

Tears in Rain

The year is 2035. Prague, regional center in the newly constituted Polish Commonwealth, was able to embrace new paradigms, albeit slowly and painfully. You are here to start another chapter in your life. But... who are you, anyways?

Distribute **18** or **14+2d4** (average 19) **points** among **stats** and **perks**. Convert the rest into **credit** and invest it into **equipment**. You should keep some credit in reserve to cover first weeks of **residence upkeep** and payments for the other **characters**.

Stats:

Stamina mirrors the overall health and strength of a character. **Perception** represents your ability to see, hear, smell and sense. **Intelligence** is the ability to learn and understand things.

There are seven stat denominations:

- 1 - poor
- 2 - weak
- 3 - passable
- 4 - solid
- 5 - excellent
- 6 - formidable*
- 7 - outstanding†

* costs 2 points instead of 1

† attainable only through augs, stims, etc.

Conversion table:

Leftover points	--->	Credit
0		500
1		900
2		1300
3		1700
4		2000
5		2300
6		2600
7		2800
8		3000
9		3200

Name Sample character
Gender female
Age 25

Stamina weak
Perception formidable
Intelligence solid
Sanity outstanding
(13 points used, 5 left)

Perks
Sixth Sense
Commander
(2 points used, 3 left)

Leftover points ---> **Credit**
3 1700

Equipment

Residence Baroque Church

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Characters

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You can select from available characters or create your own.

Equipment

Pages 4, 5

Feel free to create your own, using already described equipment as a guideline.

Event cards

Pages 6, 7

Mission cards: Briefing room

Page 8

First, select a mission from Briefing room, then look up that mission's Resolution.

Mission cards: Resolution

Pages 9, 10

Don't read these before locking onto a mission in the Briefing room, otherwise you will spoil your fun!

Perks:

Pick one perk for free. You can purchase second perk for 2 points and third for 3 points.

Body and mind united

*Requires at least excellent **Sta**, **Per**, **Int** and **San**, no augs or implants*

Receive +1 bonus to all checks and roll results. Benefits of this perk are lost every time its requirements are not met.

Born on new moon

*Requires at least solid **Per** and **Int***

You have a strange inclination towards the occult and obscure. Moreover, receive three Fate tokens. You may announce the use of a Fate token ahead of any dice roll to receive the option to reroll.

Combat training

*Requires at least passable **Sta***

Receive +1 bonus to all Skirmish dice roll results.

Commander

*Requires at least solid **Per** and **Int***

You have the unique ability to quickly analyze the situation on the spot and, moreover, a willingness to step forward and assume responsibility. This makes you an ideal person to lead the missions. If there is no commander (or more than one) in the party, increase the difficulty of all mission situation rolls by 6. Outside the heat of action though commander will have trouble leading (the **manager** is ideally suited for that).

Etiquette

Select one Etiquette per purchase:

Academic, Corporate, Socialite, or Street.

Infiltrator

*Requires at least passable **Sta** and **Per***

Receive +1 bonus to all Infiltrator dice roll results.

Manager

You are the one bringing cohesion and direction into a group of people. You assume the role of leader naturally and others usually respect you.

Marksman

*Requires at least solid **Per***

Receive +2 bonus to all **Per+EqB** dice roll results if you are using rifle. Receive also +2 bonus to the **Sta+EqB** dice roll result if there are several Marksmen in the party.

Oldtimer

You have only **10 points** to distribute. Unable to purchase perks. **Per** and **Int** cannot exceed solid threshold. Higher than solid **Sta** is attainable only through equipment. You can now pick three perks for free (for a total of four including this one). Your starting credit is increased by x credits.

Rentier

Requires at least 7 leftover points

Gain access to *Jugendstil apartment building*. Your monthly income is increased by x. You now have the option to hire people to do the missions for you. Take a 20% cut from every mission reward.

Simple mind

*Requires **Int** no more than weak and **Per** no more than passable*

Receive +3 to all **San** checks and roll results.

Sixth Sense

*Requires at least excellent **Per** and solid **Int***

Some people are born with keen abilities which cannot be explained by ordinary means. In certain situations where others are left clueless, you get an edge. This doesn't happen regularly though and in some cases your sense will be completely off. Moreover, receive one Insight token. You may use this token to prevent any effect from any Situation resolution score.

Spatial awareness

*Requires at least solid **Per***

Receive +1 to all roll results made in cyberspace (including Cyberspace dice) and/or while piloting a vehicle.

Residences



Crappy apartment
Default residence

lorem ipsum



Baroque church
Upkeep: 0 credits

Requires Socialite or Academic etiquette

It's surprising the Church of Saint Michael the Archangel is still in relatively good shape given its colorful history. No longer owned by the catholic organization, it is now sanctuary for the local art scene. How will you fit (them) in depends only on you...

Sacred place: After end of each mission increase your **San** by 1.



Closed metro station
Upkeep:

Olbrachtova stop is part of the D line which never saw completion. Recent clashes between local triads and ukrainian mafia left this well-hidden drug lab in ruins. Now seems like a good time to reclaim the station.



Old J&T Bank HQ
Upkeep: x

Establishing a new corp requires copious amounts of wealth. Or discovery of a hidden loophole in forgotten ordinance from the year 2024. You are now the sole owner of newly restructured J&T a.s. This opens up a lot of doors... just don't expect warm welcomes everywhere you come.



Jugendstil ap. building
Upkeep: 0 credits

Topič house, located in the hearth of the old city, is still on the list of state-designated cultural monuments.

Rules:

- The goal of the game is to survive as long as you can.
- The game is paced in turns, every turn covering roughly one week of game time. Each turn:
 - pay the residence upkeep
 - roll an event card
 - if you want to, recruit party members and buy/sell/rent equipment

- Additionally, on turn
- One: pick a mission card
- Two: roll another event card
- Three:
- Four:
- Five:
- Six: pick additional perk?
- Seven: roll in such a way as to only receive lovecraftian event card?
- Eight:
- Nine:
- Ten:
- Eleven:
- Twelve:

You definitely shouldn't be alive after turn twelve.

