SHADOWRUN: CROSSFIRE

SMALL BIZ

MISSION EXPANSION

Small Biz is a mission expansion and add a *Side Mission* structure to campaign play. Each mission close in on one of the runners, and each side mission sheet ties two missions together.

Content

- Eight missions
- Ten special cards *(allies, drones, spirits)*
- Four Side Mission sheets
- Seven upgrade stickers

Requires *content from the High Caliber Ops expansion*

RUNNING A SMALL BIZ



The corporations not only drive the Sixth World economy - they are the economy, though not all parts are monitored by the corps. There are those who carve out a life in the fringes, outcasts, those born outside of the corporate mold, all those ousted, or just not willing to sell out. These places has their own mixture of hope and desperation, a life that scares the drek out of docile wageslaves.

Though it lacks the facade of corporate areas, it has businesses of most kinds, not only street vendors and shops, you'll find any of the oldest and newest professions. It might look like the locals are just doing their own thing to get by, but there's always someone in charge, someone running stuff, some kind of law and taxation, be it gangs or syndicates that want a cut. It's not all bad though, neighborhoods that act as one organization can provide protection and stability too, it may work out okay for the locals. And there are even real communities where people band together.

Some guys in the neighborhood run their own commlink repair shop, they have a few employees. It's a small biz – but not a small thing: It requires dedication and discipline, planning and organization, you'll need contacts, the trust of customers, security, etc. Though the shop gives them returns, it may not seem much for the long hours they put in, but they are somewhat their own bosses. A runner can pretty much talk shop with people like that, it's a similar language. Running the shadows requires much the same of small biz dedication and organization. Same same but different. When a run goes sideways, you pay in blood. Most small businesses don't last long, that goes for runner teams too. Yeah, a run is about improvisation, but you need solid prep work and runners working as a team, that's the frame for survival. Even a virtuoso performs best improvising within a known frame. You might be lucky once, but a team won't last if any part of your biz is flawed.

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SMALL BIZ

MISSION EXPANSION

MISSIONS & UPGRADES

The eight missions can be played as *Side Missions* in a campaign, or as regular missions.
The seven Small Biz upgrades are unlocked by finishing different Side Missions, or can be used as standard upgrades.

SIDE MISSION SHEETS

Small Biz is not is not in itself a campaign, but adds four Side Mission sheets to be used in campaign play. The Side Mission sheets organize the eight Small Biz missions into a two-mission side quest for each role. Each of the Side Mission sheets lists a #1 mission, a #2 mission, and lastly, a Coda section.

Each #1 mission is unlocked from the start of a campaign, and once played, it unlocks a #2 mission. When the #2 mission is played, the runner resolves its Coda section.

Each role has two missions (*karma recommandations in brackets*):

ROLE	#1 MISSION	#2 MISSION
Street Samurai:	Cocotona Prospects (0)	Snow White (20)
Face:	Car Park Shootout (5)	Assassin's Safehouse (20)
Decker:	Diversion (5)	Chummer #1 & #2 (15)
Mage:	Street Prophet (10)	Vampire Den (20)

Playing Small Biz Missions as Side Missions:

- ***Side Missions are played only once during a campaign.*** Whether a Side Mission is won, lost, or aborted, each mission is played *only once* as a *Side Mission*. (They can be replayed during a campaign as regular missions, but not as *Side Missions*.)
- **Side Missions are played in numbered order** anytime during a campaign. The numbered order only apply to each role, e.g., you could finish both the #1 and #2 mage Side Missions before playing a #1 Side Missions of any other runner.
- **The Coda section** of the Side Mission sheet is resolved when both missions are played. It gives three different outcomes dependent on wins and losses in the two missions. The Coda sections unlock upgrades, may award karma, and give other penalties or rewards.
- **Other missions** can (*and should usually*) be played in-between two Side Missions. E.g., if you have played the #1 mage mission, *Street Prophet,* with a 10 Karma team, you should play other missions until the team has at least the recommended 20 karma for the #2 mage mission *Vampire Den*.



