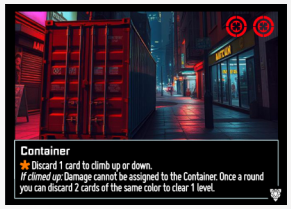
SHADOWRUN: CROSSFIRE

SETTING **Street Deck** #1

The 18 card **Street Deck** is a modular expansion for three scene missions like **Crossfire**, **Against the Ancients** and **Freefire-For-All.** It adds a **street setting** where the runners can find cover and tactical options from objects and structures. When adding the Street Deck, the team faces way more obstacles than usual but also gets tactical options, defence, more nuyen and much stronger decks.

Street Cards



Upper right corner: Damage from obstacles can be assigned to cards that has the icon. Once cleared, the card is discarded.

Textbox: Name of the card. Cards with an ability has a star ✱ icon.

Lower right corner: Street cards either has the cover icon, or the tactics icon. These icons only apply to set up #2 where each runner chooses to either draw from the cover deck or tatics deck.

Gameplay

Assigning damage: A runner facing a street card with the icon may assign damage to the street card instead of himself. One damage may be assigned for each icon. Once the last icon is cleared, the street card is discard. A runner may also split damage between himself and the street card.

Move in: At the end of a round, a runner may agree with a runner to his left or right to move in behind the same street card. Place the street card between the two runners as a reminder that the card is shared. No more than two runners may share a street card. (*Note that even though obstacles from both runners are facing the same street card, each obstacle still only faces one runner. I.e., obstacles remain facing their initial runner.*)

Timing: Street cards are resolved during the turn of the runner facing the card. Any exceptions to this are written on the street cards, e.g., ***Overpass*** states "when buying cards", ***Fire Escape*** allows the runner to use a card "as an assist", etc.

Advancing: At the end of a Scene, any remaing street cards are dicarded (*the runners advance to the next line of cover*).

Adding the Street Deck module

The Street Deck set up below is balanced for 4 runner games with three scene mission like **Crossfire**, **Against the Ancients** and **Freefire-For-All.** Missions follow the chosen mission sheet, with the following additions:

Set Up

Choose between the two set ups below. At the start of each Scene, **after flipping obstacles**, each runner, in any order, draws one street card. The card is placed between the runner sheet and the obstacles facing that runner.

Set up #1 – Coordinated
Shuffle all 18 cards of the Street Deck into a single face down deck. After drawing, runners may coordinate who goes where (i.e., runners may swap street cards).

Set up #2 – Thinking on your feet
Separete the cards with the cover icon from the cards with the tactics icon. Shuffle them separately and make two face down decks. Each runner chooses which deck he draws from.

If one of the decks ever becomes empty, shuffle all cards not in play to form a single street card draw deck (i.e., all discarded cards plus the remaining of the other deck) .

Obstacles & Karma Awards

At the start of each Scene, flip up obstacles as indicated on the chart of the mission sheet. Then flip up **2 additional obstacles** (each Scene).

Each runner gains Karma award or penalty based on the mission sheet.
In addition, each runner gains **+1 karma**.

Challenge Options

In addition the bonus challenges written on the mission sheet, the team can also choose the following challenge options:

CROWDED: Flip up 1 additional obstacle at the start of each Scene: **+1 Karma**. (The team may choose this option any number of times.)

THE 4th SCENE: The game plays one additional Scene. When flipping up obstacles at the start of the 4th Scene, flip 1 more obstacle than Scene 3: **+2 Karma**

TACTICS



Flamable Liquid

✱ *(Ignite):* You may discard 1 card from your hand to discard Flamable Liquid: Each obstacle facing Flamable Liquid takes 1 level damage *(damage is assigned in the Apply Damage step).*



Shadows

✱ *Either (Ambush):* Double the damage of your first card played this Scene, then discard Shadows. *Or (Move on):* Draw a new street card, then shuffle Shadows back into its draw deck.



Underpass

✱ *(From the rear):* Once, forfeit playing cards: You do not take damage this turn. Your first card played after this turn deals an additional 2 consecutive levels of damage. Then discard Underpass.



