

THE RULES

This page is a sort of summary of the official "Going Psycho" Solo & Co-Op Play rules, with some minor adjustments, and optional campaign rules.

Faction Split (OPTIONAL): In Co-Op, you may split all of 1 faction's Characters, and Gear cards with 0 Street Cred, into 2 separate-but-Friendly teams.

Cyberpsycho Objective Cards (OPTIONAL): These count toward a team's overall Street Cred. During setup, choose any 1 Cyberpsycho and give it 1 card.

Night Market Campaign (OPTIONAL): Shuffle all of the Program cards and Gear cards with at least 1 Star, into 3 separate decks: **Gear**, **Programs**, **Cyberware** (has the "Cybergear" keyword).

PLAYING A SCENARIO

Each scenario states how many Cyberpsychos and the Cyberpsychosis card(s) used. Cyberpsychos are Friendly to each other, but rivals to other models.

During Setup, ready all of the 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.

Night Market Campaign: Each team may equip any equipment cards in their HQ for their normal €\$ cost, ignoring Street Cred or faction requirements. After any Campaign Fallout is resolved, proceed with the Night Market, instead of Gearing Up After Games.

THE NIGHT MARKET

Place the Vendor decks evenly around the board.

Draw 4 Loot for the player(s) to share.

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.*

PROGRAMS: Discard any number of Loot cards, draw that many Program 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.*

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 in Night City, doesn't take long for a merc lookin' for work to find it. Long as they don't mind takin' out a few' cyberpsychos. No questions asked, of course.

THE BUDGET

The player(s) all share 90 €\$ plus 1 €\$ times their total overall Street Cred. Leaders are not required.

THE CYBERPSYCHOS

Reset all Cyberpsychos back to 0 Street Cred (SC). Prep a team of at least 75€\$ worth of Cyberpsychos.

For each SC star the player(s) team has, Promote 1 Cyberpsycho. If you can't Promote any, add 1 more to their team. They may have multiple Leaders, or none.

They all use the On-Edge Cyberpsychosis card.

THE SETUP

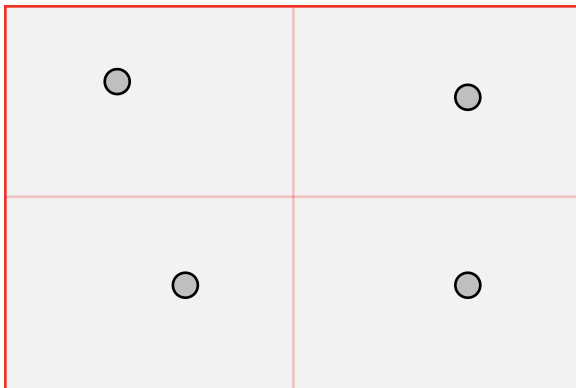
Place Objective markers 2, 3, 4 and 5 face-up on the board, one per board-quarter, on elevated terrain.

The player(s) agree on 1 short board-edge and deploy their models within **RED** of it, at any height.

The player(s) share 3 Luck tokens.

All Cyberpsychos are held in reserve.

The player(s) take control.



SHOWDOWN!

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

FUMBLE: At board-center, no higher than **RED**.

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!

If any player loses all of their hired Characters, the scenario ends immediately.

CAMPAIGN FALLOUT

If the players won the scenario, each player may Promote any 1 of their own Characters.

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.



Some areas are major hotspots for cyberpsycho activity, nobody knows why. If you can survive long enough to take out all the cyberpsychos in a place like this, you can probably survive anything.

THE BUDGET

The player(s) all share 90 €\$ plus 1 €\$ times their total overall Street Cred. Leaders are not required.

THE CYBERPSYCHOS

Reset all Cyberpsychos back to 0 Street Cred (SC).

Shuffle as many Characters as possible into 1 face-up deck. These are Cyberpsychos in-reserve.

They will all use the On-Edge Cyberpsychosis card.

THE SETUP

The player(s) deploy their models within **YELLOW** of the board-center, no higher than **RED**.

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. To deploy it, the player must roll a **RED** die and deploy it as follows:

- FUMBLE:** Leave it in reserve (skip this Activation)
- 2:** Anywhere in **REACH** of the North board-edge.
- 3:** Anywhere in **REACH** of the East board-edge.
- 4:** Anywhere in **REACH** of the South board-edge.
- 5:** Anywhere in **REACH** of the West board-edge.
- CRIT:** Inspire the Cyberpsychos (refresh them).

Whenever a Cyberpsycho with 0 SC is Taken-Out, Promote it and put it back in-reserve at the bottom of the Cyberpsychos deck.

THE COOL

Barricade! After a Cyberpsycho deploys, any player may spend 1 Luck token to stop its Activation.

THE END

If the player(s) Take-Out all of the Cyberpsychos, the scenario ends and the player(s) win!

If any player loses all of their hired Characters, the scenario ends immediately.

CAMPAIGN FALLOUT

If the players won the scenario, each player may Promote any 1 of their own Characters.



ON-EDGE  +1  +1

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.

CYBERPSYCHO ★
OBJECTIVE CARD

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