Small Biz 2.0

CAMPAIGN PLAY

STREET SAMURAI

SIDE MISSIONS

Win or lose, side missions are played once and in numbered order at any time during a campaign.

#1 COCOTONA PROSPECTS

Difficulty: No Karma needed



Our Street Sam, somewhat lacking in social graces, managed to insult a whole party of prospects for the ultraviolent female Cocotona gang, and now the neighborhood is swarming with prospects. Apologies won't work. Now it's all about getting out of this place in one piece, break through and make a run for safety.

Win or lose: Unlock the ***Snow White*** *mission*

#2 SNOW WHITE

Difficulty: 20 Karma recommended



That affair with the Cocotona Prospects hurt our biz. Our fixer reported that they're asking around, still holding a grudge. He also told that they've got arms dealing operations going with a team of dwarfs. So, gunrunner dwarfs and a female gang acting like princesses. There's talk of some kind of queen too, I think they call her Snow White, or was it Cinderella? She's carrying an Aztech Striker. I guess we should lay low for a while. Or, we could strike first, that gun alone would be worth it.

Win or lose: Resolve ***Coda: Street Sam Strut***.

CODA: STREET SAM STRUT

Unlock the Weapons Specialist upgrade.

IF THE TEAM LOST BOTH MISSIONS

Learning The Hard Way
Each runner gains 3 Karma.
Give the Street Sam two tokens as reminders:

GRUDGE *(At the start of the first Scene in the next two games): If any female obstacles are flipped, move the female obstacles to face the Street Sam. Any non-female obstacles facing the Street Sam may be moved to face any other runner(s).*

IF THE TEAM LOST ONE MISSION

Lesson Learned
Each runner gains 1 Karma.
Give the Street Sam one token as a reminder:

WE'LL MEET AGAIN *(In the next game): The first time the Street Sam draws a non-basic card from his draw deck: Discard cards from the Normal Obstacle deck until a female obstacle is revealed. Place that obstacle facing the Street Sam. Then increase the value of each obstacle in play by +1.*

IF THE TEAM WON BOTH MISSIONS

Bragging Rights
Give the Street Sam two tokens as reminders:

SWAGGER *(In the start of the next two games): Place a Whip in the Black Market area. This card can only be bought by the Street Sam*
(The Whip comes in addition to the cards in the Black Market and is not replaced if bought or discarded).

CAMPAIGN PLAY

FACE

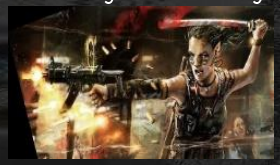
SIDE MISSIONS

Win or lose, side missions are played once and in numbered order at any time during a campaign.

#1 CAR PARK SHOOTOUT

Difficulty: 5 Karma recommended





Seems our Face did promote our capabilities beyond what's good for biz. We got in and out alright… Everything was kind of quiet until we got to the car park where a surprise party was thrown, a bit too much to handle. Whatever we do, we can't lay in cover behind these cars much longer…

Win or lose*: Unlock the* ***Assassin's Safehouse*** *mission*

#2 ASSASSIN'S SAFEHOUSE

Difficulty: 20 Karma recommended



To be frank, our Face wasn't our first choice back then. He had a few contacts, knew some tricks, but nothing impressive. Lately, though, he has been doing well, showing strong team play. This job is all his legwork. No small job tracking the two drake assassins. Their safehouse leaves no chance of taking them by surprise. Entering through the front door doesn't seem an elaborate plan, but the Face's prep work seems solid. Trust the plan.

Win or lose: Resolve ***Coda: Good Face, Ragged Hat***

CODA: GOOD FACE, RAGGED HAT

Unlock the Improvise upgrade.

