MISSION ASSASSIN'S SAFEHOUSE 1

THE JOB

To be frank, our Face wasn't our first choice back then. He had some contacts, knew a few tricks, but nothing impressive. Lately, though, he has been doing well, showing strong team play. This job is all his legwork. No small job tracking the drake assassins. Their safehouse leaves no chance of taking them by surprise. Entering through the front door doesn't seem an elaborate plan, but the Face's prep work seems solid. Trust the plan.

Requirement: The mission requires that the Face has the "Team Player" upgrade (he must apply 15 of his Karma on this upgrade)



Difficulty: Advanced (at least 20 Karma per runner in upgrades recommended) **Players**: 2-4

MISSION SETUP

Set aside the two **black Drake Hard obstacles**: ***Drake Enforcer*** (for Scene 2) and ***Drake Assassin*** (for Scene 3). Then create the Normal and Hard obstacle decks as usual.

When creating the **Black Market**, place 1 less card in the market. The last card of the Black Market is instead reserved for a **2-5 cost assist** card: Discard from the top of the Black Market deck until a 2-5 cost assist card is revealed. Place this card as the last card in the Black Market.

SPECIAL RULES

- **Prepared**: The assist card that occupies the last space of the Black Market can be bought by any runner. If this card is bought, it is not replenished until the end of the round: If this space is empty at the end of the round, the Face discards from the top of the Black Market deck until a 2-5 cost assist card is revealed. *(This Black Market space is not affected by any discards effect).*
- ***From the Shadows***: Drakes can only take damage and be affected by other effects during turns when they reveal to attack (I.e. during the turn of the runner they are facing. Only that runner, and assists played during that runner's turn, may target a Drake).
- ***Shadow Move***: Drakes moves at the end of each round: Discard the top card of the Black Market, and move the Drake to the runner of the color of that card (if dual color, redraw).
- ***Reinforcements***: If a Drake is in play at the end of a round: Flip 1 Hard obstacle in front of the runner with the least Health (if equal, the team chooses)

End of the Round Reminder

Place a token on the top of the Crossfire deck as a reminder of the end of a round keep up:

- If the last place of the Black Market is empty, replenish with a new 2-5 cost assist card.
- Scene 2 and 3: If a Drake is in play, flip 1 Hard obstacle, move the Drake

MISSION GOAL

Your team needs to clear the Third Floor (Scene 3) of the Drake Assassin's safe house.
Once the third Floor is cleared, the team wins the mission.

PLAYING WITH FEWER THAN FOUR RUNNERS

If there are only 3 runners, do not flip a Crossfire card at the start of the first round.
If there are only 2 runners, do not flip a Crossfire card at the start of the first and second rounds.

MISSION ASSASSIN'S SAFEHOUSE 2

OBSTACLES & CROSSFIRE & ENDING SCENES

Use the normal Crossfire rules *(you draw a new Crossfire card at the start of each round).*
At the start of each Scene, flip up obstacles as indicated in the chart below. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise.
The Scene ends when all obstacles of a Floor are defeated. At the end of a Scene, each runner heals 1 HP, and may buy 1 card.

4 RUNNERS	3 RUNNERS	2 RUNNERS
1st Floor		
5 Normal obstacles	4 Normal obstacles	3 Normal obstacles
2nd Floor		
1 Hard obstacle 1 **Drake Enforcer** 4 Normal obstacles	4 Normal obstacles 1 **Drake Enforcer**	2 Normal obstacles 1 **Drake Enforcer**
*At the end of each Round: If the **Drake Enforcer** is in play, flip 1 Hard obstacle in front of the runner with the lowest Health. Then move the Drake*		
3rd Floor		
2 Hard obstacles 1 **Drake Assassin** 4 Normal obstacles	1 Hard obstacle 1 **Drake Assassin** 3 Normal obstacles	1 Hard obstacle 1 **Drake Assassin** 1 Normal obstacle
*At the end of each Round: If the **Drake Assassin** is in play, flip 1 Hard obstacle in front of the runner with the lowest Health. Then move the Drake*		

KARMA REWARDS

If the team wins, each runner gains 4 Karma. If the team aborts and has a successful abort run round, each runner gets 1 Karma regardless of any bonuses or penalties.
The team can also choose one or any combination of the following bonus challenge options:

- SCALES: When dealing damage to a Drake, each level requires +1 damage. In addition, if a Drake is in play at the end of a round, the Drake heals 1 level: +1 Karma.
- CROSSFIRE: Start the game with three cards in the Crossfire discard *(those event effects do not trigger)*: +1 Karma.
- HARDENED SCALES: When dealing damage to a Drake, each level requires +2 damage. In addition, if a Drake is in play at the end of a round, the Drake heals 2 levels, and instead of flipping 1 Hard obstacle, flip 2 Hard obstacles: +2 Karma.

KARMA SCALING

Each runner gains the following Karma award or penalty based on how much Karma they have earned.

KARMA EARNED	AWARD/PENALTY
0-30	Full Karma award
31-50	-1 Karma penalty
51-75	-2 Karma penalty
Each additional +25	Additional -1 Karma penalty

***Special Rules reminder card** (not necessary to print, the rules are written on the mission sheet above).*

Double sided card *(glue, fold & cut)*



