

HP > 8 7 6 5 4 3 2 1

STAGGERED CRITICAL

NAME

SLOTS

1

2

3

4

KARMA



ELF

4

4

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HP > 8 7 6 5 4 3 2 1

STAGGERED CRITICAL

NAME

SLOTS


1

2

3

4

KARMA



HUMAN

5

4

3

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HP > 8 7 6 5 4 3 2 1

STAGGERED CRITICAL

NAME

SLOTS


1

2

3

4

KARMA



TROLL

7

3

2

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HP > 8 7 6 5 4 3 2 1

STAGGERED CRITICAL

NAME

SLOTS

1

2

3

4

KARMA



DRK

6

5

1

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SHADOWRUN CROSSFIRE™

Turn Sequence

PLAY CARDS: Play cards one at a time, resolving their abilities and then putting them next to obstacles to indicate where you want to apply the damage.

APPLY DAMAGE: Once you're done playing cards, apply damage to each obstacle with cards next to them. Put the cards into your discard after applying the damage. If any obstacle is defeated, distribute the nuyen reward for that obstacle to the team.

TAKE DAMAGE: Obstacles facing you attack, dealing damage equal to their Attack STRIGHT.

DRAW & BUY CARDS: If you have 3 or fewer cards in your hand, draw 2 cards. You may buy cards from the BlackMarket.

END TURN: If the runner to your left is the starting runner, the round is over and the team star is another round (remember to draw a Crossfire card). Other wise, the runner to your left takes their turn.

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Street Samurai Role

STARTING DECK



"The megacorporations and governments of the world have no honor. Power chases only power, money chases only money. The only honor left is at the end of the samurai's sword. It is swift, sharp, and true."

Decker Role

STARTING DECK



"You may think he's only dangerous when hacking a mainframe, but then he makes your run eject its ammo. Or turns a building's systems on you. Then you learn a simple fact—this guy's always dangerous."

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DRAW & BUY CARDS: If you have 3 or fewer cards in your hand, draw 2 cards. You may buy cards from the BlackMarket.

END TURN: If the runner to your left is the starting runner, the round is over and the team star is another round (remember to draw a Crossfire card). Other wise, the runner to your left takes their turn.

Mage Role

STARTING DECK



"The world stakes, fires rage, and buildings crumble to the ground. In the middle of it all is this guy, standing firm, ready to cast the next set of spells that will rock everything again."

Face Role

STARTING DECK



"He tells stories and spins lies until you're dizzy. He's witty and charming; you want to be his friend even when you know he's coming you. His most lethal weapons are a wink and a smile."

TAKE THE MERCHANDISE AND RUN

Each runner with 5 HP or more takes 2 damage and places the top card of the Black Market deck into their hand.



When this card is placed in the discard, each runner takes 1 damage.



"We thought we'd be smart and pick up Ares' new sniper rifle on the black market as soon as it showed up. So did everybody else. Adrenaline hit me so hard, I swear I outran a few bullets."

01 / 50

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INSTINCT



The current runner takes 1 damage at the end of their turn if they played cards of more than one color that turn.



Instead of 1 damage, the current runner takes 2 damage.




"The middle of a shootout isn't the right time to mess around with new toys. Stick to what you know."

16 / 50

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WIN ONE, LOSE ONE



At the start of each turn, the current runner gains 1  and discards 1 card.



"We were sent to retrieve one commlink, but the body we found had two. We took both—never hurts to have something you can sell for quick cash."

04 / 50

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ENEMY COMMS



The Attack Strength of each Green obstacle and Red obstacle is increased by +1.



In addition, each Green obstacle and Red obstacle heals all levels.



"When we pinned two guards by the chemical tank and a few others approached and lobbed smoke grenades right into our position, we learned we hadn't jammed their communications as well as we thought."

09 / 50

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TIMEBOMB



When this card is placed in the discard, each runner takes 1 damage.



Instead of taking 1 damage, each runner takes 3 damage.



"You wanna know how I lost my hand? I'll tell you how I lost my hand. What kind of asshole sets his bomb in metric time?"

02 / 50

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NO HOLDING BACK



Each turn, immediately before the Draw & Buy step, the current runner takes 1 damage for each card in their hand.



"My opinion is, you don't go in guns blazing, you don't deserve to survive the fight. What are you waiting for?"

02 / 50

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CHUMMERS



The Attack Strength of each Human obstacle is increased by +1.



In addition, reveal cards from the Normal Obstacle deck until you reveal a Human obstacle and place it facing the runner whose role color matches it. Discard the rest.



"I don't know how that ugly, lying, back-stabbing, thick-headed son-of-a-bitch made any friends. I guess even the louisiest bastard has some chummers that will stand up for him in a fight."

05 / 50

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UNFRIENDLY FIRE



The Attack Strength of each Black obstacle and Blue obstacle is increased by +1.



