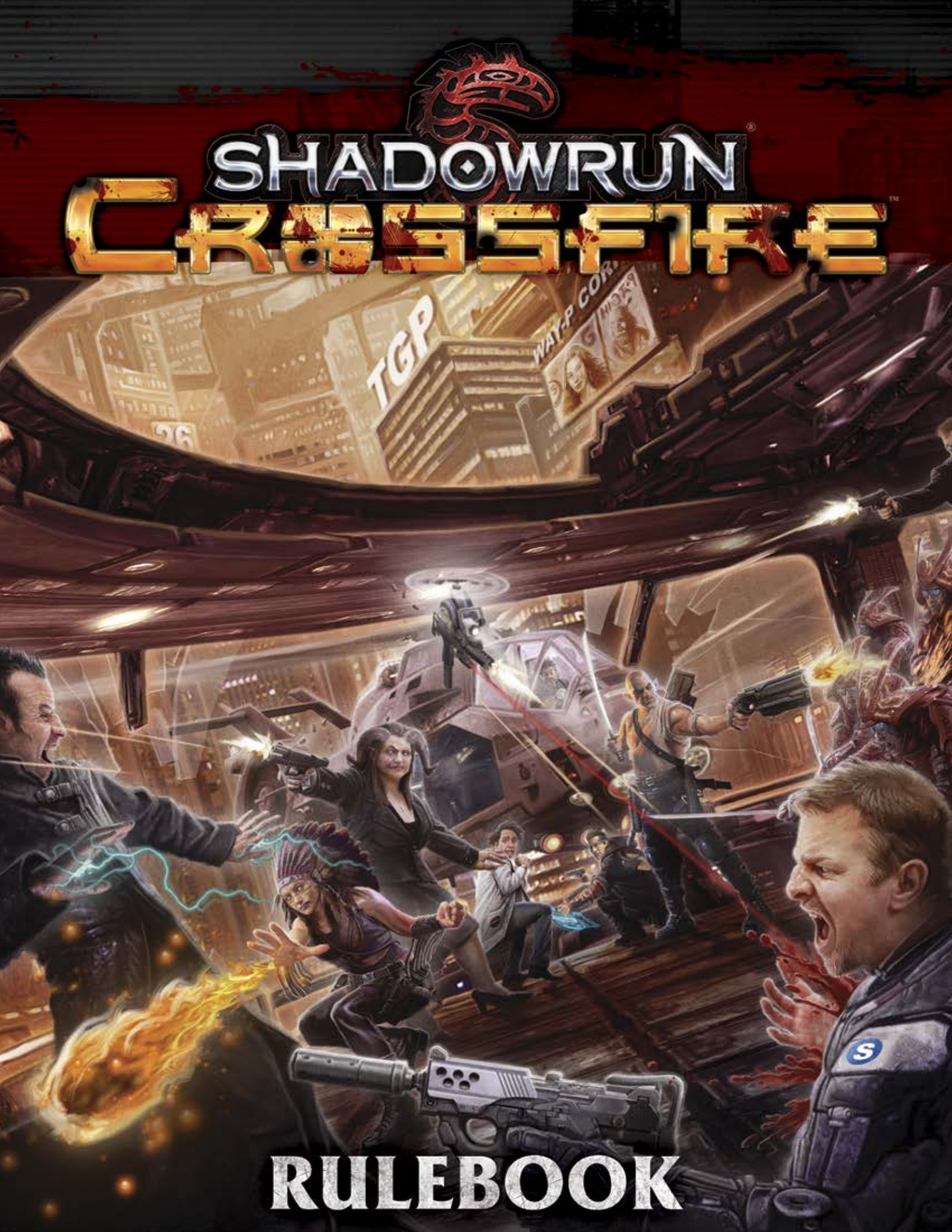
SHADOWRUN CROSSFIRE



RULEBOOK

SHADOWRUN: CROSSFIRE RULEBOOK

Welcome to your new deck-building game!

NEW TO DECK-BUILDING GAMES?

The core idea of deck-building games is that each player has their own personal deck of cards during the game. They draw and play cards from their deck, keeping those cards separate from the personal decks of other players. Usually players start with identical or very similar decks, and those decks contain only simple and low-power cards.

As the game proceeds, each player will add cards to their deck (hence the name "deck-building"). The players add different cards, based on their own choices, preferences, and the situation they face in the game. In this way, the player's decks diverge to become uniquely interesting play experiences. The cards players add are more powerful than their starting decks, allowing the players to do more each turn. This mechanic provides a curve of power growth that feels satisfying. Since you are using the same deck, and you keep shuffling your discarded cards back into that deck when you run out, you will experience a high variance in what you draw. Sometimes, you'll have a slow turn in which you can't do much, challenging you to make the best use of a bad turn. Other times, you'll have a good turn and get to enjoy the thrill of having a hand full of the best cards you've acquired.

Each game is different, because players start out fresh with the starter deck of low-power cards. You can take a new direction each game, choosing to experience a different style of play by acquiring different cards for your personal deck. This variety of play is one of the great strengths of deck-building games. Players enjoy playing them over and over again because each experience can lead to a new and exciting deck. We hope you enjoy our version!

NEW TO SHADOWRUN?

Shadowrun takes place in a dark future (called "the Sixth World"), where magic has returned to the world and megacorporations have eclipsed governments in power, wrapping international economies around their bejeweled fingers. Most people survive by selling their souls to the megacorps, slaving away for their entire lives in an effort to stay safe and fed.

Some people, though, aren't willing to sell out. They don't fit into the mold the corporations have prepared for them. They live in the cracks and margins of society—in the shadows. To survive, they do the things others won't, performing the gray ops the megacorps need in order to keep up with the competition.

You are one of them. You are a shadowrunner. You may be a human, elf, ork, troll, or dwarf; you may make your way by slinging spells, swinging swords, firing bullets, or hacking the Matrix. You have to be a step faster and a hair smarter than everyone else if you want to keep working, and you need to keep your wits about you if you want to stay alive. There are plenty of obstacles out there, from law enforcement officers looking to put you away to corporate managers seeking revenge for the last job you pulled. There are ultra-violent gangers, vicious critters, and people who carry two hundred bullets and an equal number of grudges. To stay alive, you trust yourself, you trust your team, and you remember a few simple pieces of advice:

Watch your back. Shoot straight. Conserve ammo. And never, ever cut a deal with a dragon.

As one of the most enduring gaming settings of all time, *Shadowrun* has been entertaining gamers for a quarter of a century. *Shadowrun: Crossfire* provides a new way to dive into this enthralling setting!

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YOUR WONDERFUL NEW TOYS! THIS BOX CONTAINS:

- 40 1-Nuyen Tokens
- 10 5-Nuyen Tokens
- 20 Damage Markers
- 12 Generic Markers
- 6 Health & 6 Max Health Markers
- 40-card Normal Obstacle Deck
- 40-card Hard Obstacle Deck
- 60-card Black Market Deck
- 50-card Crossfire Deck
- 36 Basic Cards
- 10 Runner Cards
- 4 Role Cards
- 100 Stickers (Upgrades)
- 1 Rulebook (you're reading it)
- 3 Mission Sheets
- 1 Client Card
- 1 Dragon Rules Card
- 1 Dragon Art Card
- 1 Welcome to the Sixth World booklet

QUICK-START RULES

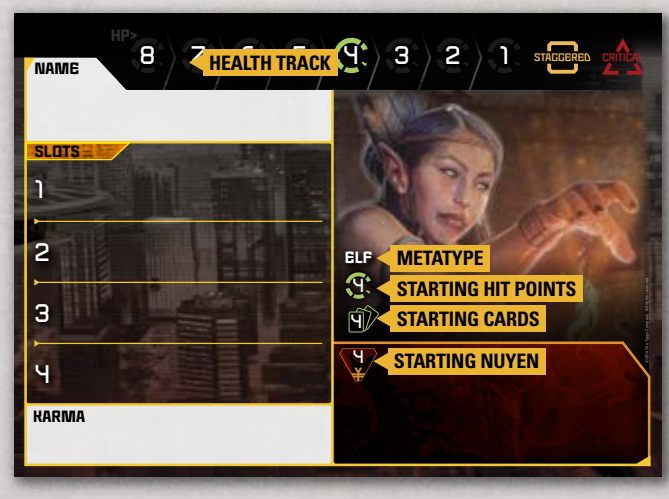
This Quick-Start Rules guide is designed to allow a group of four players to play as quickly as possible. If you would prefer a complete understanding of the full rules before starting play, skip forward to the rulebook section. If there are fewer than four players, gameplay will change in a few places. See **Playing with Fewer than Four Runners** (p. 12) in the rulebook.

SETUP

1. Find the Runner cards in the box. Each Runner card has the following stats:

- **Metatype:** Your runner's race.
- **Starting Hit Points:** The number of hit points (HP) your runner has at the start of the game. A runner can't be healed beyond their starting hit point value.
- **Health Track:** Numbers and icons representing your runner's current condition.
- **Starting Cards:** The number of cards you draw from your deck at the start of the game.
- **Starting Nuyen:** The amount of nuyen you have at the start of the game.

For the Quick-Start Rules, ignore any other elements of the Runner card.



Each player chooses a Runner card. Pick whatever metatype appeals to you (the backs of each Runner card include a description of each race). If you're not sure, choose a Human. Put your Runner card face up in front of you. For these rules, players are referred to as runners.

2. Find the role cards (*Face*, *Street Samurai*, *Decker*, *Mage*) and starting decks in the box. Remove the extra basic cards (two each of *Mana*, *Mark*, *Quick Shot*, and *Street Smarts*) and put them back in the box. Those cards are extras in case you need additional basic cards.

Each runner chooses one of the roles and takes that starting deck. Choose whichever role appeals to you. If you aren't sure, choose randomly. Note that each Role card has a color; sometimes card abilities and effects will refer to the color of your role. The starting decks for each role are as follows (note that the icons for the starting decks are found on each Role card).

- **Street Samurai (black):** 1x Mana, 1x Mark, 4x Quick Shot, 1x Street Smarts
- **Mage (blue):** 4x Mana, 1x Mark, 1x Quick Shot, 1x Street Smarts
- **Decker (green):** 1x Mana, 4x Mark, 1x Quick Shot, 1x Street Smarts
- **Face (red):** 1x Mana, 1x Mark, 1x Quick Shot, 4x Street Smarts

Shuffle your starting deck and put it to the right of your Runner card, and then put your role card face up to the left of your Runner card. As mentioned, each runner draws their starting hand of cards. Each Runner card lists the number of starting cards under metatype.

3. Find the nuyen (money) tokens (1s and 5s) in the box. Each runner takes their starting nuyen, which is indicated on their Runner card, and keeps it in the bottom red section of that card. Put the rest of the nuyen aside as a bank.

4. Find the Health and Max Health markers. Use these markers to track your maximum hit points and starting/current hit points (as indicated at the top of your Runner card and/or under your metatype).



5. Find the Black Market deck. Each Black Market card has the following stats:

- **Name:** The name of the weapon or ability.
- **Damage Box:** How much damage the card deals, if any.
- **Cost:** How much the card costs to buy from the Black Market.
- **Type:** Each card has a type. Some effects, card abilities, and mission rules refer to this type.
- **Card Ability:** The card's special abilities and requirements, if any.
- **Assist Ability:** An ability on some cards. You can use assist abilities only during another player's turn to help them. Assist abilities are shown in their own text box at the bottom of the card, if there is one. Some cards deal damage when played for their assist abilities. Their damage appears after "Damage:" in the assist ability box.



Shuffle the Black Market deck and deal 6 cards face up in the middle of the play area (two rows of 3 cards works well). Those 6 cards represent the Black Market. Runners can buy cards from the Black Market during their turns to enhance their decks. Whenever a card is removed from the Black Market, immediately replace it with the top card of the Black Market deck.

6. Find the Normal Obstacle deck and Hard Obstacle deck (see callout for card backs). There is either a 1-bullet icon or a 2-bullet icon on the back of each Obstacle card. The 1-bullet cards are the Normal Obstacle deck. The 2-bullet cards are the Hard Obstacle deck. Each Obstacle card has the following stats:

- **Name:** The name of the obstacle.
- **Damage Track:** This set of numbers and/or symbols shows the path you need to take to defeat the obstacle. You must clear each level—in order—from left to right.
- **Type:** Each obstacle has a type. Some effects, card abilities, and mission rules refer to this type.
- **Color:** Each obstacle has a color: black, blue, green, or red. Some effects, card abilities, and mission rules refer to this color.
- **Card Ability:** Some obstacles have abilities that affect the game, usually causing problems for the runners. Obstacle abilities can be always in effect, or they can trigger when they are first flipped face up into play (**FLIPPED:**), when they are defeated (**DEFEATED:**), when the Crossfire level is at a certain threshold (2), or at other times as indicated by the ability.
- **Attack Strength:** The damage the obstacle deals to a runner facing it when the obstacle attacks.
- **Nuyen:** The amount of nuyen (money) the obstacle is worth to the team when you defeat it.





