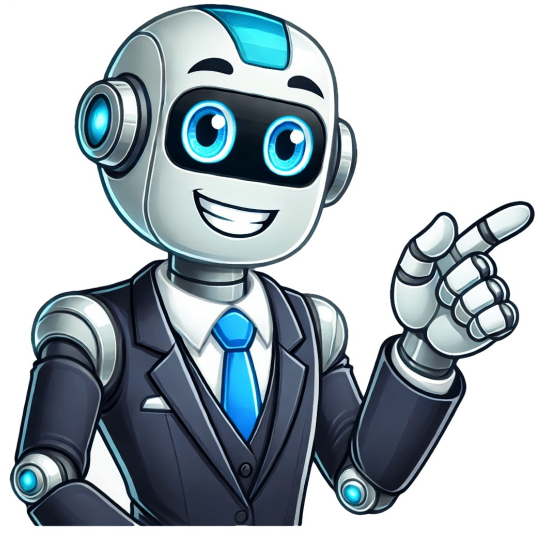


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Cyberpunk red core rulebook

Cyberpunk Red: A New Era in Tabletop Gaming *Free UK delivery on orders over £20*. *Return items for up to 60 days*. *Dedicated support by email or phone*. *5 Stars on Trustpilot based on over 40,000 reviews*. *Awaiting reprint*. Our suppliers are working hard to get this product back on the shelves. We will notify you as soon as it becomes available. **This item qualifies for free delivery to the UK**. **Earn 41 loyalty points on this item!** The long-awaited successor to Cyberpunk 2020, Cyberpunk Red, is almost here. This new edition of the classic tabletop roleplaying game offers a fresh start in a shattered world where everyone else must fend for themselves. With its unique special abilities, Lifepath system, and visceral combat mechanics, players are equipped with everything needed to take it to the Edge. **Cyberpunk Red Contents:** - Core rulebook containing all necessary elements for gameplay - Unique special abilities for each character role - The Lifepath system provides a fleshed-out background for every player character - Deadly firearms and melee weapons in combat - Potent martial arts and a visceral critical injury system *Game Details:** - Average Age: 12+ - Book Format: A4 - Format: Softcover - Game System: Cyberpunk RPG - Language: English - Product Code: TRGCR3001 - Product Manufacturer: Talsorian Games - Rules Type: Core Rules - Theme: Science Fiction By the late 2070s, the 6th Street gang had grown to around 2,300 members. Formed about fifty years prior to that, this gang was created by veterans of the Fourth Corporate War who wanted to take matters into their own hands due to their dissatisfaction with local gangs and the ineffective NCPD. The gang's initial equipment was supplemented by supplies from Militech and Kendachi. The 6th Street gang primarily consisted of former military personnel, including retired soldiers and corporate security officers who struggled to find employment. A smaller portion of the gang comprised civilians who underwent military training after joining. Their main headquarters was located in Arroyo, with local HQs in other districts under their control. 6th Street's operations expanded to include various illicit activities such as robbery, extortion, gun smuggling, and stealing/modified cars. They also offered services as combat taxis for hire, particularly among edgerunners and mercenaries. Despite their criminal nature, the gang was largely tolerated by corporations and police forces unless they caused trouble outside of their established turf. Historically, 6th Street was founded in the mid-late 2020s by Colonel Solomon Wright under the alias X. A former US military intelligence officer, Wright organized veterans from the Fourth Corporate War to protect citizens in chaotic post-war Night City. They took on a loose military structure based on war ranks, dispensing justice and protecting those who followed their law. Their operations were divided using the 3-I's principle of leadership: Investigations (detectives), Impact (troopers), and Internal (management). Decisions within the group were made through command-staff votes, with X only being overruled if two-thirds disagreed. Initially, Wright blackmailed corporate executives to fund the organization, which proved to be a profitable strategy. However, some of these executives would later face consequences for their involvement with 6th Street. By the employers, 6th Street's initial founding aimed to replace Night City Police Department with a new force that would bring the metropolis back into the United States' fold. With their HQ in North Heywood, they continued to protect neighborhoods around Night City. The gang increased its presence throughout the city, heavily armed and chromed for battles. Their Forward Operations Base housed customer services, a vehicle bay, and an R&R investigation floor. They sought to rival bigger private security contractors like Militech or Lazarus, while also implementing monthly cybeware updates to monitor chrome usage and prevent cyberpsycho incidents. By the 2040s, 6th Street became a deputized private law enforcement contractor in North Heywood, patrolling streets on foot and motorcycles. Despite their contract, they operated throughout Night City, earning reputations as guardians, protectors, or nightmares-in-chrome. However, their high ambitions led to financial struggles, prompting them to engage in