CHUMMER [#2]
THE EXTRACTION



THE JOB
No joke entering Lone Star, even a small detention facility. The decker got his drones repared and rigged, we know where the cell of our chummer is located, we just need to act fast. Our chummer will help us blast our way out. Let's go!

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

MISSION GOAL
You'll need to get in and extract your chummer. Once the third Scene ends, the team wins the mission.

MISSION SETUP
Lone Star Deck

Find the **Hard obstacles**: **Black:** *Lone Star Sergeant, Lone Star Lieutenant*
Red: *Lone Star Commander*
Shuffle these three cards and place them face down.
Find the **Normal black obstacle** *Lone Star Trooper* and place it on top of the three hard obstacles. These four cards form the **Lone Star Deck**.

Normal Obstacle Deck

Find the **Normal obstacles**: **Black**: *Security Goons*
Red: *Customs Officer, Eye Alarm, Demolitions Expert*
Blue: *Wage Mage, Fire Adept, Bonelaced Adept*
Green: *Combat Decker, Trip Beams, Sudden Fade*

Shuffle these ten obstacles and place them on the top of the Normal obstacle deck.

Hard Obstacle Deck

Find the Hard obstacles: **Black**: *Armored Troopers*
Red: *Security Chief, Unusual Suspects*
Blue: Gunslinger Adept, Mage Hunter
Green: *Drone Rigger, Network Fixer*

Shuffle these seven obstacles and place them on the top of the Hard obstacle deck.

SPECIAL CARDS
The Chummer card is double-sided. At the start of the game pick one of the sides *(this is your chummer to be extracted from Lone Star)*. Read the rules written on the *Chummer* card and set it aside. *Chummer* enters play at the end of Scene 2 *(as a reminder, you may place the Chummer card under the second card of the Lone Star Deck).*

Drone Control Cards: The decker takes the drone *Control cards* he obtained in the Chummer #1 mission. At the start of the game, before the Play Cards phase, the decker can put the drone *Control cards* into play. Refer the flip side of the *Control cards*.
(The drone Disable card from Chummer #1 is not used in this 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.

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 1 – *Get in!*

Number of Runners + 1 Lone Star obstacle
The Scene ends when all the obstacles are defeated:
Each runner heals 1 HP and may buy 1 card.

Scene 2 – *Find our chummer!*

Number of Runners + 1 Lone Star obstacle
*The Scene ends when all obstacles are defeated: Put the **Chummer** card into play.*
Then each runner heals 1 HP and may buy 1 card.

Scene 3 – *Blast your way out!*

Number of Runners + 2 Lone Star obstacles
The Scene ends when all obstacles are defeated, you made it out!

KARMA REWARDS
If the team wins, each runner gets **3 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:

ANTI DRONE JAMMING: Each round the decker wants to activate one or both drones, he must discard a HACKING card: +1 Karma

GOONS: Filp one additional Normal obstacle at the start of each Scene: +1 Karma

REINFORCEMENTS: From the start of Scene 3 and all consecutive rounds, flip +1 Hard obstacle: +1 Karma

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

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

The Chummer card is made to be double sided *(glue, fold & cut)*

When Chummer enters play, get him a card, and place Chummer with one of the runners.

Give him something he can use!

The team can collectively buy a 2 or 3 nuyen cost Black or Green card from the Black Market,

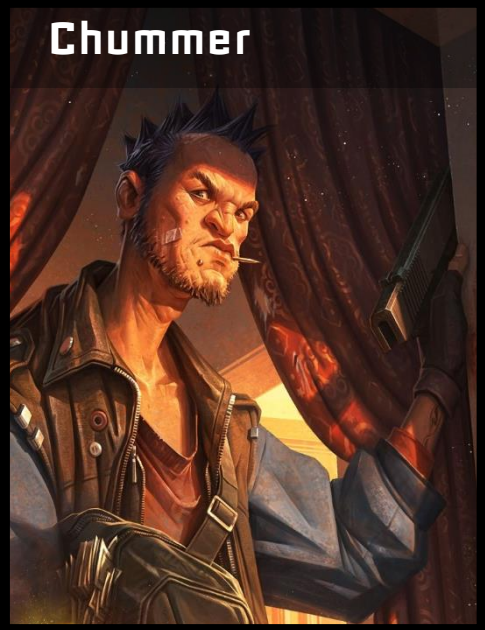
or

Name a color, Black or Green, and pay 2 or 3 nuyen. Then discard from the top of the Black Market deck until a card of that color and cost is found.

Place the card you bought on Chummer.

Once per round: The card placed on Chummer can be used by the runner that controls Chummer as if it was a card in that runner's hand *(the card stays with Chummer and cannot be discarded).*

Chummer



When Chummer enters play, get her a card, and place this card with one of the runners:

Give her something she can use!

The team can collectively buy a 2 or 3 nuyen cost Red or Blue card from the Black Market,

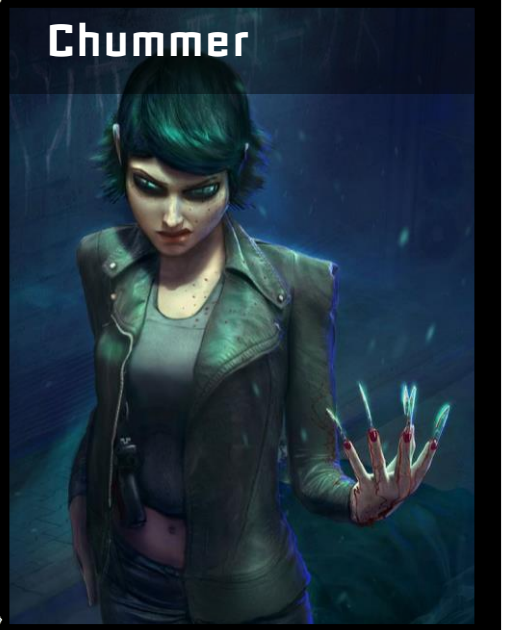
or

Name a color, Red or Blue, and pay 2 or 3 nuyen. Then discard from the top of the Black Market deck until a card of that color and cost is found.

Place the card you bought on Chummer.

Once per round: The card placed on Chummer can be used by the runner that controls Chummer as if it was a card in that runner's hand *(the card stays with Chummer and cannot be discarded).*

Chummer















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.)