1-BULLET ICON
NORMAL OBSTACLE



2-BULLET ICON
HARD OBSTACLE

Shuffle the Normal Obstacle deck and shuffle the Hard Obstacle deck, but keep the decks separate. The runners will face the obstacles during the run.

7. Find the Crossfire deck. Each Crossfire card has the following stats:

- **Name:** The name of the Crossfire event.
- **Crossfire Event:** The card's primary effect, if any. These events change gameplay during each round.
- **Crossfire Level Event:** The card's secondary effect, if any. This effect often enhances the primary effect. It only triggers when the Crossfire level is at or above the indicated threshold.
- **Continuous Effect Icon:** Many effects will have a continuous icon. These icons are a reminder that the card has an ongoing effect on the game. Continuous effects end when the event leaves play.
- **Timebomb Effect Icon:** Many effects will have a timebomb icon. These icons are a reminder that the card has an effect that triggers when the card is placed in the Crossfire discard.



Shuffle the Crossfire deck. The Crossfire deck represents the changing circumstances you encounter during the run. A shadowrun never goes as planned, and the events in the Crossfire deck will keep the runners looking over their shoulders.

8. Choose a runner to go first. If you're not sure, choose the runner who has the most hit points or choose randomly. Give the starting runner the Crossfire deck. They will be responsible for managing the Crossfire deck throughout the game.

THE MISSION

Your team will be attempting the *Crossfire* mission, so find that Mission sheet in the box (the rules are also included in this rulebook, starting on p. 19). Read the Mission Goal and Obstacles and Crossfire sections aloud to everyone. The Obstacles and Crossfire rules on the Mission sheet refer to the Crossfire level. The Crossfire level is equal to the number of cards in the Crossfire discard. At the start of the game, there are no cards in the Crossfire discard, so the Crossfire level is 0. Since the Crossfire level is 0, start Scene 1 in a 4-runner game by flipping up a total of 4 obstacles from the Normal Obstacle deck. To do this, reveal the top card of the Normal Obstacle deck. Place that obstacle face up facing the runner whose Role card has the same color as the obstacle's color. If there are any flipped abilities on the obstacle, resolve them. Then place the next card from the Normal Obstacle deck facing the next runner clockwise, and resolve its flipped abilities, if any. Continue this process until you've flipped up 4 obstacles from the Normal Obstacle deck. Each runner should end up with one obstacle.

If you're playing with fewer than four runners, you'll only flip up as many obstacles as there are runners to start Scene 1. Each runner will still end up with one obstacle. You should also read the **Playing with Fewer than Four Runners** section of the Mission sheet.

Now you're ready to begin playing!

THE SEQUENCE OF PLAY

Play occurs in rounds, with each round consisting of each runner taking one turn. The play sequence is as follows:

1. Draw a new Crossfire card.
2. Each runner takes a turn, beginning with the starting runner. Play continues clockwise until everyone has taken a turn. The starting runner remains the same throughout the game.
3. The round is over. Repeat steps 1–3 until the game ends.

Draw a New Crossfire Card

At the start of each round, the starting runner puts the current Crossfire card into the discard. This won't happen on the first turn since there is no current Crossfire card. Then, the starting runner draws the top card of the Crossfire deck and reads it aloud to the team. Follow the instructions for that event. Many of the events have effects that only happen if the Crossfire level is high enough. For example, if an event has the 2+ symbol before it, that effect only happens if the Crossfire level is 2 or higher. On the first turn the Crossfire level is 0, so those types of effects won't occur. While the Crossfire event is active, it remains face up and in play. Place it near the Black Market so that it is easy for each runner to refer to it.

TAKING A TURN

Each runner will complete the following steps on their turn:

1. Play Cards
2. Apply Damage
3. Take Damage
4. Draw & Buy Cards
5. End Turn

The first thing you do on your turn is play cards, but you'll need to understand what to do with your cards before you can decide which cards to play. Read through the guide until you finish the Turn Example before playing the first turn.

1. Play Cards

You play cards from your hand during your turn, one at a time. If your cards have any abilities other than damage on them, resolve those abilities when you play the card. Your starting decks don't have any cards with non-damage abilities, though. When you play a card, you don't put it into your discard yet. Instead, put it next to the obstacle that you want to damage with the card (you can damage obstacles facing any runner). You don't place cards into your discard until after you apply damage. You are allowed to play cards even if there is no obstacle to use their damage against.

2. Apply Damage

Once you've finished playing cards, you apply the damage from the cards you've played. Applying damage to obstacles is how you defeat them. Choose an obstacle that you've placed cards next to and apply the damage from those cards as explained below. Once you've applied the damage to an obstacle, put all the cards next to the obstacle into your discard. The damage a card deals is indicated by the symbol(s) in the upper-left corner of the card, which is called the "damage box."

Damage is represented by symbols indicating a specific amount and color. There are two types of damage symbols:

Colored : Each colored symbol represents 1 point of damage of that color. Each color corresponds to the four role colors (black, blue, green, and red).

Colorless (2) **:** The number inside the colorless damage symbol indicates how many points of colorless damage it is. Colorless damage won't affect colored damage symbols on a damage track. The cards in your starting deck don't deal any colorless damage.

Obstacles have damage tracks consisting of colorless or colored damage symbols that require that type of damage to be dealt to them in order to defeat them. Each box of the track is a level. A colored symbol means that the indicated color of damage must be applied to that level to clear it.

If an obstacle has a damage track level that requires a damage to clear it, that means you need a red damage to clear that level. Damage of other colors or colorless damage is useless against that level.

A gray symbol with a number means that you must apply a total amount of damage of any color (or colorless) to that level to clear it.

If an obstacle has a damage track level that requires (4) damage to clear, that means you need to deal a total of 4 damage to clear that level. The 4 damage can be any mixture of colored or colorless damage.

You must clear each level, in order from left to right of the track, to defeat the obstacle. It may take several turns of runners playing cards to defeat an obstacle (don't forget you can apply damage to obstacles facing other runners). When a level on a damage track is cleared, that damage remains; use a damage marker to indicate which levels have been cleared. Partial damage dealt to a level is removed at the end of each runner's turn.

If an obstacle has a damage track level that requires (4) damage to clear, and you can apply only 3 damage to it, the damage on that level will reset at the end of your turn. The next runner will still need to deal 4 damage to it to clear it during their turn.

Defeating an Obstacle

When you clear the last (far-right) level of an obstacle's damage track, you defeat it. If the obstacle has a **defeated** ability, apply that effect.

Lone Star Trooper*'s damage track is (5), , . The last runner dealt enough damage to clear the (5), so on your turn, if you clear the last two levels by dealing a damage and a damage, you defeat the obstacle.*



Rob deals four damage and damage for a total of 5 damage and moves the damage marker over that symbol/box, showing he cleared it.





Jim goes next and deals a damage and a damage to the Lone Star Trooper. Since he cleared the last level on the damage track, he defeats the obstacle.

Collecting & Distributing Nuyen

You and your teammates gain nuyen for each obstacle you defeat. The nuyen value of the obstacle is shown in the upper right corner of each Obstacle card (for example, 5 ¥). The current runner (on whose turn the obstacle was defeated) takes 1 nuyen from the total the obstacle is worth. Then in clockwise order, the runner to the left takes 1 nuyen from that total, and so on until runners have taken nuyen equal to the obstacle's nuyen value. For example, if you defeated a *Security Chief*, which has a value of 5 nuyen, and there are 4 runners, each other runner would get 1 nuyen, and you would get 2.

There is no limit to how many nuyen you can have.



3. Take Damage

When you are done applying damage, if there are any obstacles still facing you, each one attacks you. When it attacks, it deals damage to you equal to its Attack Strength (in the lower right corner). No matter how many obstacles deal damage to you, that damage is combined and applied as a single amount. Some obstacles also have abilities that trigger when they attack. If those abilities damage you, that damage is also combined with the damage from obstacles attacking you. Subtract the damage you take from your hit points and adjust your health marker accordingly.

When your health reaches 0, you are Staggered (see p. 8).

4. Draw & Buy Cards

If you have 3 or fewer cards in your hand, draw 2 cards. Whenever you need to draw cards and there aren't enough cards in your deck, draw the cards that remain in your deck, then shuffle your discard into a new deck and continue drawing until you have drawn enough cards.

Now you can buy cards. You can buy any number of cards, as long as you have enough nuyen for them. Each Black Market card shows its purchase cost in a triangular symbol in the upper right corner to the right of the card name. Put each card you buy into your hand (place the appropriate nuyen tokens into the bank) and immediately flip a new card from the Black Market deck face up to replace it. There is no limit to the number of cards you can have in hand.

5. End Turn

Your turn is now over. If the runner to your left is the starting runner, the round is over and the team starts another round. Otherwise, the runner to your left takes their turn.

If there are no obstacles left when you end your turn, your team has completed a Scene! Look on the Mission sheet for what to do when a Scene ends.

TURN EXAMPLE

It's Cal's first turn, and he is playing a Dwarf, so he only has 2 cards in his hand. One is *Mana*, which does damage, and the other is *Quick Shot*, which does damage. The obstacle in front of Cal is *Deckhead*, which has a damage track of 2, , 1, . It takes a total of 5 damage to defeat *Deckhead*, so Cal won't be able to do it this turn. Since the first level on *Deckhead*'s damage track requires 2 damage to clear it, Cal could use both of his cards, since any 2 damage will work. He notices, however, that Rob has an *Out of Ammo* obstacle facing him with a damage track of , 3. *Out of Ammo* is really annoying because it says, "You can't play more than 2 cards on your turn." Rob is an Elf and has 4 cards in his hand, so that obstacle ability would really hurt him. Cal decides to help Rob out by going after *Out of Ammo*. He plays his *Quick Shot*, putting it next to *Out of Ammo*. *Quick Shot* has no ability, and Cal doesn't want to play additional cards, so he moves to step 2 of the turn, applying damage. *Quick Shot* deals a damage, and the first level of *Out of Ammo* requires , so Cal covers up that level with a damage marker. The second level of *Out of Ammo* requires 3, so if Cal had also played his *Mana* on *Out of Ammo*, it wouldn't have done anything. It wouldn't be enough damage to clear the second level, so the damage would be lost. Now that Cal is done applying damage, *Deckhead* attacks him (step 3). *Deckhead* has an Attack Strength of 1, so Cal reduces his hit points from 5 to 4. Cal only has 1 card in his hand, so he gets to draw 2 cards (step 4). He draws 2 *Quick Shots* (Cal is playing the Street Samurai). Now it's time to buy cards! Cal has 5 nuyen since he is a Dwarf. He sees that the Black Market has a *Covering Fire* card in it, which costs 5, and he decides to buy it. He immediately puts *Covering Fire* into his hand and flips up the top card of the Black Market deck to replace it. Cal is out of nuyen, so he can't buy any more cards. His turn is over. Jay is sitting to Cal's left, so it is now Jay's turn. Hopefully Jay can take care of the last level on *Out of Ammo* so that Rob can play more than 2 cards on his turn.

OTHER IMPORTANT CONCEPTS

You've already learned enough rules to get the team through their first turn of play. Here are some more important concepts that will almost certainly come up in your first game. If other things come up you aren't sure about, refer to the full rules for an explanation.

ADVANCED EXAMPLES OF APPLYING DAMAGE

Once you start buying cards from the Black Market, applying damage can become more complicated. There are some advanced examples of applying damage in the rulebook immediately after the section on **Defeating an Obstacle** (p. 14). After you play a few turns, you may want to review those examples for guidance.

ASSIST ABILITIES

You usually play card abilities during your turn. Some cards have **Assist** abilities, which you can play only during another runner's turn. These cards will have a separate ability box at the bottom of the card that is labeled "ASSIST" on the left. The text for the **assist** ability is on the right. The runner playing the card makes any decisions regarding the card's abilities. If the card deals damage when its **assist** ability is used, the amount of damage is indicated after "Damage:" in the ability box. The current runner decides how to apply any damage the card does. A card played for its **assist** ability still goes to the discard of the runner who played it.

STAGGERED AND CRITICAL CONDITION

If you take damage that would reduce you to less than 1 hit point, you go to 0 hit points and are staggered (no matter how much additional damage you take at the same time). If you are healed 1 hit point or more while staggered, draw 2 cards from your deck (even if it's not your turn). You recover and are no longer staggered. While you are staggered, your options on your turn will be limited. See the **Staggered** section (p. 17) of the rulebook for more information. If you take any damage while you are staggered, you go critical. When a runner goes critical, the mission fails. See the **Critical** (p. 17) and **Ending the Game** (p. 18) sections of the rules for more information.