IF THE TEAM LOST BOTH MISSIONS

Learning The Hard Way
Each runner gains 3 Karma.
Give the Face two tokens as reminders:

IN DEBT *(In he next two games): The first 2 nuyen that the Face gains is given to other runners (the Face chooses to whom).*

IF THE TEAM LOST ONE MISSION

Lesson Learned
Each runner gains 1 Karma.
Give the Face one token as a reminder:

MAKING AMENDS *(In he next game): The first time the Face defeats an obstacle, all the nuyen is given to the other runners (the Face chooses to whom).*

IF THE TEAM WON BOTH MISSIONS

Bragging Rights
Give the Face two tokens as reminders:

LEG WORK *(At the start of the next two games): The Face may discard a card from the Black Market. Then discard from the top of the Black market deck until an assist card is revealed. Place that card in the Black Market.*

MAGE

Win or lose, side missions are played once and in numbered order at any time during a campaign.

#1 STREET PROPHET

Difficulty: 10 Karma recommended



We thought the Street Prophet was just another loony, lately telling detailed visions about a crazed shamans and spirits… Only that spirits just started appearing around town, making a havoc aimed at some high-up fixer. Looks to be personal. We wouldn't get involved, though there's a reward, the money is good… It could be good for long term biz too. We might have a head start if the Street Prophet could give some leads… We'll better prepare the mage for spirits.

Win or lose: Unlock the ***Vampire Den*** *mission*

#2 VAMPIRE DEN

Difficulty: 20 Karma recommended



The vampires had tried to feed on the wrong girl, and Ms. Johnson eagerly pinpointed the location of their nightclub. No discretion needed, make a havoc, clean out the vampires and their herd of blood donors. They may feel invulnerable with their extreme regenerative power, bullets seemingly bounce off, though they haven't more resistance to magic then mere mortals. If our mage can handle the lion's share of the vampires, we'll take care of the rest.

Win or lose: Resolve ***Coda: Got My Mana Working***.

CODA: GOT MY MANA WORKING

Unlock the Summoner and Astral Scout upgrades.

IF THE TEAM LOST BOTH MISSIONS:

Learning The Hard Way
Each runner gains 3 Karma.
Give the Mage two tokens as reminders:

CONFIDENCE HIT *(In the next two games): The first time the Mage draws a non-basic card from his draw deck, discard a card from the Black Market deck: Deal 1 damage to the runner of that color (both if dual colored), and deal 1 level damage to an obstacles facing that runner.*

IF THE TEAM LOST ONE MISSION:

Lesson Learned:
Each runner gains 1 Karma.
Give the Mage one token as a reminder:

OFF TARGET *(In the next game): The first time the Mage draws a non-basic card from his draw deck, discard a card from the Black Market deck: Deal 1 damage to the runner of that color (both if dual colored), and deal 1 level damage to an obstacles facing that runner.*

IF THE TEAM WON BOTH MISSIONS:

Bragging Rights:
Give the Mage two tokens as reminders:

STREET PROHET VISIONS
(In the next two games): Once a game: Reveal the top card of the Crossfire deck, then place the card back on the top of the deck, or under the top card of the deck.

DECKER

Win or lose, side missions are played once and in numbered order at any time during a campaign.

#1 DIVERSION

Difficulty: 5 Karma recommended



Ms. Johnson's instructions was clear, a diversion job making sure those riggers would be distracted a few days. So, just making a complete mess, blowing up things, close down the facility, and most importantly, wipe out the internal security tech. In other words, decker legwork.

Win or lose: Unlock ***Chummer in Deep Drek***

#2 CHUMMER #1 & CHUMMER #2

Difficulty: 15 Karma recommended



Our chummer made a slight misstep and got locked up in Lone Star detention. An extraction attempt looks suicidal, ambushing Lone Star is way above our paygrade. Our decker though suggested it would be doable if we had the support of better combat drones, it should even the odds.

Win or lose: Resolve ***Coda: Giving the Decker his Due***

CODA: GIVING THE DECKER HIS DUE

Unlock the Aerial Combat Drone, Light Combat Drone, Drone Swarm upgrades.

IF THE TEAM LOST TWO OR THREE MISSIONS

Learning The Hard Way
Each runner gains 3 Karma.
Give the Decker two tokens as reminders:

STACKED DECK
(The next two games): After creating the Black Market: Discard all Hacking cards from the Black Market. Then refill from the Black Market deck.