Character

Each character starts with outstanding **Sanity**, which will inevitably deteriorate throughout the game. Characters will die if any of their respective stats drop to zero. Character with lower than passable stamina will receive a penalty to all checks and roll results. This penalty is -1 if you have weak **Sta**, and -2 if your **Sta** is poor.

Residence

If you are unable to pay the residence upkeep, you lose any bonus associated with it.

Equipment

lorem

Party

At the start of the game, recruit additional characters to form a party. Good party consists of three or four people. Party which successfully completes at least one mission receives **cohesion bonus** which allows to lower difficulty of all subsequent mission situation rolls by 3 as long as the party stays in unchanged configuration. **Cohesion bonus** rises to 4 after completing two missions and finally to 5 after completing three missions. Every time a character dies sanity of everyone else in the party drops by 1.

Events & missions

Main difference between event card and mission card is you can choose the missions, but have to randomly select the events. Sometimes there will be suggestions and unanswered questions on the cards. These serve to enrich the story.

Every mission consists of several situations. There are three types of situations: **Skirmish**, **Infiltration** and **Cyberspace**. For every situation there is special dice assigned to it.

Skirmish dice	Infiltration dice	Cyberspace dice
1 Sta	1 Per	1 2*Int
2 Sta+EqB	2 Int	2 2*Int+EqB
3 Per+EqB	3 Per+EqB	3 2*Int+EqB
4 Per+EqB	4 Int+EqB	4 2*Per
5 (Sta+Per)/2	5 (Per+Int)/2	5 Int+Per
6 2*Sta	6 Sta+Per	6 3*Int

In order to complete the mission, you have to successfully resolve all the situations. If your party fails at even one situation (score -6 or lower), the whole mission ends with failure. Every situation will have a difficulty rating assigned to it. For example

Infiltration 13

means the party has to resolve an Infiltration situation with the difficulty rating of 13. The Resolution table will tell how well did your party perform.

Let's say your party consists of Markéta, Róbert and Věra (taken from the Characters page) and they are facing the above Infiltration 13 situation. Every character rolls the Infiltration dice.

*Markéta rolls 4, which is **Int+EqB**. Her **Intelligence** is excellent and her **Equipment bonus** is 2. That makes a total of 7.*

*Róbert rolls 6, which is **Sta+Per**. Both his **Stamina** and **Perception** are solid. That makes a total of 8.*

*Věra rolls 5, which is **(Per+Int)/2**. Her **Perception** is excellent and her **Intelligence** is solid. $(5+4)/2=4.5$. Total for all characters is $7+8+4.5=19.5$ rounded 20. Look at the Resolution score table tells us they surpassed the difficulty by 7 points (20-13).*

After completing the situation, carry over the resolution score and subtract it from/add it to the next situation difficulty score.

After completing Infiltration 13 with score 7, our party faces Skirmish 16. Party will lower the difficulty of this situation by 7, so the difficulty is now only 9.

Resolution scores

Stamina loss

	Skirmish	Infiltration
-10	1d6, 1d4+2	1d4, 1d4-2
-9	1d6, 1d4+1	1d4, 1
-8	1d4, 1d4+1	1d4
-7	1d4, 1d4	1d4
-6	1d4, 2-1	2-1, 1
-5	1d4-1, 2-1	1, 1
-4	1d4-1, 2-1	1
-3	2-1, 1	0
-2	1	
-1	1	
0	0	
+1		
+2		
+3		
+4		
+5		
+6		

Mission will be rewarded depending on the resolution score of the last situation. Details are on every mission resolution card. Don't forget to distribute the mission reward equally among all members of the party.

Note: Cyberspace situations are allowed to be resolved only by one character. That person has to be using neurochip.

Characters



Markéta Hrabovská

Stamina	passable
Perception	solid
Intelligence	excellent

Markéta got her first taste of netrunning at the Keftes afterparty witnessing the seminal Hermadur run. She has been hooked ever since. She has learned a lot in short time, but the recent rumor says she is spacing so much her body is starting to give out. One way or another, her promising academic career is over.

Etiquette: Academic
6 points left

neurochip



Róbert Rosiák

Stamina	solid
Perception	solid
Intelligence	solid

From the early childhood Róbert fought for mere survival in the Pozňan slums. Having nowhere to run when local gang pinned his death relative's debts on him, he found himself standing in front of the French Foreign Legion recruitment camp. Seven years and one prosthetic limb later, at the service's end, Róbert finally dares to think he may actually have some sort of control over his own life.

Combat training
6points left



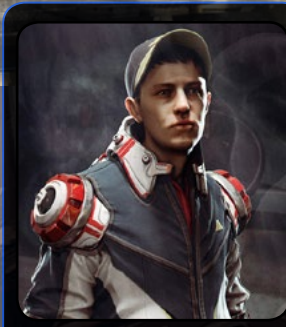
Věra Herčková

Stamina	passable
Perception	excellent
Intelligence	solid

Věra is somewhat akin to a gust of wind. She can be powerful and forceful, but lacks constancy and is often subject to direction changes. Věra has a frivolous attitude about living life, and a tendency to ignore conventions and rules of conduct. She maintains wide range of interests including the art of deck. Keep her motivated and she will deliver.

Etiquette: Socialite
6 points left

neurochip?

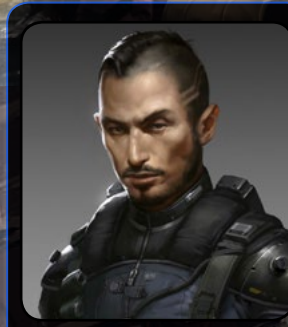


Albert Burian

Stamina	solid
Perception	weak
Intelligence	passable

Either pulling night shifts overseeing industry robots or actively seeking runs, it seems as Albert's life consists of nothing but work. His low freelance rates are in par with his decking skills. At least he's upfront about it. There is a long-running pot about the whereabouts of his earnings.

???



