SHADOWRUN CROSSFIRE
PRIME RUNNER EDITION

So you want to keep up with the technology curve and upgrade your toys to play in the big leagues of the shadows? Well, you're in luck, chummer, because this handy little box has everything you need to overclock your *Shadowrun: Crossfire* experience to *Prime Runner Edition* (*PRE*).

INSTALLING THE PRIME RUNNER EDITION UPGRADE

Now that you've got your new gear, here's what you do with all of it to get the most bang for your nuyen.

TOKENS & MARKERS

Remove all of the Health, Max Health, and Damage markers from the base game.

Add all of the new Generic markers and Adjustment, Exhausted, and Nuyen tokens to the game box.

RUNNER SCREENS

Feel free to use one of the new Runner screens and the provided Upgrade stickers to re-create your character from the base game. Remember that you're a Prime Runner now, so your stats are a little stronger than they used to be, thanks to all those things that failed to kill you.

THIS BOX CONTAINS:

- Adjustment Tokens
- Exhausted Tokens
- Nuyen Tokens
- Generic Markers
- Plastic Clips
- Upgrade Stickers
- 1 Crossfire Card
- 4 Obstacle Cards
- 17 Runner Screens
- 2 Mission Cards
- 1 Client Card
- 1 Dragon Rules Card

CROSSFIRE CARD

Add the *Harlequin's Shadow* Crossfire card to the Crossfire Deck.

OBSTACLE CARDS

The four Obstacle cards replace the cards from the base set. They are not simply added to their respective Obstacle Decks.

MISSION CARDS

The included Mission cards are bonus Missions and do not replace any existing Mission cards.

PRE-compatible Mission cards for the *Crossfire*, *Extraction*, and *Dragon Fight* Missions from the base set can be found with updated rules at **http://www.shadowruntabletop.com**.

CLIENT CARD & DRAGON RULES CARD

These two cards replace the cards from the base set.

RULES ADDITIONS AND ADJUSTMENTS

When Matrix software gets updated, megacorps patch security holes and other glitches, and *Prime Runner Edition* is no different. The following list covers all of the rules adjustments and additions to the *Shadowrun: Crossfire* base game. Rules are listed under the sections they appear in the base rulebook, and page numbers for each section that incorporates a rules addition or change are provided for ease of reference.

GAME COMPONENTS

Runner Screens

Instead of Runner cards, *PRE* uses foldable, standing screens, which lets the whole table easily see how many HP each runner currently has.

Plastic Clips

Instead of Health and Damage markers, *PRE* employs plastic clips to keep track of runner HP and obstacle damage.

For runners: A clip marks the runner's current HP on the Health Track of their Runner screen.

For obstacles: A clip covers the obstacle's highest cleared damage level on the damage track. In other words, an undamaged obstacle will not have a clip on it yet.

SETUP (P. 11, *CROSSFIRE* RULEBOOK)

Mission Leader
In *PRE*, the term "mission leader" replaces "starting runner."

Playing with Fewer than Four Runners
If there are fewer than four runners, some of the runners will take on more than one role. If you take multiple roles, chose a starting deck from one of your Role cards.

The following rules cover games with fewer than four players.

Solo Play (*Extraction* Mission only): In a one-player game, you take on all four roles. Exchange one of your starting deck cards for an Icon Grab Black Market card and increase your starting nuyen by 1.

Two-player Games: In two-player games, both players must take two Role cards. Both players exchange one of their starting deck cards for an *Icon Grab* Black Market card and increase their starting nuyen by 1. Additionally, the Crossfire level starts at –2, meaning that you play two rounds before the first Crossfire card is revealed.

Three-Player Games: In three-player games, one player must take two Role cards. That player exchanges one of their starting deck cards for an *Icon Grab* Black Market card and increases their starting nuyen by 1. Additionally, the Crossfire level starts at –1, meaning that you play one round before the first Crossfire card is revealed.

Five- and Six-Player Games (Optional)
Some Missions can be played with five or six players. Refer to the "Players" on a Mission card for the maximum number of runners that can participate in that Mission.

To play five- and six-player games, the fifth and sixth players must use additional multicolor Role cards from a *Shadowrun: Crossfire* expansion,

such as the Drone Rigger and Social Adept roles from *High Caliber Ops*. These special multicolor Role cards can be used as one of two different role colors, which must be chosen at the start of the game and remain that color throughout.

If a card refers to a role color that two runners match—e.g., the Decker and Drone Rigger (Decker role) are both green—then randomly determine which of the two runners is affected.

When playing with a multicolor Role card, before play begins, search the appropriate expansion for all of the multicolor Black Market cards that match the chosen multicolor Role card, and shuffle all of those cards into the Black Market Deck. For example, if you chooses to play as the Social Adept (a blue or red role), then you must find all of the blue-and-red Black Market cards from *High Caliber Ops* and shuffle those into the Black Market Deck for this game.

Unless a Mission specifically states, the following additional rules apply to five- and six-player games:

- ❯ **Five Players:** At the start of each Scene, after revealing all obstacles, reveal one additional obstacle from the Normal Obstacle Deck. Place it facing the next runner to the left. This new obstacle has no nuyen value. (Players can cover the obstacle's nuyen icon with a generic token to indicate there will be no payout when it is defeated.)
- ❯ **Six Players:** Use all of the five-player rules above, but reveal the additional obstacle from the Hard Obstacle Deck instead.

