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HARDENED MINI BOSSES

BREAK IN CASE OF POWERGAMING

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HARDENED MINI BOSSES

Welcome back, Gamemaster, to the third installment of the Hardened series of **Cyberpunk RED** DLCs! In this issue, we give the **Cyberpunk RED** core rulebook's Mini Bosses the Hardened Treatment, and we even throw in some new ones to help you level the playing field with your bullet-dodging, explosive-chucking, head-shotting death merchant Player Characters. Since this is part three, we're turning up the heat even higher! Be warned, if you don't have a Hardened Crew (**SEE HL PAGE 2**) these Hardened Mini Bosses are definitely going to ring some church bells.

As with all Hardened Opponents, the following Mini Bosses are not designed to wipe the floor with a Hardened Crew, but to challenge them without disrupting game economy or scaling up the number of enemy combatants in an encounter.

Before we get into it, here are your final warnings, ignore them at your own risk: Any encounter involving a Hardened Mini Boss is balanced to be deadlier. Stringing multiple such encounters together in a single job or fielding them against non-Hardened Crews is a recipe for a Character funeral.

Hardened Mini Bosses are balanced when used as replacements for the Mini Bosses in the *Cyberpunk RED* core rulebook (SEE CP:R PAGE 414**), at a rate of 1 per 3 Edgerunners.**

MINI BOSS MINI PROMOTIONS

If these Mini Bosses are just too Mini for your table, roll below to give them a Mini Promotion!

1d10	Hardened Mini Boss Mini Promotion
1	Increase one of their Skill Bases that is above 10 to 17.
2	Increase their HP by 10.
3	Give them Teamwork 3 (SEE CP:R PAGE 153), and give them a Team Member of your choice.
4	Give them Medium Armorjack that's been Tech upgraded, removing the Armor Penalty.
5	Give them an additional 600eb of Cyberware.
6	Give them a Reputation of 5.
7	Give them an EMP Grenade (SEE CP:R PAGE 345) and an Athletics Skill Base of 16.
8	Give them either a dose of Black Lace (SEE CP:R PAGE 357) or Synthcoke (SEE CP:R PAGE 358) before combat starts.
9	Increase their MOVE to 8 or increase their Evasion Skill Base to 18.
10	Give them Gills (SEE CP:R PAGE 363) and a round of Exotic Bodysculpting (SEE CP:R PAGE 226). Shark? Arowana? You decide.

I CAN'T EVEN REVIEW A RAMEN CART WITHOUT BEING HASSLED. THESE NEW KIDS WILL MUG YOU FOR YOUR AGENT, THREATEN YOU OVER YOUR COVERAGE, AND KILL YOU FOR YOUR PIECE IF IT'S OF ANY QUALITY. THAT'S WHY I CARRY A GRENADE, OFFICER. IT'S FOR SELF DEFENSE!

— JERICHO HUNT

HARDENED MINI BOSSES

HARDENED ARASAKA ASSASSIN
[SOLO]

INT 6	REF 8	DEX 8	TECH 6	COOL 5
WILL 8	LUCK —	MOVE 8	BODY 8	EMP 5
HIT POINTS 50		SERIOUSLY WOUNDED 25		DEATH SAVE 8
Weapons Excellent Quality Heavy Melee Weapon 3d6 Martial Arts Strike 3d6			Armor: Light Armorjack Head 11 SP Body 11 SP	
SKILL BASES Athletics 10, Brawling 16, Concentration 10, Conversation 7, Education 8, Evasion 16, First Aid 8, Human Perception 7, Interrogation 13, Language (Native) 10, Language (Streetslang) 8, Local Expert (Your Home) 8, Martial Arts (Karate) 16, Melee Weapon 16, Perception 8, Persuasion 7, Resist Torture/Drugs 16, Stealth 16, Tactics 14				
ROLE ABILITY Combat Awareness 6				
CYBERWARE & SPECIAL EQUIPMENT Smoke Grenade x1, Neural Link, Sandevistan, Cybereye x2 w/ Lowlight/Infrared/UV				

Keep these two in your back pocket for when your players do something you didn't expect: the Executive Protection can keep the story flowing while acting as a temporary wall to progress, and the Assassin can slow things way down with an immediate, challenging encounter while you figure something out.

HARDENED EXECUTIVE PROTECTION
[SOLO]

INT 7	REF 8	DEX 8	TECH 8	COOL 7
WILL 8	LUCK —	MOVE 5	BODY 12	EMP 4
HIT POINTS 60		SERIOUSLY WOUNDED 30		DEATH SAVE 12
Weapons Martial Arts Strike 4d6			Armor: Light Armorjack Head 11 SP Body 11 SP	
SKILL BASES Athletics 10, Brawling 16, Concentration 12, Conversation 10, Education 9, Electronics/Security Tech 16, Evasion 14, First Aid 10, Human Perception 10, Language (Native) 11, Language (Streetslang) 9, Local Expert (Your Home) 9, Martial Arts (Judo) 16, Paramedic 16, Perception 9, Personal Grooming 14, Persuasion 9, Stealth 10				
ROLE ABILITY Combat Awareness 6				
CYBERWARE & SPECIAL EQUIPMENT Agent, Radio Communicator, Cybereye w/ MicroVideo, Grafted Muscle and Bone Lace, Implanted Linear Frame Σ (Sigma)				

HARDENED MINI BOSSES

HARDENED MILITECH VETERAN (SOLO)

