

MISSION CROSSFIRE



THE JOB

Getting in was easy, just like Mr. Johnson promised. But you've got heavy company on the way out.

Difficulty: Normal (No upgrades needed) **Players:** 2–6

MISSION GOAL

Your team will face off against obstacles in three Scenes. Each Scene ends when you have defeated all obstacles facing runners. Once the third Scene ends, the team wins the mission!

OBSTACLES & CROSSFIRE

At the start of each Scene, flip up obstacles as indicated 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 more obstacles, flip obstacles from the Normal Obstacle Deck for the remainder. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. The first round begins with the mission leader.

SCENE	FLIP OBSTACLES EQUAL TO
1	Number of Runners
2	Number of Runners +1
3	Number of Runners +2

ENDING A SCENE

The standard rules apply for taking a Breather after each Scene.

KARMA REWARDS

If the team wins, each runner gets 3 Karma. If the team aborts and has a successful abort round, each runner gets 1 Karma regardless of any bonuses or penalties. The team can also choose the following bonus challenge options:

BRING IT ON! Flip up one additional obstacle at the start of each Scene: +1 Karma

DANGER ZONE Start the game with one card in the Crossfire discard: +2 Karma (In the same game, the team can choose this option up to once for each runner.)

KARMA SCALING

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

KARMA EARNED

0–10
11–30
31–50
51–75
Each additional +25

AWARD/PENALTY

Full Karma award
–1 Karma penalty
–2 Karma penalty
–3 Karma penalty
Additional –1 Karma penalty