In addition, each Black obstacle and Blue obstacle heals all levels.



"I don't know what the hell just happened! It's like their guns drew guns of their own!"

07 / 50

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3 ⚡ ⚡ 1



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Lightning Mage Human 41/80

Runners can't be healed.

"Her first lightning bolt knocked my socks off. Her second one burned the socks to a crisp. I need the world's largest stimpatch. And some new socks."

1

4 🌿 3 🎭



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Knight Errant Field Agent Dwarf 42/80

"I don't know if the guy was psychic or just lucky, but he was ahead of us the whole way. He worked his contacts and got everyone so pissed at us that at the end, we were begging to be arrested."

2

4 🗡️ 2 🎭 2 🗡️



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Armored Troopers Human 43/80

DEFEATED: Choose a runner. That runner heals 2 HP.

"They killed three of us with the bullets they shot, and two more with the bullets that bounced off them. Bringing down a rhino might be easier, because maybe you can reason with the rhino."

2

3 4 🗡️ 2 ⚡



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Spirit of Fire 6th World 44/80

FLIPPED: Deal 1 level of damage to another obstacle.

"They're not subtle, but they're perfect if you don't want to leave behind any identifiable remains. Sirrurg keeps a few around just to help make his breath even hotter."

2

2 ⚡ 🎭 3 3 🌿



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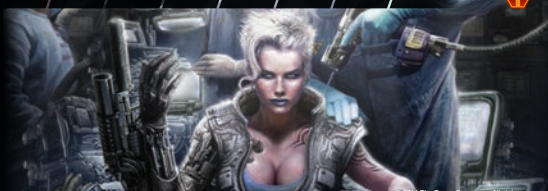
Warded Decker Human 45/80

FLIPPED: You draw 2 cards, then discard 1 card.

"Nothing worse than wanting to blast a decker away with a direk-hot spell only to find out he's got some mana wall around him. Good thing we still have bullets."

2

4 🌿 🗡️ 2 ⚡ 2 🗡️



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Chromed Samurai Human 46/80

"Fast, inhuman, scary as hell. She could wander into Chicago, and the bug spirits would look at each other in panic and get the hell out of her way."

2

5 🗡️ 1 🌿 3 🌿



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Drone Rigger Human 47/80

"Every fight with these bastards is like Pearl Harbor all over again. And you get to understand what it's like to be the harbor."

2

4 🎭 🗡️ 3 🎭 2



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Security Chief Human 48/80

"He knows the territory better than you. He's got more people than you do. And he's just as mean. Stay out of his sight and far out of his reach."

2

Out of Ammo **Tech**

You can't play more than 2 cards on your turn.
"I didn't forget the bullets, I just didn't know there would be so fraggin' many things to shoot!"

01/80

Corporate Adept **Human**

You can't be healed or heal any runner.
"Listen, pal, you're out there to put holes in people, not to stitch them up."

02/80

Ork Fixer **Ork**

You can't buy cards.
"She's got the jobs you need, and she'll say that you can trust her. Take the jobs, but be stingy with the trust."

03/80

Deckhead **Human**

"These guys have two weapons—the computer in their brain, and the computer that is their brain. Tough to say which one is more powerful."

04/80

Astral Shiver **6th World**

"I don't know if it was a hungry spirit or some sort of twisted mana void, but something cold and dark just brushed me on the astral. I don't want to stick around to find out what it is."

05/80

Sudden Fade **Tech**

"Ever get that feeling like the Resonance you were messing with suddenly leaped down your throat, cut off your breath, and started sucking life out of you? No? Lucky you, because it drekking sucks."

06/80

Eye Alarm **6th World**

"You want to avoid the alarm? Just stay out of sight. And if you don't know how to stay out of sight, you shouldn't be in the biz."

07/80

Ancients Ganger **Elf**

"Being one of the Ancients is about pride and tradition. Namely, we're proud of our tradition of leaving bootprints on the faces of stupid orks."

08/80

3 [Lightning] [Gun] [5]




Fire Adept Human 09/80

"They know what will burn, how long it will burn, and how hot the flame will be. They know how to start it, how to spread it, and how to stop it. They're artists of fire."

2

[Eye] 3 [Green] [5]



Trip Beams Tech 10/80

"Seems like every single fraggin' museum and art gallery in the world has these, which is why heists always turn into some kind of slow-motion limbo contest."

2

2 [Gun] 3 [5]



Gutter Punks Human 11/80

DEFEATED: Choose a runner. That runner heals 1 HP.

"They got no skills, no discipline. They scrounge their gear from dumpsters and junkyards. But they've got desperation—and plenty of it—which should be enough to keep you on your toes."

1

3 [Eye] 2 [5]



Customs Officer Human 13/80

DEFEATED: Choose another runner. That runner draws 1 card.

