

# INTO THE ORK UNDERGROUND



## THE JOB

*Air. Everyone needs to breathe. It's time for the ventilation systems in a section of Seattle's Ork Underground to have a change in management. The team needs to move quickly to prevent the local gang and paramilitary force, the Skraacha, from arriving in force.*

**Difficulty:** Advanced (at least 30 points per runner in upgrades recommended)

**Players:** 2-4

## MISSION SET UP

Create the Normal Obstacle deck for three or four runners by removing and setting aside the cards Bonelaced Adept, Troll Enforcer, Ork Bounty Hunter, and Troll Mage. For two runners, instead set aside Ork Fixer, Bonelaced Adept, Gang Leader, and Troll Enforcer. Remove all other Ork and Troll obstacles from the deck. Shuffle the remainder of the deck. Take 10 cards from the top of the deck and shuffle the Ork and Troll cards (other than the four set aside obstacles) into them. Place those cards on top of the Normal Obstacle deck. Shuffle the four set aside obstacles to create the Skraacha deck.

Create the Hard Obstacle deck by removing each Ork and Troll obstacle from the deck. Shuffle the remainder of the deck. Take 10 cards from the top of the deck and shuffle the Ork and Troll cards into them. Place those cards on top of the Hard Obstacle deck.

## MISSION GOAL

Your team will attempt to find their way through the Ork Underground over the course of three Scenes. Each Scene ends when the team has defeated all obstacles facing the runners. Once the third Scene ends, the team wins the mission!

## OBSTACLES & CROSSFIRE

At the start of each Scene, flip up obstacles as indicated in the chart below. When flipping obstacles, 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. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. Then flip up one obstacle from the Skraacha deck and place it facing the runner following the last obstacle in the normal clockwise rotation. The first round begins with the starting runner.

SCENE	FLIP OBSTACLES EQUAL TO
1	Number of Runners (+Skraacha obstacle)
2	Number of Runners +1 (+Skraacha obstacle)
3	Number of Runners +2 (+Skraacha obstacle)

# INTO THE ORK UNDERGROUND



## ENDING A SCENE

At the end of a turn, if there are no obstacles in play, the starting runner removes the Crossfire event from play (it goes to the bottom of the Crossfire deck instead of the discard). Then each runner heals 1 HP. Then, starting with the runner to the left of the runner who defeated the last obstacle, 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. After the third Scene, the team wins the mission!

## PLAYING WITH FEWER THAN FOUR RUNNERS

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 3 Karma. If the team aborts, and has a successful abort run round, each runner gets 1 Karma regardless of any bonuses or penalties. The team can also choose the following bonus challenge options:

**BRING IT ON!** Flip up one additional obstacle at the start of each Scene: +1 Karma (Please note that the Skraacha obstacle remains the final obstacle placed each Scene.)

**DANGER ZONE** Start the game with one card in the Crossfire discard: +2 Karma (In the same game, the team can choose this option up to once for each runner.)

## KARMA SCALING

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

### KARMA EARNED

0-50  
51-75  
76-100  
Each additional +25

### AWARD/PENALTY

Full Karma award  
-1 Karma penalty  
-2 Karma penalty  
Additional -1 Karma penalty