ANGELA



APOCALYPSE RUN PROGRESS TRACK

5 4 3 2 1 STAGGERED

4 RUNNERS

SCENE	ROUND	PROGRESS
1	1	Flip 4 Normal Obstacles.
	2	Each runner draws 1 card. Flip 2 Hard Obstacles.
2	3	Angela and each runner heals 1 HP. Flip 1 Hard Obstacle and 2 Normal Obstacles.
	4	Each runner draws 2 cards. Flip 2 Hard Obstacles and 1 Normal Obstacle.
3	5	Angela and each runner heals 2 HP. Flip 2 Hard Obstacles and 2 Normal Obstacles.
	6	Each runner draws 3 cards. Flip 3 Hard Obstacles and 3 Normal Obstacles.
	7	The team escapes with Angela!

REMINDER

Progress Track obstacles are flipped in front of Angela.

Mutated deck obstacles are flipped at the end of a turn in front of the current runner with 1 level of damage. Only regular runners filp obstacles from the Mutated deck (not Angela). Then that runner draws a card from their deck. (Obstacles from the Mutated deck do not attack when flipped but any *flipped* ability still applies.)

Angela's *Remington Roomsweeper* may be played once each Scene as an *assist*, or during Angela's turn.

Start of each runner's turn: If that runner is neither staggered nor exhausted, they can move one obstacle facing Angela to face them instead, if that obstacle's color matches their color.

New Scene: ◦ Shuffle the Mutated deck discard pile (all defeated obstacles) to create a new Mutated deck
◦ Ready Angela's *Remigton Roomsweeper.*

Staggered: If a runner becomes staggered, move all obstacles facing that runner to face Angela at the end of that turn.

Loss: If Angela gets staggered or if a runner goes critical, the mission ends in a loss.

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5 4 3 2 1 STAGGERED

3 RUNNERS

Mutated Deck: *Rampaging Ghoul, Rampage Virus, Reckless Mastermind* (leave *Ghoul Adept* in its deck).

SCENE	ROUND	PROGRESS
1	1	Flip 3 Normal Obstacles.
	2	Each runner draws 1 card. Flip 1 Hard Obstacle.
2	3	Angela and each runner heals 1 HP. Flip 1Hard Obstacle and 1 Normal Obstacle.
	4	Each runner draws 2 cards. Flip up 1 Hard Obstacle and 2 Normal Obstacles.
3	5	Angela and each runner heals 2 HP. Flip 2 Hard Obstacles and 1 Normal Obstacle.
	6	Each runner draws 3 cards. Flip 2 Hard Obstacles and 3 Normal Obstacles.
	7	The team escapes with Angela!

2 RUNNERS

Mutated Deck: *Rampaging Ghoul, Reckless Mastermind* (leave *Rampage Virus* and *Ghoul Adept* in their respective decks).

SCENE	ROUND	PROGRESS
1	1	Flip 2 Normal Obstacles.
	2	Each runner draws 1 card. Flip 1 Hard Obstacle.
2	3	Angela and each runner heals 1 HP. Flip 2 Normal Obstacles.
	4	Each runner draws 2 cards. Flip 1 Hard Obstacle and 1 Normal Obstacle.
3	5	Angela and each runner heals 2 HP. Flip 1 Hard Obstacle and 1 Normal Obstacle.
	6	Each runner draws 3 cards. Flip 2 Hard Obstacles and 1 Normal Obstacle.
	7	The team escapes with Angela!

MISSION

APOCALYPSE RUN

1

THE JOB

Our team were backup, just in case of surprises. Only Angela, an infiltration specialist, went in. Her task was to quietly do the prep work, mapping the premises of the bio lab. Half an hour later the gunfire started. *"Get me out!"* Angela called in. She'd opened the wrong door. *"There's lots of them, I don't know what they are, I've downed a few but they don't stay down for long... Hurry! I'm running out of ammo..."*

Difficulty: Very Advanced (at least 20 Karma per runner in upgrades recommended)

Players: 2-4

MISSION SET UP

Take all the **Pandemic obstacles** (*Rampage Virus* and *Rampaging Ghoul* from the Normal Obstacle deck and *Ghoul Adept* and *Reckless Mastermind* from the Hard Obstacle deck) and shuffle them together to create the **Mutated deck**.

Place the **Angela card** that corresponds to the number of runners between the starting runner and the runner to their right. Angela takes a turn just like the runners, but always goes last in the round.
Search the Black Market deck for a ***Remington Roomsweeper*** card and place it on Angela's card.
Angela has 5 starting HP; mark that total on Angela's card Health Track. Place a mission-progress marker (a generic marker) on round 1 of the mission-progress track on Angela's card. Follow the instructions for that step of the track (see *Obstacles and Crossfire*, below). Then the rest of the first round begins with the starting runner.

