either involved party on the other between

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See the *Spinning Your Wheels* DLC for more information about Inline Skates and Skateboards.

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See CP:R PAGE XX refers you to the *Cyberpunk RED* core rulebook.

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"Replace half of a 2 ROF Attack" means you can perform this Action and perform another Action that would normally be half of a 2 ROF Attack, such as shooting someone with a Heavy Pistol once.

the challenge and the match is considered cowardly and carries reputational consequences. Requesting a Stickball match during a Facedown can be done by either the winner of the Facedown or by the loser of the Facedown as an alternative to Backing Down and gaining the standard -2 penalty. When a Stickball match is caused by a Facedown losing, refusing, or failing to show up to a match reduces the Reputation of anyone on the team in question by 1. When a match is interrupted (say, by NCPD showing up), it may be rescheduled by either party any number of times.

Instead of making a typical Stickball match request during a Facedown, or in response to a Stickball match request, the winner of a Facedown may request an escalated Stickball match, where additional conditions are applied. If need be, the GM can use the Stickball Escalation Table to determine the additional condition. Losing, refusing, or failing to show up to an escalated match reduces the Reputation of anyone on the team in question by 2.

STICKBALL ESCALATION TABLE

1d10	Additional Condition
1	Let's do this without armor.
2	You can't beat us on our home turf.
3	We're going to play in a restricted area.
4	You can have an extra player.
5	Why don't we make it interesting? 100eb.
6	We can beat you with one hand cuffed behind our backs.
7	Let's stream our match on the Data Pool.
8	Your best three, against my best three.
9	Let's play for something symbolic to your gang. Winner gets it as a trophy!
10	Losing team shaves their heads and bodies.

STICKBALL TEACHES KIDS TO BE
VIOLENT, AND BRINGS THEM
TOGETHER WITH CRIMINALS.
WE MUST ELIMINATE OUR
SCHOOL'S LACROSSE TEAM
IMMEDIATELY, AS IT IS A KNOWN
GATEWAY TO STICKBALL!

— DAWN DAVIS
CONCERNED MOTHER

STICKBALL GEAR

STICKBALL SANCTIONED RUBBER AMMUNITION

Cost: 10eb (Cheap) for 10

Ammo Types Available: Arrows, Bullets, and Slugs
Rubber Ammunition upgraded by a Tech for use in Stickball matches.

Tech Upgraded. Damage dealt using this ammunition cannot cause a Critical Injury. Additionally, If damage dealt using this ammunition would reduce a target to under 1 HP, they are instead Unconscious and at 1 HP.

STICKBALL STICK

Cost: 100eb (Premium)

A all-metal lacrosse stick upgraded by a Tech with a powerful electromagnet.

A Tech Upgraded One-Handed Light Melee Weapon that cannot be concealed. If damage dealt by it would reduce a target to under 1 HP, they are instead Unconscious at 1 HP. Damage dealt by this weapon cannot cause a Critical Injury. During a game of Stickball, the damage of this weapon increases by 1d6 for each electrified metal ball carried (up to a maximum of 3d6). Despite being a Light Melee Weapon, it is incompatible with Poison, Biotoxin, and similar substances.

STICKBALL LOVE STORY

So, we were at this abandoned parking structure in the Old Combat Zone. Underground, wild acoustics, even a little airflow, and the water was still hooked up. It was truly a preem spot, so we transformed it into our chill party spot. On that particular night, the whole shoal was there, playing Stickball and draining Piranha Smash. Some of the nerdier fish were having a Digital Gladiator tournament using some of the old Agents they had scrapped up. People lose their Agents all the time at Piranhas events, what else were we gonna do with them?

Anyway, the night went on like that for a while until the people who weren't on Surge for the weekend, like myself, and some of the older fish started to crash. Makes sense, it was a Sunday, and the night before we

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As a gang, the Piranhas are composed of many smaller cells known as shoals.

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For more information about Digital Gladiator or Molly Anderson and her gang, the Andersons see **Black Chrome**. F

For more information about Piranha Smash, see the **Black Chrome+ DLC**.

had ripped up Metalstorm. Anyway, I was coming back into the party from freshening up, when I noticed someone rifling through the pile of Agents. At first, I thought it was one of our new fish, but it turned out to be not, so I picked the kid up by the collar and sat him down in the beanbag pit so that he could explain himself.

He said his name was Joe. He was an Anderson, a gang I remembered hearing a bit about. Turns out we were neighbors. They were running a Night Market in the next underground garage over, but neither of us knew, because of the heavy concrete walls and junk.

So I told him, like I always do to people who wander into our private parties, that Piranhas only recognize two types of outsider: Friends and Food. He picked Friend, so I cracked him a Smash and we got to talking.

Turns out we had a lot in common. I was in a YoGang back in the day, too, 'fore I graduated up into a real one. His YoGang went for the big time, which is pretty rare, so you've got to respect that. He kept talking about Molly, which I originally thought meant he was looking to party if you know what I mean. I was wrong. Turns out, he meant the leader of his gang. Molly Anderson. I didn't know at the time, but we were destined for each other. Real deal star-crossed lovers Romeo and Juliet shit. Anyway, then Joe and I got really, really drunk and I don't remember what else we talked about.

In the morning, Molly came to pick him up, and I felt an immediate connection. I asked if they wanted to come to our Monday night party with me, and they said yes! Been together ever since. Longest relationship I've ever had. We're celebrating our one-month anniversary next week at their Night Market, and I've never been more excited for a party in my fucking life.

A STICKBALL COURT BY MONSTER FIGHT CLUB

