CHUMMER [#1]
HIJACKING DRONES

THE JOB
Our chummer made a slight misstep and got locked up in Lone Star detention. An extraction attempt looks suicidal, ambushing Lone Star is way above our paygrade. Our decker suggested it would be doable if we had support of better combat drones, it should even the odds.
Lately he'd been doing legwork on a warehouse that runs combat drones on autopilot. The warehouse itself didn't contain anything of interest… apart from the drones. The good news is that the security for the drone control nodes are poor. Getting in and hijacking those drones would be a milk run, he promised. Essentially high-end drones for free…

Difficulty: Advanced (at least 15 Karma per runner in upgrades recommended). **Players:** 2-4

MISSION GOAL
You'll need to get in, disable and take control of the drones, and get out in one piece. Once the third Scene ends, the team wins the mission.

MISSION SETUP
Normal Obstacle Deck
Set aside the two **green Tech Normal obstacles**: *Light Combat Drone* and *Aerial Combat Drone*.
Take the top six cards of the Normal obstacle deck: Shuffle one of the set aside drone obstacle in with the bottom three cards, and shuffle the other set aside obstacle in with the top three cards. Place these eight cards on top of the Normal obstacle deck.

The Black Market
Prep Work: At the start of the game, the decker may discard a card from the Black Market and replace it with a 2 or 3 cost HACKING card.

SPECIAL CARDS
Disable and Control cards: The decker starts the game with the *Disable* card in play *(refer the flip side of the Disable card)*. Set the two drone *Control* cards aside *(refer the flip side of the Control cards)*. The *Control* cards are put into play when the decker clears the tracks of the *Disable* card.

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.

Setup changes for the two set aside Tech obstacles (*Light Combat Drone, Aerial Combat Drone*):
3 runner setup: Take the top five cards of the Normal obstacle deck: Shuffle one of the set aside drone cards in with the bottom three cards, and shuffle the other set aside drone card in with the top two cards. Place these seven cards on top of the Normal obstacle deck.
2 runner setup: Take the top three cards of the Normal obstacle deck: Shuffle one of the set aside drone cards in with the bottom two cards, and shuffle the other set aside drone card in with the top card. Place these five cards on top of the Normal obstacle deck.

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OBSTACLES & CROSSFIRE
At the start of each Scene, flip up obstacles as indicated in the chart below. When flipping obstacle, first flip obstacles from the Hard obstacle deck equal to the Crossfire level. If you still need more obstacles, flip obstacles from the Normal Obstacle deck for the reminder. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise.

SCENE	FLIP OBSTACLES EQUAL TO
1	Number of runners
2	Number of runners + 1
3	Number of runners + 2

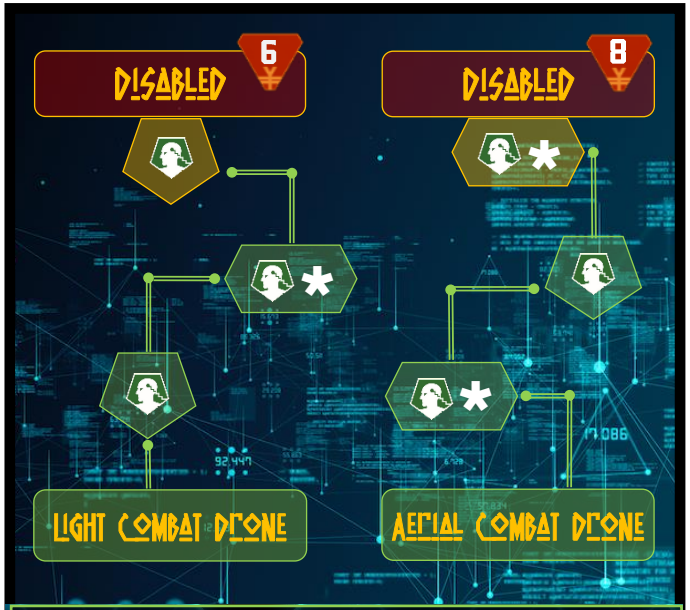
ENDING A SCENE
At the end of a turn, if there are no obstacles in play, each runner heals 1HP and the starting runner removes the Crossfire event from play (it goes to the bottom of the Crossfire deck instead of the discard). Then, starting with the runner to the left of the runner who defeated the last obstacle, each runner, in order, can buy one card from the Black Market. This Scene ends after the last runner buys a card or passes. Play continues in the next Scene with the runner who had the first choice to buy a card. After the third Scene. the team wins the mission!

KARMA REWARDS
If the team wins, each runner gets **2 Karma**, unlock the Chummer #2 mission. If both drone Control cards was in play at the end of scene 3: **+1 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 the following bonus challenge options:
GOONS: Filp one additional obstacle at the start of each Scene: **+1 Karma**
DANGER ZONE: Start the game with one card in the Crossfire discard: **+2 Karma** (In the same game, the team can choose this option up to once for each runner.)

