

**THE JOB**

*Sometimes, a simple stroll on the way to a rendezvous gets interesting.*

**Difficulty:** Entry — Play with Demo Kit (Runners with 0 Karma only)

**Players:** 2-4

**MISSION GOAL**

Your team will attempt to overcome obstacles while navigating their way through two blocks of an urban sprawl. Once both blocks have been cleared, the team wins the mission.

**MISSION SET UP**

Each player selects a role and character card. The players decide amongst themselves who will be the starting runner. Then flip up one Normal Obstacle for each runner. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. Next, draw a Crossfire card and place it face up in play. Follow the normal rules for Crossfire cards.

**CATCH YOUR BREATH**

When there are no obstacles in play, finish the current turn. Then remove the current Crossfire event from play (put it on the bottom of the Crossfire deck), and each runner heals 1 HP. Finally, each runner may buy 1 card from the Black Market.

**ONCE MORE WITH FEELING**

After catching your breath, flip up obstacles equal to the number of runners plus one. First flip up obstacles from the Hard Obstacle deck equal to the number of cards in the Crossfire discard. 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.

## WINNING THE MISSION

If the team defeats each group of obstacles and clears both blocks,

**THE TEAM WINS!**

If any runner's HP go below 1 ("staggered"), the mission ends immediately. Return and try the run again.

## PLAYING WITH FEWER THAN FOUR RUNNERS

If there are fewer than four runners, some of the runners will take more than one role. In a 3-player game, one of the runners will take two roles. In a 2-player game, both runners will take two roles. If you have more than one role, choose a starting deck for one of those roles. If you take more than one role, increase your starting nuyen by 1.

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 or second rounds.

## KARMA AWARDS

If the team wins, each runner gets 2 Karma.