"When you're within ten meters of these guys, you are one smart remark or stupid look away from a full cavity search, so watch it."

1

2 2 [Eye] 2 [Lightning] [6]



Elf Shaman Elf 14/80

When **ELF SHAMAN** attacks, it heals 1 level.

"The minute you decide to make fun of them for being a back-to-nature tree hugger is the minute they open a hole under you, bury you up to your neck, then set the world on fire."

1

4 [Green] 1 [Gun] 1 [6]



Light Combat Drone Tech 15/80

FLIPPED: You discard 1 card.

"A guided machine gun that's accurate, precise, and always follows orders. But they're more expensive than the cannon fodder people use for security, so they use 'em carefully."

1

3 2 [Eye] 2 [Gun] [8]



Demolitions Expert Human 16/80

DEFEATED: Deal 1 level of damage to another obstacle.

"I had great cover, right up until it and everything taller than a meter crumbled to the ground. I hate bomb guys."

2

2 [Green] 1 [Gun] 1 [Green] 1 [Eye] [8]



Aerial Combat Drone Tech 17/80

DEFEATED: Choose another runner. That runner draws 1 card, then discards 1 card.

2

Clairvoyance **2**

SPELL

Draw 1 card, then discard 1 card.

The current runner draws 1 card, then discards 1 card, and Damage: 1

ASSIST

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Quick Shot **1**

WEAPON : BASIC

"Yeah, I think he's the guy who put a bullet in my chummer's brain, since he was the only one around. But I never saw him draw his fraggin' gun!"

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Mana **1**

SPELL : BASIC

"Maybe it holds living things together, or maybe living things call it and organize it. All I know is that when the right mage shapes it, mana blows things up good. What else matters?"

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Mark **1**

HACKING : BASIC

"If you see someone get a mark on you, get your defenses ready, they're getting ready to take control, not just dropping by to say 'hi.'"

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Jacked In **3**

HACKING

During your turn, when you could play cards, you can discard a card to return **JACKED IN** from your discard to your hand. (When a card is played, it isn't placed in the discard until after damage is applied.)

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Retrieval Agent **4**

HACKING

Return a **HACKING** card from your discard to your hand.

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Street Smarts **8**

SKILL : BASIC

"It's not just knowing the streets. It's knowing who's got a spare room, what gangs are close, and which restaurants have discreet delivery people. That's the important stuff."

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Mark **1**

HACKING : BASIC

"If you see someone get a mark on you, get your defenses ready, they're getting ready to take control, not just dropping by to say 'hi.'"

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Mana **1**

SPELL : BASIC

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Mark **1**

HACKING : BASIC

"If you see someone get a mark on you, get your defenses ready. They're getting ready to take control, not just dropping by to say 'hi'."

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Icon Grab **2**

HACKING

* **Damage:** If you played another **HACKING** card anytime during this turn, **ICON GRAB** also deals + **1** or **2** damage.

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Jacked In **3**

HACKING

During your turn, when you could play cards, you can discard a card to return **JACKED IN** from your discard to your hand. (When a card is played, it isn't placed in the discard until after damage is applied.)

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Mana **1**

SPELL : BASIC

"Maybe it holds living things together, or maybe living things call it and organize it. All I know is that when the right mage shapes it, mana blows things up good. What else matters?"

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Coordinated Attack **4**

SKILL

Choose another rumber, that rumber draws 1 card and then immediately plays a card.

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Retrieval Agent **4**

HACKING

Return a **HACKING** card from your discard to your hand.

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Icon Grab **2**

HACKING

* **Damage:** If you played another **HACKING** card anytime during this turn, **ICON GRAB** also deals + **1** or **2** damage.

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Street Smarts **8** **SPILL : BASIC**

"It's not just knowing the streets. It's knowing who's got a spare room, what gangs are close, and which restaurants have discreet delivery people. That's the important stuff."

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Mark **1** **HACKING : BASIC**

"If you see someone get a mark on you, get your defenses ready. They're getting ready to take control, not just dropping by to say 'hi!'"

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Quick Shot **1** **WEAPON : BASIC**

"Yeah, I think he's the guy who put a bullet in my chummer's brain, since he was the only one around. But I never saw him or saw his fr-aggin' gun!"

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Mana **1** **SPELL : BASIC**

"Maybe it holds living things together, or maybe living things call it and organize it. All I know is that when the right mage shapes it, mana blows things up good. What else matters?"

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Deathtouch **4** **SPELL**

Reveal the top 3 cards of your deck, then put them back on top of your deck in any order. **X** equals the number of **SPILL** cards revealed this way.

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Clairvoyance **2** **SPELL**

Draw 1 card, then discard 1 card. The current runner draws 1 card, then discards 1 card, and **Damage**.

