

ST-MICHAEL'S  
CLOCK TOWER

# RESIDENT EVIL 3™

## THE BOARD GAME

UPTOWN

WARREN STREET

CITY HALL

RACCOON CITY  
POLICE DEPT.

DOWNTOWN

RACCOON-STONE VILLE LINE

CITY COLLEGE  
OF RACCOON

RAVEN'S GATE

## SCENARIO BOOKLET



PRAGUE BOULEVARD

CAPCOM



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# GAMEPLAY

*We should have had the courage to confront Umbrella while we had the chance. Instead, we let them take control. With every passing day, they became more influential and the corruption set in deeper. No one dared to oppose them, and that lack of strength would ultimately lead to the city's destruction.*

*Once, Raccoon City was a proud place. A place we called home. A place where we spent our lives in contentment, and planned out our futures.*

*And now?*

*Now, even the hard rain falling over the streets cannot hope to wash away the blood that stains us all.*

*Resident Evil™ 3: The Board Game* is a cooperative survival horror campaign game for 1-4 players in which each scenario represents the continuing narrative story of the escape from Raccoon City.

In true survival horror tradition, most scenario descriptions for *Resident Evil™ 3: The Board Game* tell players how to successfully complete the scenario but leave other details for the players to work out themselves. Certain scenarios won't even be that forthcoming...or the objectives will change as the game goes on, keeping players guessing.

Players must explore in order to advance through the campaign, finding missing keys and hidden entryways to new areas, and never daring to spend too long in one place in case they are overwhelmed.

Although the scenarios introduced in this booklet are designed as part of a larger campaign, they can also be played as standalone games. To find out more about this game mode, see page 31 of the *Resident Evil™ 3: The Board Game* rulebook.





# ADVANCING THROUGH THE CAMPAIGN

At the start of the campaign only three scenarios are available to the players—*Downtown 1*, *Uptown 1*, and *Commercial 1*. As the campaign continues, they'll find new locations to explore, allowing them to attempt new scenarios.

## THE CITY MAP

The Raccoon City dashboard shows a map of the city and lists each scenario in the game, split into districts. Scenarios that the players may explore are shown on the dashboard as **unlocked** ①, along with spaces for scenarios they haven't yet found access to ②.

In order to play a scenario, there must be a **campaign path** card ③ in the scenario's slot on the dashboard, and this card must have its unlocked side face up ④.

## CAMPAIGN PROGRESSION TOKENS

Just like item C tokens, most scenarios also have at least one **campaign progression** token, representing an entryway to an area of the city that is otherwise inaccessible.

Scenarios including a campaign path indicate the path's location with a ④ token, and which scenario it leads to in the scenario brief. When a character is placed in the same square as a ④ token, remove the token and place the corresponding campaign path card on the city dashboard. If the card has a locked side, this must be face up when it is added to the dashboard.

A character may unlock a campaign path by discarding the item(s) shown on the card from their inventory at any time during their turn, or during a scenario's End Phase.

