MISSION

STREET PROPHET

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THE JOB

We thought the Street Prophet was just another loony, lately telling detailed visions about a crazed shamans and spirits… Only that spirits just started appearing around town, making a havoc aimed at some high-up fixer. Looks to be personal. We wouldn't get involved, though there's a reward, the money is good… It could be good for long term biz too. We might have a head start if the Street Prophet c some leads… We'll better prepare the mage for spirits.

Difficulty: Advanced *(at least 10 Karma per runner in upgrades recommended.)* **Players:** 2-4

MISSION GOAL

Get the Street Prophet to cooperate locating all shamans and spirits. You need to act fast:
The mission ends in a loss if you cannot flip a Shaman Deck each Scene, or a runner at any time goes Critical, or if at the end of the sixth round all runners are Staggered.
This mission cannot be Aborted. See the Karma Rewards section.

MISSION SETUP – THE SHAMAN DECKS

Find the **blue Normal obstacles**: *Spirit of Air, Urban Spirit, Ancients Shaman, Elf Shaman*
Find the **blue Hard obstacles**: *Spirit of Fire, Spirit of Earth, Bug Spirit, Combat Shaman*

Shaman Deck for Scene 3 (two Hard Spirit obstacles + Combat Shaman):
Randomly take two of the three Hard obstacle Spirits (*Spirit of Fire, Spirit of Earth, Bug Spirit*). *(The third Spirit card is not used, return it to the box.)*
Then place the *Combat Shaman* Hard obstacle together with the two Spirit cards. These three obstacles can only be revealed together by the Street Prophet in Scene 3.

Shaman Deck for Scene 2 (one Normal Spirit obstacle + one Normal Shaman obstacle):
Randomly take one of the two Normal Spirit obstacles (*Spirit of Air, Urban Spirit*). *(The second Normal Spirit is used in Scene 1).*
Then, randomly take one of the two Normal Shaman obstacles (*Ancients Shaman, Elf Shaman*) *(The second Normal Shaman card is not used, return it to the box).*
These two obstacles can only be revealed together by the Street Prophet in Scene 2.

Shaman Deck for Scene 1 (one Normal Spirit obstacle)**:**
Take the one remaining Normal Spirit card. This one obstacle can only be revealed by the *Street Prophet* in Scene 1.

Place the Shaman Decks next to the Street Prophet card. *(Obstacles from the Shaman Decks can only be revealed by the Street Prophet card.)*

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THE STREET PROPHET CARD & SPECIAL RULES

Use the 6 nuyen side of the Street Prophet card *(the 8 nuyen side is played in the "Zany" bonus challenge).* Place the Street Prophet card on the Mission Progress sheet. Place a marker on the *Press On* track of the Street Prophet card. The *Press On* track can be advanced during the *Play Cards* step by playing Color symbols or discarding nuyen *(assist cards can be played. Colorless and level damage has no effect).*
The **Street Prophet** is the only way to reveal the **Shaman Decks**:

- **Press On** *(Once each scene)*: If the runners advances the *Press On* track to its last step:
  - The runners gain the nuyen value of the Street Prophet card.
  - At the end of the current turn, flip Shaman Deck obstacle(s) for that scene in front of the Mage *(Shamans and Spirits do not attack the turn they are revealed).*
- **Reset the Press On Track:** At the end of each Scene, the *Press On* track is reset.
- **Guardian Spirits:** In Scene 2 and 3, when Shaman and Spirit cards are flipped together, place the Spirit card(s) in front of the Shaman card to signify that the Shaman cannot take damage or be affected by any effect while a Spirit is in front of him.

MISSION PROGRESS SHEET

Place a marker token on the Round track of the Progress 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.

KARMA REWARDS

If no runner got **Critical**, and all three Shaman Decks was revealed, and at least one runner was not Staggered by the end of the sixth round, each runner gets **1 Karma** *(otherwise, the mission ends in a loss).* In addition, if all Spirits were defeated: **+1 Karma**, and if both Shaman was defeated: **+2 Karma**.