ASSIST

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Street Smarts **8** **SKILL : BASIC**

"It's not just knowing the streets. It's knowing who's got a spare room, what gangs are close, and which restaurants have discreet delivery people. That's the important stuff."

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Mana **1** **SPELL : BASIC**

"Maybe it holds living things together, or maybe living things call it and organize it. All I know is that when the right mage shapes it, mana blows things up good. What else matters?"

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Street Smarts
 SKILL : BASIC
 8

"It's not just knowing the streets. It's knowing who's got a spare room, what gangs are close, and which restaurants have discreet delivery people. That's the important stuff."

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Mark
 HACKING : BASIC
 1

"If you see someone get a mark on you, get your defenses ready. They're getting ready to take control, not just dropping by to say 'hi!'"

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Deathtouch
 SPELL
 4

Reveal the top 3 cards of your deck, then put them back on top of your deck in any order. **X** equals the number of **SPELL** cards revealed this way.

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Lightning Bolt
 SPELL
 6

REQUIRES SPELL: You can't buy this card from the Black Market unless you played a **SPELL** card this turn.

*** Damage:** Deal 2 consecutive levels of damage to an obstacle.

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Monofilament Whip
 WEAPON
 2

You can move one obstacle facing another runner to face you. If you played another **WEAPON** card anytime during this turn, that obstacle can't attack this turn.

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Mana
 SPELL : BASIC
 1

"Maybe it binds living things together, or maybe living things call it and organize it. All I know is that when the right mage shapes it, mana blows things up good. What else matters?"

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Quick Shot
 WEAPON : BASIC
 1

"Yeah, I think he's the guy who put a bullet in my chummer's brain, since he was the only one around. But I never saw him at my raggin' gun!"

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Lightning Bolt
 SPELL
 6

REQUIRES SPELL: You can't buy this card from the Black Market unless you played a **SPELL** card this turn.

*** Damage:** Deal 2 consecutive levels of damage to an obstacle.

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Quick Shot

WEAPON : BASIC

1

"Yeah, I think he's the guy who put a bullet in my chummer's brain, since he was the only one around. But I never saw him draw his fraggin' gun!"

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Coordinated Attack

SKILL

1

4

Choose another runner. That runner draws 1 card and then immediately plays a card.

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Negotiation

SKILL

3

The next time you buy a SKILL card this turn, pay 1 less for each SKILL card you played this turn.

ASSIST

The current runner can pay 1 less for the next card they buy this turn, and Damage: 8

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Street Smarts

SKILL : BASIC

8

1

"It's not just knowing the streets. It's knowing who's got a spare room, what gangs are close, and which restaurants have discreet delivery people. That's the important stuff."

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Quick Shot

WEAPON : BASIC

1

"Yeah, I think he's the guy who put a bullet in my chummer's brain, since he was the only one around. But I never saw him draw his fraggin' gun!"

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Doc Wagon Contract

SKILL

5

Choose a runner. That runner heals 2 HP.

ASSIST

Choose a runner. That runner heals 1 HP, and Damage: 8

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Mana

SPELL : BASIC

7

1

"Maybe it holds living things together, or maybe living things call it and organize it. All I know is that when the right mage shapes it, mana blows things up good. What else matters?"

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Negotiation

SKILL

3

The next time you buy a SKILL card this turn, pay 1 less for each SKILL card you played this turn.

ASSIST

The current runner can pay 1 less for the next card they buy this turn, and Damage: 8

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Monofilament Whip

WEAPON

2

You can move one obstacle facing another runner to face you, if you played another **WEAPON** card anytime during this turn, that obstacle can't attack this turn.

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Street Smarts

SKILL : BASIC

8

"It's not just knowing the streets. It's knowing who's got a spare room, what gangs are close, and which restaurants have discreet delivery people. That's the important stuff."

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Quick Shot

WEAPON : BASIC

1

"Yeah, I think he's the guy who put a bullet in my chummer's brain, since he was the only one around. But I never saw him or any his f'raggin' gun!"

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Mana

SPELL : BASIC

1

"Maybe it holds living things together, or maybe living things call it and organize it. All I know is that when the right mage shapes it, mana blows things up good. What else matters?"

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Katana

WEAPON

4

Other **WEAPON** cards played this turn deal +1 damage to each obstacle and boss they damage.

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Street Smarts

SKILL : BASIC

8

"It's not just knowing the streets. It's knowing who's got a spare room, what gangs are close, and which restaurants have discreet delivery people. That's the important stuff."

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Quick Shot

WEAPON : BASIC

1

"Yeah, I think he's the guy who put a bullet in my chummer's brain, since he was the only one around. But I never saw him or any his f'raggin' gun!"

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Mana

SPELL : BASIC

1

"Maybe it holds living things together, or maybe living things call it and organize it. All I know is that when the right mage shapes it, mana blows things up good. What else matters?"

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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!**

