Level 3
Van Chase

Goals:

1
Prepare the Kick.
(Kick card in this level's area)

2
Successful First Inception.

When goals achieved:

At least 1 character should be left on this level to activate the Kick.

Move all other characters from this level to level 2.

Fischer's Sub-Security



Attack: St 9
(E,Y,S,AI,AT,C)

⊗ : ↻ + ≡

Fischer's Sub-Security



Attack: St 10
(C,AI,Y,AT,S,E)

⊗ : ↻ + ≡

Attack on Warehouse



Attack: St 10
(E,AT,C,S,AI,Y)

⊗ : ↻ + character loses weapon.

Saito wounded



If Saito is „Lost in Limbo":
draw new event card.
Otherwise:
Saito is wounded.
Turn Saito to his weak side.
⊕-effects may not be played on him for the rest of the game.

Intimidate Fischer



Convince: C 19

⊗ : Discard 2 cards from hand.
+ draw zero cards next turn.

The Kick



The key to return.

Place this card in this level's area.
Then draw a new event card.

Needs a character present on this level to activate.

Train through city streets



One of your strongest characters loses his weapon.

Arguement in Warehouse



Discard 1 card from your hand.

Discard 1 card with highest C-value from C-display.

Taxi Ride



Convince Fischer: C 20

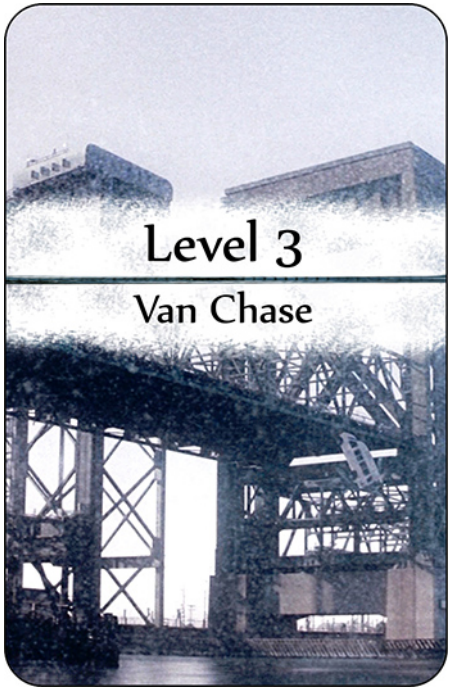
⊗: Resolve 2 attacks:
First attack: St 10 (S,AI,C,E,Y,AT)
⊗: ↺ + character loses weapon.
Second attack: St 7 (C,AT,S,E,AI,Y)
⊗: ↺ + character loses weapon.

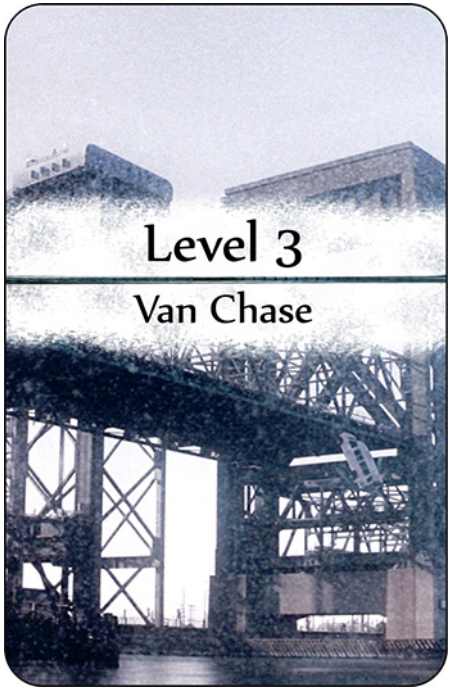
First Inception



Convince Fischer: C 20

⊗: ↘≡ and C+1 for next attempt.
✓: First Inception successful.