Michi Kurihara

Stamina	excellent
Perception	excellent
Intelligence	solid

Michi used to be personal bodyguard of Shiro Kurosawa, the head of local yakuza expansion. He was good at his job but could do nothing to prevent his boss from committing seppuku ordered by head of the clan for alleged shaming of the family. Forsaken by his own, Michi is now regularly seen in the company of cheap girls, booze and drugs with the occasional run to finance his depraved lifestyle.

Combat training
4 points left



Martin Fiala

Stamina	excellent
Perception	excellent
Intelligence	excellent

Martin started the corporate grind right out of school with a clear, figured-it-all vision in his head. This vision got blurred after meeting Věra. Predictably, the affair ended quickly, but Martin couldn't bring himself to the corporate ladder climb again. Now his credit rating is falling fast and he is eager to take any job available.

???
Body and mind united
3 points left



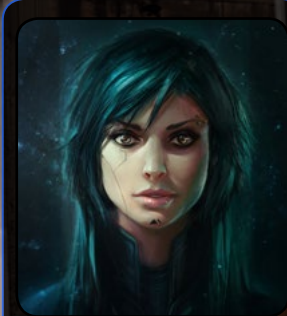
Jitka Zlatošová

Stamina	solid
Perception	formidable
Intelligence	passable

Jitka has been trained from her early age by her father, a high-ranking military officer, in the art of sharpshooting. Her professional career however abruptly ended after she refused to carry out direct order which would result in (in her opinion needless) deaths of enemy personnel. Tried for desertion, she ended up dishonorably discharged instead and is freelancing ever since.

Combat training
Marksman

CZ 644 AMA



Vlasta Masojídková

Stamina	passable
Perception	solid
Intelligence	excellent

Just one moment can change everything in your life. Vlasta watched her older sister burn to death in an ugly carwreck while barely surviving herself. Her extensive reconstructive surgery was generously covered by Sarif Industries, owner of the other car involved in the accident. Vlasta refused an offer to continue her professional modeling career and completely retreated from her former life.

Born on new moon (starts with 2 tokens)



Denisa Qui

Stamina	passable
Perception	excellent
Intelligence	solid

Denisa is daughter in a mixed chinese/slovak family based in Brno. She moved to Prague to finish her secondary education and got tangled up with the local runner scene. She is professional and dedicated, but has trouble following orders she doesn't like. Perhaps that's the main reason she likes to order others instead. Despite her great field results locals don't readily accept her as leader. An Ni's mother says it has to do mainly with the ingrained xenophobia, which is an issue she will have to face her whole life.

Commander
Infiltrator
Sixth Sense 1 point left



Jakub Čecháček

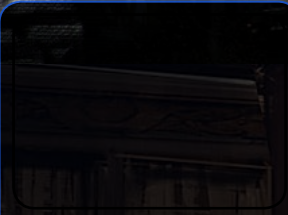
Stamina	passable
Perception	solid
Intelligence	passable

In his life, Jakub never held any kind of regular job. He plans to keep it that way. He usually gets by by swindling the system and markets himself as social engineer. He knows a lot of people from all walks of life. Jakub rides the old 2006 Yamaha Fazer 600 with great pride.

Oldtimer, Street Etiquette, Manager, Spatial awareness

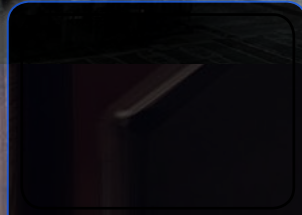
neurochip

Equipment



Implant socket
400 credits

Located at the base of the skull, designated as a platform for various neurochips. Usually the installation price is ~1500 credits (depending on the healthcare coverage), listed is the asking price in unlicensed labs.



CE-101 Morpheus
200 credits

The original neurochip manufactured by Metacortex has been jailbroken a few days after its release. There are numerous patches and mods available online with varying price, usefulness and functionality ranging from simple HUD modifications to the infamous overclock option. Unlike in the US, the ownership of neurochip with non-proprietary software is legal in the Commonwealth.



Celaskon
100 credits

Celaskon which you can get in pharmacies is quite different from the homemade remedy runners use. The first is just vitamin C, the second several vitamins mixed with aspirin, methamphetamine and a pinch of morphine. This concoction is used as a stimulant and, most importantly, painkiller. A few hours after use, treat all your **Sta** wounds as if they were reduced by 2. No longer works if **Sta** drops to poor. Frequent use can cause lowering of effectiveness and addiction.



Kevlar vest
x credits

lorem



CZ 644
600 credits

*Requires at least solid **Sta** for effective use.*
The modular trend established in the 10s continues to hold. Česká zbrojovka, the prime arms manufacturer for the Commonwealth, recently developed the 644, which is a multipurpose rifle able to fulfill several roles after quick reconfiguration. Pictured is assault configuration using 5.56 NATO rounds with both optical and smartlink targeting system.



SAKO TRG-23 AMA
7000 (300) credits

Designed to be fired from the prone position.
Finnish concern SAKO in collaboration with Czech ammo producer Sellier & Belot recently developed the SH anti-material rifle. Rifle is standardly used with simple scopes to counter possible active defense systems.



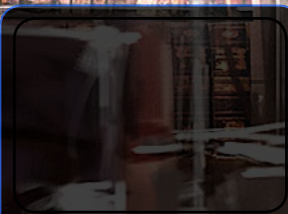
TST ChemRail
12500 (500) credits

*Requires at least solid **Sta** for effective use.*
In 1986, the US Army infantry school had published a report asserting that the rifle, as a weapon, had already reached its peak. This held true until 2033, the year Chem-rail has been introduced. This weapon uses two stages (first chemical propellant, then electro magnetic rail) to produce high-velocity shots capable of ripping through the walls.



Kiloforce AuG_DEF
15000 (600) credits

*Requires at least outstanding **Sta** and installed neurochip for effective use.*
This 40mm cannon is designed primarily for robotic assault chassis usage or vehicle pintle mount. Underslung and exo-frame protected multi-spectrum optics array can be linked to user by supposedly secure wireless data link.



