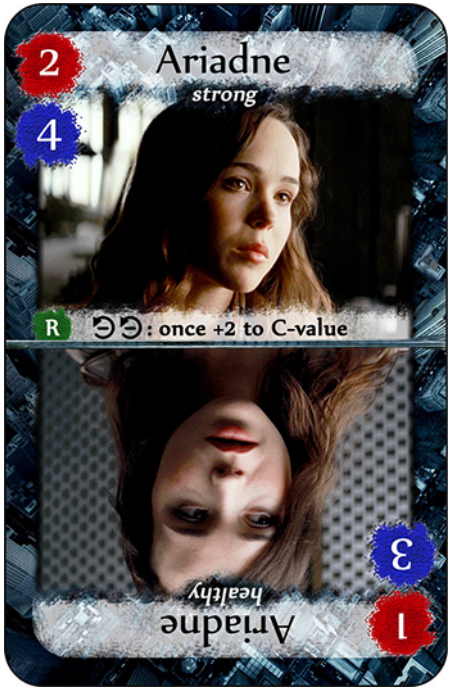

Ariadne
strong
2
4
R
: once +2 to C-value
Ariadne
healthy
1
3

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

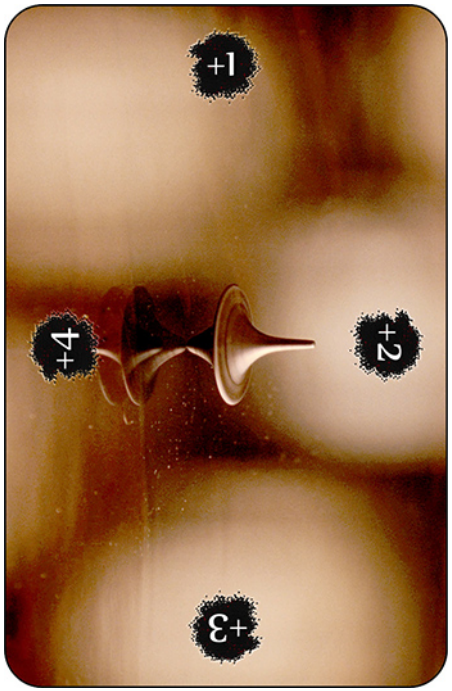
Cobb
strong
3
5
R
: draw 2 cards.
Cobb
healthy
S
3
4

Eames
strong
5
4
Eames
healthy
3
3

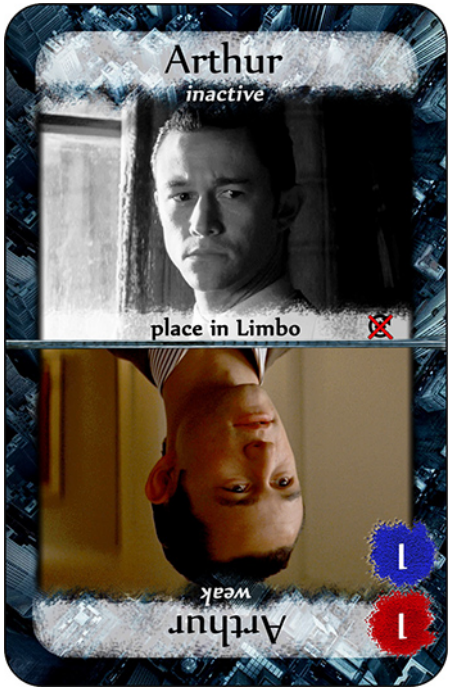
Saito
strong
2
2
Saito
healthy
S
1
1

Yusuf
strong
3
3
R
: other character.
Yusuf
healthy
2
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
+2
+3
+4

Ariadne
inactive
place in Limbo
1
Ariadne
weak
2

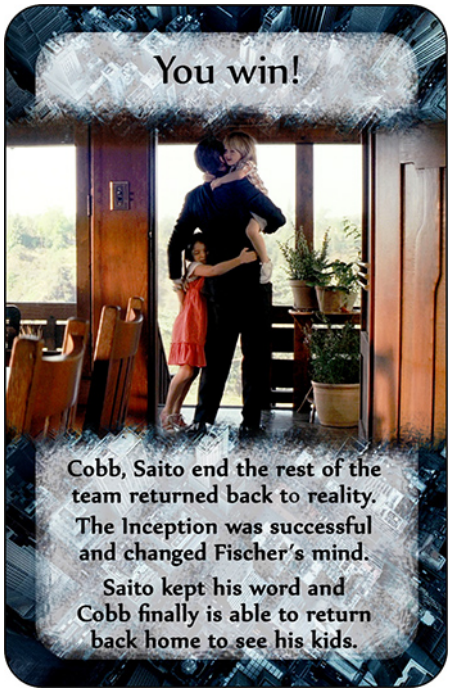

Arthur
inactive
place in Limbo
1
Arthur
weak
1

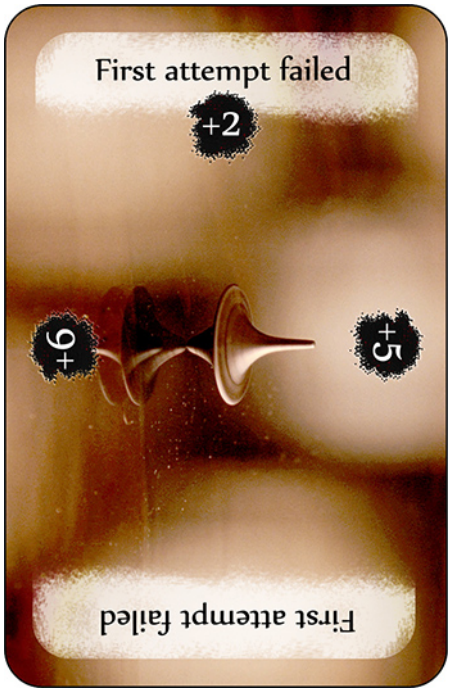
Cobb
inactive
place in Limbo
2
Cobb
weak
2

Eames
inactive
place in Limbo
2
Eames
weak
2
Lose weapon with St 2
or higher to Eames.

Saito
inactive
Saito is „Lost in Limbo"
0
Saito
weak
1

Yusuf
inactive
place in Limbo
1
Yusuf
weak
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
+5
+6
First attempt failed