HACK 'N' RUN

1

THE JOB

Getting into the mainframe room was the easy part and now you have to hack into it. This would have been a piece of cake too if you hadn't triggered the alarm on floor 47...

Difficulty: Advanced (at least 5 points per runner in upgrades) Players: 2-4

MISSION GOAL

Your team will attempt to complete two Scenes:
In the first Scene the Decker in your team will have to hack into the Mainframe while the rest of the team needs to defeat all Obstacles.
In the second Scene you need to escape the corporate facility with the downloaded data.

OBSTACLES & CROSSFIRE

At the start of the first Scene place the Mainframe card facing the Decker role. Then flip Normal obstacles and place the first flipped obstacle facing the runner whose role color matches the obstacles's color. Distribute the rest clockwise. The first round begins with the Decker. The other runners can't attack the Mainframe in their turn, but can assist the Decker in his turn.

The hacking sequence shows the order and damange that need to be done to The Mainframe. Once you complete all 4 steps of the hacking sequence thus defeating The Mainframe) AND defeat all obstacles Scene 1 ends. For every round you haven't cleared at least one step in the hacking sequence The Mainframe deals damage equal to the Crossfire level +1 to ALL runners.

You're in!
Booting main drive...
Bypassing security algorithm...
Downloading data...
13%... 40%... 67%... 85%... 100%
It's time to run!

HACK 'N' RUN

At the start of the second Scene construct a Hard Obstacles deck from the following cards: 43, 46, 48, 55, 61, 67, 68, 70, 71, 74. flip obstacles from the Hard Obstacles deck equal to the Crossfire level + the number of runners. Place the first Obstacle facing the Decker and the rest in clockwise order. The Scene ends when there are no Obstacles facing any runner.

ENDING A SCENE

At the end of a turn, if there are no obstacles in play, each runner heals 1 HP and the starting runner removes the Crossfire event from play (it goes to the bottom of the Crossfire deck instead of the discard). Then, starting with the runner to the left of the runner who defeated the last obstacle, each runner, in order, can buy one card from the Black Market. This Scene ends after the last runner buys a card or passes. Play continues in the next Scene with the runner who had the first choice to buy a card. After the second Scene, the team wins the mission!

PLAYING WITH FEWER THAN FOUR RUNNERS

If there are only 3 runners, do not flip a Crossfire card at the start of the first round. If there are only 2 runners, do not flip a Crossfire card at the start of the first or second rounds.

KARMA AWARDS

IIf the team wins: +3 Karma for each runner
If the team aborts successfuly: +1 Karma for each runner

KARMA SCALING

KARMA IN UPGRADES	AWARD/PENALTY
0-10	Full Karma award
11-30	-1 Karma penalty
31-50	-2 Karma penalty
51-75	-3 Karma penalty
Each additional +25	Additional -1 penalty

THE MAINFRAME



HACKING SEQUENCES

MANDATORY:

1 ✳

3 ✳✳

2 ✳

4 ✳✳

To determine ✳ flip the bottom card of the Black Market deck. ✳ equals the type of that card. Discard that card.

OPTIONAL:

.doorControls//: close 1

, discard your hand: *Flip one less obstacle in the second Scene*

.securityCamera_3//: activate 1

, cards from the Black Market cost +1 untill the end of the game:
Reveal the top Normal and Hard Obstacles. You may discard any of them.

AMBULATORS

1

THE JOB

Sometimes, a simple stroll on the way to a rendezvous gets interesting.

Difficulty: Entry – Play with Demo Kit (Runners with 0 Karma only)
Players: 2-4

MISSION GOAL

Your team will attempt to overcome obstacles while navigating their way through two blocks of an urban sprawl. Once both blocks have been cleared, the team wins the mission.

MISSION SET UP

Each player selects a role and character card. The players decide amongst themselves who will be the starting runner. Then flip up one Normal Obstacle for each runner. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. Next, draw a Crossfire card and place it face up in play. Follow the normal rules for Crossfire cards.

CATCH YOUR BREATH

When there are no obstacles in play, finish the current turn. Then remove the current Crossfire event from play (put it on the bottom of the Crossfire deck), and each runner heals 1 HP. Finally, each runner may buy 1 card from the Black Market.

ONCE MORE WITH FEELING

After catching your breath, flip up obstacles equal to the number of runners plus one. First flip up obstacles from the Hard Obstacle deck equal to the number of cards in the Crossfire discard. Then if you still need more obstacles, flip obstacles from the Normal Obstacle deck for the remainder.
Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise.

WINNING THE MISSION

If the team defeats each group of obstacles and clears both blocks, **THE TEAM WINS!**
If any runner's HP go below 1 ("staggered"), the mission ends immediately. Return and try the run again.

