DIVERSION



THE JOB

Ms. Johnson's instructions was clear, a diversion job making sure those riggers would be distracted a few days. So, just making a complete mess, blowing up things, close down the facility, and most importantly, wipe out the internal security tech. In other words, decker legwork.

Difficulty: Advanced (at least 5 Karma per runner in upgrades recommended) **Players:** 2-4

MISSION SETUP & SPECIAL RULES ✦

Prep Work

The Drek is in the Details: Before creating the Black Market deck, set aside three *Prep Work cards* (*one of each*): *Jacked In, Data Spike, Suzuki Mirage.*

✦ **At the start of each Scene**, before playing cards, the Decker may take 1 *Prep Work card* to his hand.

Tech Deck

Set aside the **six green *Tech* obstacles**:
Light Combat Drone, Aerial Combat Drone, Harnessed AI, Trip Beams, Sudden Fade, Buzzback.
And the **five green *Human* obstacles**:
Combat Decker, Chipped Decker, Aztlan Decker, Buttoned-Up Hacker, Virtuoso
Shuffle these eleven obstacles to create the ***Tech Deck***.

Timebomb Deck

Remove and shuffle the **seven Timebomb icon cards** from the Crossfire Events to create the ***Timebomb Deck***. *(Shuffle the remaining cards to create the Crossfire Event deck).*
Place the *Timebomb Deck* face down next to the *Tech Deck*.

✦ Each time a Tech Deck *obstacle* is flipped, place the top card from the Timebomb Deck face down under the Tech Deck card.
✦ When a Tech Deck obstacle is ***Defeated***, reveal its Timebomb card. The decker may choose to resolve any or non of the effects of that card. Then place that card at the bottom of the Timebomb Deck.
✦ **At the end of each Round**: If any Tech Deck card is in the obstacle area, reveal and resolve any discard condition of its Timebomb card. Then place that Timebomb card in the Crossfire discard.
Then, lastly, place a new Timebomb card face down under each Tech Deck obstacle in the obstacle area.

MISSION GOAL

Your team needs to wipe out the security tech through three Scenes. Each Scene ends when the team has defeated all obstacles facing the runners. Once the third Scene ends, the team wins the mission.

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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.
Lastly, flip Tech Deck Obstacle(s) as indicated by the chart below. *(When flipping a Tech Deck card, place a face down Timebomb card underneath.)*

Scene	4 Runners	3 Runners	2 Runners
1	4 Obstacles + 1 Tech Deck obstacle	3 Obstacles + 1 Tech Deck obstacle	2 Obstacles + 1 Tech Deck obstacle
2	4 Obstacles + 2 Tech Deck obstacles	3 Obstacles + 2 Tech Deck obstacles	1 Obstacles + 2 Tech Deck obstacle
3	4 Obstacles + 3 Tech Deck obstacles	3 Obstacles + 2 Tech Deck obstacles	2 Obstacles + 2 Tech Deck obstacles

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.

ENDING A SCENE

Standard (ref. the Crossfire mission).

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 of the following bonus challenge options:

EXPENDABLES: The *Prep Work cards* (*Jacked In, Data Spike, Suzuki Mirage*) are one-time-use (*place in the Black Market discard after use*): +1 Karma.
AUTOMATED: After defeating a Tech Deck obstacle, instead of placing the Timebomb card at the card at the bottom of the Timebomb deck, place it in the Crossfire discard: +1 Karma.
HIGH END SECURITY: Shuffle and set aside a deck of these five **green Hard Obstacles**: *Drone Rigger, Corp Tactician, Chaos Sprite, Military Spec IC, GODwire*. At the start of Scene 3, before flipping Obstacles, place these five cards on top of the Tech Deck:+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