Level 3
Van Chase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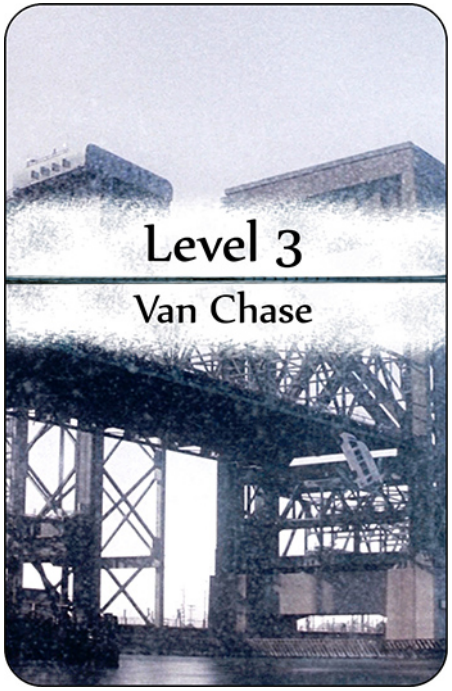
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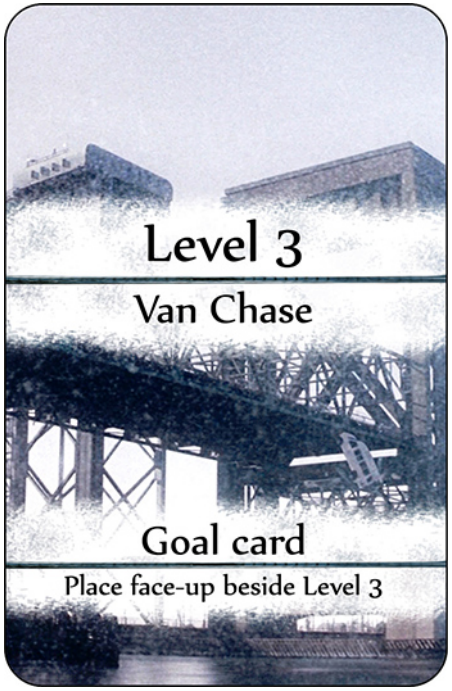
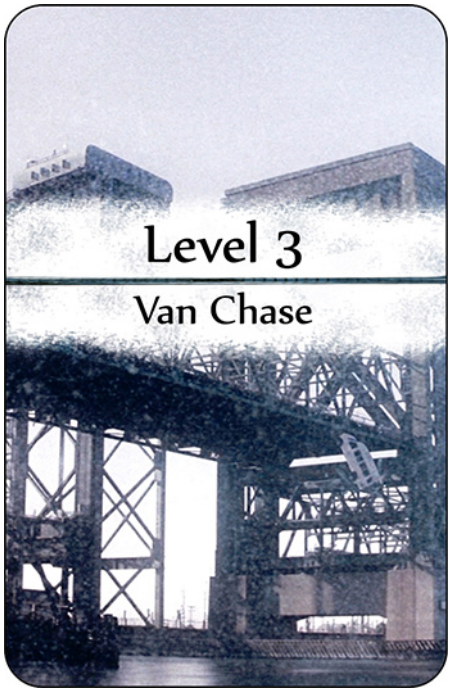

