

TRAUMA TEAM
RULEBOOK

⚠ Before the first game set up the Condition dials:



backside



Start here! **3**



TRAUMA TEAM EXPANSION **4**

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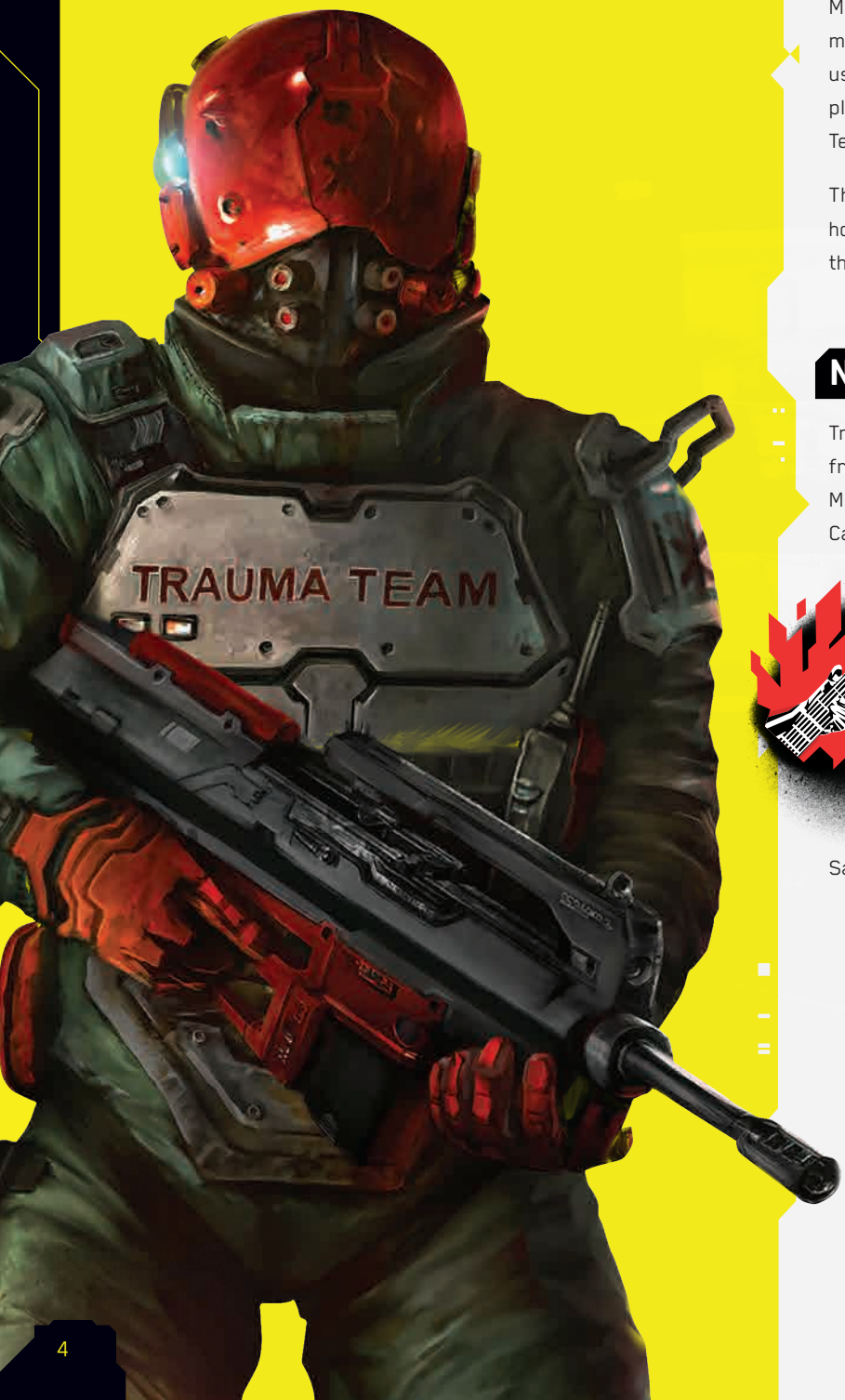
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TRAUMA TEAM

TRAUMA TEAM EXPANSION

This expansion focuses on the Trauma Team and adds them as playable characters, along with a dedicated mission.