CARD EXPLANATIONS

For each card in the Black Market, there is an entry in the **Card Explanations** section (p. 23) of the rules that answers common questions about that card. As new cards appear in the Black Market, you may want to refer to that section of the rulebook.



FULL GAME RULES

GAME OBJECTIVE

Work with your team of fellow runners to successfully complete a shadowrun. Overcome the threats and obstacles that come your way with a combination of skill, hacking, spells, and weapons, and you'll have a successful run. Fail to do so, and you'll be scraping each other off the walls.

CAMPAIGN OVERVIEW

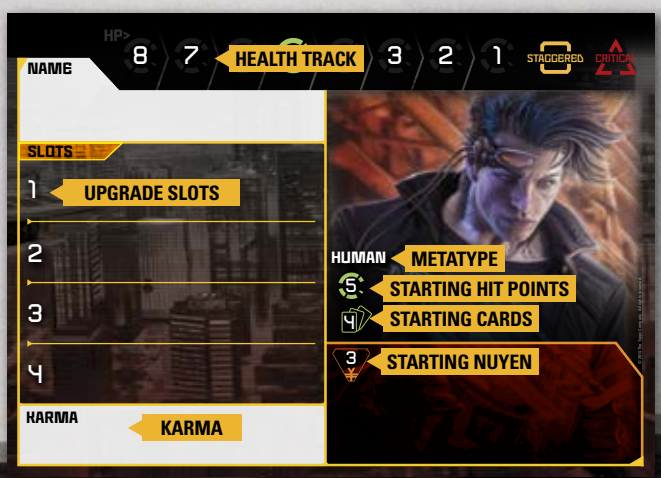
For each *Shadowrun: Crossfire* game, you will choose a mission to play. There are three missions to choose from in this box, and more will be available in the future. Some missions are more difficult than others. In fact, some missions are recommended only for runners with a significant number of upgrades. Each time you play a mission, you have the opportunity to earn Karma. You can use Karma to buy Upgrade stickers that make the runner you're playing more powerful. The upgrades you select will also help define what strategies that runner should use during play. You'll read more about missions, Karma, and upgrades later on in the rulebook.

CARD TYPES

RUNNER CARDS

Each Runner card has the following stats:

- **Metatype:** Your runner's race.
- **Starting Hit Points:** The number of hit points (HP) your runner has at the start of the game. A runner can't be healed beyond their starting hit point value.
- **Health Track:** Numbers and icons representing your runner's current condition.
- **Starting Cards:** The number of cards you draw from your deck at the start of the game.
- **Starting Nuyen:** The amount of nuyen you have at the start of the game.
- **Upgrade Slots:** Place Upgrade stickers in these slots.
- **Karma**: The Karma you have earned limits the value of the Upgrade stickers you may have. Use this area to track how much Karma the runner has gained.



BLACK MARKET CARDS (WEAPON & ABILITIES)

Each Black Market card has the following stats:

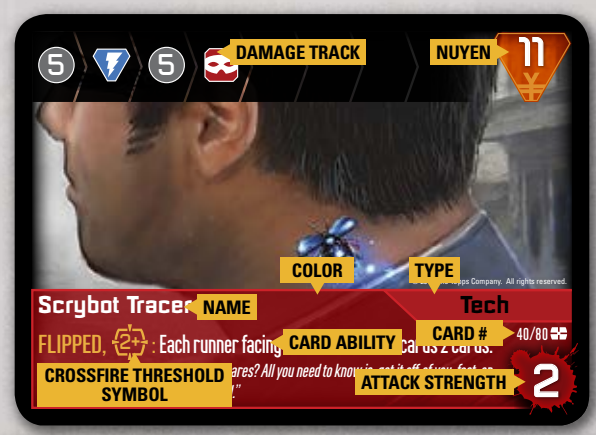
- **Name:** The name of the weapon or ability.
- **Damage Box:** How much damage the card deals, if any.
- **Cost:** How much the card costs to buy from the Black Market.
- **Type:** Each card has a type. Some effects, card abilities, and mission rules refer to this type.
- **Card Ability:** The card's special abilities and requirements, if any.
- **Assist Ability:** An ability on some cards. You can use assist abilities only during another player's turn to help them. Assist abilities are shown in their own text box at the bottom of the card, if there is one. Some cards deal damage when played for their assist abilities. Their damage appears after "Damage:" in the assist ability box.
- **Card #:** Used to keep track of cards in a set.



OBSTACLE CARDS

Each Obstacle card has the following stats:

- **Name:** The name of the obstacle.
- **Damage Track:** This set of numbers and/or symbols shows the path you need to take to defeat the obstacle. You must clear each level—in order—from left to right.
- **Type:** Each obstacle has a type. Some effects, card abilities, and mission rules refer to this type.
- **Color:** Each obstacle has a color: black, blue, green or red. Some effects, card abilities, and mission rules refer to this color.
- **Card Ability:** Some obstacles have abilities that affect the game, usually causing problems for the runners. Obstacle abilities can be always in effect, or they can trigger when they are first flipped face up into play (**FLIPPED:**), when they are defeated (**DEFEATED:**), when the Crossfire level is at a certain threshold (2+:), or at other times as indicated by the ability.
- **Attack Strength:** The damage the obstacle deals to a runner facing it when the obstacle attacks.
- **Nuyen:** The amount of nuyen (money) the obstacle is worth to the team when you defeat it.
- **Crossfire Threshold Symbol:** The 2+ on the card below means that this effect doesn't always happen. The number in the symbol indicates that the effect doesn't happen unless the Crossfire level is that number or higher. See **Crossfire level** (p. 12) for more information.
- **Card #:** Used to keep track of cards in a set.
- **Difficulty:** How difficult the obstacle is (shown on card backs): Normal (1-bullet icon) or Hard (2-bullet icon).





1-BULLET ICON
NORMAL OBSTACLE



2-BULLET ICON
HARD OBSTACLE

Obstacle Abilities

Most Obstacle cards have abilities. If an obstacle ability doesn't say when the ability triggers, it's a static effect that applies as long as the obstacle is facing a runner. As soon as an Obstacle card goes to the discard, its abilities no longer apply. Some abilities can be canceled for a turn by a runner action (such as discarding a card).

- When an obstacle ability refers to "you," it means the runner facing the obstacle. When it refers to "each runner" or "runners," it means the entire team.
- When an obstacle ability says "choose," the current runner must make the choice. The rest of the team is free to offer advice.
- When an obstacle ability says "cycle" a card, you discard that card and replace it with a new one from the same deck.
- When a card ability says you can do something that the general rules say you can't, the card ability wins.

Some obstacles have flipped or defeated abilities. **Flipped** abilities trigger when the obstacle is put into play (even if it comes into play as the result of a card effect rather than the normal mission rules). **Defeated** abilities trigger when a runner defeats the obstacle. Less often, obstacles also have **Crossfire** abilities that trigger when the Crossfire level is at a certain threshold, or abilities that trigger at other times. To sum up:

- **Flipped** abilities trigger in the order that they come into play.
- **Defeated** abilities trigger as soon as the obstacle is defeated, so player choice on which obstacle to defeat first matters.
- **Crossfire** abilities only trigger if the Crossfire level is high enough. The number inside the Crossfire symbol (2+, for example) indicates that the effect doesn't happen unless the Crossfire level is that number or higher. See **Crossfire Level** (p. 12) for more information.

Timing of abilities/effects: If multiple abilities/effects happen at the same time (such as at the "start of a turn"), the current runner chooses the order in which those abilities/effects trigger.

Bosses

Some missions will tell you that a boss is part of the mission (the *Dragon Fight* mission, for example). When you play cards, you can apply damage to bosses the same way as obstacles, unless the card specifically states that it only affects obstacles. For example, *Lightning Bolt's* ability says, "Deal 2 consecutive levels of damage to an obstacle." This ability can't be used against a boss.

CROSSFIRE CARDS

Each Crossfire card has the following stats:

- **Name:** The name of the Crossfire event.
- **Crossfire Event:** The card's primary effect, if any. These events change gameplay during each round.
- **Crossfire Level Event:** The card's secondary effect, if any. This effect often enhances the primary effect. It only triggers when the Crossfire level is at or above the indicated threshold.
- **Continuous Effect Icon:** Many effects will have a Continuous icon. These icons are a reminder that the card has an ongoing effect on the game. Continuous effects end when the event leaves play.



- **Timebomb Effect Icon:** Many effects will have a Timebomb icon. These icons are a reminder that the card has an effect that triggers when the card is placed in the Crossfire discard.



- **Card #:** Used to keep track of cards in a set.



SETUP

Players may wish to refer to the sample game setup diagram (p. 30) while reading these rules.

1. Choose a mission to play. Each mission provides a different objective for the team and some will have a different setup process from the standard setup. If the mission has additional steps (like flipping up obstacles) after initial setup, perform them before the starting runner takes a turn. You'll find those instructions on the Mission sheet for that run. (See **Mission Rules,** p. 18.)

2. Each player chooses a Runner card. There are five metatypes to choose from: Human, Dwarf, Elf, Ork, and Troll. Players can choose to play different metatypes or all play the same metatype, or any combination. Players can use Runner cards from their own **Shadowrun: Crossfire** starter box, if they wish. For purposes of the game rules, the players are considered runners.

- Each Runner card indicates how many hit points that runner has. Use Health and Max Health markers (or other means) to track your hit points. You can never have more hit points than your starting total.
- Each runner card shows the amount of Starting Nuyen that runner gets. Take nuyen tokens equal to that amount. Set the remaining nuyen tokens aside as a bank.
- Each Runner card shows how many cards the runner starts with (see step 4).

3. Determine which runner will play each role. You can deal the role cards out randomly or have runners choose. Runners keep their Role cards in front of them for easy identification during play. The reverse side include a Sequence of Play summary for ease of reference.



4. Runners take their starting decks. A runner's role determines their starting deck of basic cards (though runner upgrades can modify their deck). Each runner shuffles their deck and draws cards from it equal to the Starting Cards amount indicated on their Runner card.

The starting decks for each role are as follows:

- **Street Samurai (black):** 1x Mana, 1x Mark, 4x Quick Shot, 1x Street Smarts
- **Mage (blue):** 4x Mana, 1x Mark, 1x Quick Shot, 1x Street Smarts
- **Decker (green):** 1x Mana, 4x Mark, 1x Quick Shot, 1x Street Smarts
- **Face (red):** 1x Mana, 1x Mark, 1x Quick Shot, 4x Street Smarts



Rob has the Decker role and a Human runner. His starting deck contains 1x Mana*, 4x* Mark*, 1x* Quick Shot*, and 1x* Street Smarts*. He shuffles those cards, forming his deck, and draws 4 cards (for being human) for his starting hand.*

5. Separately shuffle the Normal Obstacle deck and the Hard Obstacle deck. The Normal Obstacle deck has the 1-bullet icon on the card back, while the Hard Obstacle deck has the 2-bullet icon. Place each deck in the play area.

6. Shuffle the Black Market deck, place it in the center of the play area, and flip six cards from the deck face up to form the Black Market (two rows of three cards works best).

7. Choose a starting runner. If the team can't agree, choose that runner randomly. The starting runner remains the same throughout the game.

8. Shuffle the Crossfire cards to form the Crossfire deck and place it in the play area, in front of the starting runner. That runner is responsible for the Crossfire deck this game.

9. Place the generic tokens in a common pool for use during the game.

PLAYING WITH FEWER THAN FOUR RUNNERS

If there are fewer than four runners, some of the runners will take more than one role. In a 3-player game, one of the runners will take two roles. In a 2-player game, both runners will take two roles. In a 1-player game (only supported with the *Extraction* mission), the runner takes all four roles. If you have more than one role, choose a starting deck for one of those roles. Some game rules will reference your main role, which is the role whose deck you're using.

If you take more than one role, increase your starting nuyen by 1.

HOW TO PLAY

Play occurs in rounds, with each round consisting of each runner taking one turn. The play sequence is as follows:

1. Draw a new Crossfire card.
2. Each runner takes a turn, beginning with the starting runner. Play continues clockwise until everyone has taken a turn. The starting runner remains the same throughout the game.
3. The round is over. Repeat steps 1–3 until the game ends.