## THE ITEM C DECK

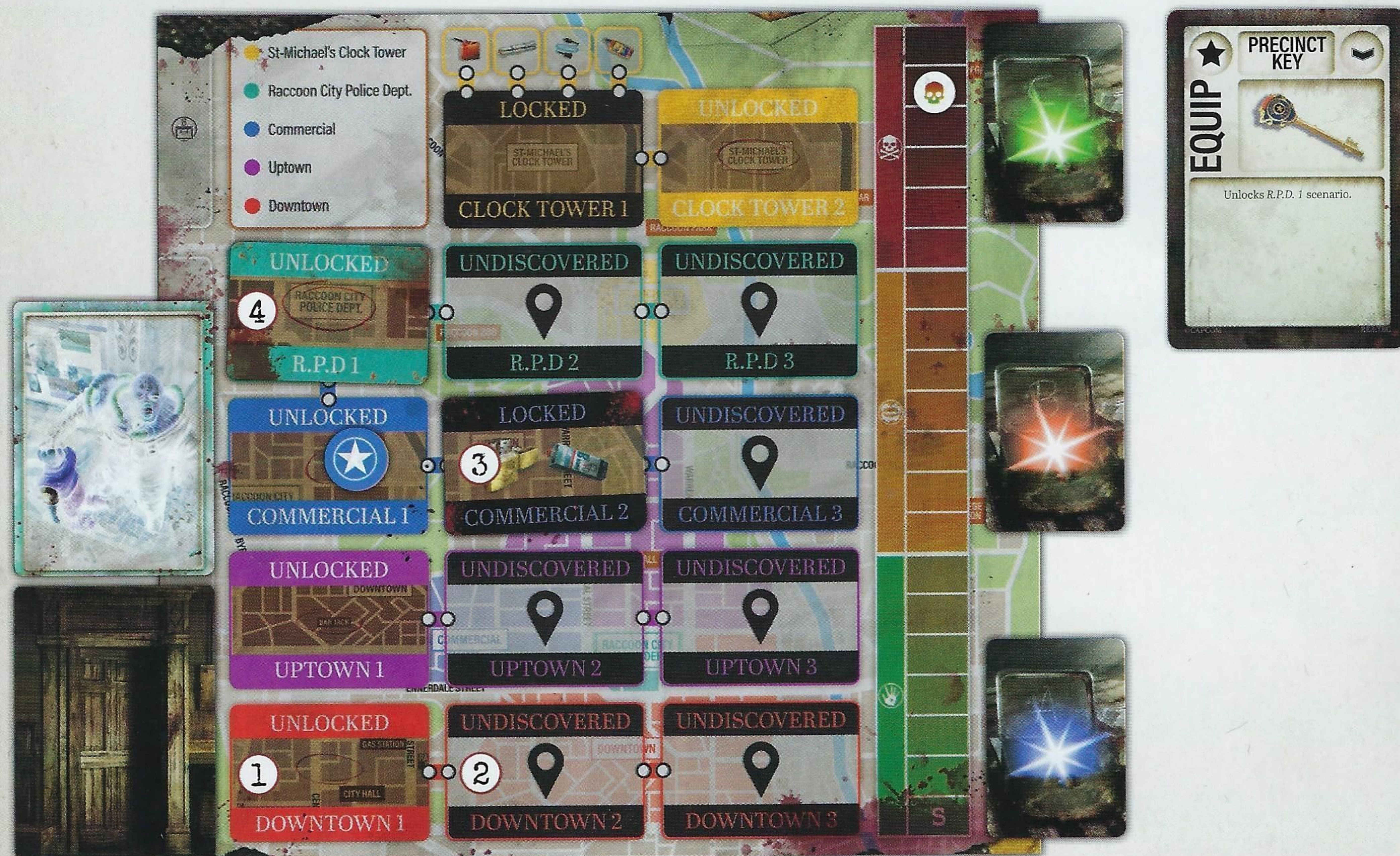
In most scenarios, players will be able to find an item C token. Item C cards are nearly always valuable objects that allow players to unlock new scenarios.

Item C tokens can be collected by search actions in the same way as other items.

Characters may discard the item(s) shown on a locked campaign path card from their inventory, or the item box, to flip the card to its open side at the end of a scenario.

*The players have successfully completed their first scenario of the game, Commercial 1. During this scenario, they found two campaign paths—one leading to Commercial 2 and the other leading to R.P.D. 1. Both of these cards require an item to unlock them but, fortunately enough, the players also found the Precinct Key item, which is the item required to flip the R.P.D. 1 card to its unlocked side.*

*This means that for their next scenario, the players have the choice of the Downtown 1, Uptown 1, or R.P.D. 1. scenarios. They'll need to keep searching for a way to unlock Commercial 2...*





## COMPLETION TOKENS AND REPLAYING SCENARIOS

When players have successfully completed a scenario, and collected any item C and campaign progression tokens from that scenario, a completion token is placed on that scenario's dashboard slot to indicate that the players cannot return and replay it any more.