The team can also choose one or any combination of the following bonus challenge options:

ZANY: Use the "Zany Street Prophet" 8 nuyen card, and start the game with two cards in the Crossfire discard *(those event effects do not trigger):* **+1 Karma.**
BUG SHAMAN: During the setup, instead of returning one Hard Spirit obstacle to the box, add it to the Scene 3 Shaman deck: **+1 Karma**
REINFORCEMENTS: Play Round 5 twice: **+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
0-20	Full Karma award
21-30	-1 Karma penalty
31-50	-2 Karma penalty
51-75	-3 Karma penalty
Each additional +25	Additional -1 Karma penalty

The Street Prophet card is made to be a two-sided card (*only one side is used each game*).
The 6 nuyen side of the card is standard *(the Zany prophet is harder to persuade but can be chosen if the extra nuyen seems tempting)*. The Zany 8 nuyen side is used in the *ZANY* bonus challenge (*see the Karma Awards section*).





MISSION PROGRESS

STREET PROPHET



WE'LL CALL IT A WIN...

… If all **three Shaman Decks** was revealed, no runner got **Critical**, and at least one runner was not **Staggered** by the end of the sixth round.
This mission cannot be Aborted (see the Karma Rewards section).

4 RUNNERS

OBSTACLES & CROSSFIRE

Special: **The Street Prophet card** flips Shaman Deck obstacles only in front of the mage.
The Progress Track below flips cards from the Normal and Hard obstacle decks only in front of other runners than the mage. When flipping from the progress track below, follow the instructions for each round. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color (*skip the mage*). Distribute the rest clockwise (*skip the mage*).
(*Scene numbers may come into play by card effects, otherwise disregard Scene.*)

	Round	Progress
Scene 1	1	Flip 3 Normal Obstacles
	2	Each runner draws 1 card. Flip 2 Normal obstacles
		End of the Scene: Reset the Press On track
Scene 2	3	Each runner heals 1 HP. Flip 1 Hard obstacle
	4	Flip 2 Normal obstacles
		End of the Scene: Reset the Press On track
Scene 3	5	Each runner heals 1HP. Flip 2 Hard obstacles and 2 Normal obstacles
	6	Each runner draws 2 cards. Flip 1 Hard obstacle and 1 Normal obstacle
	7	*We smoked them out!*

MISSION PROGRESS

STREET PROPHET

3 RUNNERS

OBSTACLES & CROSSFIRE

Special: **The Street Prophet card** flips Shaman Deck obstacles only in front of the mage.
Recommended 3 runner setup: For an even distribution of obstacles: *DroneRigger – Mage – Face.*
The Progress Track below flips cards from the Normal and Hard obstacle decks only in front of other runners than the mage. When flipping from the progress track below, follow the instructions for each round. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color (*skip the mage*). Distribute the rest clockwise (*skip the mage*).
(*Scene numbers may come into play by card effects, otherwise disregard Scene.*)

	Round	Progress
Scene 1	1	Flip 2 Normal Obstacles
	2	Each runner draws 1 card. Flip 1 Normal obstacle
		End of the Scene: Reset the Press On track
Scene 2	3	Each runner heals 1 HP. Flip 1 Hard obstacle
	4	Each runner draws 1 card. Flip 1 Normal obstacle
		End of the Scene: Reset the Press On track
Scene 3	5	Each runner heals 1HP. Flip 2 Hard obstacles
	6	Each runner draws 3 cards. Flip 1 Normal obstacle
	7	*We smoked them out!*

2 RUNNERS

OBSTACLES & CROSSFIRE

Setup change: Create the Shaman Deck for Scene 3 using the *Combat Shaman* obstacle with only one random Hard Spirit obstacle *(return the remaining two Hard Spirit obstacles to the box)*.
Recommended roles: **Drone Rigger** and **Social Adept** (in the mage role).
Special: **The Street Prophet card** flips Shaman Deck obstacles only in front of the mage runner.
The Progress Track below flips cards from the Normal and Hard obstacle decks only in front of the other runner *(never the mage)*. When flipping from the progress track below, follow the instructions for each round. (*Scene numbers may come into play by card effects, otherwise disregard Scene.*)

	Round	Progress
Scene 1	1	Flip 1 Normal Obstacle
	2	Each runner draws 1 cards. Flip 1 Normal obstacle
		End of the Scene: Reset the Press On track
Scene 2	3	Each runner heals 1 HP. Flip 1 Normal obstacle
	4	Each runner draws 1 card
		End of the Scene: Reset the Press On track
Scene 3	5	Each runner heals 1HP and draws 1 card Flip 1 Hard obstacle and 1 Normal obstacle
	6	Each runner draws 3 cards. Flip 1 Normal obstacle
	7	*We smoked them out!*