Level 3
Van Chase
Goal card
Place face-up beside Level 3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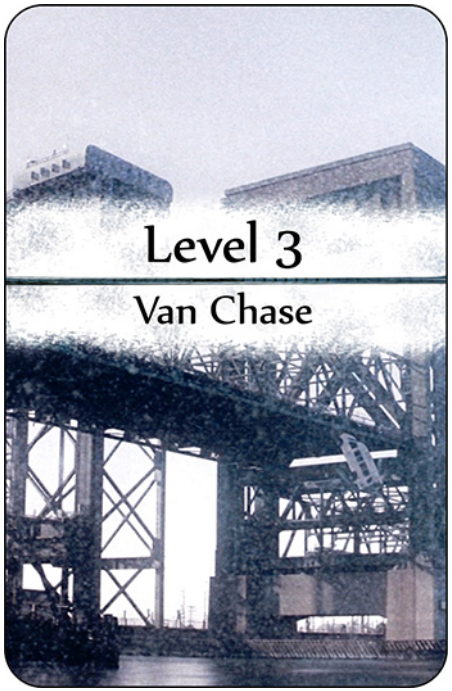
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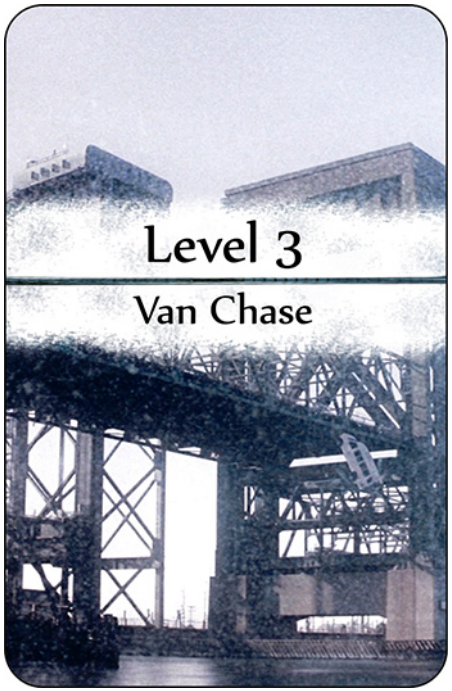
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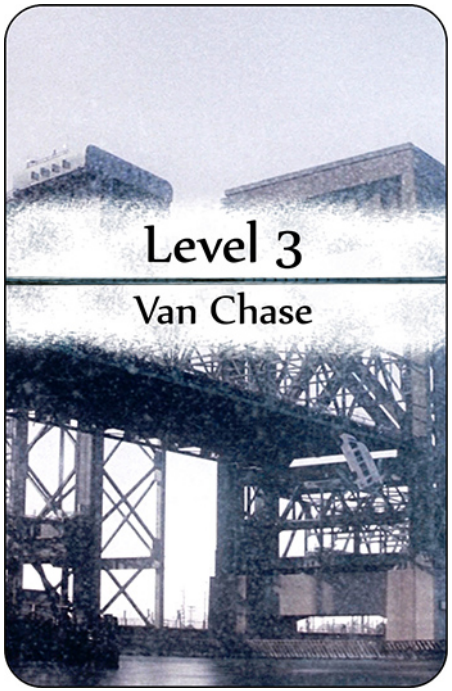
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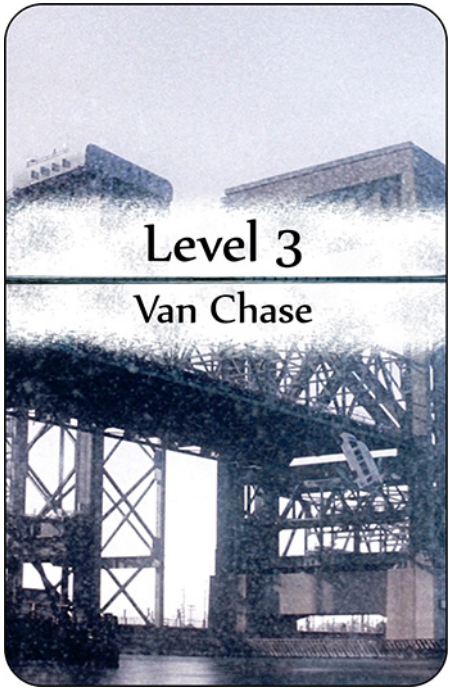
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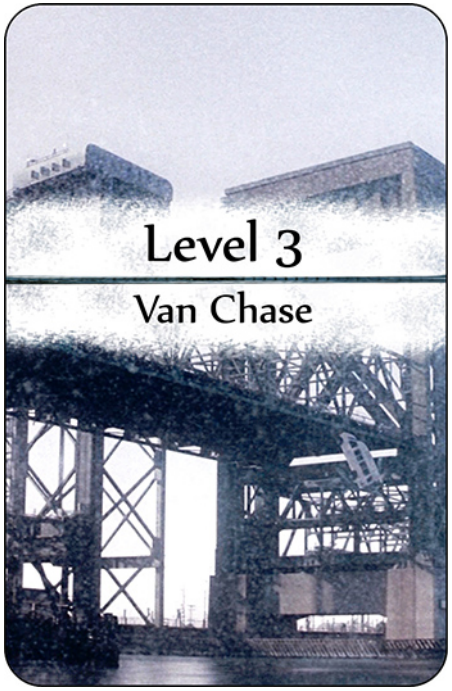
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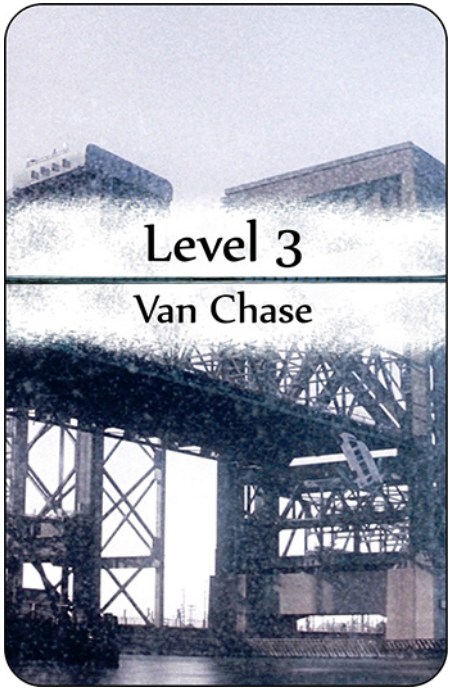
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