

PSYCHO SIGHTINGS 1-4 PLAYER CAMPAIGN

CAMPAIGN SETUP

1. All players agree to share 1 faction. Each player picks 1 Character to play as for the entire the campaign. Evenly split all SC 0 cards among them. Players may only ever Inspire their own Character.
2. The player running this campaign is also the "GM" (Gamemaster). The GM controls the Cyberpsychos. Pick 5-7 Characters from any rival faction(s). Write them on the Psycho Sightings list. Write them on the Psycho Sightings list.
3. For each one, pick a Scenario card and write the Psycho's name on it. Pair the Scenario card with its Psycho card, and stack them all together, off-board.

FIXER:

GIG: PSYCHO SIGHTINGS

If you read the screamsheets, you already know there's been a rise in cyberpsycho sightings in Night City.

I'm investigating the cause, and I need a crew crazy enough to track down each cyberpsycho and subdue them.

I'd prefer you keep them alive, so I can try to help them. I'll pay double for each one you manage not to completely kill.

That said, if all else fails, take 'em out.

PSYCHO SIGHTINGS

X = DEAD, ✓ = ALIVE

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| 2: | <input type="checkbox"/> |
| 3: | <input type="checkbox"/> |
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PLAYING A SCENARIO

1. Pick a Psycho from the list. Ready its card and action tokens somewhere off-board. Give it 1 Extra-Life (Luck).
2. There is no budget or hiring. Each player has their own "HQ". All cards in it are free. Each player gets 1 Extra-Life.
3. The GM prepares the Scenario and reads it aloud. The players deploy within **RED** of a board-edge chosen by the GM.

After any player Activates or Inspires, the GM must Activate A Cyberpsycho. If not possible, Inspire the Cyberpsychos.

EXTRA-LIVES: When any Character is Taken-Out, it must discard 1 Extra-Life (Luck). Return it to reserve fully healed.

ENDING A SCENARIO

THE WIN: Take-Out the Cyberpsycho! Or, succeed 2 Triage attempts on it. If a player with no Extra-Lives is Taken-Out, all players lose and the scenario ends!

MAJOR INJURIES: Each player that was Taken-Out must roll for a Major Injury..

CAMPAIGN FALLOUT: After a scenario, each player draws 2 Loot into their HQ. If the players won, they're all Promoted, except those who rolled a Major Injury. If the Psycho was captured Alive, each player draws 2 more Loot into their HQ.

GEARING UP: Each player may spend their Loot cards to permanently buy Gear cards from the Supply into the players HQ! The SC stars on the Gear card indicate the Loot card cost. Feel free to trade cards with other players.

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ACTIVATE A CYBERPSYCHO

STEP 1: Pick any Cyberpsycho with 1 or more action tokens. Deploy/Activate it. If it can't see any valid targets, Inspire the Cyberpsychos (end its Activation).

STEP 2: Target any model that is visible to, and a rival of, the Cyberpsycho. If it can't see any, end its Activation.

STEP 3: Roll an Obstacle die to decide its Action, then spend its best token:

On a 3 or less: It makes its best full Move action, as determined by the GM.

On a 4 or more: It makes its best valid attack action, gaining Deadly Crits. If its target is out-of-range, it Moves instead.

If it has any action tokens left, repeat STEP 2. If not, its Activation ends.

CYBERPSYCHO BEHAVIOR

INSPIRE THE CYBERPSYCHOS: Refresh all of their Action tokens, then Activate each of their Gonks as the GM sees fit.

OPPOSING ROLLS: A Cyberpsycho risks **YELLOW** action tokens first, never **RED** unless required. Add the higher of its Skill or Armor bonuses to the roll.

[RE]ACTIONS: It may spend an action token to [RE]Act or avoid a wound in any valid manner as determined by the GM.

TRIAGE: When attempted on a Psycho, this action is Dangerous and will Heal 2.

