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# 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 (**PAGE 414**), 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 ( <b>CP:R PAGE 399</b> ).
2	Lieutenant is grappling a human shield ( <b>CP:R PAGE 184</b> ).
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 ( <b>CP:R PAGE 345</b> ) 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. ( <b>CP:R PAGE 194</b> ) 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 LIEUTENANTS

## HARDENED NETRUNNER [ANTI-PERSONNEL]

INT	7	REF	5	DEX	4	TECH	7	COOL	4																						
WILL	7	LUCK	—	MOVE	5	BODY	4	EMP	4																						
Hit Points				40				SERIOUSLY WOUNDED		20		DEATH SAVE		4																	
Weapons																Armor: L Armorjack															
Very Heavy Pistol												4d6				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	7	REF	5	DEX	4	TECH	7	COOL	4						
WILL	7	LUCK	—	MOVE	5	BODY	4	EMP	4						
Hit Points				40				SERIOUSLY WOUNDED		20		DEATH SAVE		4	
Weapons												Armor: L Armorjack			
Very Heavy Pistol						4d6						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 LIEUTENANTS

## 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 LIEUTENANTS

## HARDENED SECURITY OFFICER (RAID)

INT	5	REF	8	DEX	6	TECH	4	COOL	6						
WILL	5	LUCK	—	MOVE	6	BODY	7	EMP	5						
HIT POINTS				40				SERIOUSLY WOUNDED		20		DEATH SAVE		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, Explosive 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	5	▶ REF	8 (6)	▶ DEX	6 (4)	▶ TECH	4	▶ COOL	6	
▶ WILL	5	▶ LUCK	—	▶ MOVE	6 (4)	▶ BODY	7	▶ EMP	4	
▶ HIT POINTS			40	▶ SERIOUSLY WOUNDED			20	▶ DEATH SAVE		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										