

THE JOB

Well, our street sam, somewhat lacking in social graces, managed to insult a whole party of prospects for the ultraviolent female Cocotona gang, and now the neighborhood is swarming with prospects. Apologies won't work. Now it's all about getting out of this place in one piece, break through and make a run for safety.

Difficulty: Normal (*No upgrades needed*) **Players**: 1-4

WE'LL CALL IT A WIN...

…if no runner gets Critical. Even better if no runner is Staggered at the end of the sixth round.

If a runner ever goes Critical, that's it, you've lost. This mission cannot be Aborted (see the Karma Rewards section).

4 RUNNERS – OBSTACLES & CROSSFIRE

Use the normal Crossfire rules. Flip obstacles as instructed for each step of the mission track below. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. (*Scene numbers may come into play by card effects, otherwise disregard Scene.*)

Round	Progress	Scene
1	Flip 4 Normal Obstacle cards	1
2	Each runner draws 1 card. Flip 1 Hard Obstacle (add Black Market card) and 1 Normal Obstacle	
3	Each runner heals 1 HP. Flip 1 Hard Obstacle (add Black Market card) and 2 Normal Obstacles	2
4	Each runner draws 1 card. Flip 2 Hard Obstacles (add Black Market cards) and 1 Normal Obstacle	
5	Each runner heals 1 HP. Flip 2 Hard Obstacles (add Black Market cards) and 2 Normal Obstacles	3
6	Each runner draws 2 cards. Flip 3 Hard Obstacles (add Black Market cards) and 3 Normal Obstacles	
7	You made it out!	

MISSION SETUP

Normal Obstacle deck: Search the deck from the bottom and set aside ten female obstacles. Shuffle the Normal Obstacle deck. Take the top three cards of the Normal Obstacle deck and shuffle them together with the ten female obstacles. Place these thirteen cards on top of the Normal Obstacle deck.

Hard Obstacle deck: Set aside these eight female obstacles:

Black: *Chromed Samurai, Border War Vet.* **Red**: *Vampire Operative, Trickster Initiate.*
Blue: *Lightning Mage, Tir Badass.* **Green**: *Grey Ops Rigger Team, Network Fixer*

Shuffle the Hard Obstacle deck. Take the top three cards of the Hard Obstacle deck and shuffle them together with the eight female obstacles. Place these eleven cards on top of the Hard Obstacle deck.

MISSION PROGRESS TRACK

Place a progress marker on the #1 space of the Round track (*on the flip side of this sheet*). At the end of each Round, advance the progress marker to the next round down the track and follow the instructions for that step. Then the rest of the next round begins with the starting runner.

BLACK MARKET & LOOT CARDS

Each time a **Hard obstacle** is flipped, discard from the Black Market deck until a **3 to 5 cost** card of the same color as the obstacle is discarded (*disregard dual color cards*). Place this Black Market card under the Hard obstacle. When a Hard obstacle is defeated, the Black Market card is left in the obstacle area for *looting*.

Looting: Once per *Play Cards* phase, a runner can take one Black Market card from the obstacle area by discarding from his hand a card of the same color as that Black Market card.

KARMA REWARDS

If no runner got ***Critical***, each runner gets **1 Karma**. In addition, if at the end of the sixth round no runner is ***Staggered***: **+1 Karma**, and if all ***Hard Obstacles*** where taken out: **+2 Karma**.

The team can also choose the following bonus challenge options:

CROSSFIRE: Start the game with three cards in the Crossfire discard (*those event effects do not trigger*): +1 Karma.
AMBUSH: Play Round 6 twice: +1 Karma
ULTRAVIOLENCE: Whenever the mission-progress track tells you to flip Hard, flip up 1 additional Hard obstacle: +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
0-10	Full Karma award
11-30	-1 Karma penalty
31-50	-2 Karma penalty
51-75	-3 Karma penalty
Each additional +25	Additional -1 Karma penalty

MISSION

COCOTONA PROSPECTS



WE'LL CALL IT A WIN...

…if no runner gets Critical. Even better if no runner is Staggered at the end of the sixth round.

If a runner ever goes Critical, that's it, you've lost. This mission cannot be Aborted (see the Karma Rewards section).

3 RUNNERS

OBSTACLES & CROSSFIRE

Use the normal Crossfire rules. Flip obstacles as instructed for each step of the mission track below. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. (*Scene numbers may come into play by card effects, otherwise disregard Scene.*)

Round	Progress	Scene
1	Flip 3 Normal Obstacle cards	1
2	Each runner draws 2 card. Flip 1 Hard Obstacle (add Black Market card) and 1 Normal Obstacle	
3	Each runner heals 1 HP. Flip 1 Hard Obstacle (add Black Market card) and 1 Normal Obstacle	2
4	Each runner draws 2 cards. Flip 1 Hard Obstacle (add Black Market card) and 2 Normal Obstacles	
5	Each runner heals 1 HP. Flip 2 Hard Obstacles (add Black Market cards) and 1 Normal Obstacle	3
6	Each runner draws 2 cards. Flip 2 Hard Obstacles (add Black Market cards) and 3 Normal Obstacles	
7	You made it out!	

MISSION

COCOTONA PROSPECTS

2 RUNNERS

OBSTACLES & CROSSFIRE

Use the normal Crossfire rules. Flip obstacles as instructed for each step of the mission track below. **Special 2 runner** *(The Bigger Threat):* Place the first flipped obstacle facing the runner with most health. If equal health, place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. (*Scene numbers may come into play by card effects, otherwise disregard Scene.*)

Round	Progress	Scene
1	Flip 2 Normal Obstacle cards	1
2	Each runner draws 2 card. Flip 1 Hard Obstacle (add Black Market card)	
3	Each runner heals 1 HP. Flip 2 Normal Obstacles	2
4	Each runner draws 2 cards. Flip 1 Hard Obstacle (add Black Market card)	
5	Each runner heals 1 HP. Flip 1 Hard Obstacle (add Black Market card) and 1 Normal Obstacle	3
6	Each runner draws 3 cards. Flip 2 Hard Obstacles (add Black Market cards) and 1 Normal Obstacle	
7	You made it out!	

1 RUNNER

OBSTACLES & CROSSFIRE

Use the normal Crossfire rules. Flip obstacles as instructed for each step of the mission track below. (*Scene numbers may come into play by card effects, otherwise disregard Scene.*)

Round	Progress	Scene
1	Flip 1 Normal Obstacle cards	1
2	You draw 3 card. Flip 1 Hard Obstacle (add Black Market card)	
3	You heal 2 HP. Flip 1 Normal Obstacle. You gain 3 nuyen and can buy 1 card from the Black Market.	2
4	You draw 3 cards. Flip 1 Hard Obstacle (add Black Market card)	
5	You heal 2 HP. Flip 1 Normal Obstacle. You gain 3 nuyen and can buy 1 card from the Black Market.	3
6	You draw 4 cards. Flip 1 Hard Obstacles (add Black Market card) and 1 Normal Obstacle	
7	You made it out!	