"Trauma Team's the closest thing Night City's got to real emergency services. High-speed, high-firepower paramedics who'll drop from the sky, patch you up, and light up anyone in their way. If you've got their platinum plan, you're golden. If not? Hope you bleed out somewhere scenic."

NEW MISSIONS

Mark the expansion in the App. Now, a new stand-alone Mission: "Stayin' Alive" becomes available in the Afterlife mode. Also, you'll be able to generate new Trauma Team Gigs using "The Kids Aren't Alright" generator. Note that when playing any of those, one player must play as the Trauma Team. When playing solo, you have to play as the Trauma Team.

These Missions require you to rescue VIPs trapped in a hostage situation. Your task is to stabilize them first and bring them to safety later.

NEW CHARACTERS

Trauma Team, along with the AV, becomes available to choose from as a playable character for their dedicated Afterlife Mission and Gig. You may not play as the Trauma Team during Campaign Missions, nor any other Afterlife Missions.



"Says who? Last I checked, I don't take orders. Watch me."

Says me. Seriously, don't.



TRAUMA TEAM

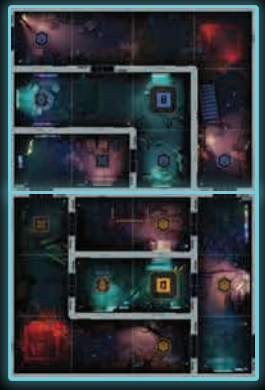
MEGABLOCKS

When setting up Levels for this Mission, use only MT board tiles (random sides of tiles A, B, C, and D) found in this expansion. Connect tiles A and C so that Helipad spaces are on the outside walls, forming a megablock floor. Connect the tiles B and D in a similar fashion, **separately from the tiles A and C**. The main board consists of two separate Megablock floors. Characters cannot Move or measure Range between different floors. The only way to travel between the two Megablocks is to use the AV (*see: Aerodyne Vehicle, page* 8).

Sniper shot bypasses this restriction.

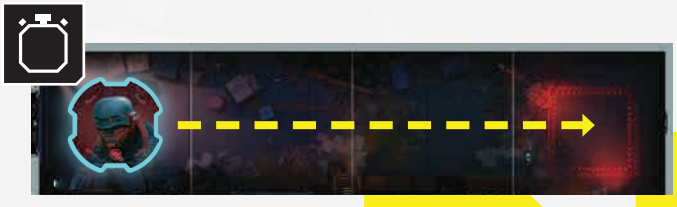
You may also use the tiles from this expansion when playing any Mission in the Afterlife mode to increase variety. Ignore the Helipad icons on these tiles in this case, they have no effect in the game.





ENEMY MOVEMENT AND DEPLOYMENT

Since the Megablock maps arrangement doesn't feature the Elevator tile, the Enemy Movement and Deployment rules are modified. Instead of moving towards the Elevator tile, **each Enemy tries to move closer to the Helipad space on the tile they're on**. All other Movement rules still apply.

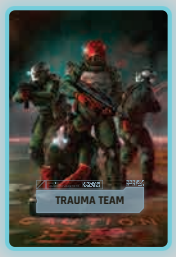


When deploying Enemies on board tiles with completed Objectives, place new Enemies on Helipad spaces instead of adjacent to the Elevator tile.

COMPONENTS



9 Action cards



1 ID card



4 character miniatures



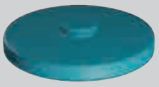
1 Starting Quickhack



6 Mission cards



9 Afterlife Objectives cards



3 blue plastic bases (use the fourth one from the core game)



4 Condition dials



4 Helipad board tiles (numbered MT, A to D, 01 and 02)



1 AV board



1 AV miniature

4-MEN ARMY

Playing as the Trauma Team has its challenges and merits. You have one player board with one HP track and one deck of cards, as usual, but there are 4 of your Paramedics on the board. You control all of them simultaneously using unique symbols on your cards.