If the players have successfully completed the scenario, but didn't collect the item C or campaign progression tokens, they'll have to replay the scenario to find them. When replaying a scenario after successfully completing it, the players set up the scenario and play through it as normal, but don't place the item C token if it has already been collected.

When creating the item B deck for a scenario the players are replaying, only include scenario items. After these items have all been collected, discard any remaining item B tokens still in the playing area.

## GETTING TO THE CLOCK TOWER

In order to access the final scenarios in the Clock Tower, the players must find the Power Cable, Fuse, Machine Oil, and Oil Additive items. Once they have found these items, they can unlock the *Clock Tower 1* scenario.

If the players successfully complete the *Clock Tower 1* scenario, they can then attempt the *Clock Tower 2* scenario. If the players successfully complete the *Clock Tower 2* scenario, then they have completed the campaign and won!

*Remember that while you're exploring, you'll always be racing against the city danger level. If the city danger level reaches the end of the track before you're able to complete Clock Tower 2, the campaign is lost and you'll have to start all over again, as the city is completely overrun!*

## SETTING UP

To begin the campaign, set up the Raccoon City dashboard and card decks as described on page 22 of the *Resident Evil™ 3: The Board Game* rulebook. Each player selects a character and sets out the corresponding profile card, health track, starting items, and ammunition dials.

Players then select a scenario to play from the three starting scenarios, and set up the tiles as shown in the brief, along with any tokens and models which begin the game in play. Each player should read the brief so they are familiar with how to complete the scenario and any special rules they'll need to know along the way.

At the end of each scenario, the players should follow the steps printed on the back of this booklet.

If the players are beginners to the world of tabletop survival horror, we recommend starting with the *Downtown 1* scenario.

*Players can use any tiles which are the correct shape and have the correct wall placements when setting up, allowing players to jump quickly into the game.*

*Each scenario also states the location(s) in which it takes place, so Resident Evil™ superfans can fully immerse themselves in the world by using specific tiles to represent the area of the game they're in. If you have tiles from Resident Evil™ 2: The Board Game, you might even mix them in to further customise your experience!*





## SCENARIO BRIEF DOWNTOWN 1

## SEARCHING IN THE DARKNESS

*It may be overrun, but this area doesn't seem too dangerous. The zombies roaming the streets are lethargic and slow, and there are plenty of hiding places. Several of the doors you pass have been secured by rope tied tightly around their handles, meaning you'll need to find some way of cutting—or burning—through the binding...*

This scenario takes place in the Raccoon City Streets.

In this scenario, the characters must find the Lighter Fluid item. The players may choose to successfully complete this scenario any time one of the characters has the Lighter Fluid item in their inventory, and there are no enemies on their tile.

*Although this scenario seems simple, we recommend that you make sure to collect the item C token and find the campaign progression token before progressing—otherwise, you'll have to come back later on and replay the scenario again!*

## SPECIAL RULES

## ABANDONED LOCATION

If the tension deck runs out during this scenario, shuffle the discard pile and place it face down to refresh the deck.

*Before playing this scenario, you should make sure to read the rules for exploding barrels. Being able to use them to your advantage will be crucial to completing this scenario successfully!*

## CARD DECKS

## ITEM B DECK

1x First-Aid Spray  
1x Lighter Fluid  
1x Spare Keys

## TENSION DECK

No additional cards are added to the tension deck at the start of this scenario.