MISSION GOAL

The team must keep Angela alive as the mission progresses. The obstacles will attempt to stop Angela from leaving, but the team can intercept them. The team must extract Angela alive and in time (by round 7) to win the mission. There is no option to abort the run in this mission.

OBSTACLES & CROSSFIRE

Use the normal Crossfire rules. Flip obstacles as instructed for each step of the mission track. Flipped obstacles from the Normal and Hard Obstacle decks start facing Angela, but the runners can protect her. At the start of each runner's turn, a non-staggered or non-Exhausted runner can move one obstacle facing Angela to face them instead, if that obstacle's color matches their role color. This choice must be made before any obstacle abilities that would trigger at the start of a runner's turn.

Obstacles will attack runners they're facing, as normal, but when a runner becomes staggered, move all obstacles facing that runner to face Angela at the end of that turn.

THE MUTATED DECK

The mutation causes obstacle to rise from the dead. After each runner's turn ends (except Angela's turn), if the Mutated deck has any cards remaining, the runner who just completed their turn flips up an obstacle from the Mutated deck and places it facing them with 1 level of damage, then draws a card from their deck.
This is the only time you flip obstacles from the Mutated deck. At ANY other time, if an ability or effect requires you to flip up obstacles, use the Normal or the Hard Obstacle deck as instructed, not the Mutated deck.

In addition, when ANY obstacle is defeated, put it in the **Mutated discard** instead of its usual Obstacle deck discard. At the start of each Scene, shuffle the Mutated discard pile and any remaining cards from the Mutated deck to form a new Mutated deck for that Scene.

MISSION

APOCALYPSE RUN

2

MISSION PROGRESS TRACK & ENDING A SCENE

At the end of Angela's turn, advance the mission-progress marker to the next round down on the track and follow the instructions for that step (see *Obstacles and Crossfire* above for obstacle placement). Then the rest of the next round begins with the starting runner. Each mission track indicates when a Scene ends. There are no additional rewards for runners when a Scene ends.

ANGELA

Once each Scene the team may play the ***Remington Roomsweeper*** on Angela's card as an assist, or it may be played during Angela's turn. The *Remington Roomsweeper* cannot be discarded by any game effect.
Angela is Human and counts as a runner, but has no role, deck, hand, discard, or nuyen. Except for her Roomsweeper, Angela plays no cards, but can be assisted; in this case, the starting runner applies that damage to the obstacles facing Angela. Angela doesn't receive nuyen for any reason, and nuyen distribution from an obstacle defeated on Angela's turn starts with the starting runner. If an obstacle gives Angela a choice, the runner whose role color matches the obstacle's color makes that choice.

WINNING THE MISSION

You must keep Angela alive as you progress through the mission. Obstacles attack Angela like any other runner. If Angela is staggered, the mission ends in a loss. The mission also ends in a loss if any runner goes critical.

If Angela has at least 1 HP when the mission-progress marker reaches the final step, the team extracts her and wins the mission.

KARMA AWARDS

If the team wins, each runner gets 4 Karma. The team can also choose the following Challenge options:

OUT OF AMMO Angela enters play without the *Remington Roomsweeper*: +1 Karma
HELTER SKELTER Start the game with four cards in the Crossfire discard (the effects do not trigger): +1 Karma
EMT GIG! Start Angela with 1 HP (her maximum HP are unchanged). At the start of the game, take one *Doc Wagon Contract* from the Black Market deck and set it aside. It is available for purchase, but doesn't count as part of the Black Market: +1 Karma
REGENERATORS When an obstacle attacks, it heals 1 level of damage: +1 Karma
BIO-HAZARDS Obstacles from the Mutated deck are flipped fully healed (without a 1 level damage): +2 Karma
VIRULENT MUTATION Instead of flipping an obstacle from the Mutated deck (and drawing a card) after your turn ends, do so before your turn begins: +3 Karma
GNASHERS! Whenever the mission-progress track tells you to flip Hard obstacles, flip up 1 additional Hard obstacle: +3 Karma

KARMA SCALING

Each runner gains the following Karma award or penalty based on how much Karma they have.

KARMA IN UPGRADES	AWARD/PENALTY
0-30	Full Karma award
31-50	-1 Karma penalty
51-75	-2 Karma penalty
Each additional +25	Additional -1 Karma penalty