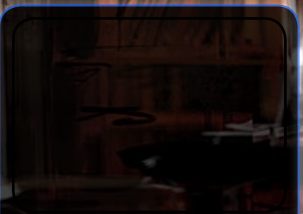
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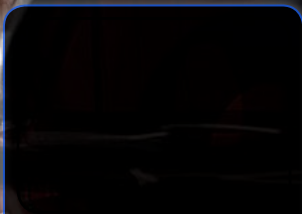
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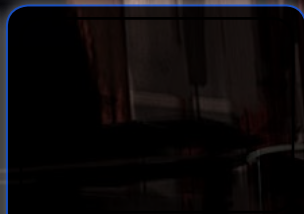
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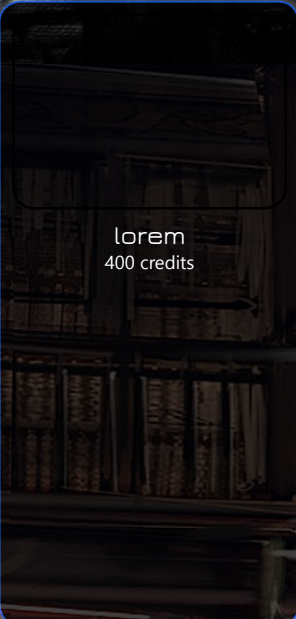


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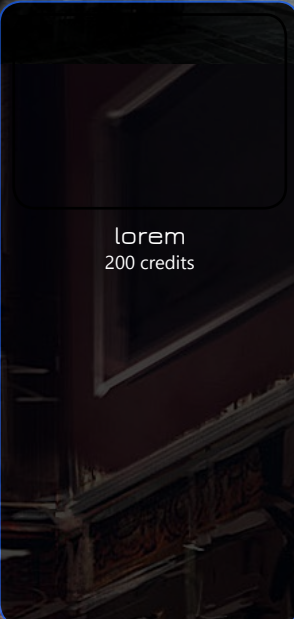
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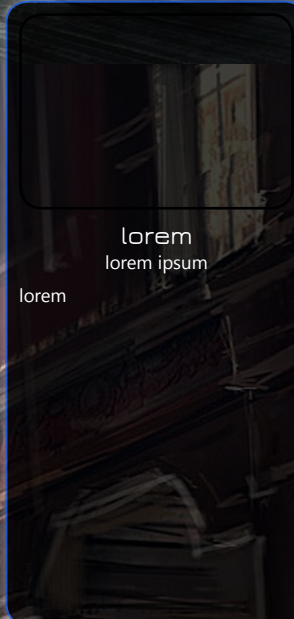
Equipment page 2



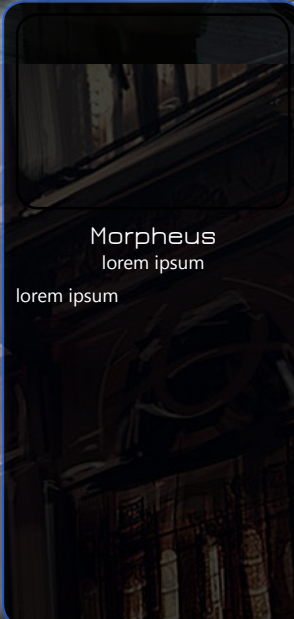
lore
400 credits




lore
200 credits



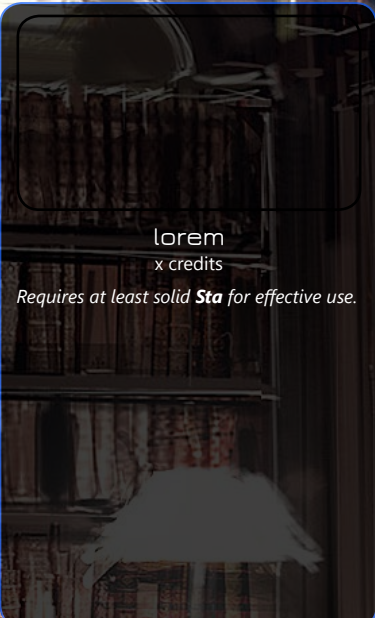
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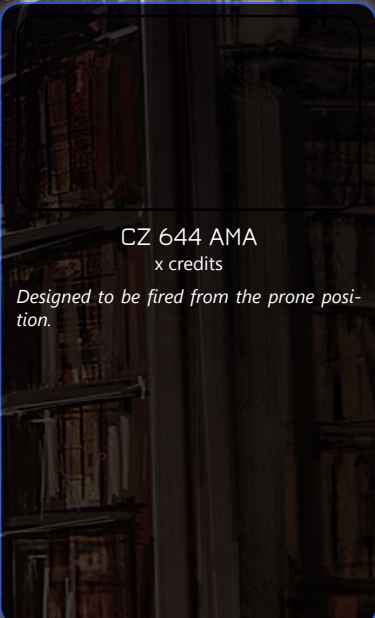
Morpheus
lore ipsum
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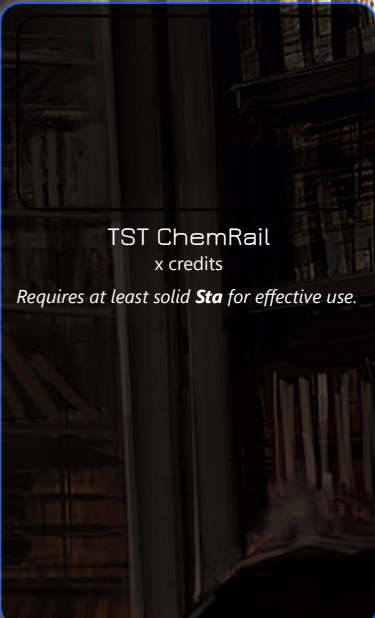
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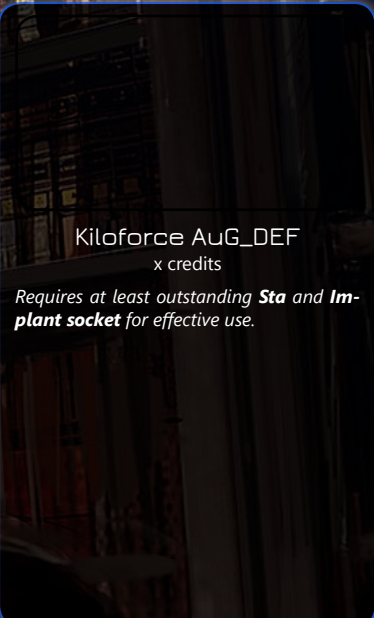
lore
x credits
*Requires at least solid **Sta** for effective use.*