## ENCOUNTER DICE TABLES

## YELLOW TILE

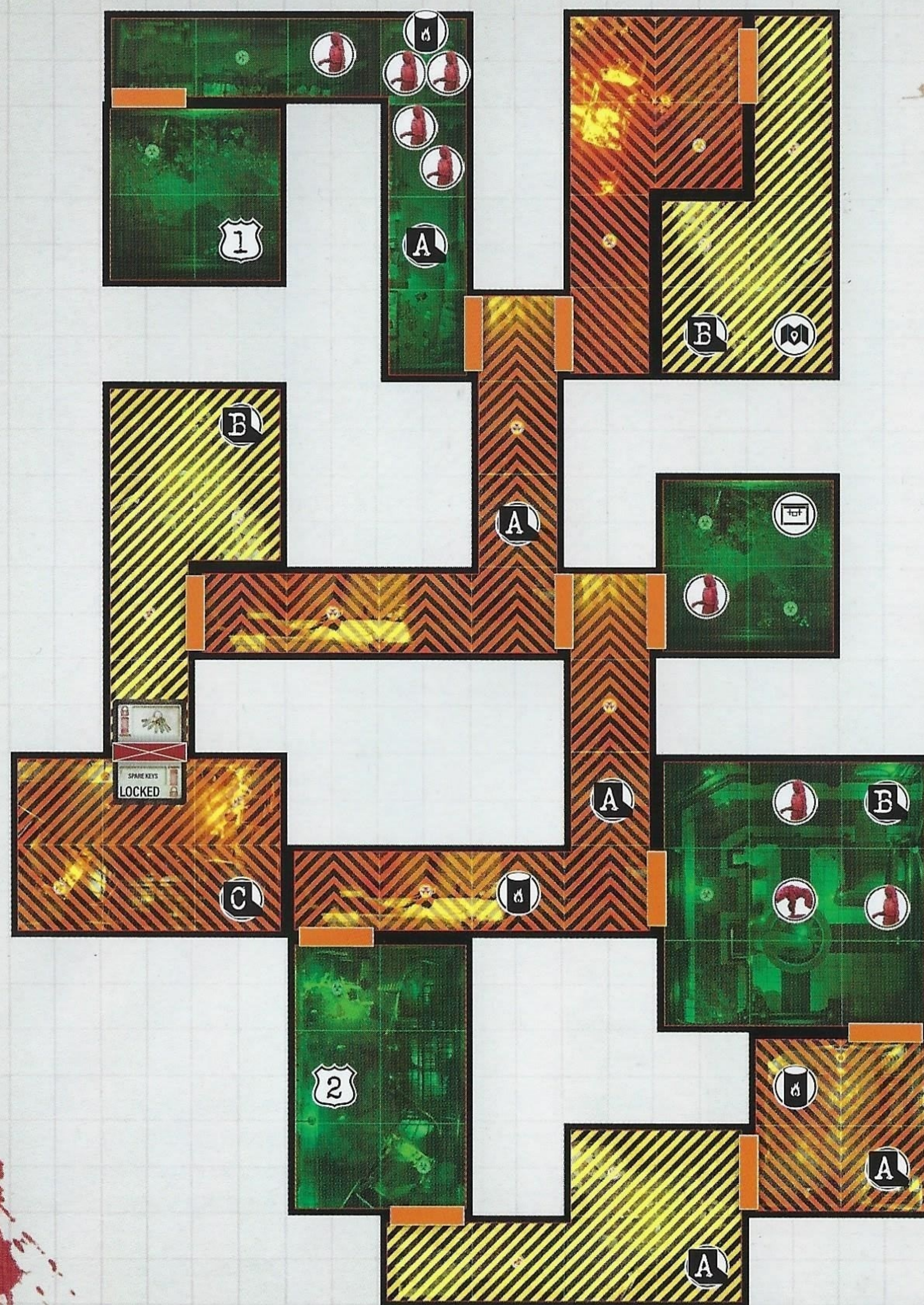
| Dice | Enemies / Event Encountered                                               |
|------|---------------------------------------------------------------------------|
| 6    | Empty                                                                     |
| 5    | Unsettling Feeling – <i>Immediately draw a card from the tension deck</i> |
| 4    | 1x Zombie                                                                 |
| 3    | 1x Zombie Dog                                                             |
| 2    | 2x Zombie                                                                 |
| ⚠    | Roll on the amber encounter table instead.                                |

