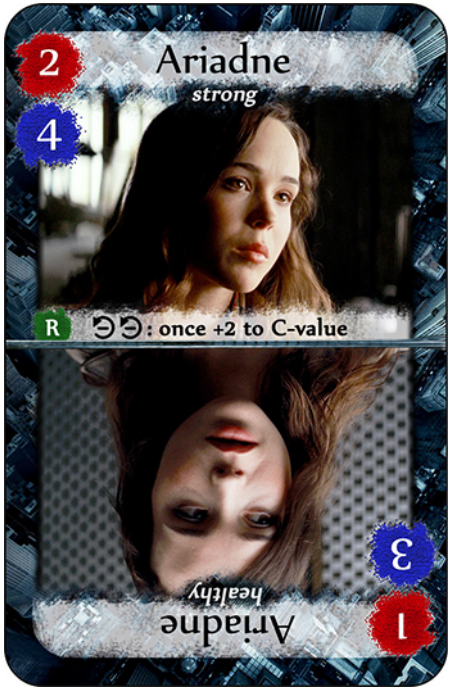

2
Ariadne
strong
4
R
: once +2 to C-value
3
Ariadne
healthy
1


3
Arthur
strong
3
R
: ignore attack priority.
2
Arthur
healthy
S
2

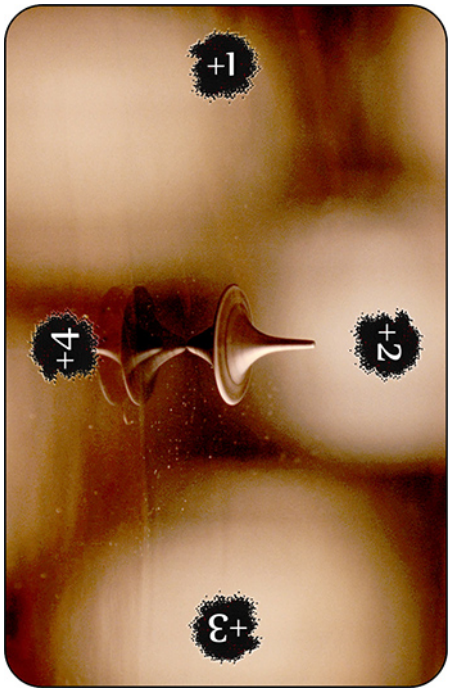

3
Cobb
strong
5
R
: draw 2 cards.
4
Cobb
healthy
S
3


5
Eames
strong
4
3
Eames
healthy
3


2
Saito
strong
2
1
Saito
healthy
S
1


3
Yusuf
strong
3
R
: other character.
2
Yusuf
healthy
2


The Stewardess
S
Place the Stewardess
in the area of level 4.
She is no active character and
may not be moved, attacked or
have cards attached to her.
Her job is to wake up the team.


+1
+4
+2
+3

Ariadne

inactive

place in Limbo

Ariadne

weak

2

1

Arthur

inactive

place in Limbo

Arthur

weak

2

1

Cobb

inactive

place in Limbo

Cobb

weak

2

2

Eames

inactive

place in Limbo

Lose weapon with St 2 or higher to Eames.

Eames

weak

2

2

Saito

inactive

Saito is „Lost in Limbo"

Saito

weak

1

0

Yusuf

inactive

place in Limbo

Yusuf

weak

1

1

You win!

Cobb, Saito end the rest of the team returned back to reality.

The Inception was successful and changed Fischer's mind.

Saito kept his word and Cobb finally is able to return back home to see his kids.

First attempt failed

+2

+6

+5

First attempt failed