

Going Extrapsycho is inspired (heh) by the official “Going Psycho” Solo & Co-Op Play rules, with some minor adjustments and optional campaign rules.

In **Co-Op**, you may split the Characters of 1 faction, and their Gear and Programs with 0 Street Cred, into 2 separate teams. They are Friendly to each other.

NIGHT MARKET (OPTIONAL): Before starting a campaign, prepare the 4 Night Market Vendor decks. Shuffle all of the Gear and Programs with at least 1 Star into 3 separate decks: **Programs**, **Gear**, and **Cyberware** (has the “Cybergear” keyword). The **Loot** deck also functions as the 4th Vendor deck.

PLAYING A SCENARIO

Each scenario lists how many Cyberpsychos and which Cyberpsychosis cards are used. Cyberpsychos are Friendly to each other, but rivals to other models.

During Setup, ready all Cyberpsycho(s) cards as if they are all on the same rival team.

At the end of each player’s turn, that player must choose and Activate A Cyberpsycho!

In **Co-Op**, if a player targets their own model with a Cyberpsycho, the other player should roll its dice.

If using the Night Market: After each Campaign Fallout is resolved, proceed with the Night Market below, instead of Gearing Up After Games.

THE NIGHT MARKET

Place the Vendor decks evenly around the board.

Each player takes turns freely moving any 1 of their own models around the board to simulate trading with the Vendors around the Night Market.

Each player may only visit each Vendor once a night! A player may do so in any order they choose.

THE NIGHT MARKET VENDORS

CYBERWARE: Discard a number of Loot cards, draw that many Cyberware cards. *Keep up to 2 of them.*

GEAR: Discard any number of Loot cards, then draw that many Gear cards. *Keep up to 2 of them.*

LOOT: Discard any Gear, Cyberware or Program cards with 1 or more SC stars. *Draw 1 Loot for each.*

PROGRAMS: Discard any number of Loot cards, draw that many Program cards. *Keep up to 2 of them.*

ACTIVATE A CYBERPSYCHO

The player Activates any 1 Cyberpsycho with at least 1 unspent action token, if there are any.

Determine its Focus. Then, spend all of its action tokens best-to-worst (**GREEN**→**YELLOW**→**RED**), taking its actions against its Focus.

STEP 1 - DETERMINE FOCUS: The Cyberpsycho’s closest visible rival model becomes its Focus. If it cannot see any rival models, its Activation ends.



SNEAK: The Focus may take this as a [RE]-Action to becoming the Focus. If successful, the Focus becomes invisible to this Cyberpsycho for the rest of its Activation. Then repeat STEP 1.

STEP 2 - TAKE ACTIONS: It spends its best action token taking 1 Action on the Cyberpsychosis card. Use the same color of Action as the range to its Focus (**REACH**→**RED**→**YELLOW**→**GREEN**→**LONG**).

A Cyberpsycho only ever moves to a valid location, in a straight line, making any required Reflexes rolls along the way. It only climbs if it has to.

Cyberpsychos never use special abilities or special actions on their cards, and never use Luck tokens.

If it is unable to take the Action, its Activation ends.

STEP 3 - REPEAT STEP 2: If the Focus was Taken-Out or is no longer visible, the Cyberpsycho determines a new Focus (GO TO STEP 1).

OPPOSING ROLLS

A Cyberpsycho risks all of its **YELLOW action tokens to oppose rolls before risking any **GREEN** ones. It will only risk a **RED** action token if it has no choice.**

Add its highest Skill or Armor bonus, plus the same Cyberpsychosis card Skill or Armor bonus, to the roll.

A Cyberpsycho will spend an action token to avoid taking a wound whenever they have the option!

[RE]ACTIONS

When a Cyberpsycho takes a wound, it [RE]Acts with its best action token, using the Cyberpsychosis card. The attacker is the Focus of this [RE]Action.

REFRESH 'EM

After any player Inspires their team, they must also refresh the Cyberpsycho(s) in the same manner. This skips the Cyberpsycho(s) Activation.

Cyberpsychosis is so common these days, it doesn't take long for a merc lookin' for work to find it, long as they don't mind takin' out a few wanderin' cyberpsychos, no questions asked.

THE BUDGET

The player(s) share 90€\$. Each player adds 10 €\$ to their own budget for each of their own Street Cred (SC) stars. Leaders are not required.

THE CYBERPSYCHOS

Set all Cyberpsychos back to 0 SC. Choose and ready a team of at least 75€\$ worth of Cyberpsychos, starting with their least expensive Characters. For each SC star the player(s) have, you must Promote 1 Cyberpsycho, or replace it with a more-expensive one. They may have multiple Leaders, or none at all!

They all use the On-Edge Cyberpsychosis card.

THE SETUP

Place Objective markers 2, 3, 4 and 5 face-up on the board, one per board-quarter, on elevated terrain.

The player(s) deploy their models within **RED** of any single short board-edge, at any height.

The player(s) share 3 Luck tokens.