## AMBER TILE

| Dice | Enemies / Event Encountered                                                             |
|------|-----------------------------------------------------------------------------------------|
| 6    | Empty                                                                                   |
| 5    | 1x Zombie,<br>Unsettling Feeling – <i>Immediately draw a card from the tension deck</i> |
| 4    | 1x Zombie Dog                                                                           |
| 3    | 2x Zombie                                                                               |
| 2    | 2x Zombie at the closest ☠                                                              |
| ⚠    | 1x Zombie, 1x Zombie Dog                                                                |







|  |                                         |
|--|-----------------------------------------|
|  | Character Start                         |
|  | Zombie                                  |
|  | Zombie Dog                              |
|  | Item A Token                            |
|  | Item B Token                            |
|  | Item C Token                            |
|  | Door                                    |
|  | Locked Door<br>Spare Keys               |
|  | Item Box                                |
|  | Explosive Barrel                        |
|  | No Encounter Token                      |
|  | Yellow Encounter Token                  |
|  | Amber Encounter Token                   |
|  | Campaign Progression Path<br>Downtown 2 |



## SCENARIO BRIEF UPTOWN 1

## DEATHLY STILLNESS

At the beginning of the outbreak, most of the fighting took place uptown. Now, several hours later, an unsettling stillness has taken hold of this tragic battleground. Walking through, you see hastily erected barricades replacing doors that collapsed under the weight of the undead assault, unmoving corpses visible through the gaps...

This scenario takes place in the Raccoon City Streets.

In this scenario the characters must collect the item C and campaign progression tokens. The players may choose to successfully complete this scenario any time after these objectives are met, if all of the characters are on the same tile and there are no enemies on their tile.

## SPECIAL RULES

## ABANDONED LOCATION

If the tension deck runs out during this scenario, shuffle the discard pile and place it face down to refresh the deck.

## GRISLY REANIMATION

When a character performs a search action and removes the item C token, replace all corpses on the same and linked tiles with Zombies.

## CARD DECKS

## ITEM B DECK

1x Toolbox  
1x Boutique Key

## TENSION DECK

Shuffle 1x *Tough Hide*, 1x *Dead Rising*, and 1x *Splintering Wood* cards into the deck at the start of this scenario.