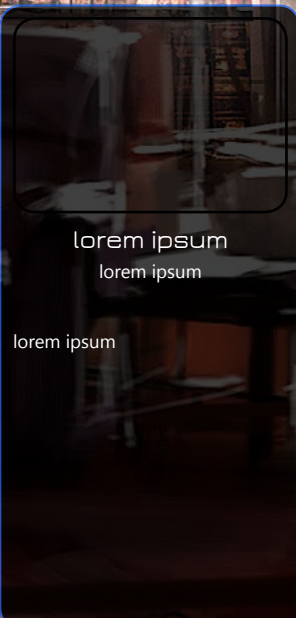
CZ 644 AMA
x credits
Designed to be fired from the prone position.



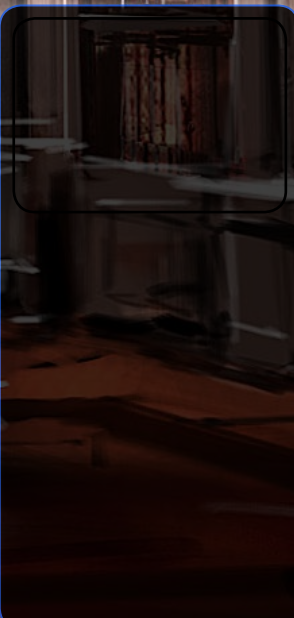
TST ChemRail
x credits
*Requires at least solid **Sta** for effective use.*




Kiloforce AuG_DEF
x credits
*Requires at least outstanding **Sta** and **Implant socket** for effective use.*



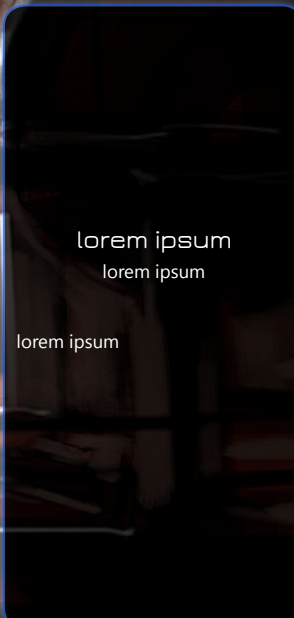
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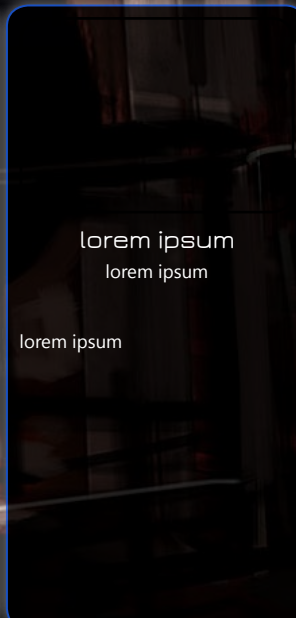
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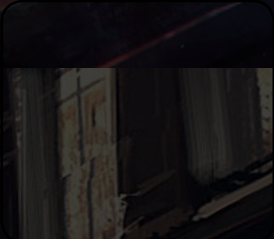
Event cards



Strange dream

Roll 1d6. If you are **Born on new moon**, roll 1d6+1 instead.

- 1 ->
- 2 -> Scrutinizing owl
Your next mission roll results receive -2 penalty.
- 3 -> Walking the falling cities
Next two turns get +1 bonus to **Per**.
- 4 -> Bleeding ox
On this and next turn, everyone is more prone to injuries. Increase any **Sta** loss by one point.
- 5 -> Girl with a lantern
During the next **San** check, determine results as if your **San** was one point higher.
- 6 -> Endless fall
Your **San** is reduced by one point.
- 7 ->
Pick the ?? event card.



residence event

Depending on your residence

- Crappy apartment:
- Baroque church:
- Closed metro station:
- Old J&T bank HQ:
- Jugendstil ap. building:



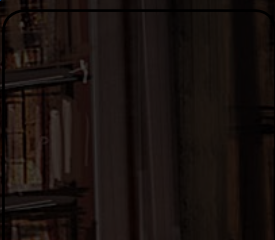
event



event



event



teammate event



L' appel du vide

- Make a **sanity** check. If your **San** is
- 7 - 6 -> *Call of the Void*
It's just a thought. Nothing happens.
- 5 - 3 -> *Enticement of the Void*
Focus! Receive -3 on your next roll result.
- 2 -> *Mandate of the Void*
You have an "accident". Reduce your **Sta** by 1d4.
- 1 -> *Command of the Void*
Randomly select one character (including you). That person dies as a direct result of your actions.



Went out drinking

- Time for some party R&R. The **manager** will more or less set the tone for the others. How much are you loosening up?
- Just a few drinks*
- Oh, you went out on your own? In that case



event



Sleepless nights

Event cards resolutions



Nightmare

Make a **San** check.

10 or higher -

6 - 9 -

3 - 5 -

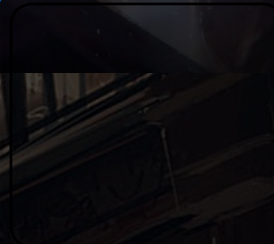
2 or lower - You are no longer able to recognize dreams and reality. Will your companions be kind enough to silence your screams?