PLAYING WITH FEWER THAN FOUR RUNNERS

If there are fewer than four runners, some of the runners will take more than one role. In a 3-player game, one of the runners will take two roles. In a 2-player game, both runners will take two roles. If you have more than one role, choose a starting deck for one of those roles. If you take more than one role, increase your starting nuyen by 1.

If there are only 3 runners, do not flip a Crossfire card at the start of the first round. If there are only 2 runners, do not flip a Crossfire card at the start of the first or second rounds.

KARMA AWARDS

If the team wins, each runner gets 2 Karma.

THE CLIENT



EXTRACTION CLIENT PROGRESS

4 RUNNERS

ROUND	PROGRESS
1	Flip 4 Normal Obstacle cards.
2	Each runner draws 1 card. Flip 2 Hard Obstacle cards.
3	The Client and each runner heals 1 HP. Flip 1 Hard Obstacle card and 2 Normal Obstacle cards. This Scene ends.
4	Each runner draws 2 cards. Flip 2 Hard Obstacle cards and 1 Normal Obstacle card.
5	The Client and each runner heals 2 HP. Flip 2 Hard Obstacle cards and 2 Normal Obstacle cards. This Scene ends.
6	Each runner draws 3 cards. Flip 3 Hard Obstacle cards and 3 Normal Obstacle cards.
7	The team escapes with the Client!

3 RUNNERS

ROUND	PROGRESS
1	Flip 4 Normal Obstacle cards.
2	Each runner draws 1 card. Flip 2 Hard Obstacle cards.
3	The Client and each runner heals 1 HP. Flip 1 Hard Obstacle card and 2 Normal Obstacle cards. This Scene ends.
4	Each runner draws 2 cards. Flip 2 Hard Obstacle cards and 1 Normal Obstacle card.
5	The Client and each runner heals 2 HP. Flip 2 Hard Obstacle cards and 2 Normal Obstacle cards. This Scene ends.
6	Each runner draws 3 cards. Flip 3 Hard Obstacle cards and 3 Normal Obstacle cards.
7	The team escapes with the Client!

THE CLIENT

2



EXTRACTION CLIENT PROGRESS

2 RUNNERS

ROUND	PROGRESS
1	Flip 2 Normal Obstacle cards.
2	Each runner draws 1 card. Flip 1 Hard Obstacle card.
3	The Client and each runner heals 1 HP. Flip 2 Normal Obstacle cards. This Scene ends.
4	Each runner draws 2 cards. Flip 1 Hard Obstacle card and 1 Normal Obstacle card.
5	The Client and each runner heals 2 HP. Flip 1 Hard Obstacle card and 1 Normal Obstacle card. This Scene ends.
6	Each runner draws 3 cards. Flip 2 Hard Obstacle cards and 1 Normal Obstacle card.
7	The team escapes with the Client!

1 RUNNER

ROUND	PROGRESS
1	Flip 1 Normal Obstacle card.
2	Draw 2 cards. Flip 1 Hard Obstacle card.
3	You and the Client each heal 1 HP. Flip 1 Hard Obstacle card. You gain 2 nuyen and can buy 1 card from the Black Market. This Scene ends.
4	Draw 3 cards. Flip 1 Hard Obstacle card.
5	You and the Client each heal 2 HP. Flip 2 Normal Obstacle cards. You gain 2 nuyen and can buy 1 card from the Black Market. This Scene ends.
6	Draw 4 cards. Flip 2 Hard Obstacle cards and 1 Normal Obstacle card.
7	The team escapes with the Client!

CLOSE THE PORTAL 1

THE JOB

Spirits? Why does it have to be spirits? At least the pay is good.

Difficulty: Normal (No upgrades needed)
Players: 4

MISSION GOAL

Your team will face groups of obstacles in two scenes. In the first scene, the opposition slowly receives reinforcements as they attempt to impede your progress to the portal. The second scene begins when the runners arrive at the portal, or when the obstacles gathering at the portal strike at the runners. The team wins if they survive the climactic battle and close the portal. There is no option to abort the run in this mission.

MISSION SET UP

Create the Crossfire deck by shuffling together the following Crossfire event card numbers: 01, 03, 04, 08, 09, 12, 13, 15, 16, 18, 28, 29, 31, 32, 33, 36, 40, 41, and 50. Set Harlequin's Shadow aside. (Harlequin's Shadow is a promotional Crossfire event card. If you don't have it available, you can still play this scenario: instead, set aside an unused Crossfire event card).

Create the Normal Obstacle deck by shuffling together the following obstacle card numbers: 01, 05, 06, 07, 08, 09, 10, 18, 20, 23, 24, 25, 26, 32, 33, and 35.