During your turn, each Paramedic is considered the active player's character, and similarly, each of them is considered an "another player" for meeting the Objective's requirements when other players are taking their turns.

Follow all the game rules for controlling characters. You measure Range from all of your Paramedics at once. Your Boosters, Quickhacks, Crafting Items, Inventory, and even Cyberware are considered shared between your Paramedics. When you gain any symbols (e.g. from an Action card or Crafted Item), you may divide them among any of your Paramedics.

Action cards in your deck feature symbols that allow each of your Paramedics to act. Resolve these effects in any order, once per Paramedic:

Symbol	Effect
	**Move Out.** Move **each Paramedic** by 1 space. *You don't need to spend each movement point, some of your Paramedics may stay where they are.*
	**Covering Fire. Each Paramedic** deals 1 damage to 1 Enemy in their Range. You may not divide this damage freely between Enemies in your other Paramedic's Range. *If 1 Guard is in Range of all 4 of your Paramedics, you deal 4 damage to him.* *If 2 of your Paramedics have 2 Guards in their Range, and 1 other Paramedic has another Guard in their Range, you can divide 2 damage between the first 2 Guards, and the third Guard suffers 1 damage.*
	**Air Support.** Activate one of the AV actions. More on that on page 8.

⚠ Note that there are no Interaction symbols on Trauma Team's Action cards, but nothing stops you from generating these symbols from Boosters or any Legendary card you gain. 

Shock Therapy Quickhack – each Paramedic gains a Heal symbol. When healing other characters, or spending symbols on Objectives, Range rules apply *(a Paramedic cannot Heal a character they don't see).*

These symbols may be used on the Trauma Team themselves, and effectively you may Heal yourself for 4 HP if all your Paramedics are alive (the efficiency decreases once you start losing them, see below).



SUFFERING DAMAGE

If any of your Paramedics suffers damage, it is tracked on one HP track on your board, as usual, shared between all of your Paramedics. Think of it as a shared combat effectiveness or morale, rather than health.

During Combat, roll your Combat dice (the Enemy die, and one of your Weapon dice) once, as usual, and apply the results between the engaged Paramedics. *If the die result has an additional requirement (see the example), it may be met by only 1 of your Paramedics, to use the effect (you may then divide the damage between any engaged Enemies).*

When resolving the Enemy die, and you're engaged with two or more Enemies, you resolve the extra damage symbols (red) on the die, no matter how many of your Paramedics are engaged (e.g. two of your Paramedics see one Enemy each).

⚠ When you suffer a Wound, on top of placing a Wound card on your discard pile, remove one of your Paramedics from the board (the one who's been in danger) for the remainder of the Mission. Unless you lose your last Paramedic, the Mission has not failed.

1. **Paramedic A** has the **Enemy B** in their Range. **Paramedic C** has the **Enemy D** in Range, on an adjacent space.



2. Trauma Team player rolls their Combat dice. They apply all effects of the Enemy die, losing 3 HP. The Weapon die (the Order) shows 1 point of damage and 2 extra points if you are next to the Enemy. **Paramedic C** meets this requirement.



3. The Trauma Team player decides to split damage between Enemies, dealing 2 damage to the **Enemy B** and 1 damage to **Enemy D** .



4. The Trauma Team player plays an Action card with Covering Fire symbol. **Paramedic A** deals 1 damage to **Enemy B** and **Paramedic C** deals 1 damage to **Enemy D** .



