

## THE JOB

*Unfortunately for your team, the deal fell through. Better luck in your next incarnations!*

**Difficulty:** Very Advanced (at least 70 Karma in Upgrades recommended)

**Players:** 4–6

## MISSION SETUP

This is a 4- to 6-runner mission. Place the Dragon art card with the Covert side face up facing the runner to the right of the mission leader, and give the Dragon rules card to that runner. Then follow the rules in the *Obstacles and Crossfire* chart for round 1.

## MISSION GOAL

First, you must defeat both aspects of the Covert Dragon. Then you must defeat both aspects of the Enraged Dragon to win. The Dragon will send obstacles your way.

The rules for *Two- and Three-Player Games with 20+ Karma* (p. 21, *Crossfire Rulebook*) do not apply to this Mission.

## OBSTACLES &amp; CROSSFIRE

At the start of each round of play, flip up obstacles as indicated in the chart below. 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. When you flip obstacles, place the first flipped obstacle facing the runner to the left of the runner with the Dragon. Distribute the rest clockwise (the runner facing the Dragon should not get an obstacle in a standard game). After flipping obstacles, draw a Crossfire card if the Crossfire level is 0 or higher (see the chart below). Then the round begins with the mission leader.

## OBSTACLES & CROSSFIRE (CONT)

ROUND	OBSTACLES	CROSSFIRE LEVEL
1	Flip up 3 obstacles.	-2
2	Flip up 3 obstacles.	-1
3+	Flip up 3 obstacles.	0 (Draw a Crossfire card)

## THE DRAGON

The Dragon has two sides: Covert and Enraged. The Dragon starts the game with its Covert side facing a runner. The Covert Dragon has two aspects: Hacking and Skill. The team must defeat both aspects to progress, but can choose which one to face first. Each aspect also has two ways to defeat it, with colored damage or a higher amount of colorless damage. One runner must clear that damage. Once the team defeats both the Hacking aspect and the Skill aspect, flip the Dragon card and art card to their Enraged sides. The Enraged Dragon also has two aspects: Spell and Weapon. The team must defeat both of those aspects, in the order they choose, to win the Mission. Each Enraged Dragon aspect has two ways to defeat it as with the Covert Dragon's aspects. You can only defeat each aspect of the Dragon once. If the Dragon moves to a different runner, move the Dragon rules card and art card to that runner.

## DRAGON REWARDS & ENDING A SCENE

At the end of any turn when the team has defeated one of the Dragon's aspects, each runner gets the reward for defeating that aspect shown on the Dragon card, and the mission leader removes all the active Crossfire cards from play (they go to the bottom of the Crossfire Deck instead of the discard). Then, starting with the runner to the left of the runner who defeated the Dragon's aspect, each runner, in order, can buy one card from the Black Market. This Scene ends after the last runner buys a card or passes. Play continues in the next Scene with the runner who had the first choice to buy a card.

**SPECIAL DRAGON RULES & WINNING THE MISSION**

Treat each of the Dragon's aspects as a separate boss (so it attacks like an obstacle, and card abilities that only affect obstacles won't affect it). See the Dragon rules card for details.

As soon as the team has defeated all four of the Dragon's aspects, the team wins the Mission, even if there are still obstacles in play!

**PLAYING WITH FIVE OR SIX RUNNERS**

When playing with more than four runners, flip additional obstacles as follows:

**5 Players:** Flip up 4 Obstacles/round instead of 3/round.

**6 Players:** Flip up 5 Obstacles/round instead of 3/round and the last obstacle is 0 Nuyen.

**KARMA REWARDS**

If the team wins, each runner gets 7 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:

**TROUBLE BREWING** Begin the Mission at Crossfire level -1: +1 Karma (If this option is chosen, you can't also choose the **Let's Get Serious** bonus challenge.)

**LET'S GET SERIOUS** Begin the Mission at Crossfire level 0: +2 Karma (If this option is chosen, you can't also choose the **Trouble Brewing** bonus challenge.)

**I'M CLOSER THAN YOU THINK** The Attack Strength of the Covert Dragon is increased by +1: +2 Karma.

**MINIONS UNENDING** At the start of the game and after each round of play, flip 1 additional obstacle: +3 Karma.

## KARMA SCALING

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

### KARMA EARNED

0–75

76–100

Each additional +25

### AWARD/PENALTY

Full Karma award

–1 Karma penalty

Additional –1 Karma penalty