Create the Hard Obstacle deck by shuffling together the following obstacle card numbers: 44, 45, 49, 53,56, 58, 63, 66, 69, 70, 73, 74, 76, 77, 79, and 80.

After the runners have drawn their starting hands, the mission begins by placing Harlequin's Shadow into the Crossfire discard and resolving its effect. (If you don't have Harlequin's Shadow, place the card you set aside instead into the Crossfire discard with no additional effect.) Then flip a Normal Obstacle in front of each runner. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. Place the portal (represented by this mission card) between the starting runner and the runner to their right. The portal takes a turn at the start of each round, before the "Draw a new Crossfire card" step.

CATCH YOUR BREATH

On the portal's turn, draw 1 Hard Obstacle and 1 Normal Obstacle and place them at the portal, out of play. Then, if there is an obstacle of each of the four colors at the portal, the portal opens (see below). If there isn't, flip up 1 Normal Obstacle facing the runner whose role color matches the obstacle's color. If, before the portal opens, there are no obstacles facing runners at the end of any runner's turn, then remove the current Crossfire event from play (put it on the bottom of the Crossfire deck) and each runner heals 1 HP. Each runner can buy 1 card from the Black Market. Then the portal opens (see below).

THE PORTAL OPENS

Put all obstacles from the portal into play facing the runners with matching role colors, resolving any FLIPPED effects. Scene 1 ends and Scene 2 begins. The portal no longer takes a turn for the rest of the game.

THE SHADOW MOVES

Once per game, immediately before the portal's turn, the runners can remove one obstacle at the portal of their choice from the game.

GAME ENDS

The mission ends in a loss if any runner goes critical.
If you defeat both groups of obstacles, YOU WIN!

KARMA AWARDS

If the team wins, each runner gets 3 Karma (and don't forget the bonus from Harlequin's Shadow if it is in the Crossfire discard).

KARMA SCALING

Each runner gains the following Karma award or penalty based on how much Karma they have.

KARMA EARNED	AWARD/PENALTY
0-10	Full Karma award
11-30	- 1 Karma penalty
31-50	- 2 Karma penalty
51-75	- 3 Karma penalty
Each additional +25	Additional - 1 Karma penalty

CROSSFIRE

1

THE JOB

Getting in was easy, just like Mr. Johnson promissed. But you've got heavy company on the way out.

Difficulty: Normal (No upgrades needed)
Players: 2-4

MISSION GOAL

Your team will face off against obstacles in three Scenes. Each Scene ends when you have defeated all abstacles facing runners. Once the third Scene ends, the team wins the mission!

MISSION SET UP

At the start of each Scene, flip up obstacles as indicated an the chart below. When flipping obstacles, first flip obstacle from the Hard Obstacles deck equal to the Crossfire level. Then if you still need more obstacles, flip obstacles from the Normal Obstacle deck for the remainder. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. The first round begins with the starting runner.

SCENE	FLIP OBSTACLES EQUAL TO
1	Number of Runners
2	Number of Runners +1
3	Number of Runners +2

ENDING A SCENE

At the end of a turn, if there are no obstacles in play, each runner heals 1 HP and the starting runner removes the Crossfire event from play (it goes to the bottom of Crossfire deck instead of the discard). Then, starting with the runner to the left of the runner who defeated the last obstacle, each runner, in order, can buy one card from the Black Market. This Scene ends after the last runner buys a card or passes. Play continues in the next Scene with runner who had the first choice to buy a card. Adter the third Scene, the team wins the mission!

KARMA SCALING

Each runner gains the following Karma award or penalty based on how much Karma they have.

KARMA EARNED	AWARD/PENALTY
0-10	Full Karma award
11-30	- 1 Karma penalty
31-50	- 2 Karma penalty
51-75	- 3 Karma penalty
Each additional +25	Additional - 1 Karma penalty

PLAYING WITH FEWER THAN FOUR RUNNERS

If there are only 3 runners, do not flip a Crossfire card at the start of the first round. If there are only 2 runners, do not flip a Crossfire card athe start of the first or second rounds.

KARMA AWARDS

If the team wins, each runner gets 3 Karma. If the team aborts, and has a successfull abort run round, each runner gets 1 Karma. The team can also choose the following Challenge options:

BRING IT ON! Flip up one additional obstacle at the start of each Scene: + 1 Karma

DANGER ZONE Start the game with one card in the Crossfire discard: + 2 Karma (In the same game, the team can chose this option up to once for each runner.)

INITIATION

1

SPECS

Difficulty: Moderate
Players: 2-4

MISSION GOAL

Survive. Your team will encounter some of the "local color" in a standard run. Once you've defeated them, catch your breath, as you'll quickly encounter another Shadowrun "welcoming committee."