DRAW A NEW CROSSFIRE CARD

At the start of each round, the starting runner puts the current Crossfire card (if any) into the discard. Then, the starting runner draws the top card of the Crossfire deck and reads it aloud to the team. Follow the instructions for that event. Many of the events have effects that only happen if the Crossfire level is high enough (see below). For example, if an effect has the "2+:" symbol before it, that effect only happens if the Crossfire level is 2 or higher. While the Crossfire event is active, it remains face up and in play. Place it near the Black Market so that it is easy for each runner to refer to it. Some missions may change when you draw new Crossfire cards. As soon as an active Crossfire card goes to the discard, that event's effects no longer apply.

The 50-card Crossfire deck provides the setting for the current round of the run. The situation changes as a run progresses, and this deck provides the challenges that keep runners looking over their shoulders. Most Crossfire cards have a primary effect that changes play for an entire round. Many also have a Crossfire level effect that triggers when the Crossfire level is at a particular threshold. Some missions might change the number of Crossfire cards in the deck.

Crossfire Level

The Crossfire level is equal to the number of cards in the Crossfire deck discard. The active Crossfire event doesn't count toward the Crossfire level. Many effects in the game, including on Crossfire cards, depend on whether the Crossfire level is at or above a particular threshold. For example, if there are 5 cards in the Crossfire discard, and the *Chummers* Crossfire event is active, then you would have to put a Normal Human obstacle into play. Shadowrunning is no leisurely stroll. You've got to get in, get the job done, and get out fast. If you let the Crossfire level creep up on you, you'll find yourselves in deep drek.



In card and upgrade text, the Crossfire level is sometimes referred to as the Crossfire #.

Removing a Crossfire Event vs. Discarding It

At the end of any turn, if there are no obstacles or bosses facing any runner, the starting runner removes all the active Crossfire cards, if any, from play and puts them on the bottom of the Crossfire deck (don't put them in the Crossfire discard). Crossfire events with the Timebomb icon on them have an effect when they are put in the discard. Putting these events on the bottom of the Crossfire deck by defeating all the obstacles and bosses in play is how the runners can avoid those effects. Note this is different than discarding at the start of the turn (as described above).

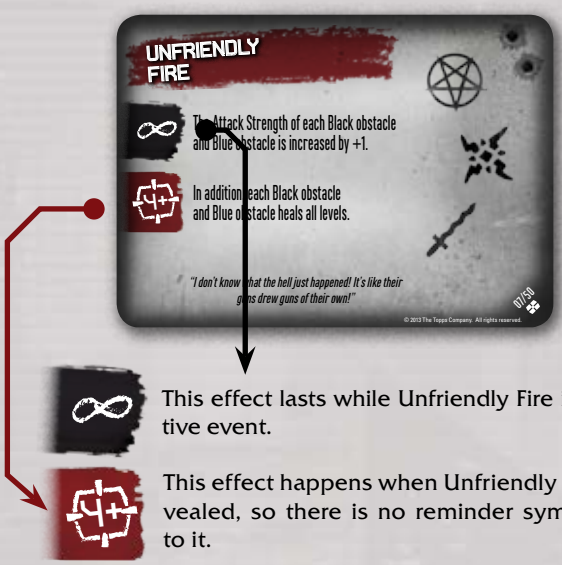


Reminder Icons

Some Crossfire events have the following symbols in front of their effects, to help remind you that the effect extends beyond when you first reveal them.

Continuous: This symbol indicates that the event has a continuous effect that lasts as long as the card is active.

Timebomb: This symbol indicates that the event has an effect that triggers when the card is placed in the Crossfire discard. If the event is placed on the bottom of the Crossfire deck (because the team defeats all obstacles and bosses or due to mission rules), this effect doesn't trigger.



This effect lasts while Unfriendly Fire is the active event.

This effect happens when Unfriendly Fire is revealed, so there is no reminder symbol next to it.

Crossfire Symbol

Some effects and card abilities only trigger when the Crossfire level reaches a particular threshold. The number in the center of the Crossfire symbol shows the Crossfire level threshold necessary for the ability or effect to trigger. For example, 4+ means that the ability or effect listed after the icon triggers if the Crossfire level is 4 or higher.

TAKING A TURN

Each runner will complete the following steps on their turn:

1. Play Cards
2. Apply Damage
3. Take Damage
4. Draw & Buy Cards
5. End Turn

1. PLAY CARDS

You play cards from your hand during your turn, one at a time (you may choose to play no cards if you want). If your cards have any abilities other than damage on them, resolve those abilities when you play the card. When you play a card, don't put it into your discard yet. Instead, put it next to the obstacle that you want to damage with the card (you can damage obstacles facing any runner). You don't place cards into your discard until after you apply damage. You are allowed to play cards even if there is no obstacle to use their damage against.

If you change your mind after playing more cards, you can move previously placed cards to different obstacles. Some card abilities can damage more than one obstacle. When you play a card with that type of effect, put the card next to one of the obstacles, and place generic markers next to the other obstacles to mark the multiple instances of that damage.



Assist Abilities

You usually play card abilities during your turn. Some cards have **Assist** abilities, which you can play only during another runner's turn. These cards will have a separate ability box at the bottom of the card that is labeled "ASSIST" on the left. The text for the **assist** ability is on the right. The runner playing the card makes any decisions regarding the card's abilities. If the card deals damage when its **assist** ability is used, the amount of damage is indicated after "Damage:" in the ability box. The current runner decides how to apply any damage the card does. A card played for its **assist** ability still goes to the discard of the runner who played it.

2. APPLY DAMAGE

Once you finish playing cards, you apply damage from the cards you've played. Choose an obstacle that you've placed cards (or markers) next to and apply the damage from those cards and/or markers to the obstacles as explained below. Once you've applied the damage to an obstacle, put all the cards next to the obstacle into the discard of the runner to which they belong (since some of those cards might be assists from other runners). Put generic markers back in the pool. Continue this process until you've resolved all of your damage.

Applying damage to obstacles is how you defeat them. The damage a card deals is indicated by the symbol(s) in the upper-left corner of the card, which is called the "damage box." Some cards do special types of damage. In the damage box you will see an ✱ to indicate this. In the ability box for that card, you will see "✱ Damage:" followed by instructions. Those instructions happen during the damage step, not when you first play the card. Also, cards with assist abilities may do damage as well. Any text or damage symbols that appear in the assist ability box after "Damage:" happens during the damage step, and not when you first play the assist card.

Damage is represented by symbols indicating a specific amount and color (see below). Damage can also be variable based on other conditions, or it can be expressed as dealing damage to clear one or more levels on a damage track, regardless of the amount and color. There are two types of damage symbols:

Colored : Each colored symbol represents 1 point of damage of that color. Each color corresponds to the four role colors (black, blue, green, and red).

Colorless 2 : The number inside the colorless damage symbol indicates how many points of colorless damage it is. Colorless damage won't affect colored damage symbols on a damage track.

A card can have multiple symbols in the damage box (or after "Damage:"). The card does all of that damage. For example, a damage box that shows 2 means that it deals 2 green (Hacking) damage plus 2 colorless damage.



- **Pair Programming:** This Hacking card deals two green (Hacking) damage.
- **Deathtouch:** This Spell card deals two blue (Spell) damage, plus X colorless damage, where X equals the number of Spell cards revealed when you play *Deathtouch*.
- **Lightning Bolt:** The ✱ in the damage box means that this Spell card deals special damage. The text after "✱ Damage:" tells you that Lightning Bolt deals 2 levels of damage, no matter what color or amount the damage track shows.

Damaging Obstacles

Obstacles and bosses have damage tracks consisting of colorless or colored damage symbols that require that type of damage to be dealt to them in order to defeat them. Each box of the track is a level. A colored symbol means that the indicated color of damage must be applied to that level to clear it.



If an obstacle has a damage track level that requires a damage to clear it, you'll need a red damage to clear that level. Damage of other colors or colorless damage is useless against that level.

A gray symbol with a number means that you must apply a total amount of damage of any color (or colorless) to that level to clear it.

If an obstacle has a damage track level that requires 4 damage to clear, that means you need to deal a total of 4 damage to clear that level. The 4 damage can be any mixture of colored or colorless damage.

You must clear each level, in order from the left to right of the track, to defeat the obstacle. It may take several turns of runners playing cards to defeat an obstacle (don't forget you can apply damage to obstacles facing other runners). When a level on a damage track is cleared, that damage remains; use a damage marker to indicate which levels have been cleared. Partial damage dealt to a level is removed at the end of each runner's turn.

If an obstacle has a damage track level that requires 4 damage to clear, and you can apply only 3 damage to it, the damage on that level will reset at the end of your turn. The next runner will still need to deal 4 damage to it to clear it during their turn.

Defeating an Obstacle

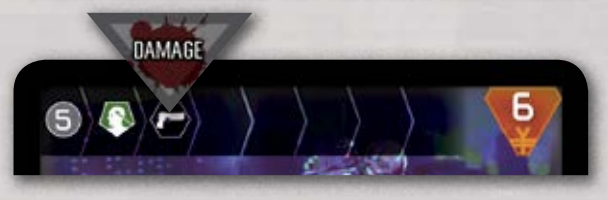
When you clear the last (far right) level of an obstacle's damage track, you defeat it. If the obstacle has a **defeated** ability, apply that effect.

Lone Star Trooper's damage track is 5, , . The last runner dealt enough damage to clear the 5, so on your turn, if you clear the last two levels by dealing a damage and a damage, you defeat the obstacle.



To show how this works, let's say Rob deals four damage and a damage for a total of 5 damage and moves the damage marker over that symbol, showing he cleared it.





Jim goes next and deals a damage and a damage to the Lone Star Trooper. *Since he cleared the last level on the damage track, he defeats the obstacle.*

Here are some more examples of how to apply damage and defeat obstacles.

Example 1. Rob's turn has come up and he wants to defeat a blue obstacle facing another player that is hurting the team—*Lightning Mage*, which says that runners can't be healed while it's in play. Ouch! *Lightning Mage*'s damage track is:



Rob has three cards in his hand: *Coordinated Attack*, *Icon Grab*, and *Street Smarts*, so he'll need some help.

First Rob plays *Coordinated Attack* and chooses Jim, who gets to draw a card and then play a card. Jim offers to play *Guiding Spirit*, but decides not to use its ability since he likes his current hand. *Guiding Spirit* also deals 1 damage, which Rob gets to use. Rob then places *Coordinated Attack* next to *Lightning Mage* and Jim places *Guiding Spirit* there as well. But Rob needs a damage from somewhere else. So another player, Gregory, plays *Clairvoyance* as an assist, which lets Rob draw a card and then discard one, and it also deals a damage, so Rob has Gregory place it next to *Lightning Mage*. Rob draws another *Street Smarts*, which doesn't help, and discards it. But he has enough damage to defeat the *Lightning Mage* now anyway. He plays his original *Street Smarts*, placing it next to the Lightning Mage, and is finished playing cards, so now he applies damage.

The first level of *Lightning Mage's* damage track requires 3 damage of any type, so Rob clears it by using *Coordinated Attack's* 1 and taking the 1 damage from *Guiding Spirit* for a total of 3 damage (the colors don't matter). He uses the remaining from the *Spirit* to clear the second level as well. The damage for the third level (another) comes from the damage assist from *Clairvoyance*, leaving only the final level on *Lightning Mage*, which can be cleared with 1 damage of any color. Rob's *Street Smarts* does a damage, so that takes care of the final level. *Lightning Mage* is defeated, and Rob didn't even need to use his *Icon Grab*!



Example 2. On Jay's turn, he decides it's time to get rid of a difficult obstacle—a *Gargoyle*—facing the next player, Jim. He might also have enough firepower in his hand to take down an *Astral Shiver* facing him, with some luck. The *Gargoyle* is tough with a damage track of: 6, 6, ⌐, ⌐. The other obstacle, an *Astral Shiver*, is less difficult: 3, ϟ, ϟ. Luckily Jay is playing a Mage. Jay has a *Lightning Bolt*, a *Stunbolt*, a *Monofilament Whip*, a *Quick Shot*, and a *Mana* in his hand.

With the *Gargoyle* in his sights, Jay plays the *Lightning Bolt*. Instead of dealing damage of a specific type, it deals two consecutive levels of damage to the *Gargoyle's* damage track. He then plays a *Quick Shot* for a ⌐ damage, followed by the *Monofilament Whip* for the second ⌐ damage. But first, the *Whip's* ability allows him to move an obstacle in front of Jim to face him, which he does. Because he played another Weapon card (*Quick Shot*), Jay knows he won't take any damage from that obstacle this turn. Jay places all three cards next to *Gargoyle*; he'll take care of applying damage after he plays his other cards.

Now for the *Astral Shiver*. Jay wants to clear all three levels of its damage track, so he'll need a total of 5 damage (3 + 1 + 1), where 2 of that damage needs to be blue, to defeat it. First he plays his *Stunbolt*, which is the only risk to his plan. Part of *Stunbolt's* damage ability lets him reveal the top card of his deck and get additional damage equal to its cost. He reveals a *Guiding Spirit* with a cost of 3, so things look good. His last play is the *Mana*, and he places both cards next to the *Astral Shiver*.