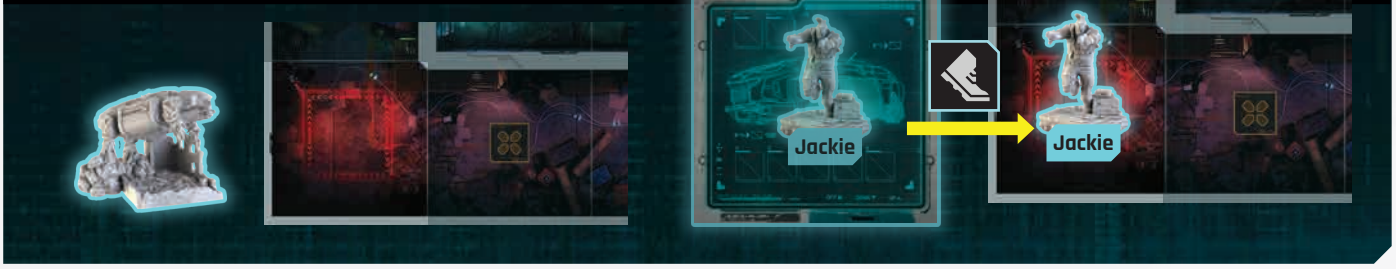


AERODYNE VEHICLE

Trauma Team Missions use an Aerodyne Vehicle (*AV for short, pronounced Ay-Vee*) as a means of transportation and combat support.

The AV board is a 1-space room that may hold any number of characters on it and follows all the rules for spaces. Characters inside the AV cannot draw Range outside the AV.

During Mission setup, the AV is placed next to a random Helipad space on the board. During the game, characters may move between the AV's board and the Helipad space next to the AV miniature by spending 1 Move.



All players may use the action on the AV board as a Quickhack (an Instant Action, even outside their turn).

Symbols spent	Effect
	Re-position. Move the AV next to any Helipad space on the board.
	Fly-by. Deal 2 damage to any Enemy on the board tile next to the AV. *Ignore any walls and Range. You can't split the damage between two Enemies.*
	Distribute Stimulants. Refresh all Boosters of any character on the board tile next to the AV. *This also fulfills one of the requirements when Stabilizing VIPs, see below.*

The Trauma Team utilizes the AV's full potential by using the Air Support symbol on their Action card. It allows to use one of the AV's actions without spending symbols.

⚠ In this Mission, instead of Advancing on the Elevator tile, characters Advance in the AV.



VERY IMPORTANT CUSTOMERS

Your Main Objective during each Trauma Team Mission is to rescue VIPs trapped in the building. *They paid for the service, after all.* You do this in two steps: Stabilizing and Escorting them to safety.

STABILIZING VIPS

Each VIP is represented by a dial. Each spot on the dial has a set of symbols – requirements that need to be spent **on the VIP's space, without any Enemy in Range,** in order to Stabilize them. Once the shown symbols are spent, rotate the Condition dial counter-clockwise by one spot (as indicated by the teal arrows (❯❯❯).

By default, the dials are placed on the board set to the red spot next to the VIP death , but sometimes setup may instruct you to Stabilize them – rotate the Condition dial's top one spot counter-clockwise in such cases.

During each Cooldown at the Enemy Deployment Step each VIP who's not Stable, triggers one of the effects, depending on the symbol shown on his current condition:

» During Cooldown, Deploy a Guard on the VIP, in addition to regular Deployment rules.,

» Bleed Out – rotate the Condition dial's top one spot clockwise. If the dial now shows the icon , the VIP dies, and the Mission is failed.



Once the dial shows the icon , the VIP is Stable. Flip the dial to the other side. This VIP may now be Escorted.

Refresh a Booster symbol may be found on each character's HP track, the AV Air Support Action, Trauma Team Action cards, and some other game components. When spending this symbol on Stabilizing VIP, ignore its usual effect.

ESCORT TO SAFETY

Once a VIP is Stable, they no longer Bleed Out during Cooldowns and may be Escorted. When a character leaves a space with a Stable VIP, they may optionally move the VIP to the space they move to. A character may Escort any number of Stable VIPs.

When playing as River Ward, you may not Escort VIPs while you're Hidden. You may not Escort VIPs as Flathead when playing as T-Bug.

Once the VIP is in the AV, they're sAVed.



1. Two of the VIPs are still on the board. There's a Paramedic on each spot with VIPs.



2. The Trauma Team player plays a card with the "Refresh a Booster" effect (they have the corresponding Skill level) and by doing so, they Stabilize one VIP.





3. VIP's dial moves to the "Stable" spot and it's flipped to the Stable side. The Trauma Team player uses the "Move out" symbol on the played card, to move the Paramedic with the VIP one space towards the AV.



