

MISSION CLOSE THE PORTAL



THE JOB

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

Difficulty: Normal (No upgrades needed) **Players:** 2–6

MISSION SETUP

Create the Crossfire Deck by shuffling together the following Crossfire 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* (card 00) aside.

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. 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 mission leader and the runner to their right. The portal takes a turn at the start of each round, before the "Draw a 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.



THE PORTAL

On the portal's turn, draw 1 hard obstacle and 1 normal obstacle and place them at the portal, out of play; do not resolve their **FLIPPED** effects (if any). 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 card from play (put it on the bottom of the Crossfire Deck) and each runner follows the standard rules for taking a Breather. 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 choose any one obstacle at the portal and remove it from the game.

THE GAME ENDS

The Mission ends in a loss if any runner goes Critical.

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

HARMA REWARDS

If the team wins, each runner gets 3 Karma, plus the bonus from *Harlequin's Shadow*.

There is no option to abort the run in this Mission.

The team can choose any of the following bonus challenge options:

PORTAL DANGER ZONE Start the game with 2 Crossfire cards in the discard instead of 1: +2 Karma

ZEALOTS During setup, flip only hard obstacles to face the runners; no normal obstacles are drawn. This does not affect any portal obstacles placed during setup (see *The Portal Stirs*, below): +3 Karma

THE PORTAL STIRS During setup, first flip obstacles from the Hard Obstacle Deck equal to the initial Crossfire level. Place one hard and one normal obstacle face up at the portal, out of play: +1 Karma (Note that this gives the team the option to use *The Shadow Moves* before the portal's first turn. If the team decides not to do this, then the portal may open on the portal's first turn, shifting the mission into Scene 2 before the runners take a turn.)

TOUGHER REINFORCEMENTS Draw reinforcements (if any) from the hard, not normal, obstacle deck: +1Karma (At least one of the above options must also be used in order to choose this option.)

HARMA SCALING

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

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