Jay is done playing cards, so he applies damage. For the *Gargoyle*, he uses the *Lightning Bolt* to deal two consecutive levels of damage, clearing the 6 damage and 6 damage. When you clear a level, it doesn't matter how much damage you would normally have to do, so Jay moves on to the black damage. He gets one ⌐ from his *Quick Shot* for the third level, and one ⌐ from his *Monofilament Whip* for the last level, and defeats the *Gargoyle*. But this step of his turn isn't quite over, because the *Gargoyle* has a defeated ability (Choose a runner. That runner takes 1 damage.). So Jay has to decide which member of his team can best take that damage.

Next it's the *Astral Shiver's* turn. The first level requires 3 damage, which Jay deals using *Stunbolt's* ability (and the *Guiding Spirit* reveal) to clear the level. *Stunbolt* also deals one ϟ for its normal damage, which takes care of the second level. Jay applies the last ϟ damage from his *Mana*, defeating the *Shiver*. Jay has defeated the two obstacles, so he distributes nuyen for them starting with himself, and discards the cards he played. He also doesn't take any damage from the obstacle he moved from Jim to himself because of the damage protection he got from the *Monofilament Whip*.



Collecting and Distributing Nuyen

You and your teammates gain nuyen for each obstacle you defeat. The nuyen value of the obstacle is shown in the upper right corner of each Obstacle card (for example, 5 ¥). The current runner (on whose turn the obstacle was defeated) takes 1 nuyen from the total the obstacle is worth. Then in clockwise order, the runner to the left takes 1 nuyen from that total, and so on until runners have taken nuyen equal to the obstacle's Nuyen value. For example, if you defeated a *Wage Mage*, which has a value of 5 nuyen, and there are 4 runners, each other runner would get 1 nuyen, and you would get 2.

There is no limit to how many nuyen you can have, but you should usually spend them on your turn to improve your deck if you can.



Defeating an Obstacle When It Isn't Anyone's Turn

Sometimes an obstacle gets defeated when it isn't a runner's turn. Usually this happens during the Draw a New Crossfire Card step of the round. If this happens, treat the runner whose turn is next as the runner who resolves any **defeated** abilities on the obstacle and who receives nuyen first when distributing it for that obstacle.

3. TAKE DAMAGE

When you are done playing cards, if there are any obstacles still facing you, each one attacks you. When it attacks, it deals damage to you equal to its Attack Strength. No matter how many obstacles deal damage to you, that damage is combined and applied as a single amount. Some obstacles also have abilities that trigger when they attack. If those abilities damage you, that damage is also combined with the damage from obstacles attacking you. This means you might become staggered from damage you take on your turn from attacking obstacles, but you won't go critical from that damage as well. (See **Staggered** and **Critical** below.)

When you take damage, reduce your hit points (HP) by the amount of damage you take. When you are healed, increase your hit points by the amount of healing. If an effect would heal you to more hit points than your starting hit points, it only heals you to your starting hit points. You can't go above your starting hit points. Use Health markers (or other means) to track your hit point total. If you take damage that would reduce you to less than 1 hit point, you go to 0 hit points and are staggered (no matter how much additional damage you take at the same time).

Staggered

- Damage taken from multiple sources during the same step of your turn can't make you become staggered and go critical at the same time. Damage taken on later steps of the turn, however, can still make you go critical if you're staggered.
- When you become staggered, immediately shuffle your deck, hand, and discard together into a new deck (meaning you currently hold no cards in your hand).
- You do continue to receive nuyen from defeated obstacles and can use upgrades while you are staggered.
- If you are the starting runner, you do continue to manage the Crossfire deck while you are staggered.
- While staggered, if you get to draw cards before the start of your turn, you can keep those cards and play them on your turn.
- At the start of your turn, if you are staggered, draw 1 card.
- If you are staggered, you can still play cards and apply damage during your turn, and you can still play cards with **assist** abilities on other runners' turns
- You still get attacked by obstacles and bosses during the Take Damage step when you are staggered. If you take any damage from them, you go critical (see below). At this point, the run is aborted (see **Ending the Game**, p. 18).
- While you are staggered, you **don't** get to draw 2 cards or buy cards during the Draw & Buy Cards step.
- If you are healed 1 hit point or more while staggered, draw 2 cards from your deck (even if it's not your turn). You recover and are no longer staggered.

Critical

- If you take any damage while staggered, you go critical, even if that damage occurs during another runner's turn. There is no recovery from going critical and your current run is over. Shuffle your hand and discard into your deck. You take no more actions during the game, but your runner will escape and will be healed up in time for the next run.

When a runner goes critical, the run can't be completed, and the rest of the team immediately begins playing an **abort run** round (see **Ending the Game**, p. 18) unless the mission doesn't allow an abort.

4. DRAW & BUY CARDS

If you have 3 or fewer cards in your hand, draw 2 cards. Whenever you need to draw cards and there aren't enough cards in your deck, draw the cards that remain in your deck (if any), then shuffle your discard into a new deck and continue drawing until you have drawn enough cards.

Now you can buy cards from the Black Market. The Black Market consists of the six cards from the Black Market deck that are face up. You can buy any number of cards, as long as you have enough nuyen to afford them (which you get from

defeating obstacles). Each Black Market card shows its purchase cost in a nuyen symbol in the top right corner to the right of the card name. Put each card you buy **into your hand** (paying the appropriate nuyen to the bank) and immediately flip a new card from the Black Market deck face up to replace it. There is no limit to the number of cards you can have in hand.

Some card abilities allow you to cycle (discard from play) cards in the Black Market. When you do, immediately flip a new card from the Black Market deck face up to replace it. There should always be six cards in the Black Market.

If the Black Market deck runs out, shuffle the cards in the Black Market discard to restock the Black Market. If there are no cards in the Black Market discard, the Market remains out of stock and you can't buy any more cards this game. In this unlikely event, the team will have to win the mission with the cards already in their decks.

In addition, if you are told to do something like reveal cards from the top of your deck, and you don't have enough cards in your deck, do as many as you can, and then reshuffle your discard into a new deck and continuing following the instructions until you have completed them. If you run out of cards in your deck and don't have a discard pile, stop drawing cards or doing whatever actions that require you to have more cards in your deck.

5. END TURN

Your turn is now over. If the runner to your left is the starting runner, the round is over and the team starts another round. Otherwise, the runner to your left takes their turn.

COMMUNICATION

Runners are not allowed to show other runners what cards they have in their hand, but they can verbally discuss anything they like in order to form an effective plan as a team. To ensure a fun play experience for everyone, try to respect the other runners' wishes about the level of advice they wish to receive.

ADVANCED COMMUNICATION RULES

If your team would like to play at a higher level of challenge, the group might want to limit what type of communication is allowed during play. In this case, use the rule that runners can't advise other runners on their play or ask for advice on their own play, with the following exceptions:

- Answering rules questions is allowed; it's not considered advice.
- Runners can talk about what **assist** ability cards they have in their hands and whether or not they are willing to play those cards on another runner's turn.
- Runners can remind other runners what cards they purchased on their last turn.
- Runners can ask that other runners don't purchase a card in the Black Market because they wish to purchase it. They can also request that another runner buy a specific card in the Black Market.
- Runners can ask other runners if they have the ability to clear a specific damage level on an obstacle.
- Trash talk, jokes, and other forms of non-strategic communication are encouraged.

ENDING THE GAME

The game can end in one of three ways: a **Win**, an **Abort**, or a **Loss**.

Win: Each mission has its own victory condition. Meet the condition and the team wins the game, with each runner earning the award listed on the Mission sheet (or see the Mission details starting on p. 19).

Abort: If any runner goes critical, the run is aborted. When this happens, the runners play a final abort run round, unless the mission prohibits an abort run round. If a runner goes critical during the Draw a New Crossfire Card step of the turn, the abort run begins with the starting runner. Otherwise, finish the turn that resulted in a runner going critical, and then start playing the abort run round with the next runner to the left of the current runner, using the following rules.

- In the abort run round, each non-critical runner plays one turn. After each of those runners has taken a turn, the abort run round is over. If at least one runner is not staggered or critical, the run is aborted successfully and all the runners receive the abort run award.
- At the start of the abort run round, remove the current Crossfire event from play and put it on the bottom of the Crossfire deck (not in the discard). Do not draw a Crossfire event during the abort run round.
- During the abort run round, ignore any mission rules.
- At the start of each runner's turn during the abort run round, move all obstacles and bosses facing a staggered or critical runner to face the current runner. This movement happens before any other "start of turn" actions.
- Skip the turn of any runner who is critical during the abort run round.

Loss: If all runners become staggered or go critical, the team loses the game and the runners receive no awards. Losses often come during the abort run round.

MISSION RULES

Each Mission is a specific scenario or run that you and your team undertake to achieve glory, to gain experience, and/or to fill your pockets with nuyen. Depending on which mission you choose, you'll have a different play experience that will require you to build your decks in specific ways to defeat it. Each mission indicates the number of runners it's designed to challenge.

Each Mission:

- Modifies the default setup rules.
- Defines the method of play for that game, including:
  - When you encounter obstacles.
  - Which obstacles you face.
  - Special rules of play.
- Has variable difficulty, based on the runners' upgrades.
- Has rules that can be modified based on the number of runners.
- Provides awards based upon a win or successful abort run, and difficulty level.

Most Missions:

- Are divided into "Scenes" with small rewards, breaks, or changes of play mode between Scenes. Each Mission sheet will describe what happens during a Scene and when a Scene ends.
- Some upgrades are usable once per Scene. Once used during a Scene within a Mission, they can't be used again during that same Scene. When a Mission changes from one Scene to the next, these abilities become available for use again.

MISSION DIFFICULTY LEVELS

Each mission has a recommended number of upgrades for playing that mission. It is recommended that each runner have that many upgrades, or else the mission will be very challenging. In addition, the Karma award a runner receives for completing the mission is changed by the amount of upgrades that runner has. Each mission will explain how much less Karma a runner receives if they have more than a certain amount of upgrades.

Each mission will give the team options for increasing its difficulty in order to gain extra Karma. The team can't take an option more than once unless the mission specifically allows it.

MISSIONS

The rules from the Mission sheets are also included here for ease of reference.

CROSSFIRE

Getting in was easy, just like Mr. Johnson promised. But you've got heavy company on the way out.

Difficulty: Normal (no upgrades needed)
Runners: 2-4

Mission Goal: Your team will face off against obstacles in three Scenes. Each Scene ends when you have defeated all obstacles facing runners. Once the third Scene ends, the team wins the Mission!

Obstacles and Crossfire: 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 flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. The first round begins with the starting runner.

CROSSFIRE OBSTACLES

SCENE	FLIP OBSTACLES EQUAL TO
1	NUMBER OF RUNNERS
2	NUMBER OF RUNNERS + 1
3	NUMBER OF RUNNERS + 2

Ending a Scene: At the end of a turn, if there are no obstacles in play, each runner heals 1 HP and the starting runner removes the Crossfire event from play (it goes to the bottom of the Crossfire deck instead of the discard). Then, starting with the runner to the left of the runner who defeated the last obstacle, each runner, in order, can buy one card from the Black Market. This Scene ends after the last runner buys a card or passes. Play continues in the next Scene with the runner who had the first choice to buy a card. After the third Scene, the team wins the mission!

Playing with Fewer than Four Runners: If there are only three runners, do not flip a Crossfire card at the start of the first round. If there are only two runners, do not flip a Crossfire card at the start of the first or second rounds.

Karma Awards: If the team wins, each runner gets 3 Karma. If the team aborts, and has a successful abort run round, each runner gets 1 Karma. The team can also choose the following bonus challenge options:

- **Bring It On!:** Flip up one additional obstacle at the start of each Scene: +1 Karma for each runner
- **Danger Zone:** Start the game with one card in the Crossfire discard: +2 Karma for each runner (In the same game, the team can choose this option up to once for each runner.)

Karma Scaling: Each runner gains the following Karma award or penalty based on how much Karma they have.

CROSSFIRE KARMA SCALING

KARMA IN UPGRADES	AWARD OR PENALTY
0-10	FULL KARMA AWARD
11-30	-1 KARMA PENALTY
31-50	-2 KARMA PENALTY
51-75	-3 KARMA PENALTY
EACH ADDITIONAL +25	ADDITIONAL -1 KARMA PENALTY

EXTRACTION

Great pay? A cooperative client? Really great pay? Oh frag. There's going to be trouble.

