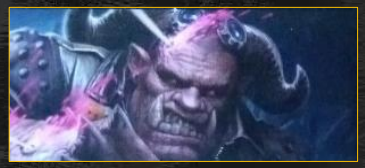
MISSION

VAMPIRE DEN

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THE JOB

The vampires had tried to feed on the wrong girl, and Ms. Johnson eagerly pinpointed the location of their nightclub. No discretion needed, make a havoc, clean out the vampires and their herd of blood donors too. Her bodyguards had emptied their guns at the vampires to no avail, ordinary bullets seem to bounce of. Magic or spirit summons are more efficient way of dealing with their imunity.

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

MISSION GOAL

You'll need to take out all the obstacles of the Vampire Den in three Scenes. Each Scene ends when you have defeated all obstacles facing the runners. Once the third Scene ends, the team wins the mission.

MISSION SETUP & SPECIAL RULES

- VAMPIRE OBSTACLES Set aside the three obstacles, referred to as ***Vampire Obstacles***:
  The **red Normal obstacle** ***Banshee Operative*** *(for Scene 1)*
  The **black Hard Obstacle** ***Dzoo-Noo-Qua*** *(for Scene 2)*
  The **red Hard obstacle** ***Vampire Operative*** *(for Scene 3)*
  Then shuffle and create the Normal and Hard obstacle decks as usual.
- MIST FORM: ***Vampire Obstacles*** **ignore colorless damage.** Colorless levels must be cleared either by applying an equivalent number color damage (in any combination of colors), or by level damage.

SPECIAL CARDS

Give the mage the three special cards: *Call Spirit, Command Spirit of Air, Command Spirit of Fire*, and the *Clarification* card. *(Instructions are written on the cards.)*
The mage starts the game with the *Call Spirit* card in play.

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ENDING A SCENE

Standard (ref. the Crossfire mission).

OBSTACLES & CROSSFIRE

At the start of each Scene, flip obstacles as instructed in the chart below. When flipping obstacles, first flip obstacles from the Hard Obstacle deck equal to the Crossfire level. Then if you still need moore 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 + **Banshee Operative**
2	Number of Runners + **Dzoo-Noo-Qua**
3	Number of Runners + 1 + **Vampire Operative**

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.

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 any combination of the following bonus challenge options:

REGENERATION: Place a marker on the top of the Crossfire event deck as a reminder that *Vampire Obstacles* heal 2 levels at the start of a round: +1 Karma
FRESH BLOOD: Filp one additional obstacle at the start of each Scene: +1 Karma
TRUE BLOOD: Start the game with one card in the Crossfire discard *(those event effects do not trigger)*: +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

All cards are made to be double sided *(glue, fold & cut)*



CALL SPIRIT
Spirit of Fire

The Mage may forfeit his *Play Cards* step, and instead discard cards to advance the *Call Spirit* track. When the track is advanced to its last step, the Mage can put the ***Spirit of Fire*** into play at the start of the next round *(before the Play Cards phase)*.

✱: Discard the top card of the Black Market deck. If the card is a SPELL card, the mage takes 1 damage



CALL SPIRIT
Spirit of Air

The Mage may forfeit his *Play Cards* step, and instead discard cards to advance the *Call Spirit* track. When the track is advanced to its last step, the Mage can put the ***Spirit of Air*** into play at the start of the next round *(before the Play Cards phase)*.

✱ Discard the top card of the Black Market deck. If the card is a SPELL card, discard your hand, then draw that number of cards

CLARIFICATIONS
CALL SPIRIT

- The mage may summon Spirits multiple times during a game, but may only have one Spirit card in play at the time.
- If the mage gets *Staggered* or *Critical*, the Spirit is immediately discarded.
- If the mage starts summoning a Spirit while already having a Spirit in play, the Spirit in play is immediately discarded.
- If the mage interrupts the summoning of a Spirit to instead summon the other Spirit, the Call Spirit track is reset (any progress on the Call Spirit track is lost.)

CLARIFICATIONS
COMMAND SPIRIT

- The mage can only move a Spirit to front a runner at the start of a round (any time before the *Play Cards* phase). Only that runner is the *guarded* runner.
- Spirits can only apply their damage or abilities during the turn of the *guarded* runner.
- Spirits can only apply its damage *(including ✲ damage)* to obstacles facing the *guarded* runner.
- Only the Mage can discard the SPELL card that activates the Spirit's ✲ ability.
- The ✲ ability can only be used *once per Scene*, but if a new Spirit is summoned the same Scene, the Spirit will renew its ✲ ability.



Spirit of Air

✱ *(Once per Scene)* The mage can discard a SPELL card to *apply one ability*:
GUST: Move an obstacle facing Spirit of Air to face another runner.
ASTRAL SCOUT: Look at the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.
GUARDIAN SPIRIT: Discard Spirit of Air to prevent 1 damage.

COMMAND Spirit of Air

Move: At the start of each round *(before the Play Cards phase)*, the Mage can move the Spirit of Air to *guard* any one runner.

Damage: During the turn of the guarded runner, the Spirit of Air may deal its damage to an obstacle in front of that runner.

✱ **ability:** Once per Scene, instead of applying damage, the mage can discard a SPELL card for the Spirit to apply one of its abilities:

Gust: Move an obstacle facing Spirit of Air to face another runner.

Astral Scout: Look at the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.

Guardian Spirit: The Mage may discard the Spirit of Air card to prevent 1 damage to the guarded runner.



Spirit of Fire

✱ *(Once per Scene)* The mage can discard a SPELL card to *apply one ability*:
BLAZE: Deal 1 level damage to an obstacle facing Spirit of Fire.
ASTRAL SCOUT: Look at the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.
GUARDIAN SPIRIT: Discard Spirit of Air to prevent 1 damage.

COMMAND Spirit of Fire

Move: At the start of each round *(before the Play Cards phase)*, the Mage can move the Spirit of Air to *guard* any one runner.

Damage: During the turn of the guarded runner, the Spirit of Air may deal its damage to an obstacle in front of that runner.

✱ **ability:** Once per Scene, instead of applying damage, the mage can discard a SPELL card for the Spirit to apply one of its abilities:

Blaze: Deal 1 level damage to an obstacle facing Spirit of Fire.

Astral Scout: Look at the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.

Guardian Spirit: The Mage may discard the Spirit of Air card to prevent 1 damage to the guarded runner.



SUMMONER UPGRADE STICKERS

The upgrades are not used in the Vampire Den mission, but allow adding Call Spirit and the Command cards *Spirit of Air* and *Spirit of Fire* to any other mission.

The upgrades are restricted to the mage role, and there are two variants of the upgrade:
- **Summoner II at 35 Karma** that puts the Call Spirit card into play from the start of the game.
- **Summoner I at 25 Karma plus 3 nuyen** that allows the mage of putting Call Spirit into play by discarding 3 nuyen at the start of a round.