Winning the mission

If the team defeats each group of obstacles and clears all scenes the team wins! If any runner's HP goes to critical the fight ends immediately.

Karma reward
Win: 4
Loss: 0

Karma modifiers

Karma in upgrades
10 - 20 : 4
21 - 40 : 3
41 - 50 : 2
50 - 60 : 1
60+ : 0

Slow start
Each runner takes 1 less extra basic card at the start of the game. (+1)

At my signal, unleash hell
When revealing the first crossfire card place it directly into the discard pile and reveal the next card.
This may be done once per runner. (+1 per card discarded)

Are you not entertained?

Noise... Flash... Bang... "What's going on here?" Crash... Boom... "Where are we?" "Ladies and gentlemen, welcome to the 27th annual runner roundup! Before you stands the scum of the earth, the criminal element that plagues our city so. Many parasites will enter the arena today, only a handful will make it out alive!"

Difficulty
Medium (10+ in karma upgrades)
2-4 Runners

MISSION GOAL

You must fight through the waves of fighters to secure your release. You and your team will only be allowed to leave the arena once all of the obstacles have been eliminated.

DECK SETUP

Remove cards 12, 21, 30, 23, 28, 39, 34 and 36 from the normal obstacle deck.

Remove cards 49, 53 and 65 from the hard obstacle deck.

Each runner may add one additional basic card of their choice per role.

MISSION SETUP

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 obstacle so that it does not match the role color of the selected runner.

Scene	Number of obstacles
1	Number of runners + 1
2	Number of runners + 1
3	Number of runners + 2
4	Number of runners + 2

SPECIAL RULES

At the end of scene 1 and 3 each runner heals 1 HP. At the end of scene 2 each runner heals 2HP.

At the start of each scene reveal black market cards equal to the number of obstacles.

For each defeated obstacle at then end of a turn the current runner may buy one card not exceeding the value of the obstacle from the black market. Any nuyen not spent in this way is distributed to the rest of the runners starting with the runner on the right. If the runner decides not to buy anything from the black market distribute all nuyen as normal. The black market is not restocked after buying an item.

At the end of a scene reveal black market cards until six are shown. Runners may now buy from this supply.The black market is not restocked after buying an item. Any cards not bought in from the black market is discarded before the next scene starts.

For 2 runners skip 3 turns before turning over the first crossfire card, for 3 runners skip 2 turns and for 4 runners skip 1 turn