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

KARMA EARNED	AWARD/PENALTY
0-25	Full Karma award
26-50	-1 Karma penalty
51-75	-2 Karma penalty
Each additional +25	Additional -1 Karma penalty

All cards are made to be double sided *(glue, fold & cut)*



DISABLE: The decker may forfeit his *Play Cards phase* and instead discard cards to advance the *Disable* track of a drone obstacle in play.

If the last level of a *Disable* track is cleared, discard the obstacle, gain its nuyen value and the Control card of that drone. At the start of the next round *(before the Play Cards phase)*, the Decker can put the *Control card* of the disabled drone into play.

Clearing levels: Discard a HACKING card from your hand. Then, discard the top card of the Black Market deck:

- If it is a HACKING card, discard an additional HACKING card from your hand to clear the level
- If it is any other card, discard any two cards to clear the level

DISABELING DRONE OBSTACLES

The drone obstacles **Aerial Combat Drone** and **Light Combat Drone** may either be defeated as usual by applying damage, or they may be *Disabled*:

DISABLE: To *disable* a drone obstacle, the decker may jack in to disable and gain control of the drones:
During his turn, the decker may forfeit his *Play Cards* phase*, and instead discard cards from his hand to advance the *disable* track of a drone.

Clarification:

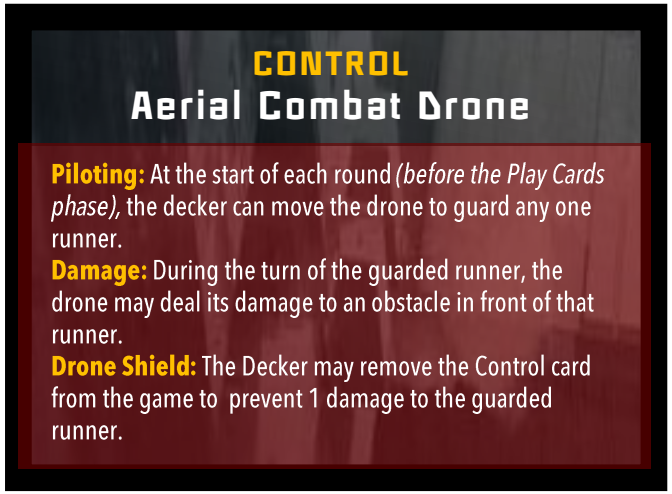
- *The decker may also resolve other discard effects (e.g., discarding in order to return a Jacked In card to his hand).*
- *Other parts of his turn, such as taking damage, drawing and buying cards, are resolved as usual.*
- *Only the decker is forfeiting his Play Cards phase, other runners may still play Assists, and Crossfire events resolve as usual.*

DISABLED: If the decker has advanced a Disable track clearing its last step: Discard the drone obstacle, the team gains the nuyen value of the obstacle, and the decker gains the **Control card** of that drone. At the start of the next round, before the *Play Cards phase*, the decker can put the *Control card* of that drone into play. *(Read the flip side of the drone Control cards.)*

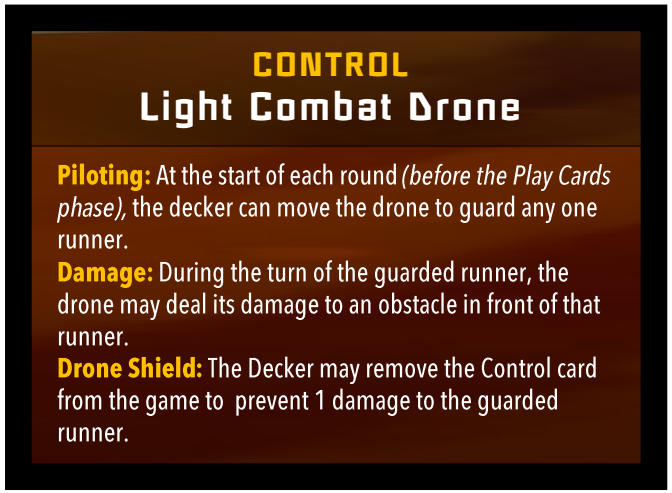
Aerial Combat Drone and Light Combat Drone

Note the difference between **drone *obstacles*** and **drone *Control*** cards.
The mission starts out with *Aerial Combat Drone* and *Light Combat Drone* **obstacles** from the base game (refer the Setup section of the mission sheet). Later in the game, when your decker hijacks these obstacles, you discard the obstacles and replace them with the *Aerial Combat Drone* and *Light Combat Drone* **Control cards**, which are two special cards that come with this mission:





















DRONE UPGRADE STICKERS

The upgrade stickers are not used in the Chummer missions, but give an option to add the drones to other missions by spending Karma and paying the nuyen cost.

At the start of a round (before the Play Cards phase), the decker may put the drone Control card(s) into play by discarding the nuyen cost of the upgrade.

(If adding drones to other missions, the Disable card is not used, only the upgrade stickers and the two Control cards are needed.)