SNOW WHITE

THE JOB

Gunrunner dwarfs and a female gang acting like princesses? Doesn't sound too heavy. They are loaded with heavy guns though. There's talk of a queen too, Snow White, or was it Cinderella? She's carrying an Aztech Striker. That gun alone would be worth it.

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

MISSION SETUP

Normal Obstacle deck: Set aside the two Dwarf obstacles (*Wired Merc* and *Squad Leader*). Search the deck from the bottom and set aside ten female obstacles. Shuffle the ten female obstacles together with the two Dwarf obstacles, and place those twelve cards on top of the Normal obstacle deck.

Hard Obstacle deck: Set aside the five Dwarf obstacles (*T-Bird Jockey, Guy in the Van, Knight Errant Field Agent, Corp Tactician, Corporate Shaman*).
In addition, set aside the four female obstacles *Chromed Samurai, Vampire Operative, Banshee Virus,* and *Mage Hunter*. Shuffle the remaining Hard obstacle cards.

Top cards of the Hard Obstacle deck: Shuffle the four female Hard obstacles and randomly set aside one card face down (this female obstacle will be the top card of the Hard obstacle deck).
Then, take four cards from the top of the Hard obstacle deck, and shuffle them with the remaining three female obstacles and the five Dwarf obstacles.
Lastly, place the one set aside female obstacle on top.
These thirteen cards are placed on top of the Hard obstacle deck.

Black Market: Before creating the initial Black Market, set aside the *Aztechnology Striker* and one *Katana* from the Black Market deck. As a reminder, place the *Katana* on top of the Normal obstacle deck, and the *Aztechnology Striker* on top of the Hard obstacle deck.

MISSION GOAL

Your team needs to get in and get hold of the *Aztechnology Striker*. Each Scene ends when the team has defeated all obstacles facing the runners. Once the third Scene ends, the team wins the mission.

WEAPONS & LOOTING

When the first female obstacle from the Normal obstacle deck is flipped, tuck the *Katana* under that obstacle (this is the only time a Weapon card is added to a Normal obstacle).
When the first female obstade from the Hard obstacle deck is flipped, tuck the *Aztechnology Striker* under that obstacle. The Attack Strength of the obstacle carrying the *Aztechnology Striker* is increased by +1. If any other female obstacle are flipped from the Hard obstacle deck, discard from the top of the Black Market deck until a Weapon card is revealed (not dual color cards); tuck that Weapon card under the female Hard obstacle.

Looting: When an obstacle with a Weapon card is defeated, the Weapon card is left in the obstacle area. During his turn, a runner can forfeit playing cards to pick up and place a Weapon card from the obstacle area into his hand (the runner can still discard, draw and buy cards).

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 + 1 Normal obstacle
2	Number of runners + 1 Hard obstacle
3	Number of runners + 2 Hard obstacles

ENDING A SCENE

Standard (ref. the Crossfire 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.
In addition: When playing 2 runners, instead of adding the *Katana* to the first female obstacle in the first Scene, add both a *Katana* and a *Remington Roomsweeper*.
When playing 3 runners, instead of adding the *Katana* to the first female obstacle in the first Scene, add both a *Katana* and a *Monofilament Whip*.
A runner that forfeits playing cards may pick up both cards.

KARMA REWARDS

If the team wins, each runner gets 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 both of the following bonus challenge options:

HIRO PROTAGONIST SWORD FIGTHER: Replace the *Aztechnology Striker* with two *Katana* Weapon cards (the two Katanas are picked up together): +1 Karma.

PRINCESS AMBUSH: Flip one extra obstacle from the Hard obstacle deck at the start of Scene 2 and Scene 3: +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