IF THE TEAM LOST ONE MISSION

Lesson Learned
Each runner gains 1 Karma.
Give the Decker two tokens as reminders:

THE DREK IS IN THE DETAILS
(The next two games, after flipping obstacles): Choose a card from your hand to discard. If the discarded card is of another color than green, the runner that color draws a card.

IF THE TEAM WON ALL THREE MISSIONS

Bragging Rights
Give the Decker two tokens as reminders:

CALL IN A FAVOR FROM OUR CHUMMER *(At the start of the next two games): The decker may discard from the top of the Black Market deck until a 2 or 3 cost Hacking card is revealed. Place that card on his player sheet. This card is one-time-use. After playing this card, place it in the Black Market discard.*

Small Biz Upgrades

The seven Small Biz upgrades are unlocked by finishing different *Side Missions*. They can also be used as regular upgrades.

The three drone upgrades, **Light Combat Drone**, **Aerial Combat Drone**, **Drone Swarm,** and the **Summoner** upgrades, add cards to the game. Theses cards and instructions are found in the *Chummer* and the *Vampire Den* mission files.

WEAPONS SPECIALIST
At the start of each Scene: Discard from the top of the Black Market deck until a Weapon card is revealed. Replace a card in the Black Market with that card.
KARMA 5

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KARMA 5

IMPROVISE
Once a Scene: Discard from the top of the Black Market deck until an assist card is revealed. Replace a card in the Black Market with that card.
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Once a Scene: Discard from the top of the Black Market deck until an assist card is revealed. Replace a card in the Black Market with that card.
KARMA 5

SUMMONER I
Mage only. Discard 3 nuyen to put the Call Spirit card into play
3
KARMA 25

SUMMONER II
Mage role only.
Gain the Call Spirit card
KARMA 35

SUMMONER I
Mage only. Discard 3 nuyen to put the Call Spirit card into play
3
KARMA 25

SUMMONER II
Mage role only.
Gain the Call Spirit card
KARMA 35

SUMMONER I
Mage only. Discard 3 nuyen to put the Call Spirit card into play
3
KARMA 25

ASTRAL SCOUT
Mage only. Before drawing the first Crossfire card: Reveal the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.
KARMA 5

ASTRAL SCOUT
Mage only. Before drawing the first Crossfire card: Reveal the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.
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ASTRAL SCOUT
Mage only. Before drawing the first Crossfire card: Reveal the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.
KARMA 5

ASTRAL SCOUT
Mage only. Before drawing the first Crossfire card: Reveal the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.
KARMA 5

AERIAL COMBAT DRONE
Decker only. Discard 3 nuyen to put the Aerial Combat Drone Control card into play
3
KARMA 15

LIGHT COMBAT DRONE
Decker only. Discard 4 nuyen to put the Light Combat Drone Control card into play
4
KARMA 10

LIGHT COMBAT DRONE
Decker only. Discard 4 nuyen to put the Light Combat Drone Control card into play
4
KARMA 10

LIGHT COMBAT DRONE
Decker only. Discard 4 nuyen to put the Light Combat Drone Control card into play
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KARMA 10

LIGHT COMBAT DRONE
Decker only. Discard 4 nuyen to put the Light Combat Drone Control card into play
4
KARMA 10

AERIAL COMBAT DRONE
Decker only. Discard 3 nuyen to put the Aerial Combat Drone Control card into play
3
KARMA 15

AERIAL COMBAT DRONE
Decker only. Discard 3 nuyen to put the Aerial Combat Drone Control card into play
3
KARMA 15

AERIAL COMBAT DRONE
Decker only. Discard 3 nuyen to put the Aerial Combat Drone Control card into play
3
KARMA 15

DRONE SWARM
Decker only. Discard 6 nuyen put the Light Combat Drone and Aerial Combat Drone Control cards into play
6
KARMA 35

DRONE SWARM
Decker only. Discard 6 nuyen put the Light Combat Drone and Aerial Combat Drone Control cards into play
6
KARMA 35

DRONE SWARM
Decker only. Discard 6 nuyen put the Light Combat Drone and Aerial Combat Drone Control cards into play
6
KARMA 35