Difficulty: Advanced (at least 5 points per runner in upgrades recommended)
Runners: 1–4

Mission Setup: Place the Client card that corresponds to the number of runners between the starting runner and the runner to their right. The Client takes a turn just like the runners, but always goes last in the round. The Client is Human, and has 5 starting HP; mark that total on the Client card Health Track. Place a mission-progress marker (a generic marker) on round 1 of the mission-progress track on the Client card. Follow the instructions for that step of the track (see **Obstacles and Crossfire,** below). Then the rest of the first round begins with the starting runner.

Mission Goal: The team must keep the Client alive as the mission progresses. The obstacles will attempt to stop the Client from leaving, but the team can intercept them. The team must extract the Client alive and in time (by round 7) to win the mission. There is no option to abort the run in this mission.

Obstacles and Crossfire: Use the normal Crossfire rules. Flip obstacles as instructed for each step of the mission track. Flipped obstacles start facing the Client, but the runners can protect the Client. At the start of each runner's turn, a non-staggered runner can move one obstacle facing the Client to face them instead, if that obstacle's color matches their role color. This choice must be made before any obstacle abilities that would trigger at the start of a runner's turn.

Obstacles will attack runners they're facing, as normal, but when a runner becomes staggered, move all obstacles facing that runner to face the Client at the end of that turn.

The Client: The Client counts as a runner, but has no role, deck, hand, discard, or nuyen. The Client plays no cards, but can be assisted; in this case, the starting runner applies that damage to the obstacles facing the Client. The Client doesn't receive nuyen for any reason, and nuyen distribution from an obstacle defeated on the Client's turn starts with the starting runner. If an obstacle gives the Client a choice, the runner whose role color matches the obstacle's color makes that choice.

You must keep the Client alive as you progress through the mission. Obstacles attack the Client like any other runner. If the Client is staggered, the mission ends in a loss.

The mission also ends in a loss if any runner goes critical.

Mission Progress Track and Ending a Scene: At the end of the Client's turn, advance the mission-progress marker to the next round down on the track and follow the instructions for that step (see **Obstacles and Crossfire**, above, for obstacle placement). Then the rest of the next round begins with the starting runner. Each mission track indicates when a Scene ends. There are no additional rewards for runners when a Scene ends.

Winning the Mission: If the Client has at least 1 HP when the mission-progress marker reaches the final step, the team extracts the Client and wins the mission.

Karma Awards: If the team wins, each runner gets 4 Karma. The team can also choose the following bonus challenge options:

- **Stepped-up Security!:** Start the game with four cards in the Crossfire discard (those events effects do not trigger): +1 Karma for each runner
- **EMT Gig!:** Start the Client with 1 HP (his maximum HP are unchanged). At the start of the game, take one *Doc Wagon Contract* from the Black Market deck and set it aside. It is available for purchase, but doesn't count as part of the Black Market: +1 Karma for each runner
- **Elite Response Team!:** Whenever the Mission-progress track tells you to flip Hard obstacles, flip up 1 additional Hard obstacle: +3 Karma for each runner

Karma Scaling: Each runner gains the following Karma award or penalty based on how much Karma they have.

EXTRACTION KARMA SCALING

KARMA IN UPGRADES	AWARD OR PENALTY
0–10	FULL KARMA AWARD
11–30	-1 KARMA PENALTY
31–50	-2 KARMA PENALTY
51–75	-3 KARMA PENALTY
EACH ADDITIONAL +25	ADDITIONAL -1 KARMA PENALTY

DRAGON FIGHT

Unfortunately for your team, the deal fell through. Better luck in your next incarnations!

Difficulty: Very Advanced (at least 70 Karma per runner in upgrades recommended)
Runners: 4

Mission Setup: This is a 4-runner mission. Place the Dragon art card with the Covert side face up facing the runner to the right of the starting runner, and give the Dragon rules card to that runner. Then follow the rules in the Dragon Fight Obstacles table (p. 21) for round 1.

Mission Goal: First, you must defeat both aspects of the Covert Dragon. Then you must defeat both aspects of the Enraged Dragon to win. The Dragon will send obstacles your way.

Obstacles and Crossfire: At the start of each round of play, flip up obstacles as indicated in the chart on p. 21. First flip obstacles from the Hard Obstacle deck equal to the Crossfire level. Then if you still need more obstacles, flip obstacles

EXTRACTION PROGRESS TRACK

ROUND	4 RUNNERS	3 RUNNERS
1	FLIP 4 NORMAL OBSTACLE CARDS.	FLIP 3 NORMAL OBSTACLE CARDS.
2	EACH RUNNER DRAWS 1 CARD. FLIP 2 HARD OBSTACLE CARDS.	EACH RUNNER DRAWS 1 CARD. FLIP 1 HARD OBSTACLE CARD.
3	THE CLIENT AND EACH RUNNER HEALS 1 HP. FLIP 1 HARD OBSTACLE CARD AND 2 NORMAL OBSTACLE CARDS. THIS SCENE ENDS.	THE CLIENT AND EACH RUNNER HEALS 1 HP. FLIP 1 HARD OBSTACLE CARD AND 1 NORMAL OBSTACLE CARD. THIS SCENE ENDS.
4	EACH RUNNER DRAWS 2 CARDS. FLIP 2 HARD OBSTACLE CARDS AND 1 NORMAL OBSTACLE CARD.	EACH RUNNER DRAWS 2 CARDS. FLIP UP 1 HARD OBSTACLE CARD AND 2 NORMAL OBSTACLE CARDS.
5	THE CLIENT AND EACH RUNNER HEALS 2 HP. FLIP 2 HARD OBSTACLE CARDS AND 2 NORMAL OBSTACLE CARDS. THIS SCENE ENDS.	THE CLIENT AND EACH RUNNER HEALS 2 HP. FLIP 2 HARD OBSTACLE CARDS AND 1 NORMAL OBSTACLE CARD. THIS SCENE ENDS.
6	EACH RUNNER DRAWS 3 CARDS. FLIP 3 HARD OBSTACLE CARDS AND 3 NORMAL OBSTACLE CARDS.	EACH RUNNER DRAWS 3 CARDS. FLIP 2 HARD OBSTACLE CARDS AND 3 NORMAL OBSTACLE CARDS.
7	THE TEAM ESCAPES WITH THE CLIENT!	THE TEAM ESCAPES WITH THE CLIENT!

ROUND	2 RUNNERS	1 RUNNER
1	FLIP 2 NORMAL OBSTACLE CARDS.	FLIP 1 NORMAL OBSTACLE CARD.
2	EACH RUNNER DRAWS 1 CARD. FLIP 1 HARD OBSTACLE CARD.	DRAW 2 CARDS. FLIP 1 NORMAL OBSTACLE CARD.
3	THE CLIENT AND EACH RUNNER HEALS 1 HP. FLIP 2 NORMAL OBSTACLE CARDS. THIS SCENE ENDS.	YOU AND THE CLIENT EACH HEAL 1 HP. FLIP 1 HARD OBSTACLE CARD. YOU GAIN 2 NUYEN AND CAN BUY 1 CARD FROM THE BLACK MARKET. THIS SCENE ENDS.
4	EACH RUNNER DRAWS 2 CARDS. FLIP 1 HARD OBSTACLE CARD AND 1 NORMAL OBSTACLE CARD.	DRAW 3 CARDS. FLIP 1 HARD OBSTACLE CARD.
5	THE CLIENT AND EACH RUNNER HEALS 2 HP. FLIP 1 HARD OBSTACLE CARD AND 1 NORMAL OBSTACLE CARD. THIS SCENE ENDS.	YOU AND THE CLIENT EACH HEAL 2 HP. FLIP 2 NORMAL OBSTACLE CARDS. YOU GAIN 2 NUYEN AND CAN BUY 1 CARD FROM THE BLACK MARKET. THIS SCENE ENDS.
6	EACH RUNNER DRAWS 3 CARDS. FLIP 2 HARD OBSTACLE CARDS AND 1 NORMAL OBSTACLE CARD.	DRAW 4 CARDS. FLIP 2 HARD OBSTACLE CARDS AND 1 NORMAL OBSTACLE CARD.
7	THE TEAM ESCAPES WITH THE CLIENT!	YOU ESCAPE WITH THE CLIENT!

from the Normal Obstacle deck for the remainder. When you flip obstacles, place the first flipped obstacle facing the runner to the left of the runner with the Dragon. Distribute the rest clockwise (the runner facing the Dragon should not get an obstacle in a standard game). After flipping obstacles, follow the instructions for drawing Crossfire cards in the chart below. Then the round begins with the starting runner.

DRAGON FIGHT OBSTACLES

ROUND	OBSTACLES	CROSSFIRE
1	FLIP UP 3 OBSTACLES	DON'T DRAW A CROSSFIRE CARD.
2	FLIP UP 3 OBSTACLES	DON'T DRAW A CROSSFIRE CARD.
3+	FLIP UP 3 OBSTACLES	DRAW A CROSSFIRE CARD PER THE NORMAL RULES.

The Dragon: The Dragon has two sides: Covert and Enraged. The Dragon starts the game with its Covert side facing a runner. The Covert Dragon has two aspects: Hacking and Skill. The team must defeat both aspects to progress, but can choose which one to face first. Each aspect also has two ways to defeat it, with colored damage or a higher amount of colorless damage. One runner must clear that damage. Once the team defeats both the Hacking aspect and the Skill aspect, flip the dragon rules card and art card to their Enraged sides. The Enraged Dragon also has two aspects: Spell and Weapon. The team must defeat both of those aspects, in the order they choose, to win the mission. Each Enraged Dragon aspect has two ways to defeat it as with the Covert Dragon's aspects. You can only defeat each aspect of the Dragon once. If the dragon moves to a different runner, move the dragon rules card and art card to that runner.

Dragon Rewards and Ending a Scene: At the end of any turn when the team has defeated one of the Dragon's aspects, each runner gets the reward for defeating that aspect shown on the Dragon card and the starting runner removes all the active Crossfire events from play (they go to the bottom of the Crossfire deck instead of the discard). Then, starting with the runner to the left of the runner who defeated the Dragon's aspect, each runner, in order, can buy one card from the Black Market. This Scene ends after the last runner buys a card or passes. Play continues in the next Scene with the runner who had the first choice to buy a card.

Special Dragon Rules and Winning the Mission: Treat each of the Dragon's aspects as a separate boss (so it attacks like an obstacle, and card abilities that only affect obstacles won't affect it). See the Dragon rule card for details. As soon as the team has defeated all four of the Dragon's aspects, the team wins the mission, even if there are still obstacles in play!

Karma Awards: If the team wins, each runner gets 7 Karma. If the team aborts, and has a successful abort run round, each runner gets 1 Karma. The team can also choose the following bonus challenge options:

- **Trouble Brewing:** Begin drawing a Crossfire card on round 2 instead of round 3: +1 Karma for each runner (if chosen, you can't also choose the **Let's Get Serious** bonus challenge.)
- **Let's Get Serious:** Start drawing Crossfire cards at the start of the game instead of at the start of the third round: +2 Karma for each runner (if chosen, you can't also choose the **Trouble Brewing** bonus challenge.)
- **I'm Closer Than You Think:** The Attack Strength of the Covert Dragon is increased by +1: +2 Karma for each runner
- **Minions Unending:** At the start of the game and after each round of play, flip up 4 obstacles instead of 3: +3 Karma for each runner

Karma Scaling: Each runner gains the following Karma award or penalty based on how much Karma they have.

DRAGON FIGHT KARMA SCALING

KARMA IN UPGRADES	AWARD OR PENALTY
0–75	FULL KARMA AWARD
76–100	-1 KARMA PENALTY
EACH ADDITIONAL +25	ADDITIONAL -1 KARMA PENALTY

UPGRADING RUNNERS

CAMPAIGN PLAY

Campaign play uses the following rules to increase the abilities of runners across multiple games.

Karma and upgrades cannot be assigned or acquired during a mission, only in between missions.

Players are encouraged to have a "post-Mission session" after each game to award Karma and acquire upgrades (if any). This ensures that all players apply the appropriate amount of Karma (especially if any of the Mission Bonuses are used), as well as plan as a team which upgrades to acquire to maximize effectiveness.

Note that *Crossfire* includes multiple Runner cards of each metatype. This ensures that multiple players can enjoy the same metatype, and allows players to build more than one runner if they want to. For example, a player starts out with a human Hacker and runs down that path for several games. He could continue with that character, or he could begin a new runner and build a human Street Samurai, alternating between characters game after game, as desired.

KARMA

Each time the team completes a run, they earn Karma based on the mission they played. For example, the Crossfire mission awards 3 Karma for a successful run, 1 Karma for an aborted run, and 0 Karma for a failed run. Each mission also has bonus challenge options for extra Karma awards if the team completes the mission in a specific way. For example, if the team completes the *Crossfire* mission successfully, each player would update their Karma total by 3 on their Runner cards (assuming no penalties). If the team chose to accept the *Bring It On* bonus challenge before the game started, they would get an additional 1 Karma each.

