



SHADOWRUN CRASSFIRE



**DEMO KIT
RULEBOOK**

QUICK-START RULES

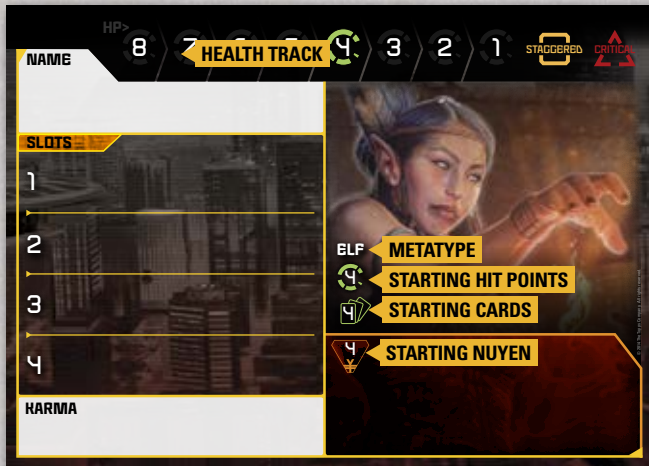
This Quick-Start Rules guide is designed to allow a group of 2-4 players to quickly learn the game and play an introductory mission. For more missions, a complete rulebook, and a greater variety of cards, we hope you'll check out the full version of *Shadowrun: Crossfire*, available at your friendly local game store or online at www.shadowruntabletop.com!

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 meta-type appeals to you. 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.

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. Your Runner card says how many starting cards you get.

3. Find some tokens or coins to use as nuyen (money) tokens. (They wouldn't let us put tokens in this box. The full version has plenty of tokens, including nuyen!)

4. Find a Health marker for each player to track their hit points. Place your Health marker on the starting hit points space of the track at the top of your Runner card. Also find some tokens to use as damage markers for obstacles, and set them aside.

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. The color of the card also indicates its 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 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 ($\frac{2}{3}$), 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.

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.



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.



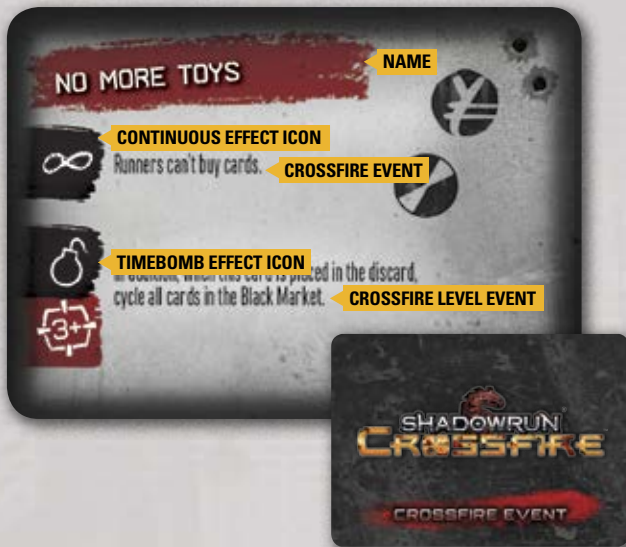
1-BULLET ICON
NORMAL OBSTACLE



2-BULLET ICON
HARD OBSTACLE

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. Since you're playing the *Initiation* mission, the runner with the most HP goes first. Give that runner the Crossfire deck. They will be responsible for managing the Crossfire deck throughout the game.

THE MISSION

Your team will be attempting the *Initiation* mission, so find that Mission sheet in the box. Read the Mission Goal aloud to

everyone. Then complete the mission setup by flipping up a Normal Obstacle card in front of each player: starting with the starting player and going clockwise, place the top card of the Normal Obstacle deck face up in front of them. If there are any flipped abilities on an obstacle, resolve them before flipping up the next card.

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. 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.

Many events, and some obstacles, refer to the Crossfire level. The Crossfire level is the number of cards in the Crossfire discard. So, at the start of the game, the Crossfire level is 0, but it will gradually increase throughout the game as you draw and discard more Crossfire cards. A higher Crossfire level means that more effects on events and obstacles will trigger. For example, if an event has the  symbol before it, that effect only happens if the Crossfire level is 2 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

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** : 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.

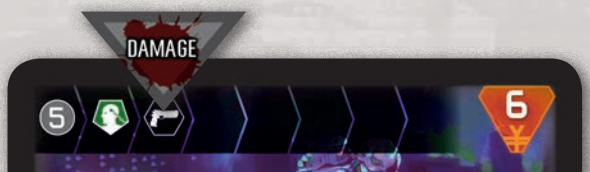
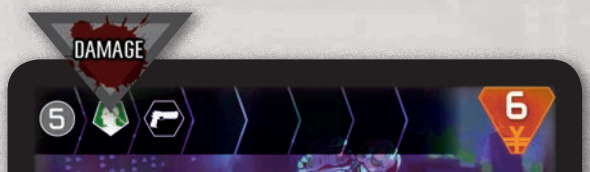
Defeating an Obstacle



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

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