Tires

✱ *(Heavy smoke):* You may discard Tires to either: *(Head on):* Draw 1 card to your hand. *Or (Reposition):* Take 1 card from the street card discard pile and put it into play.



Fire Escape

✱ *(Elevated):* Once a round, play 1 basic card as an assist. This card deals an additional +1 damage.



Overpass

✱ *(Vantage point):* Once, when you buy cards you may add the nuyen value of Black Market cards in you hand as payment *(place those cards in The Black Market discard).* Then discard Overpass.



Stairway

✱ *(Overview):* Discard Stairway to reveal the top card of the Crossfire deck. Place the card back on top, or place it under the top card of the deck.



Alleyway

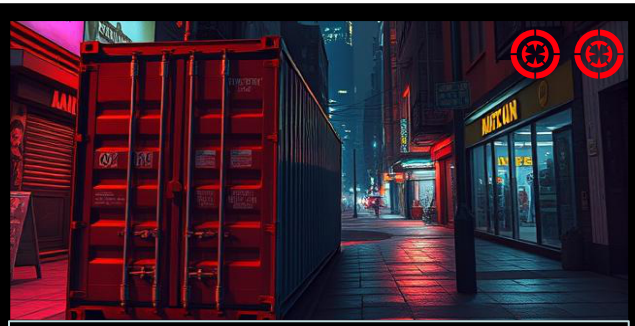
✱ *(Narrow):* Once each round, damage from 1 card may be assigned to 2 obstacles facing Alleyway.



Running Engine

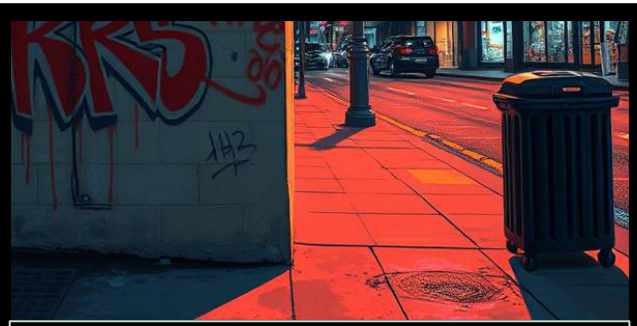
✱ *(Releae the break):* You may discard 1 card from your hand: The next two runners may draw 1 card each. Then discard Running Engine.

COVER



Container

✱ Discard 1 card to go on top. At the end of your turn, you may go down.
If on top: Damage cannot be assigned to the Container. Once a round you can discard 2 cards to clear 1 level.



Street Corner

✱ If you played 3 or less cards this turn, you take 1 less damage.

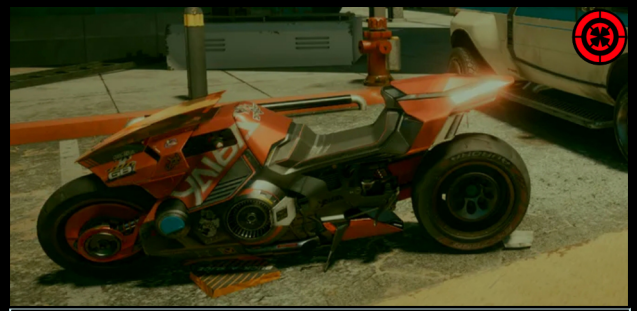


Car



Storefronts

✱ *(Move along):* If discarded by damage from an obstacle:
At the end of the turn you can discard 1 card from yor hand, or 1 ▼ to return Storefronts from the discard.



Motorcycle

✱ You may discard Motorcycle to move an obstacle facing you to face another runner.



Snack Bar

✱ *(Press on):* If discarded by damage from an obstacle:
At the end of your turn you may discard 1 card from your hand, or 1 ▼ to draw a new street card.



Concrete Barriers



Meds Vending Machine

✱ If discarded by damage from an obstacle: *Either* gain 1 ▼, *or* heal 1 damage.



Loaded Van

✱ After each damage assigned to Loaded Van, discard the top card from the Black Market deck. If a Weapon card, discard Loaded Van: Each runner facing Loaded Van takes 1 damage, each obstacle 1 level damage.

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