4. The current STAP ends and the other VIP Bleeds Out.





STAYIN' ALIVE

This mission is all about successfully extracting VIPs. Use the new assault-medical tools to operate on the flatlining chance of survival.
Stay alive – that's meant mainly for the VIPs, but try to follow this advice yourselves.

SETUP

Level 1.1

Use Trauma Team board tiles arranged in two Megablock floors. Follow the rest of the setup.

Use Arasaka as Enemies.

Deploy additional Guards according to your Heat level.

Place the AV next to a random Helipad space (you may use the randomizer die).

Place 1 VIP on Point C; Stabilize them once.

Level 1.2

Use Trauma Team board tiles arranged in two Megablock floors. Follow the rest of the setup.

Place the AV next to a random Helipad space (you may use the randomizer die).

Place 1 VIP on Point B.

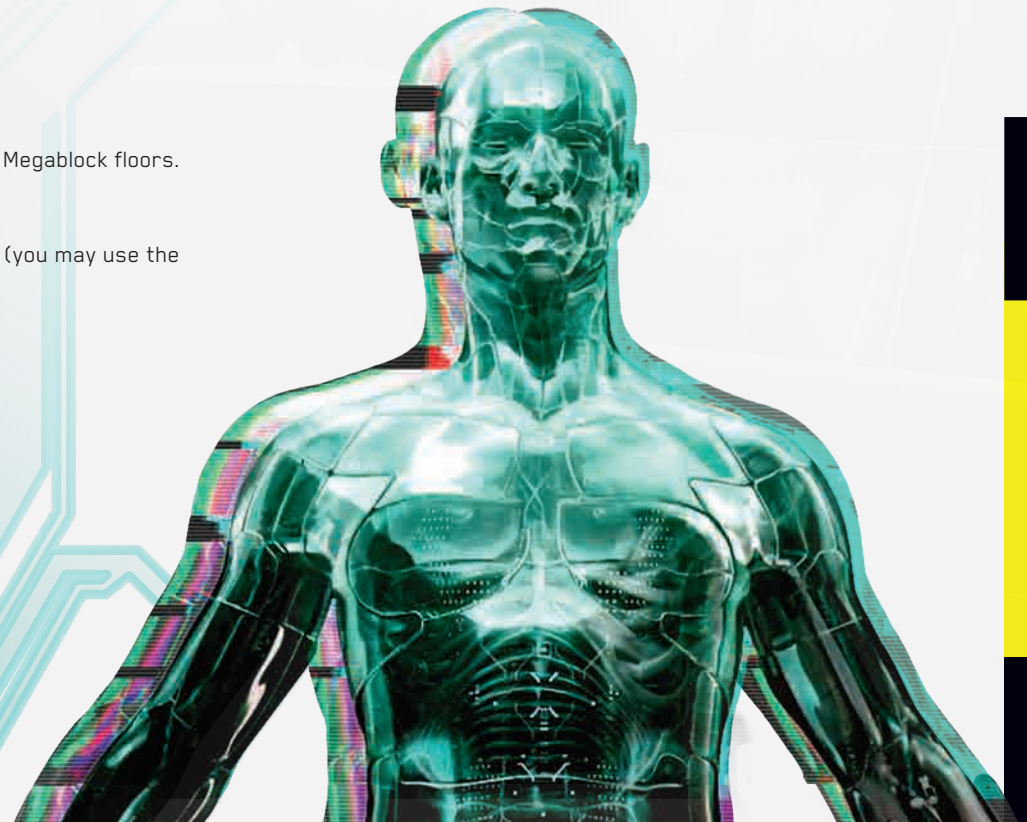
Level 1.3A

Use Trauma Team board tiles arranged in two Megablock floors. Follow the rest of the setup.

Place the AV next to a random Helipad space (you may use the randomizer die).

Place 1 VIP on each Point A, B, C, and D.

Spend Side Objective tokens to Stabilize any VIP once (limit once per VIP).





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The gig was routine – corpo escort, quiet night, good pay.
Your client, an Arasaka suit, wanted out. Planned to sell classified intel to Militech and knew the buyer wouldn't show up alone.
That's where you come in – couple edgerunners to make sure he stayed breathing long enough to close the deal.
Two deskjocks playing god with secrets they shouldn't have klepped. It's never enough for these stuck-up malcontents. Side deals. Backchannel betrayals. Treason.

