

## THE JOB

*Great pay? A cooperative client? Really great pay? Oh frag. There's going to be trouble.*

**Difficulty:** Advanced (at least 5 points per runner in Upgrades recommended)

**Players:** 1–4

## MISSION SETUP

Place the Client card that corresponds to the number of runners between the mission leader and the runner to their right. The Client takes a turn just like the runners, but always goes last in the round. **The Client is Human, and has 5 starting HP;** mark that total on the Client card HP track. Place a Mission-progress marker (a generic marker) on round 1 of the Mission-progress track on the Client card. Follow the instructions for that step of the track (see *Obstacles and Crossfire* below). Then the first round begins with the mission leader.

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

## MISSION GOAL

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

## OBSTACLES &amp; CROSSFIRE

Use the normal Crossfire rules; when playing with only 2 or 3 runners, do not apply the negative Crossfire level for this Mission (see p. 12, *Crossfire Rulebook*). Flip obstacles as instructed for each step of the Mission track. Flipped obstacles start facing the Client, but the runners can protect the Client. At the start of each runner's turn, if they are not Exhausted, the current runner can move one obstacle facing the Client to face them instead, if that obstacle's

## OBSTACLES & CROSSFIRE (CONT)

color matches their role color. This choice must be made before any obstacle abilities trigger at the start of a runner's turn.

Obstacles will attack runners they're facing, as normal, but if a runner is Staggered at the end of a turn, move all obstacles facing that runner to face the Client.

## THE CLIENT

The Client counts as a runner, but has no role, deck, hand, discard, or nuyen. The Client plays no cards, but can be Assisted; in this case, the mission leader applies that damage to the obstacles facing the Client. The Client doesn't receive nuyen for any reason, and nuyen distribution from an obstacle defeated on the Client's turn starts with the starting runner. If an obstacle gives the Client a choice, the runner whose role color matches the obstacle's color makes that choice.

You must keep the Client alive as you progress through the Mission. Obstacles attack the Client like any other runner. If the Client is Staggered, the Mission ends in a loss.

This Mission also ends in a loss if any runner goes Critical.

## MISSION PROGRESS TRACK & ENDING A SCENE

At the end of the Client'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* for obstacle placement). Then the rest of the next round begins with the mission leader. Each Mission-progress track indicates when a Scene ends. There are no additional rewards for runners when a Scene ends.

**WINNING THE MISSION**

If the Client has at least 1 HP when the Mission-progress marker reaches the final round, the team extracts the Client and wins the Mission.

**KARMA REWARDS**

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

**STEPPED-UP SECURITY** Start the game with four cards in the Crossfire discard (those cards' effects do not trigger): +1 Karma

**EMT GIG** Start the Client with 1 HP (his maximum HP is 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

**ELITE RESPONSE TEAM** 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 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