"There is no escape. Not in this life, not in the next..."



residence event

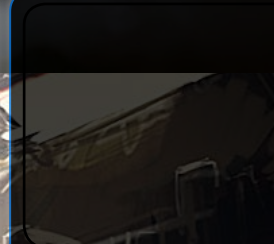
found an drug capsule, use it?



event



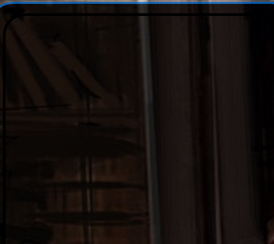
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event

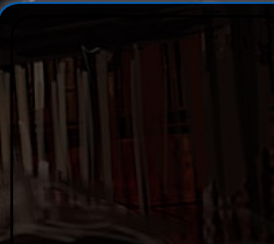


teammate event

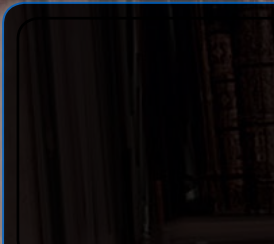


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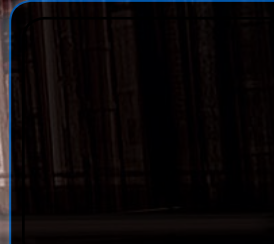
lorem



lorem



event



Sleepless nights

Mission cards: Briefing room



Disturbance in the docks

Pay: up to 4 000 credits

Core of the Holešovice harbor became haven for several groups of people which steadfastly refuse to move out despite the efforts of the GTC real estate corporation. The people's association learned of GTC's plans to send a covert team to demolish several harbour structures in order to demonstrate before the court the area is dangerous for living and needs to be rebuilt.

Your party is hired by the association to help the people's efforts to counter this threat. What will your party focus on? Devising detailed patrol schemes or taking a little more time to research your adversaries?



Materiel interdiction

Pay: up to 4 000 credits

You are to disable the Black Crane robots used by Renraku industries for the maintenance of their main building complex. Bonus payment if the party accomplishes this undetected.

There is an option for alternative situation roll if the party has a character with *Combat training*, *Infiltrator* or *Marksman* perk equipped with SAKO TRG-23 AMA.



Evidence tampering

Pay: up to 4 000 credits

You are to break into state-owned criminalistic department of the police and replace specified evidence. Replacement evidence will be provided. Work has to be done absolutely covertly, which won't be easy.

Will you attempt to break in at late night? Or try to sneak in during day? The third option is to try to gain access to the evidence room disguised in lab coats. Which one will it be?



lorem

Pay: up to 4 000 credits

break into underground lair of a mad female hacker



Heist

Pay: up to 4 000 credits

Certain art connoisseur would like to you to repossess notes containing unfinished Neptun symphony written by Antonín Dvořák. These are stored in baroque villa America, dedicated as the composer's museum.



Sins not forgotten

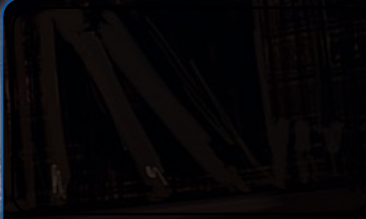
Pay: up to 4 000 credits

The Commonwealth has no extradition agreement with Kurdistan.



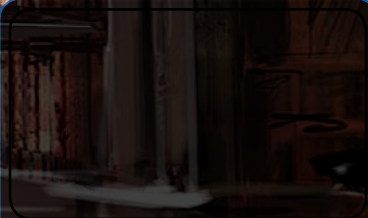
Corporate espionage

steal data



Deputy's task

There is a work which needs to be done fast, i.e. in a few hours. You have to disable certain city electricity grid zones at an exact time for a few minutes. The facility itself supposedly isn't heavily secured, but there is no time to familiarize oneself with the control devices. Seems like you will be forced to order the present personnel to shut down the grid for you.



Wargames

The annual wargames are coming! Does your party have what it takes to be the best?



Diversion

Heavy rain falls over the city. Today you are part of Your group got tasked with keeping as many police units as possible in check. How do you manage to do this is up to you... but don't get yourself killed.



lorem

You are to intercept the prisoner's transport, retrieve and transfer prisoner to a designated location, that all without harming him.



Arctic resource rush

Pay: up to 4 000 credits

Requires San no more than weak. Perhaps it's time to move on. You have had enough of this city. There are new opportunities in the arctic... Yes, it seems like a good idea. Let's depart right now.

Mission cards: Resolution



Disturbance in the docks

You spent your time surveying the area and carefully planning the patrol routes in order to make the docks impenetrable. By focusing on this you missed a few useful hints about the men you are about to face. Receive +1 to all Infiltration roll results, but -2 to all Skirmish roll results.

You focused on researching the GTC, their past incidents, private contractors they hire etc. There wasn't enough time to devise an effective patrolling plan though. Receive -3 to all Infiltration roll results. Make a

Cyberspace 10 (no carryover)

roll.
0 to 2 -> Among other data, you found a couple of CCTV records from the past incursions, learning a little bit of their style. Receive +1 to all Skirmish roll results.

>2 -> You found internal documents describing in detail their tactics. Receive +2 to all Skirmish roll results.

Mission roll is

Infiltration 20, Skirmish 18

Mission rewards:

-5 to -3 -> You barely managed to stop the attackers. Two of them are dead. Three inhabitants are hospitalized.

-2 to +2 -> You managed to capture all attackers, but were unable to prevent one ship from capsizing.

>2 -> Good job.



Material interdiction

The cranes are in fact dangerously weaponized devices. If any character has *Street etiquette*, the party can point this out at the briefing and demand bonus pay (+2000 credits) or walk away from the mission completely. If the party accepts the mission, they will come prepared (receive +7 bonus to the final Skirmish roll result). Alternatively, if any character has *Sixth sense*, she will be able to warn the others at the last moment (+1d4 bonus to the final Skirmish roll result).

Infiltration 18, Cyberspace 10, Infiltration 16, Skirmish 20
Alternative situation roll:

Cyberspace 9 (no carryover)

character has to roll at least 9 to be able to proceed to

Per +1d4 + bonus

taken by the sharpshooter. Any result lower than 8 is failure, bonus +2 applicable only if the character is *Marksmen*. If the result is 8 or higher, get the full mission reward.

