



THE JOB

Spirits? Why does it have to be spirits? At least the pay is good.

Difficulty: Normal (No upgrades needed)

Players: 4

MISSION SET UP

Create the Crossfire deck by shuffling together the following Crossfire event card numbers: 01, 03, 04, 08, 09, 12, 13, 15, 16, 18, 28, 29, 31, 32, 33, 36, 40, 41, and 50. Set Harlequin's Shadow aside. (Harlequin's Shadow is a promotional Crossfire event card. If you don't have it available, you can still play this scenario: instead, set aside an unused Crossfire event card.)

Create the Normal Obstacle deck by shuffling together the following obstacle card numbers: 01, 05, 06, 07, 08, 09, 10, 18, 20, 23, 24, 25, 26, 32, 33, and 35.

Create the Hard Obstacle deck by shuffling together the following obstacle card numbers: 44, 45, 49, 53, 56, 58, 63, 66, 69, 70, 73, 74, 76, 77, 79, and 80.

After the runners have drawn their starting hands, the mission begins by placing Harlequin's Shadow into the Crossfire discard and resolving its effect. (If you don't have Harlequin's Shadow, place the card you set aside instead into the Crossfire discard with no additional effect.) Then flip a Normal Obstacle in front of each runner. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. Place the portal (represented by this mission card) between the starting runner and the runner to their right. The portal takes a turn at the start of each round, before the "Draw a new Crossfire card" step.

MISSION GOAL

Your team will face groups of obstacles in two scenes. In the first scene, the opposition slowly receives reinforcements as they attempt to impede your progress to the portal. The second scene begins when the runners arrive at the portal, or when the obstacles gathering at the portal strike at the runners. The team wins if they survive the climactic battle and close the portal. There is no option to abort the run in this mission.

THE PORTAL

On the portal's turn, draw 1 Hard Obstacle and 1 Normal Obstacle and place them at the portal, out of play. Then, if there is an obstacle of each of the four colors at the portal, the portal opens (see below). If there isn't, flip up 1 Normal Obstacle facing the runner whose role color matches the obstacle's color.

If, before the portal opens, there are no obstacles facing runners at the end of any runner's turn, then remove the current Crossfire event from play (put it on the bottom of the Crossfire deck) and each runner heals 1 HP. Each runner can buy 1 card from the Black Market. Then the portal opens (see below).

THE PORTAL OPENS

Put all obstacles from the portal into play facing the runners with matching role colors, resolving any **FLIPPED** effects. Scene 1 ends and Scene 2 begins. The portal no longer takes a turn for the rest of the game.

THE SHADOW MOVES

Once per game, immediately before the portal's turn, the runners can remove one obstacle at the portal of their choice from the game.

GAME ENDS

The mission ends in a loss if any runner goes critical.

If you defeat both groups of obstacles, **YOU WIN!**

KARMA AWARDS

If the team wins, each runner gets 3 Karma (and don't forget the bonus from Harlequin's Shadow if it is in the Crossfire discard).

KARMA SCALING

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

KARMA IN UPGRADES

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