MISSION 1

CAR PARK SHOOTOUT





THE JOB

Seems our Face did promote our capabilities beyond what's good for biz. We got in and out alright… everything was kind of quiet until we got to the car park where a surprise party was thrown… a bit too much to handle. Whatever we do, we can't lay in cover behind these cars much longer…

Difficulty: Advanced (at least 5 Karma per runner in upgrades recommended.)

Players: 2-4

MISSION SETUP & SPECIAL RULES

Take the **two Normal Wreck** and the **three Hard Wreck** obstacles. Set aside *Wrecked Tir Copter* (for Scene 2). Shuffle the other four Wrecks, and place one Wreck in front of each runner. *Wrecks* are not considered obstacles, but serve as ***'Cover'***:

- ***Take Cover!*** When an obstacle deals damage, the runner may assign each point of damage as level damage to the Cover in front of him instead. When the last level of a Cover is cleared, discard the Cover *(no nuyen gained).*
- ***Tactical positioning:*** A runner may split any damage between himself and his Cover *(the damage pool is shared).*
- ***Dig In!*** Two runners may share a Cover. At the end of a round, a runner without a Cover may agree with a runner to his left or right to share Cover *(place the Cover between the two).*

MISSION GOAL

Your team needs to survive the car park ambush, advance further into cover behind the coper, and break through to safety.
The mission has two Scenes. Each Scene ends when the team has defeated all obstacles facing the runners. Once the second Scene ends, the team wins the 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

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.)*

Scene 1 – *Ambush. Take cover!*
Randomly place 1 Cover in front of each runner

Round	4 Runners	3 Runners	2 Runners
1	6 Normal obstacles	4 Normal obstacles	3 Normal obstacles
2	3 Normal obstacles	3 Normal obstacles	2 Normal obstacles
3	3 Normal obstacles	2 Normal obstacles	1 Normal obstacle
∞	*The Scene ends when all obstacles are defeated (discard any remaining Covers).* *At the end of the Scene, each runner heals 1 HP, draws 1 card, and may buy 1 card.*		

Scene 2 – *Advance to the copter, break through!*
Place the set-aside Wrecked Tir Copter Cover between two of the runners

1	4 Hard obstacles and 6 Normal obstacles	3 Hard obstacles and 5 Normal obstacles	2 Hard obstacle and 3 Normal obstacle
∞	*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:
THIN-SKINNED CARS: Each Wreck Cover starts out with half their levels cleared *(rounded down, e.g. a three level Cover starts with 1 level damage)*: +1 Karma
CROSSFIRE: Start the game with three cards in the Crossfire discard *(those event effects do not trigger)*: +1 Karma.
ENDLESS PIT: From the first round of Scene 2, 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
0-10	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