

# MISSION AMBULATORS



## THE JOB

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

**Difficulty:** Introductory  
(Runners with 0 Karma only)

**Players:** 2–6

## 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 SETUP

Each player selects a role and character card. The players decide among themselves who will be the mission leader. 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 active Crossfire card 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 goes below 1 ("Staggered"), the Mission ends immediately. Return and try the run again.

## HARMA REWARDS

If the team wins, each runner gets 2 Karma.

There is no option to abort the run in this Mission.

