

The logo for Shadowrun Crossfire Virtual Run is set against a dark, stylized cityscape background. At the top center is a red dragon head icon. Below it, the word "SHADOWRUN" is written in a metallic, silver font with a registered trademark symbol. Underneath that, "CROSSFIRE" is written in a large, orange, blocky font with a distressed, bloody texture. At the bottom, "VIRTUAL RUN" is written in a clean, yellow, sans-serif font.

# SHADOWRUN<sup>®</sup> CROSSFIRE<sup>™</sup> VIRTUAL RUN

The highly-anticipated cooperative deck-building game, *Shadowrun: Crossfire*, is currently on a ship heading toward U.S. shores, our warehouse, and ultimately your gaming table in the near future.

In the meantime, we've got a Matrix job for the right runner. A runner like you!

We've hidden 15 PDFs across 15 hobby news sites. Assembling those 15 PDFs will get you access to the 100+ cards, Character Cards and rules for the *Shadowrun: Crossfire Demo Box*. They're all prepped and ready to print for those who're too anxious to try the game and do not want to wait any longer.

However, like any good Mr. Johnson, we're not gonna send you into the shadows without a deal sweetener.

Go to [www.shadowruntabletop.com](http://www.shadowruntabletop.com), log into the forums, and then take a look at the General Discussion section. There you'll find a "Crossfire: A Virtual Run" thread. The first person to post a correct set of all 15 urls that allow the download of the 15 PDFs will win a *Crossfire* core box set. And not some time in the future. Ninety-nine percent of the shipment may be on a ship, but there's one copy with a winner's name on it right here and we'll ship it straight to you. You'll receive the game before anyone else!

And for those that don't win...you'll still have early access to a full demo version of the game you can be running until you can pick up the game full game.

Watch your back...and win that box!

01 / 15





## 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.



2



"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

## 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

## 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

## 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

## 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

## 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?"

03/50

## 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

## 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