HOW TO PLAY (P. 12, *CROSSFIRE* RULEBOOK)

Crossfire Level

The following rules are in addition to the existing Crossfire-level rules:

Certain conditions, such as playing with less than four players or tackling specific Missions, may start the game with a Crossfire level that is less than 0. If the Crossfire level is a negative number, that number indicates how many rounds you play before the mission leader draws the first Crossfire card. For example, if you begin a game at Crossfire level –2, then you will not draw a Crossfire card for the first two rounds of the game.

3. TAKE DAMAGE (P. 17, *CROSSFIRE* RULEBOOK)

Exhausted Tokens

If you become Staggered, your character also becomes Exhausted and immediately takes an Exhausted token.

A player with an Exhausted token draws only one card during their Reload phase (see below), including the turn they become Staggered.

If your HP is reduced to 0 while you have an Exhausted token, you go Critical instead of becoming Staggered.

The following additional rules apply to Exhausted tokens:

- ❯ Unless specifically stated otherwise, an Exhausted token can be removed only between Scenes, and only if a Mission allows the runners to take a Breather (see p. 6 of this booklet) between Scenes. It is automatically removed at the end of the game.

- ❯ Unless specifically stated otherwise, a player can never have more than one Exhausted token.

4. DRAW & BUY CARDS (P. 17, *CROSSFIRE* RULEBOOK)

Reload Phase & Black Market Phase

In *PRE*, the Draw & Buy Cards phase of a player's turn is broken up into two separate phases:

4. Reload: During this phase, players draw two cards if they have three cards or fewer in their hand.

5. Black Market: During this phase, players may purchase one or more cards from the Black Market.

5. END TURN (P. 18, *CROSSFIRE* RULEBOOK)

The End Turn phase is now step 6 of the player's turn.

ENDING THE GAME (P. 18, *CROSSFIRE* RULEBOOK)

Abort

The following rules are an addition to the standard Abort rules from the base game:

If any runner goes Critical, the run may be aborted, if the Mission allows. The team must decide as a group whether to proceed with the current Scene or abort the run.

If the team decides to continue with the Scene and another runner goes Critical during that same Scene, then the game ends in failure, and no abort round is played.

Loss

The following rules are an addition to the standard Loss rules from the base game:

If one runner becomes Critical and the team choses to continue with the Scene instead of aborting the run, if a second runner goes Critical before the end of that Scene, then the run ends in failure.

MISSION RULES (P. 19, *CROSSFIRE* RULEBOOK)

Taking a Breather

A Scene can have any number of rounds, depending on gameplay. A Scene ends when, at the end of any player's turn, all obstacles facing runners have been defeated.

Once the player who finished the Scene has fully completed their turn, including their regular Black Market purchase(s), the runners take a Breather before starting the next Scene. In other words, a Breather is not part of any Scene, round, or turn.

During a Breather, the following rules apply, in the following order.

- ❯ **End ongoing effects:** Unless specifically stated otherwise, any ongoing effects generated by obstacles or Crossfire cards are canceled.

- ❯ **Remove Exhausted tokens:** All runners except Critical runners remove their Exhausted tokens and are no longer Exhausted.

- ❯ **Heal 1 HP:** All runners, including Staggered and Critical runners, each heal 1 HP. (Runners cannot heal beyond their maximum

HP). Players that were Staggered or Critical will automatically draw two cards per the normal rules.

- ❯ **Purchase Cards:** Starting with the person to the left of the player who ended the previous Scene, each player may purchase one card from the Black Market. Any cards that "Requires X" to purchase cannot be purchased during a Breather.

- ❯ **Upgrades:** Unless they specifically state otherwise, Upgrades cannot be used during a Breather.

UPGRADING RUNNERS (P. 22, *CROSSFIRE* RULEBOOK)

Two- and Three-Player Games with 20+ Karma

As previously noted (see p. 3) in two- and three-player games, any player acting as two roles exchanges a card from their starting deck for an *Icon Grab*. This rule always applies, with *Icon Grab* substituted in every time, regardless of the total Karma the runner has earned.

However, when a runner has 20+ total Karma, unless a Mission card specifically states otherwise, the starting deck of each runner with two roles should also be upgraded in similar fashion, as shown on the table below. Choose a Black Market card equal to the nuyen cost listed in the table, and add it to your starting deck.

ADDITIONAL CARD FOR 2—3 PLAYER GAMES	
TOTAL KARMA EARNED	ADD BLACK MARKET CARD WITH COST OF:
20—49	2¥
50—99	3¥
100—199	4¥
200+	5¥

GLOSSARY ADDITIONS

Breather: Runners take a Breather after a Scene is completed but before the next Scene starts. During a Breather, runners remove an Exhausted token (if not Critical), heal 1 HP, and may purchase a Black Market card.

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Mission Leader: The player who takes the first turn of the game and is in charge of the Crossfire Deck. Synonymous with "starting runner" from the base set.

Multicolor Cards: Multicolor cards have a card frame that shows two or more colors. A multicolor card has two or more types as listed, and it counts as all listed types for card abilities and effects that look at type.

CREDITS