Mission rewards:

-5 to +5 -> The cranes are disabled, but you made a mess.

>5 -> Like a ghost. The cranes are disabled and no one knows who, when or how.

So... how come your employer didn't tell you the cranes are dangerous?



Evidence tampering

So you decided to go in during late night hours;

Infiltration 16, Cyberspace 11, Infiltration 15

You decided to sneak in during the day;

Infiltration 12, Cyberspace 12, Infiltration 17

You are going in dressed in lab coats. You enter the building through employees' entrance

Cyberspace 11 (no carryover)

and are soon stopped by the personnel not recognizing you and asking you of your business here. One character will make a

1d4 + (Int+Per)/2 + bonus

roll. Any result lower than 8 is failure, bonus +2 if *Socialite*, +4 if *Academic*, +2 if female. Then another character will excuse herself and will make a final

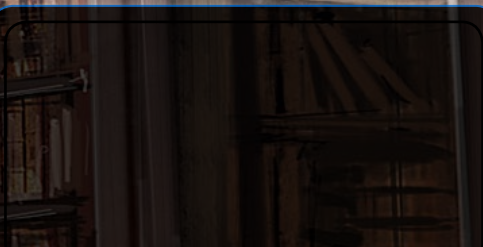
1d4 + Per

roll. Any result higher than 7 is success.

Mission rewards:

-5 to -1 -> Everything seems fine, but later at the court it comes to light someone replaced the evidence. On next turn, draw the ?? event card.

>-1 -> Success.



Decommissioning in the docks

Holešovice harbor



Heist

Take an

Infiltration 17 (no carryover)

If the resolution score is -5 to -2 you were successful in breaking in, but the police has been notified:

Cyberspace 11, Skirmish 20, Infiltration 17

If the resolution score is -1 or higher, the police will arrive at a later time and will be easier to deal with:

Cyberspace 11, Infiltration 16

And finally, if the resolution score is -1 to +1 and someone has formidable or higher **Per** or is *Born on new moon* you discovered a hidden room. There is a manuscript titled *Inventio Fortunata*. Regardless of you taking it, the mission roll is now

Cyberspace 11, Infiltration 18

Mission rewards:

-5 to -1 -> You barely escaped the police. The notes are damaged.