▶ INT	6	▶ REF	8	▶ DEX	8	▶ TECH	6	▶ COOL	5				
▶ WILL	8	▶ LUCK	—	▶ MOVE	7	▶ BODY	10	▶ EMP	4				
▶ HIT POINTS			55		▶ SERIOUSLY WOUNDED			28		▶ DEATH SAVE		10	
Weapons						Armor: Light Armorjack							
Assault Rifle w/ Shotgun Underbarrel					5d6		Head		11 SP				
Heavy Pistol					3d6		Body		11 SP				
▶ ROLE ABILITY												Combat Awareness 6	
▶ SKILL BASES		Athletics 16, Brawling 16, Concentration 10, Conversation 6, Education 8, Evasion 16, First Aid 8, Handgun 16, Human Perception 6, Interrogation 13, Language (Native) 10, Language (Streetslang) 8, Local Expert (Your Home) 8, Paramedic 10, Perception 8, Persuasion 7, Resist Torture/Drugs 16, Shoulder Arms 16, Stealth 10, Tactics 14											
▶ CYBERWARE & SPECIAL EQUIPMENT		Armor Piercing Pistol Ammo x10, Armor Piercing Rifle Ammo x10, Armor Piercing Shotgun Slug x10, Black Lace x4, Radio Communicator, Grafted Muscle and Bone Lace											

HARDENED OUTRIDER (NOMAD)

INT	6	REF	8	DEX	8	TECH	5	COOL	7
WILL	8	LUCK	—	MOVE	6	BODY	8	EMP	6
HIT POINTS				SERIOUSLY WOUNDED				DEATH SAVE	
50				25				8	
Weapons						Armor: Light Armorjack			
Excellent Quality Heavy Melee Weapon					3d6		Head		11 SP
Assault Rifle w/ Drum Magazine					5d6		Body		11 SP
SKILL BASES									
Air Vehicle Tech 11, Athletics 10, Autofire 16, Brawling 16, Concentration 10, Conversation 8, Drive Land Vehicle 20, Education 8, Evasion 16, First Aid 7, Human Perception 8, Land Vehicle Tech 11, Language (Native) 10, Language (Streetslang) 8, Local Expert (Badlands) 14, Local Expert (Your Home) 8, Melee Weapons 16, Perception 8, Persuasion 9, Pilot Air Vehicle 14, Pilot Sea Vehicle 20, Resist Torture/Drugs 16, Sea Vehicle Tech 11, Shoulder Arms 16, Stealth 14, Wilderness Survival 14									
ROLE ABILITY									
Moto 6 (Skill bonuses already calculated in Skill Bases)									
CYBERWARE & SPECIAL EQUIPMENT									
Basic Rifle Ammo x100, Homing Tracers, Radio Communicator, Neural Link, Interface Plugs, Cyberaudio Suite w/ Amplified Hearing, Cybereye w/ Targeting Scope & Teleoptics									
VEHICLES									
Roadbike w/ Armored Chassis, Bulletproof Glass & NOS • Jet Ski w/ Bulletproof Glass (stored w/ family)									

HARDENED MINI BOSSES

HARDENED PYRO (SOLO/TECH)

INT 8	REF 8	DEX 8	TECH 8	COOL 5
WILL 8	LUCK —	MOVE 6	BODY 8	EMP 2
HIT POINTS 50		SERIOUSLY WOUNDED 25		DEATH SAVE 8
Weapons			Armor: Light Armorjack	
Excellent Quality Flamethrower		3d6	Head	11 SP
Poor Quality Rocket Launcher		8d6	Body	11 SP
SKILL BASES Athletics 10, Brawling 16, Concentration 10, Conversation 4, Demolitions 16, Education 12, Evasion 16, First Aid 10, Heavy Weapons 16, Human Perception 4, Language (Native) 12, Language (Streetslang) 10, Local Expert (Your Home) 10, Perception 10, Persuasion 7, Resist Torture/Drugs 16, Science (Chemistry) 16, Stealth 10, Weaponstech 16				
ROLE ABILITY Combat Awareness 4, Maker 2 (Upgrade Expertise 2, Fabrication Expertise 1, Invention Expertise 1)				
CYBERWARE & SPECIAL EQUIPMENT Flamethrower Ammo x16, Incendiary Rocket x1 (incendiary ammunition for a Rocket Launcher), Flashbang Grenade x1, Synthcoke x4, Cyberaudio Suite w/ Level Dampners, Cybereye x2 w/ Anti-Dazzle, Artificial Shoulder Mount, Cyberarm x2				

DATA

The Hardened Pyro used their Maker Role Ability to upgrade their Flamethrower to Excellent Quality and to invent and fabricate the Incendiary Rocket.

Immediately impactful in combat, these two will teach your players the stakes of Hardened Combat encounters quickly and can escape easily for later appearances due to their long range weaponry.

HARDENED SNIPER (SOLO)

INT 7	REF 8	DEX 8	TECH 4	COOL 7
WILL 8	LUCK —	MOVE 6	BODY 6	EMP 4
HIT POINTS 45		SERIOUSLY WOUNDED 23		DEATH SAVE 6
Weapons			Armor: Light Armorjack	
Excellent Quality Sniper Rifle w/ Sniping Scope		5d6	Head	11 SP
			Body	11 SP
SKILL BASES Acting 15, Athletics 10, Brawling 10, Bribery 15, Conceal/Reveal Object 15, Concentration 10, Conversation 6, Education 9, Endurance 16, Evasion 16, First Aid 6, Human Perception 6, Language (Native) 11, Language (Streetslang) 9, Local Expert (Your Home) 9, Perception 15, Persuasion 9, Shoulder Arms 16, Stealth 16, Wilderness Survival 15				
ROLE ABILITY Combat Awareness 6				
CYBERWARE & SPECIAL EQUIPMENT Armor Piercing Ammo x16, Disposable Cellphone, Cybereye x2 w/ Lowlight/Infrared Vision/UV & Targeting Scope				