

THE CLIENT



EXTRACTION CLIENT PROGRESS TRACK

4 RUNNERS

ROUND	PROGRESS
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|---|---|
| 1 | Flip 4 Normal Obstacle cards. |
| 2 | Each runner draws 1 card. Flip 2 Hard Obstacle cards. |
| 3 | The Client and each runner heals 1 HP. Flip 1 Hard Obstacle card and 2 Normal Obstacle cards. This Scene ends. |
| 4 | Each runner draws 2 cards. Flip 2 Hard Obstacle cards and 1 Normal Obstacle card. |
| 5 | The Client and each runner heals 2 HP. Flip 2 Hard Obstacle cards and 2 Normal Obstacle cards. This Scene ends. |
| 6 | Each runner draws 3 cards. Flip 3 Hard Obstacle cards and 3 Normal Obstacle cards. |
| 7 | The team escapes with the Client! |

3 RUNNERS

ROUND	PROGRESS
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|---|--|
| 1 | Flip 3 Normal Obstacle cards. |
| 2 | Each runner draws 1 card. Flip 1 Hard Obstacle card. |
| 3 | The Client and each runner heals 1 HP. Flip 1 Hard Obstacle card and 1 Normal Obstacle card. This Scene ends. |
| 4 | Each runner draws 2 cards. Flip up 1 Hard Obstacle card and 2 Normal Obstacle cards. |
| 5 | The Client and each runner heals 2 HP. Flip 2 Hard Obstacle cards and 1 Normal Obstacle card. This Scene ends. |
| 6 | Each runner draws 3 cards. Flip 2 Hard Obstacle cards and 3 Normal Obstacle cards. |
| 7 | The team escapes with the Client! |

THE CLIENT



EXTRACTION CLIENT PROGRESS TRACK

2 RUNNERS

ROUND	PROGRESS
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|---|---|
| 1 | Flip 2 Normal Obstacle cards. |
| 2 | Each runner draws 1 card. Flip 1 Hard Obstacle card. |
| 3 | The Client and each runner heals 1 HP. Flip 2 Normal Obstacle cards. This Scene ends. |
| 4 | Each runner draws 2 cards. Flip 1 Hard Obstacle card and 1 Normal Obstacle card. |
| 5 | The Client and each runner heals 2 HP. Flip 1 Hard Obstacle card and 1 Normal Obstacle card. This Scene ends. |
| 6 | Each runner draws 3 cards. Flip 2 Hard Obstacle cards and 1 Normal Obstacle card. |
| 7 | The team escapes with the Client! |

1 RUNNER

ROUND	PROGRESS
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|---|--|
| 1 | Flip 1 Normal Obstacle card. |
| 2 | Draw 2 cards. Flip 1 Hard Obstacle card. |
| 3 | You and the Client each heal 1 HP. Flip 1 Hard Obstacle card. You gain 2 nuyen and can buy 1 card from the Black Market. This Scene ends. |
| 4 | Draw 3 cards. Flip 1 Hard Obstacle card. |
| 5 | You and the Client each heal 2 HP. Flip 2 Normal Obstacle cards. You gain 2 nuyen and can buy 1 card from the Black Market. This Scene ends. |
| 6 | Draw 4 cards. Flip 2 Hard Obstacle cards and 1 Normal Obstacle card. |
| 7 | The team escapes with the Client! |