



# SHADOWRUN<sup>®</sup> CROSSFIRE<sup>™</sup> VIRTUAL RUN

The highly-anticipated cooperative deck-building game, *Shadowrun: Crossfire*, is currently on a ship heading toward U.S. shores, our warehouse, and ultimately your gaming table in the near future.

In the meantime, we've got a Matrix job for the right runner. A runner like you!

We've hidden 15 PDFs across 15 hobby news sites. Assembling those 15 PDFs will get you access to the 100+ cards, Character Cards and rules for the *Shadowrun: Crossfire Demo Box*. They're all prepped and ready to print for those who're too anxious to try the game and do not want to wait any longer.

However, like any good Mr. Johnson, we're not gonna send you into the shadows without a deal sweetener.

Go to [www.shadowruntabletop.com](http://www.shadowruntabletop.com), log into the forums, and then take a look at the General Discussion section. There you'll find a "Crossfire: A Virtual Run" thread. The first person to post a correct set of all 15 urls that allow the download of the 15 PDFs will win a *Crossfire* core box set. And not some time in the future. Ninety-nine percent of the shipment may be on a ship, but there's one copy with a winner's name on it right here and we'll ship it straight to you. You'll receive the game before anyone else!

And for those that don't win...you'll still have early access to a full demo version of the game you can be running until you can pick up the game full game.

Watch your back...and win that box!

12 / 15



## SPECS

Difficulty: Moderate

Players: 2-4

## MISSION GOAL

Survive. Your team will encounter some of the “local color” in a standard run. Once you’ve defeated them, catch your breath, as you’ll quickly encounter another *Shadowrun* “welcoming committee.”

## SET UP

Each player selects a role and character card. Then flip a Normal Obstacle in front of each runner. The player with the highest HP (as noted on their character card) is the starting runner.

## CATCH YOUR BREATH

When there are no more obstacles in play, finish the current turn. Then remove the current Crossfire event from play (put it on the bottom of the Crossfire deck) and each runner heals 1 HP. Finally, each runner may buy 1 card from the Black Market. Then...

## ONCE MORE WITH FEELING

Flip up one obstacle to face each runner, but draw from the Hard Obstacle deck for the obstacles facing the second and fourth runners. (In a 2-3 player game, you’ll only get 1 Hard Obstacle.) Play continues as normal with the runner whose turn is next.

## GAME END

If any runner’s HP are reduced below 1 (to “staggered”), the mission immediately ends: return and try the run again.

If you defeat both groups of obstacles, **YOU WIN!**

## 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** : 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  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  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 , , . The last runner dealt enough damage to clear the , 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.



## 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.

## 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. In the *Initiation* mission, the game is lost if any runner gets Staggered, so be careful!

## 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 in front of players when you end your turn, look at the mission card to see what to do next. In this mission, you'll get to Catch Your Breath, and then a second set of obstacles will be dealt out ("Once More with Feeling").

## 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 1 damage, and the other is *Quick Shot*, which does 2 damage. The obstacle in front of Cal is *Deckhead*, which has a damage track of 2, 1, 2. 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 2, 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 2 damage, and the first level of *Out of Ammo* requires 2, 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.



# SHADOWRUN

## FIFTH EDITION

**There are cracks in the world. They're slender, dark, and often cold, but they are the only things that keep you hidden. Keep you alive. They are the shadows of the world, and they are where you live.**

You are a shadowrunner, thriving in the margins, doing the jobs no one else can. You have no office, no permanent home, no background to check. You are whatever you make yourself. Will you seek justice? Sow seeds of chaos? Sell out to the highest bidder? It's up to you, but this much is certain—if you do nothing, the streets will eat you alive.

You can survive—even flourish—as long as you do what it takes. Sacrifice part of your soul for bleeding-edge gear. Push the limits of your will learning new and dangerous magic. Wire yourself into the Matrix, making your mind one with screaming streams of data. It'll cost you something—everything does—but you can make it worth the price.

**SHADOWRUN, FIFTH EDITION** is the newest version of one of the most popular and successful role-playing worlds of all time—a fusion of man, magic and machine in a dystopian near-future. With rules for character creation, magic, combat, Matrix hacking, rigging, and more, you have everything you need to face the challenges of the Sixth World.



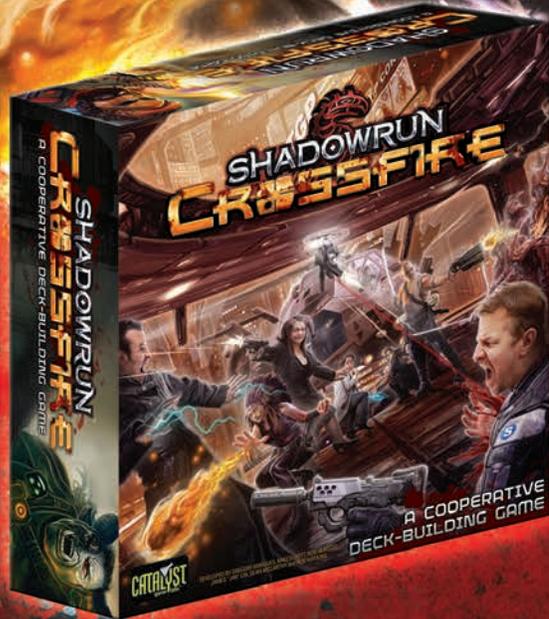
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# SHADOWRUN<sup>®</sup> CROSSFIRE



## BEAT THE STREET!

**SHADOWRUN: CROSSFIRE** is a deck-building game set in one of the most popular game settings of all time. Crossing cyberpunk with fantasy and plunging players into a world dominated by ruthless megacorporations, **CROSSFIRE** gives players the chance to dive into the world's shadows to see if they can survive. They'll have weapons, spells, contacts, and gear to help them out, and they're going to need those resources. If they play their cards right, though, they'll do more than survive—they'll become legends.

Featuring fast, cooperative game play, a range of missions, and stacks of dangerous obstacles and opponents to overcome, **SHADOWRUN: CROSSFIRE** will launch you into nonstop action. And if your team succeeds, or at least survives, you'll gain Karma to upgrade your skills, allowing you to take on missions with more difficult challenges and deadlier obstacles. Enter the shadows for deck-building adventure like you've never experienced!

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