The Runner cards are laminated so players can use a dry erase marker to easily track their total earned Karma.

UPGRADES

Once runners have earned Karma, they may gain upgrades. These upgrades represent the new skills, items, weapons, and powers that runners gain with more experience. A runner can't have two upgrades with the same name.

Karma and Acquiring Upgrades

The total value of upgrades a runner can have is limited by the amount of Karma they have earned. Each upgrade has a value that is shown on the Upgrade sticker. In addition, each upgrade that is placed in any slot on a Runner card other than the first slot has its value increased by 10. When you acquire an upgrade, remove the sticker and place it on your Runner card in one of the upgrade slots. You can only do so if this doesn't raise the total value of all your upgrades above the Karma you have earned (and remember that upgrades in slots other than the first slot cost 10 more than normal against your total).

If you decide you don't like one of your upgrades, or want to use that slot for a more powerful upgrade, you can cover an existing Upgrade sticker with a new one. **When you cover an upgrade, only the Upgrade sticker on top counts.** The powers of any covered upgrades aren't active, and they don't contribute to the total value of your upgrades.



Mike has earned 5 Karma and gets his first upgrade, Cigar Money *(which has a value of 5 Karma), and places it on his Runner card, giving him 1 more starting nuyen in games. After earning 15 more Karma (bringing his total to 20), he decides that he'd like to replace* Cigar Money *with* It's A Jing Thing. *He covers* Cigar Money *with* It's A Jing Thing. It's A Jing Thing *is worth 20 Karma, but that's OK since he has 20 Karma, and the value of* Cigar Money *no longer counts now that it's covered. Now Mike starts games with 2 extra nuyen (not 3, because* Cigar Money*'s effect no longer applies). If Mike had wanted to put* It's a Jing Thing *into a new slot, he would have needed an additional 15 Karma (for a total of 35) to do so, because in that case the total value of his upgrades would be 35: 5 for* Cigar Money, *and 30 for* It's a Jing Thing *whose value increases by 10 when it's placed in a new slot instead of the first slot.*



CARD EXPLANATIONS

Check here for questions about specific cards.

BLACK MARKET CARDS

HACKING

Backdoor: Treat the obstacle as if it had no text on it. This ability doesn't work on Crossfire events.

Hack the World: You can apply the damage from the card you copy to a different obstacle from the one to which you apply *Hack the World*'s 2 damage.

Icon Grab: The ability to add damage of an additional color checks what cards you have played during the damage step. As long as you played another Hacking card during your turn, either before or after *Icon Grab*, you will get the extra damage.

Jacked In: If you play this card during your turn it will remain in play. You can't discard another card to get it back on that turn. You'll have to wait until your next turn. On the other hand, if you discard *Jacked In* in response to another card's effect, such as *Paired Programming*, you can get it back that turn because it will be in your discard and not in play. You can't return *Jacked In* to your hand after dealing damage with it if you played it that turn.

Pair Programming: The damage from the card you copy can be applied to a different obstacle from the damage of *Pair Programming*.

Retrieval Agent: You can't return cards you played before *Retrieval Agent* on the same turn. Those cards are still in play. They do not go to your discard until you deal damage with them. And once you have dealt damage, you can't play any more cards.

SKILL

Black Market Contacts: You have to buy the card before playing any more cards.

Coordinated Attack: Yes, you can chain *Coordinated Attack* cards together. You can't target yourself with the ability, but if you play *Coordinated Attack* on another player, they can play one on you.

Doc Wagon Contract: You can play this card to heal yourself, if you want. For the assist ability, you don't have to heal the runner who applies the damage; you can heal any runner.

Hero Move: When you play this card while a Crossfire event or obstacle ability is preventing a runner (including yourself) from drawing cards, that runner won't get to take advantage of the card draw, but the rest of the team will. This card also allows staggered runners to draw a card (assuming there's no ability preventing them).

Negotiation: This card counts itself toward the discount. For the assist ability, if the current runner does not buy a card on their turn, the discount opportunity is lost; it does not carry over to the next turn.

Press the Advantage: Here's how it works: You play this card and reveal a Weapon card, then a Skill card, and then a Weapon card. You then get to draw only the first Weapon card and the Skill card. The second Weapon card remains on top of your deck.

SPELL

Clairvoyance: You must resolve both the draw and discard before taking any other actions. You can't do anything between the draw and discard actions.

Deathtouch: Make note of how many Spell cards you reveal when you resolve the ability. Use that number later to increase this card's damage. If, after resolving the *Deathtouch* ability, you draw cards or otherwise alter the top card of your deck, you do not change the damage *Deathtouch* will deal with the ability. That number is set at the time you resolve the ability. Use markers to remember the damage, if needed.

Guiding Spirit: You can play the cards you drew thanks to the card ability before applying card damage.

Fireball: The ⚡ ⚡ 2 damage and each instance of level damage can each be applied to a different obstacle. Or you can apply one instance of level damage to the same obstacle to which you apply the ⚡ ⚡ 2 damage.

Lightning Bolt: Consecutive levels means that you clear two levels of damage in a row. For example, if you use it on an undamaged Bonelaced Adept, you could clear the 4 and ⚡, or the ⚡ and 1, but not the 4 and 1. Also, if a damage track only has one uncleared level left on it, you can still use this card, but the extra level of damage is wasted.

Stunbolt: Make note of the nuyen value of the card you reveal when you resolve the ability. Use that number later to increase this card's damage. If, after resolving the *Stunbolt* ability, you draw cards or otherwise alter the top card of your deck, you do not change the damage *Stunbolt* will deal with the ability. That number is set at the time you resolve the ability. Use markers to remember the damage, if needed.

WEAPON

Aztechnology Striker: You can apply this card's damage to different obstacles than the ones you take from other runners using the card's ability. You can choose to take an obstacle or not from each runner, giving you between zero and three obstacles (in a 4-player game). Preventing an obstacle from attacking also prevents any abilities that trigger when that obstacle attacks.

Covering Fire: You can't heal yourself with this card. You must choose a runner other than yourself. Preventing an obstacle from attacking (using the assist ability) also prevents any abilities that trigger when that obstacle attacks.

Katana: If you play multiple *Katana*s on your turn, your non-*Katana* Weapon cards will benefit from each one, and the damage will add up fast. Each instance of +1 damage can affect the other *Katana*s you play during that turn, but each does not affect itself.

Monofilament Whip: Preventing an obstacle from attacking also prevents any abilities that trigger when that obstacle attacks.

RA SM-4 Sniper Rifle: If you play a *Katana* during the same turn as this card, *Sniper Rifle* will get +1 damage. You can apply that damage first (even in combination with other cards) to get the obstacle down to its last two levels and still defeat it with the two levels of damage from this card's ability. Alternately, if you don't want to deal two levels of damage but need the +1 damage from *Katana*'s ability, you can use that on an obstacle that is not down to two levels (but you will not be able to use the two levels somewhere else). Also, if a damage track only has one uncleared level left on it, you can still use this card, but the extra level of damage is wasted.

Remington Roomsweeper: You determine which obstacles *Remington Roomsweeper* damages when you apply damage. Once you start applying damage, you choose a runner and *Remington Roomsweeper* does damage to all the obstacles and bosses facing that runner. Use counters to mark the extra instances of the *Roomsweeper* damage. If you play a Katana on the same turn as *Remington Roomsweeper*, the damage to every obstacle or boss that *Roomsweeper* damages is increased.

OBSTACLE CARDS

Elf Blademaster: If the runners can't decide which cards to discard among the group, each runner must discard 1 card.

Gang Leader: If you have 3 cards or less in your deck, you place those cards into your discard, but don't reshuffle. The next time you need to draw a card from your deck, then reshuffle as normal.

Trickster Initiative: An example of how this works would be if *Lightning Mage* (3 ⚡ ⚡ 1) was facing a runner with the top level cleared and you played *Fireball* (⚡ ⚡ 2 and placed it next to the Mage. You would clear the ⚡ ⚡ but couldn't apply the 2 to its damage track to clear the 1.

Unusual Suspects: The runner who defeats the obstacle can be one of the runners.

Weapons Specialist: Each runner can take no more than 1 damage from this ability, no matter how many Black obstacles there are.

CROSSFIRE CARDS

Coordinated Defenses: If *Coordinated Defenses* is discarded during the Draw a New Crossfire Card step of the round, and there are obstacles that have been defeated but are still in play because of this card's effect, those obstacles are immediately defeated and the starting runner is considered to be the defeating runner.

GPS Hack: Either of the chosen runners can be the Decker.

Grenade!: The chosen runner can be the Street Samurai. If any obstacles are defeated as a result of this card's effect, the starting runner is considered to be the defeating runner.

Harlenquinade: The chosen runner can be the Mage.

UPGRADES

Jack of Everything: Those cards all need to be the same color.

FAQ

Q: Is it okay to apply damage from a card to a damage track level even if you won't clear that level as a means to use the card?

A: Yes, but any wasted damage is lost.

Q: If two obstacles attack and deal enough damage to stagger my runner, and one of those obstacles has an ability that deals more damage to me, do I go critical?

A: No, you only become staggered. All damage dealt to a runner during the damage step happens simultaneously; that damage is combined into a single damage total (a packet). This includes Attack Strength damage, card ability damage, and any other source of damage step damage (i.e. two obstacles that each deal 2 damage facing the same runner deal that target a packet of 4 damage). Damage packets are resolved first by the current runner, and then clockwise around the table.

Q: If a card I play defeats an obstacle on another runner's turn, who collects nuyen first?

A: Nuyen distribution always starts with the current runner, even if another runner's card dealt the damage to defeat the obstacle via a card such as *Coordinated Attack* or through an assist ability.

Q: Can you play an assist ability whenever you want to as long as it's during another runner's turn?

A: Yes. You can play an assist ability whenever you want when you're not the current runner, even if the current runner passes their turn.

Q: When I play an assist ability, such as on a card like *Backdoor* where an obstacle is chosen and it also deals a damage, who decides which obstacle gets chosen?

A: When someone plays an assist ability, the current runner decides where the damage goes. The runner playing the assist makes decisions for all other effects; in this case, choosing the obstacle card that will have its abilities canceled.

Q: If an obstacle or boss limits a color of damage that can be dealt, does it also limit the abilities of cards of that color?

A: No. It only limits those cards' damage that can be applied, not their abilities.

Q: How does *Coordinated Attack* work?

A: When a runner is targeted by *Coordinated Attack*'s ability and chooses to play a card, it's as if that runner played the card on their turn. They follow all instructions on the cards, pay any additional costs, and any references to "you" mean that runner. The only difference is that the runner who played *Coordinated Attack* is the one who applies the damage from that card.

Q: How does damage applied to multiple obstacles work?

A: After you play a card like *Fireball*, place that card next to an obstacle to indicate that you are going to apply the 2 damage from *Fireball* to that obstacle. Then take 3 generic markers to represent each of the levels of damage from *Fireball*. Put each of those markers next to an obstacle to indicate that you plan to deal a level of damage to that obstacle. When you apply damage to an obstacle, apply the 2 or damage level, depending on whether you placed the card or a generic marker next to that obstacle.

Q: If I have a replacement effect on an upgrade that says I can do something, and an ability on an obstacle says I can't do it, who wins?

A: The "can't" wins. For example, say you have an upgrade that says, "Each time you would heal, you can draw a card instead." And a *Buzzback* obstacle facing you says, "You can't draw cards." If you get healed, you can't choose to draw a card, because the "can't" of the *Buzzback* wins."

Q: Does the starting runner have to draw another Crossfire card if they somehow get to take an extra turn?

A: No. Only one Crossfire card per round should be revealed.

Q: When a timebomb effect has a crossfire threshold, does the timebomb card count toward the crossfire level?

A: When the timebomb effect goes off, the timebomb card itself is not in the discard yet, so it does not count toward the crossfire level. For example, if a round ends with no cards in the discard pile and *Top Shelf* is the active crossfire event, runners do not take 2 damage.

Q: If I have both *Pain Is Gain* and *Red Haze* as upgrades, when I heal can I draw a card and gain 1 nuyen?

A: No. You can either draw a card or gain 1 nuyen, not both. Drawing a card or gaining 1 nuyen replaces the heal, so you can only do one or the other.

Q: My group is having a hard time successfully completing the Crossfire mission. What do we need to do to win?

A: Most cooperative games are challenging to win and a *Shadowrun* cooperative game is doubly challenging! If you're looking for help, hints, or strategies visit the *Shadowrun: Crossfire* forum at http://forums.shadowruntabletop.com for strategy tips from the designers as well as the *Shadowrun: Crossfire* community!