All Cyberpsychos are held in reserve.

The player(s) take control.

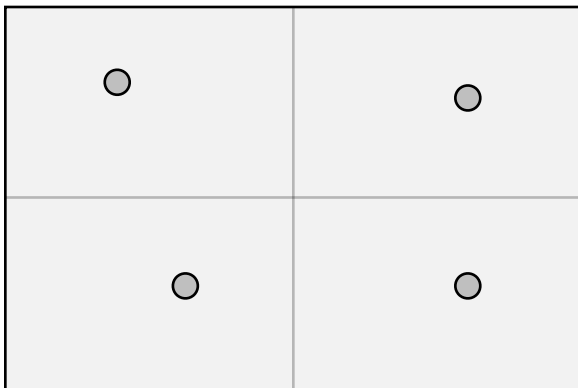
HERE THEY COME!

When a player chooses a Cyberpsycho to Activate, it must be one in reserve, if possible, and the player must roll a **RED** die and deploy it as follows:

FUMBLE: Within **YELLOW** of the board-center.

2, 3, 4 or 5: Within **REACH** of that marker. If there is already a Cyberpsycho at it, re-roll the die.

CRIT: Within **REACH** of any player model.



THE COOL

Duck! When a player model becomes the Focus of a Cyberpsycho, that player may spend 1 Luck token to [RE]Act with a free **RED** movement, instead of Sneak.

THE END

If the player(s) Take-Out all of the Cyberpsychos, the scenario ends and the player(s) win! Each player may Promote any 1 of their own Characters.

If any player loses all of their hired Characters, the scenario ends immediately, with no Promotions.

CAMPAIGN FALLOUT

After the scenario ends, draw a number of Loot cards equal to the number of Cyberpsychos Taken-Out, to place into the player's HQ. In Co-Op, the players split these Loot cards as evenly as possible.



Apparently "cybergonks" are a thing now. Sounds like they're just gonks who got unlucky with their first virus-infested back-alley install. They get "recruited" by cyberpsychos as cannon-fodder.

THE BUDGET

The player(s) share 80€\$. Each player adds 10 €\$ to their own budget for each of their own Street Cred (SC) stars. Leaders are not required.

THE CYBERPSYCHOS

Set all Cyberpsychos back to 0 SC. Choose and ready any 1 Cyberpsycho that has at least 3 action tokens. Leaders are not required. Ready 2 Cybergonks. For each SC star the player(s) have, ready another Cybergonk, to a maximum of 8 Cybergonks.

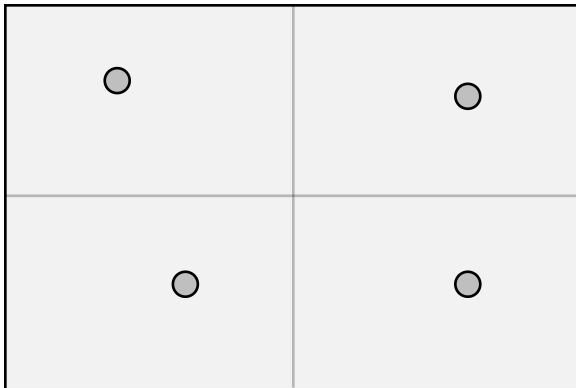
They all use the On-Edge Cyberpsychosis card.

THE SETUP

Place the Cyberpsycho at board-center. Place each Cybergonk at least **RED** away from the Cyberpsycho, and **RED** away from any other Cybergonk.

The player(s) share 3 Luck tokens.

The player(s) begin in reserve and take control.



THE CYBERGONKS

Cybergonks do not Activate after Inspiring. Instead, a player may choose to Activate all of them, instead of the Cyberpsycho. They use the same Cyberpsychosis card. Their actions are refreshed automatically, after their turn is over. They are otherwise normal Gonks.

DEFLECTION!

When the Cyberpsycho suffers a wound, roll **RED**. On a 2 or higher, it transfers to any 1 Cybergonk, even if Deadly! The Cyberpsycho still [RE]Acts to it.

THE COOL

Duck! When a player model becomes the Focus, that player may spend 1 Luck token to [RE]Act with a free **RED** movement, instead of Sneak.

THE END

If the player(s) Take-Out the Cyberpsychos and all of the Cybergonks, the scenario ends and the player(s) win! Each player may Promote any 1 of their own Characters.

If any player loses all of their hired Characters, the scenario ends immediately, with no Promotions.

CAMPAIGN FALLOUT

After the scenario ends, draw a number of Loot cards equal to the number of Cyberpsychos Taken-Out, to place into the player's HQ. In Co-Op, the players split these Loot cards as evenly as possible.



ON-EDGE



REACH: Make a [Deadly] Melee attack against the Focus.

RED: Move **RED** away from the Focus, taking cover, if possible.

YELLOW: Make a Basic Ranged attack against the Focus.

GREEN: Make a Basic Ranged attack against the Focus..

LONG: Move toward Focus, the full distance of the action color.