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This one killed every civilian in the area, so it should be pretty easy to locate: Just follow the trail of dead bodies...

PSYCHO:

The GM places 5 Body tokens around the board, at least **GREEN** apart. The GM places the Cyberpsycho at one of them.

All players deploy, one takes control.

This one has a few civilians cornered, but you might be able to save some of them, if you get there in time!

PSYCHO:

The players place 5 Gonks in **YELLOW** of the board-center, at any height. The GM keeps the Cyberpsycho in Reserve.

All players deploy, one takes control.

After a player Inspires for the first time, the GM deploys the Cyberpsycho.

The GM should make the Cyberpsycho target a player Gonk whenever possible.

If all of the players Gonks are Taken-Out, the scenario ends in failure!

This one has a little squad of psycho-gonks defending it, so you might wanna go in quiet and pick 'em off one-by-one.

PSYCHO:

The GM places the Cyberpsycho at the center of any board-quarter, any height. The GM then places 5 Psycho-Gonks **YELLOW** away from it, at any height.

All players deploy, one takes control.

After Inspiring the Cyberpsychos, the GM Activates any and all Psycho-Gonks.

This one's been running around a corpo plaza and smashing its assets. Stop it before it smashes every last asset!

PSYCHO:

The GM places 5 markers on the board, at least **GREEN** apart, as the Assets. The GM places the Cyberpsycho at least **YELLOW** away from all Assets.

All players deploy, one takes control.

The GM should make the Cyberpsycho Move toward nearest Asset whenever possible. When it ends any Move within **RED** of an Asset, discard the Asset.

If the last Asset is discarded, the scenario ends in failure!

This one murdered all whole plaza of people, then went into hiding. Search the area and try to draw this one out.

PSYCHO:

The GM places 5 markers face-down on the board, at least **GREEN** apart, as the hiding Spots. The GM secretly writes 1 of their values down. The GM keeps the Cyberpsycho in Reserve.

All players deploy, one takes control.

Any player may spend 1 action token to reveal a Spot in **REACH**. If it is the Spot the GM chose, deploy the Cyberpsycho at the Spot, then discard the Spot.

This one can go invisible and leave the area to recharge its cyberware, so move fast and watch your back!

PSYCHO:

The GM places 5 Body tokens around the board, at least **GREEN** apart. The GM keeps the Cyberpsycho in Reserve.

All players deploy, one takes control.

After a player Inspires for the first time, the GM deploys the Cyberpsycho.

After the Psycho Inspires, place it into Reserve. Re-deploy it on its next turn.

This one has special cyberware that can electrocute the hell outta you, so you best keep your distance!

PSYCHO:

The GM places 5 Body tokens around the board, at least **GREEN** apart. The GM places the Cyberpsycho at one of them.

All players deploy, one takes control.

After the Psycho inspires, roll an Obstacle die. Each valid target within **RED** must oppose this roll with a Tech roll, or suffer a wound and Stun 1.

This one is holding a civilian hostage! You'll need to avoid harming them if you wanna get paid for this one.

PSYCHO:

The players place 1 Gonk at the center of a board-quarter, any height. The GM puts the Cyberpsycho in a Brawl with it.

All players deploy, one takes control.

The GM should keep the Cyberpsycho in a Brawl with the Gonk when possible. It may attempt non-lethal actions against the Gonk,, but should never attack it!

If the player Gonk is Taken-Out, the scenario ends in failure!

I don't blame you for doin' this one last. These are two cyber psychos workin' together, and they've killed dozens of people in the area. Who knows what the psychos did with their bodies...

PSYCHO:

The GM keeps it in Reserve, then must ready another Cyberpsycho in Reserve. Give this 2nd one 1 Extra-Life as well.

All players deploy, one takes control.

After the first player Inspiration, the GM deploys the Cyberpsycho.

After the second player Inspiration, the GM deploys the second Cyberpsycho!

NOTE: Both Cyberpsychos must be taken-care of in order to win!