APPENDIX A: GLOSSARY OF GAME TERMS

Abort/Aborted Run: When a runner goes critical, the run is aborted and the team can't win. If at least one runner is not critical at the end of the Abort Run round, the team gets a partial victory.

Assist: A card ability you can play only during another runner's turn.

Assist Damage: Damage given to the current runner to apply by another runner when they play a card with an assist ability.

Attack: What obstacles do to damage you.

Attack Strength: A stat on obstacles and (some) bosses that determines how much damage they do when they attack.

Black Market deck: A group of Weapon cards and Ability cards that improve the runners' decks.

Boss: A mission obstacle with special rules; usually tougher than standard obstacles.

Bullet Icons: On the Obstacle card backs are icons used to distinguish the difficulty of obstacles for easy reference. The difficulty is either Normal (1-Bullet Icon) or Hard (2-Bullet Icon).

Card: A game component used to play the game. Cards are divided into decks, or used for game reference.

Clear: When a runner deals damage to an obstacle track level equal to what the damage track indicates. When a level is cleared, a damage marker is used to mark the cleared level.



Color: There are four colors in the game, representing runner roles: black, blue, green, and red. Obstacles corresponding to those roles have the same color.

Critical: A condition. A staggered runner that is damaged goes critical. When this happens, the current run is aborted or lost (in some missions). Runners that go critical can be used in future games.

Crossfire: An event on Crossfire cards with an effect that lasts until the card is discarded or removed (usually for one round of the game).

Crossfire deck: A deck containing Crossfire cards.

Crossfire level (Crossfire #): The total number of Crossfire cards that have been placed in the Crossfire discard.

Current runner: The runner whose turn it is. Many game rules depend upon which runner is currently taking their turn.

Cycle: The act of discarding a card from play and replacing it with a new card from the same deck.

Damage: Obstacles and bosses deal damage when they attack. Runners subtract damage from their HP total.

Damage symbol: There are two types of damage symbols in the game, colored and colorless. There are four colors of damage symbols: black, blue, green, and red.

Damage track: On obstacles and bosses, the row of colored and colorless damage symbols that you have to clear by dealing that type of damage to defeat it.

Drek: When the drek hits the fan, you know things aren't good.

Event: What it's called when a Crossfire card's effect is happening. Sometimes called a "Crossfire event."

Flip: Drawing a card from a deck and putting it face up into play.

Flipped: An ability on Obstacle cards that triggers when the card is put into play, either by flipping it or placing it in play due to an effect.

Hand: The cards each runner holds.

Heal: There are two types of healing: hit point recovery and damage track healing. Runners lose hit points when damaged. When an ability heals them, they regain that many hit points (but not more than maximum). Obstacles and bosses have damage tracks. Damage to damage tracks is represented by levels that are cleared. Damage track healing restores some amount of cleared levels.

Healing card: A generic name for any card played to remove damage on a runner, either as its primary ability, or as an assist ability.

Hit point (HP): A statistical representation of how damaged a runner is. Runners can't heal above their maximum HP, and they become staggered when they go below 1 HP.

Karma: A reward gained by runners who complete runs, either partially or fully. Karma allows runners to buy upgrades to improve themselves.

Main Color: When a player takes more than one Role card, their main color is the one that matches the color of the role whose deck they're playing.

Mission: A specific run that the team chooses to undertake as part of the game. Completing one successfully or semi-successfully earns the runners Karma.

Mission sheet: A game component that contains information about how to set up and run a specific mission.

Move: When an ability or effect forces an obstacle or boss to move, its position is changed to face a different runner. Effectively, you're drawing the obstacle or boss to you.

Nuyen: In the *Shadowrun* universe, nuyen is the money of the world.

Reveal: When you reveal a card, usually from the top of a deck, you show that card to all runners but do not put it into your hand. Usually you will leave it in play revealed (Crossfire cards) or put the card back on top of the deck it came from. Sometimes you discard the card.

Role card: A card that determines what role/color (i.e. Face-red, Decker-green, Mage-blue, Street Samurai-black) a runner will play during a run.

Role color: The color associated with a runner's chosen role. It sometimes determines where a flipped up obstacle with a matching color is placed.

Run: Another name for a mission in the game.

Runner(s): A player (or players) in the game. In rules text, "each runner" or "runners" refers to the entire team (all players).

Runner card: A game component showing runner information such as metatype, HP, starting cards, starting nuyen, Karma, and upgrades.

Scene: Each mission is broken into one or more Scenes. Runners usually get stronger when a Scene ends, and some abilities can only be used once per Scene.

Staggered: A condition. Runners become staggered when their hit points drop below 1.

Team: The group of runners going on the Mission and playing the game.

Upgrades: Abilities that the runners earn through gameplay to make them better. The upgrades are shown on stickers that are placed in slots on a Runner card.

You: In card text, the current runner.

APPENDIX B: STRATEGY OPTIONS

Running the shadows is no easy business, so here are some things you may want to think about while playing *Shadowrun: Crossfire*.

- Think carefully about who can afford to take damage on their turn, and which obstacles you'll need to defeat before the end of the turn of the runner those obstacles are facing. This is especially true on the first turn of the game: you almost certainly can't defeat the obstacle facing you if you are the starting runner. Ask your teammates what they need to defeat the obstacles facing them and help them out. You can prevent them from taking damage and will earn nuyen for everyone faster. Sure, you'll take some damage, and any obstacles facing you might attack you again on your next turn, but the team will be in a better position to win.
- Don't always empty your hand. It's important to play cards when they will make a difference, not just to play them. You only draw two cards a turn, and often buy a third, so you'll break even by playing three cards. Be mindful of your role and what colors the team needs to beat on obstacles facing them. As the Hacker, if you have a Hacking card you can use to get past a colorless damage level on an obstacle this turn, ask your team if they think you'll need it for green on your next turn. None of them might have a damage in hand, and will need you to finish off a *Trip Beams* with your damage on your next turn.
- Don't hoard nuyen. It's great to save up for the *Aztechnology Striker* when it's in the market, but only one runner needs to do that. If that runner isn't you, or if the *Striker* isn't in play yet, spend your nuyen to buy cards. The card you buy now helps you defeat more obstacles sooner, which provides more nuyen for your next card that much faster, and so on.
- The *Fireball* looks really powerful (and it is), but the other three 9-cost cards all deserve to cost 9.
- Assist! The secret power of the assist cards is that the team as a whole gets to play that card a few turns earlier. Obstacles defeated earlier means more cards bought now and less damage taken by the team. (Notice a theme here?)



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SHOUT OUTS

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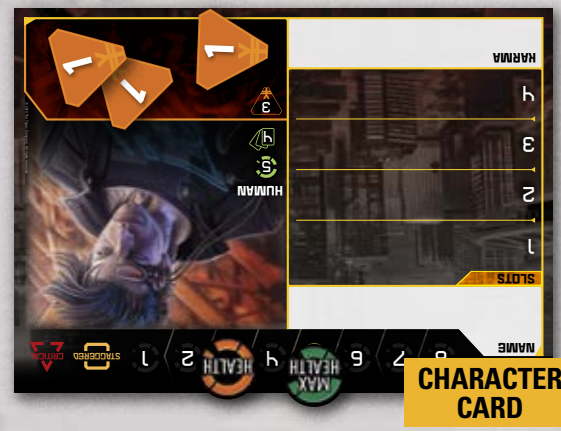
RUNNER DECK



DISCARD



CHARACTER CARD



ROLE CARD

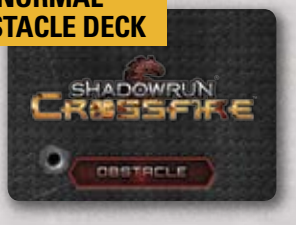


DAMAGE TOKEN

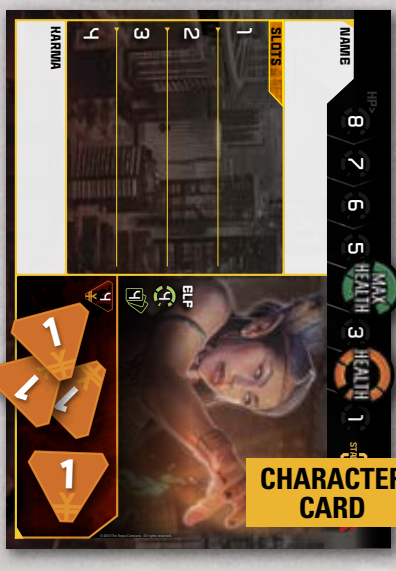


ROLE CARD

NORMAL OBSTACLE DECK



NORMAL OBSTACLE DISCARD



CHARACTER CARD



OBSTACLE



HARD OBSTACLE DECK

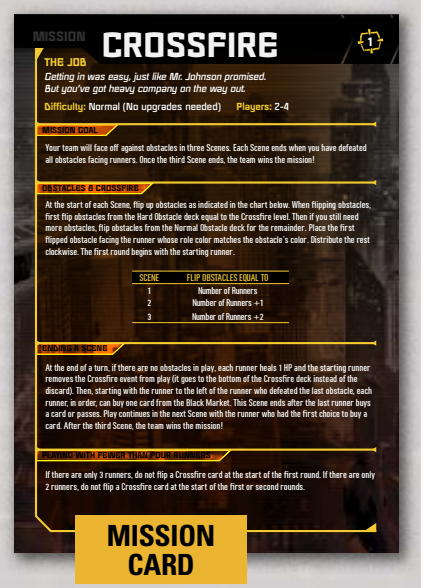
HARD OBSTACLE DISCARD



DISCARD



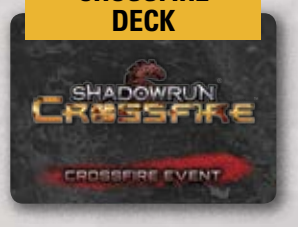
RUNNER DECK

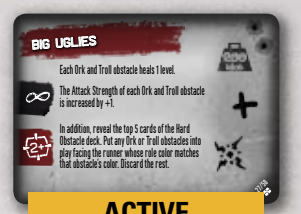


MISSION CARD

CROSSFIRE DISCARD

CROSSFIRE DECK





ACTIVE CROSSFIRE EVENT

BLACK MARKET DECK

BLACK MARKET DISCARD

BANK

RUNNER DECK



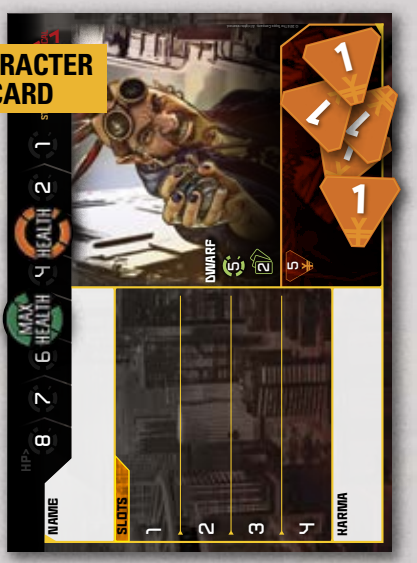
BLACK MARKET

GENERIC TOKENS

DISCARD



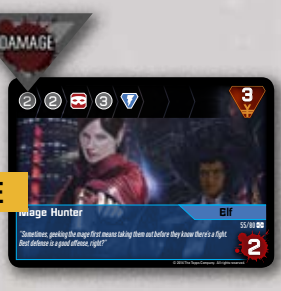
CHARACTER CARD



OBSTACLE



OBSTACLE



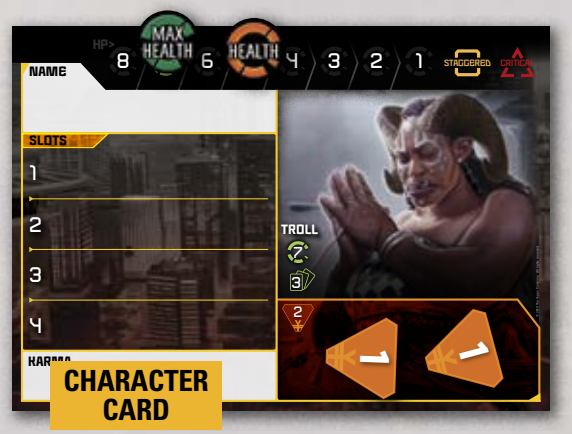
ROLE CARD



ROLE CARD



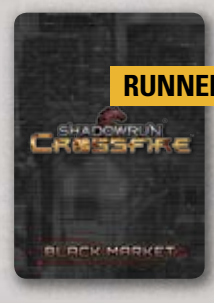
CHARACTER CARD



DISCARD



RUNNER DECK

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