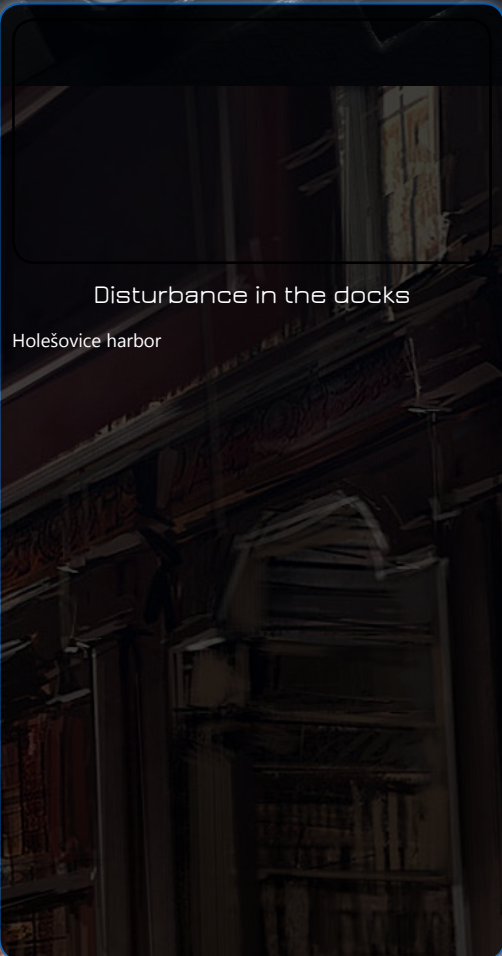
>-1 ->

If you took the *Inventio Fortunata*,



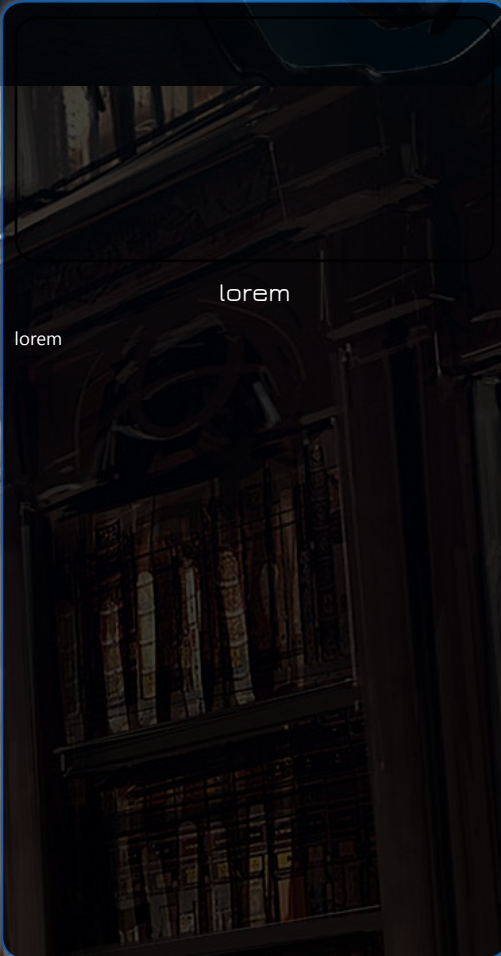
resolution

Mission cards: Resolution



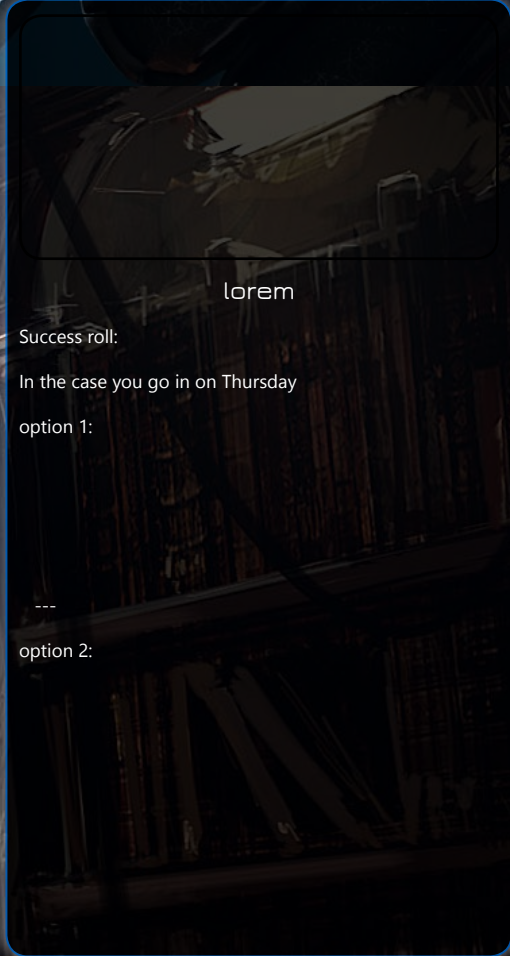
Disturbance in the docks

Holešovice harbor



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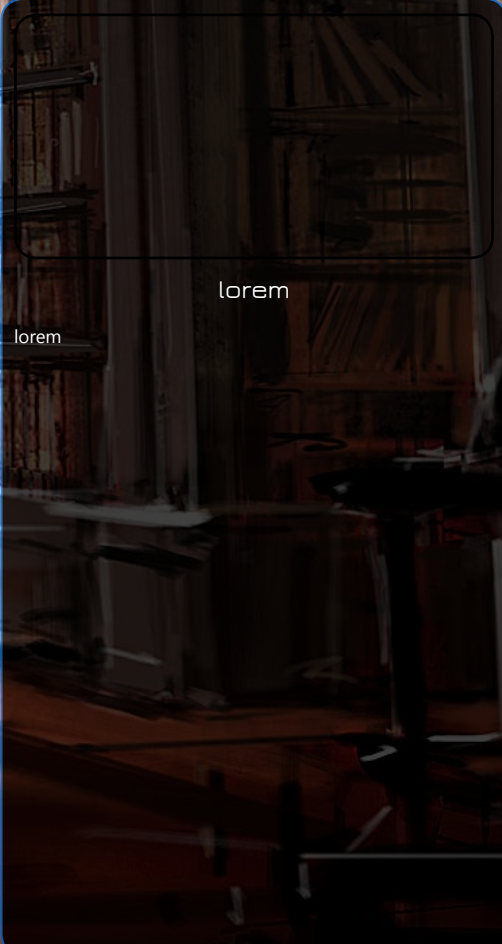
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Success roll:

In the case you go in on Thursday

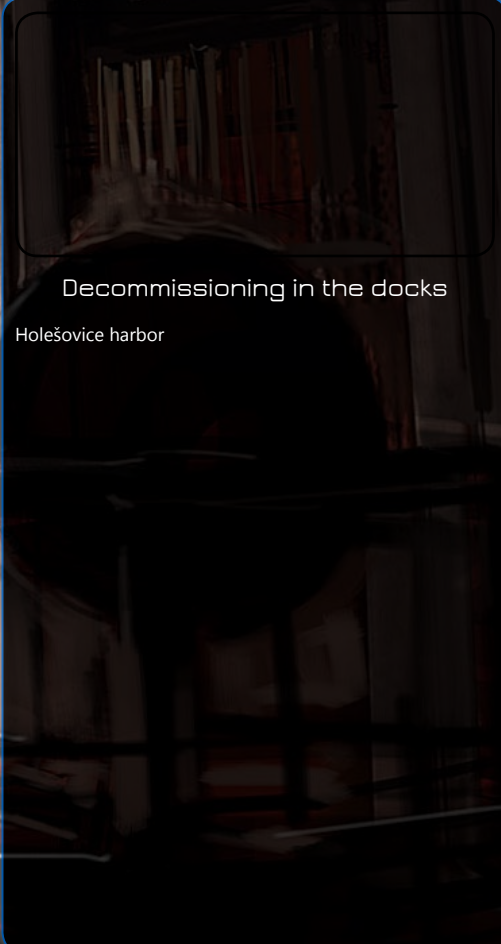
option 1:

option 2:



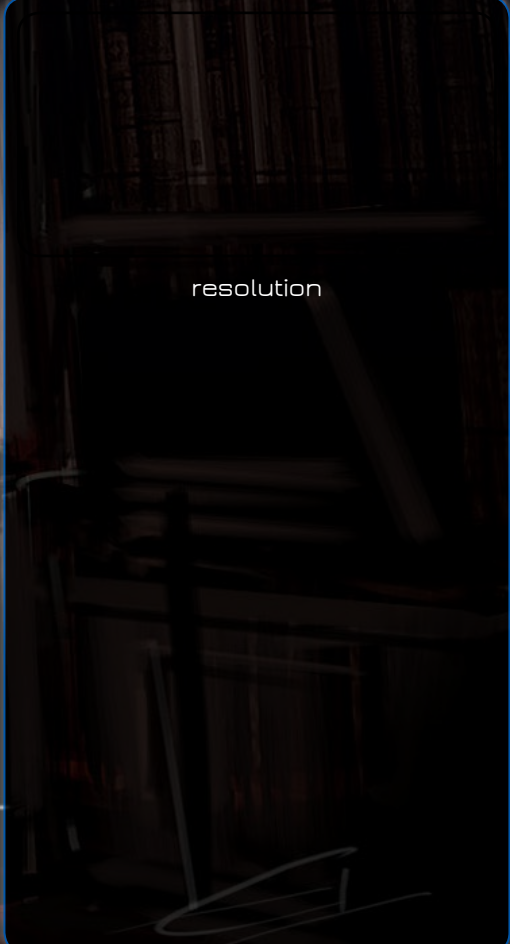
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lorem



Decommissioning in the docks

Holešovice harbor



resolution