MISSION SET UP

Each player selects a role and character card. Then flip a Normal Obstacle in front of each runner. The player with the highest HP (as noted on their character card) is the starting runner.

CATCH YOUR BREATH

When there are no more obstacles in play, finish the current turn. Then remove the current Crossfire event from play (put it on the bottom of the Crossfire deck) and each runner heals 1 HP. Finally, each runner may buy 1 card from the Black Market. Then...

ONCE MORE WITH FEELING

Flip up one obstacle to face each runner, but draw from the Hard Obstacle deck for the obstacles facing the second and fourth runners. (In a 2-3 player game, you'll only get 1 Hard Obstacle.) Play continues as normal with the runner whose turn is next.

GAME END

If any runner's HP are reduced below 1 (to "staggered"), the mission immediately ends: return and try the run again.
If you defeat both groups of obstacles, YOU WIN!

INTO THE ORK UNDERGROUND

1

THE JOB

Air. Everyone needs to breathe. It's time for the ventilation systems in a section of Seattle's Ork Underground to have a change in management. The team needs to move quickly to prevent the local gang and paramilitary force, the Skraacha, from arriving in force.

Difficulty: Normal (No upgrades needed)
Players: 2-4

MISSION GOAL

Your team will attempt to find their way through the Ork Underground over the course of three Scenes. Each Scene ends when the team has defeated all obstacles facing the runners. Once the third Scene ends, the team wins the mission!

MISSION SET UP

Create the Normal Obstacle deck for three or four runners by removing and setting aside the cards Bonelaced Adept, Troll Enforcer, Ork Bounty Hunter, and Troll Mage. For two runners, instead set aside Ork Fixer, Bonelaced Adept, Gang Leader, and Troll Enforcer. Remove all other Ork and Troll obstacles from the deck. Shuffle the remainder of the deck. Take 10 cards from the top of the deck and shuffle the Ork and Troll cards (other than the four set aside obstacles) into them. Place those cards on top of the Normal Obstacle deck. Shuffle the four set aside obstacles to create the Skraacha deck.

Create the Hard Obstacle deck by removing each Ork and Troll obstacle from the deck. Shuffle the remainder of the deck. Take 10 cards from the top of the deck and shuffle the Ork and Troll cards into them. Place those cards on top of the Hard Obstacle deck.

ENDING A SCENE

At the end of a turn, if there are no obstacles in play, the starting runner removes the Crossfire event from play (it goes to the bottom of the Crossfire deck instead of the discard). Then each runner heals 1 HP. Then, starting with the runner to the left of the runner who defeated the last obstacle, each runner, in order, can buy one card from the Black Market. This Scene ends after the last runner buys a card or passes. Play continues in the next Scene with the runner who had the first choice to buy a card. After the third Scene, the team wins the mission!

OBSTACLES & CROSSFIRE

At the start of each Scene, flip up obstacles as indicated in the chart below. When flipping obstacles, first flip obstacles from the Hard Obstacle deck equal to the Crossfire level. Then if you still need more obstacles, flip obstacles from the Normal Obstacle deck for the remainder. Place the first flipped obstacle facing the runner whose role color matches the obstacle's color. Distribute the rest clockwise. Then flip up one obstacle from the Skraacha deck and place it facing the runner following the last obstacle in the normal clockwise rotation. The first round begins with the starting runner.

SCENE	FLIP OBSTACLES EQUAL TO
1	Number of Runners (+Skraacha obstacle)
2	Number of Runners +1 (+Skraacha obstacle)
3	Number of Runners +2 (+Skraacha obstacle)

KARMA SCALING

Each runner gains the following Karma award or penalty based on how much Karma they have earned:

KARMA EARNED	AWARD/PENALTY
0 - 50	Full Karma award
51 - 75	- 1 Karma penalty
76 - 100	- 2 Karma penalty
Each additional +25	Additional - 1 Karma penalty

PLAYING WITH FEWER THAN FOUR RUNNERS

If there are only 3 runners, do not flip a Crossfire card at the start of the first round. If there are only 2 runners, do not flip a Crossfire card at the start of the first or second rounds.

KARMA AWARDS

If the team wins, each runner gets 3 Karma. If the team aborts, and has a successful abort run round, each runner gets 1 Karma regardless of any bonuses or penalties. The team can also choose the following bonus challenge options:

BRING IT ON! Flip up one additional obstacle at the start of each Scene: +1 Karma (Please note that the Skraacha obstacle remains the final obstacle placed each Scene.)

DANGER ZONE Start the game with one card in the Crossfire discard: +2 Karma (In the same game, the team can choose this option up to once for each runner.)