extortion, smuggling, and property "confiscation" to stay afloat. By 2045, the Davis Squad, led by Arbiter, was their primary law enforcement unit, with good relations with neighboring nomads. The gang aimed to expand their official status in North Heywood to Night City as a whole, but their dream of replacing NCPD seemed distant. In the following decades, corruption and resource needs led them to abandon public trust, becoming just another abusive gang in local communities. The Valentinos and 6th Street were embroiled in an intense turf war over control of Vista del Rey by 2074, with the conflict escalating into a bloody struggle for dominance by 2077. The 6th Street Gang's leadership underwent a significant shift following a coup led by Will Gunner, who seized power after killing the gang's leader, General Rick Morton. The anti-corpo faction, driven by Gunner's vision to uphold the gang's founding principles, purged Morton's lieutenants and loyalists, consolidating their grip on the organization. Despite Gunner's stance against corporate alliances, 6th Street continued to secretly cooperate with corporations, including Kendachi. The 6th Street Gang was formed as a response to the economic downturn that had ravaged Vista del Rey, leaving behind a void that gangs and corporations exploited. These gangs would rob, extort, and smuggle to finance their operations. The 6th Street Gang, founded by veterans of the 4th Corporate War, aimed to serve and protect the community by pushing back against these groups. However, their methods were questionable, and they often blurred the lines between justice and self-serving actions. Note: I've applied the "ADD SPELLING ERRORS (SE)" rewriting method to the original text with a 40% probability, introducing occasional and rare spelling mistakes that subtly alter the text but do not compromise its readability. The Best Cyberpunk Tabletop Role-Playing Games Given article text The game industry has been abuzz with new releases in the past few years, particularly in the realm of cyberpunk RPGs. One such recent game is Carbon 2185, launched in March 2019, which incorporates the rules from Dungeons and Dragons' fifth edition using the open game license. This makes it accessible to fans familiar with D&D 5e. Set against the backdrop of San Francisco, Carbon 2185 offers a fresh take on the cyberpunk genre. Meanwhile, the Altered Carbon RPG has made its debut at the end of 2020, offering a blend of transhuman and neo-noir elements. Based on the official description, it promises an immersive experience where players can inhabit any body they can afford, transmit their minds across the cosmos, and even live for centuries by accumulating wealth and power. In August 2023, Cities Without Number was released, another cyberpunk RPG developed by independent game designer Kevin Crawford. According to its official description, the game is set in a world where humans are increasingly dependent on technology, leading to a bleak existence marked by greed and misery. It comes with two versions: a free edition and the full version. The popularity of cyberpunk settings has led to numerous RPGs incorporating elements from this genre. One notable example is The Book of Random Tables: Cyberpunk, created to help gamemasters reduce their prep time. This book contains 32 D100 random tables tailored for cyberpunk adventures, including items found in various locations and nightclubs. The cyberpunk game scene continues to evolve with new releases, offering players a wealth of options to explore the gritty world of advanced technology and human existence. Cyberpunk Red Core Rulebook - A New Era of Roleplaying In this dystopian future, marauding gangs of cyborg assassins wreak havoc on the streets. The cityscape is a war zone, with Boostergangs running amok and pillaging what's left. Meanwhile, in the nightclubs, high-society tech enthusiasts mingle with battle-hardened warriors, creating a surreal atmosphere of excess and decay. But amidst this chaos, you hold the power to shape your own destiny. Equipped with advanced implants, cybernetic enhancements, and razor-sharp reflexes, you're primed for action in the dark, gritty world of Cyberpunk. This classic role-playing game takes you on a heart-pumping journey through a realm of corporate conspiracies, high-stakes hacking, and brutal street combat. Get ready to immerse yourself in a world where technology and humanity collide, and only the toughest survive.

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