

## Level 3

Van Chase

### Goals:

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

2  
Successful First Inception.

### When goals achieved:

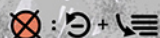
At least 1 character should be left  
on this level to activate the Kick.

Move all other characters  
from this level to level 2.

## Fischer's Sub-Security



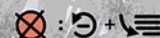
Attack: St 9  
(E,Y,S,AI,AT,C)



## Fischer's Sub-Security



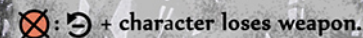
Attack: St 10  
(C,AI,Y,AT,S,E)



## Attack on Warehouse



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



## Saito wounded



If Saito is „Lost in Limbo“:  
draw new event card.

Otherwise:

Saito is wounded.

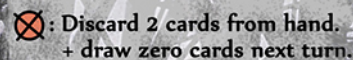
Turn Saito to his weak side.

☹-effects may not be played on  
him for the rest of the game.

## Intimidate Fischer



Convince: C 19



## 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.