But secrets don't last long in Night City. Not with Arasaka in the mix.
Strike drones hit first, breach charges next – the whole floor turns into a warzone. Militech's security gets wiped in seconds, but luck's on your side – if sealed exists and fire snaking up walls can be called "luck." Corpos are still alive – barely, but enough for Trauma Team to come to the rescue.
Somewhere above an AV circles, hidden in smoke. Only thing keeping that bird in the air is the hope of a successful exfil. Problem is – Arasaka ain't done with you.
They're cleaning house – no witnesses, no survivors. Their hit squads outnumber Trauma's combat medics. To extract safely, they'll need all the help they can get. Suppressing fire. Distraction.

And you? You need that lift.
If the VIPs flatline, say goodbye to your only ride outta here. You need to help the medics get those VIPs onto the AV and hope there's enough room for you at takeoff.
If you want that ride, you're gonna have to earn your spot.

Time to prove it.

LOSE CONDITIONS

- Run out of time
- Add a Wound card if there's none left
- Deploy an Enemy if there's none left
- Any VIP dies

MISSION FAILED

- Retry.

WIN CONDITIONS

- Complete all Objectives

MISSION COMPLETED

- Check characters' Challenges.



MISSION ENDS

Reset the characters' Starting decks, and return any extra components (Boosters, Skill Shards, etc.) to the common supply.

READ AFTER COMPLETING THE MISSION

You help drag the VIPs aboard – half-conscious, half-dead. Not your problem anymore.
You hop into the AV. You're not on the client list, but the pilot doesn't ask questions.
Trauma Team's medics don't say a word. Still, one of them gives you a slight nod. You return the gesture – a silent agreement reached.
Seconds later, you feel the AV gaining altitude.
Arasaka's kill squads lie scattered in the ruins below, reduced to rubble. No one's left to report what happened here. No one's left – period.
The AV's windowless, but you can sense the cool glow of the city lights beneath you.
You made it out. Barely.
And in Night City, survival counts as profit.

GIG GENERATOR

You have access to a new Gig Generator (see: Core Rulebook, page 95). When setting the Mission, choose either "The Kids Aren't Alright" Level 1.3B or the "Stayin' Alive" Level 1.3A Mission card. Find its setup rules under the stand-alone Mission setups.

THE KIDS AREN'T ALRIGHT

Use Trauma Team board tiles arranged in two Megablock floors.

Place the AV next to a random Helipad space (you may use the randomizer die).

Place VIPs on the Points shown by the Objective cards.

As for the 3rd level use either the following setup, or Stayin' Alive 1.3A rules.

Level 1.3B

Use Trauma Team board tiles arranged in two Megablock floors. Follow the rest of the setup.

Place the AV next to a random Helipad space (you may use the randomizer die).

Deploy additional Guards on the Special spaces on each tile.

Place 1 VIP on each Point A, B, C, and D; Stabilize each once.

Place Heat tokens in rooms with Points A, B, C, and D (see Fire in a Disco! rules, below).

Spend Side Objective tokens to Stabilize any VIP once (limit once per VIP).

FIRE IN A DISCO!



Level 1.3 of the "The Kids Aren't Alright" Mission introduces a new threat – a spreading fire. Use Heat tokens to mark the rooms on fire and treat all spaces in rooms on fire as Dangerous spaces (see: *Core game rulebook, page* 78).

During Cooldown, at the Enemy Movement Step, the fire spreads: for each Heat token on the board, place a new Heat token in an adjacent room, following the Enemy Movement rules. There is no way to put out the fire.



NO APP

Use provided STAP times for the Missions.

Mission	STAPs	STAP time in seconds for each difficulty level [solo]			
		Rookie	Street Kid	Edgerunner	Legend
The Kids Aren't Alright					
1.1	3	270	225	190	150
1.2	3	270	225	190	150
1.3 B	2	340	295	250	200
STAYIN' ALIVE					
1.1	3	300	255	210	170
1.2	2	240	210	175	135
1.3 A	4	235	195	160	120

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