## ENCOUNTER DICE TABLES

## YELLOW TILE

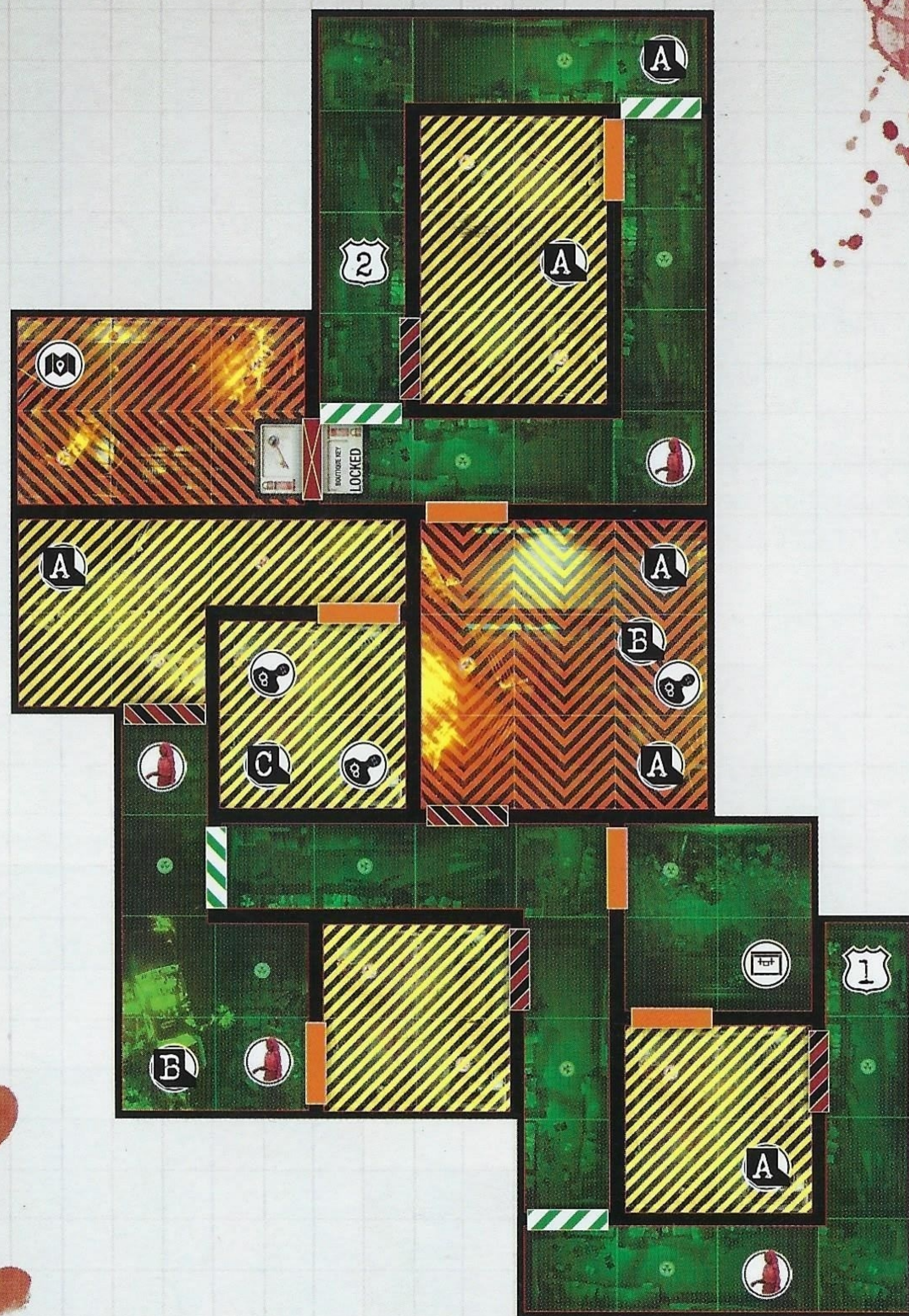
| Dice | Enemies / Event Encountered                                                                                                                                                                                 |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6    | Empty                                                                                                                                                                                                       |
| 5    | 1x Corpse                                                                                                                                                                                                   |
| 4    | 1x Corpse,<br>Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| 3    | 1x Zombie, 1x Corpse                                                                                                                                                                                        |
| 2    | 1x Zombie,<br>Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| ✱    | Roll on the amber encounter table instead.                                                                                                                                                                  |

## AMBER TILE

| Dice | Enemies / Event Encountered                                                                                                                                                                                 |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6    | Empty                                                                                                                                                                                                       |
| 5    | 1x Corpse,<br>Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| 4    | 1x Zombie                                                                                                                                                                                                   |
| 3    | 1x Zombie,<br>Grave Wind – Open the closest non-locked, non-one-way door                                                                                                                                    |
| 2    | 2x Zombie                                                                                                                                                                                                   |
| ✱    | 2x Corpse,<br>Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie                                                                                  |







|  |                                              |
|--|----------------------------------------------|
|  | Character Start                              |
|  | Zombie                                       |
|  | Item A Token                                 |
|  | Item B Token                                 |
|  | Item C Token                                 |
|  | Door                                         |
|  | Locked Door<br><i>Boutique Key</i>           |
|  | Archway                                      |
|  | Barricade                                    |
|  | Item Box                                     |
|  | Corpse                                       |
|  | No Encounter Token                           |
|  | Yellow Encounter Token                       |
|  | Amber Encounter Token                        |
|  | Campaign Progression Path<br><i>Uptown 2</i> |



## SCENARIO BRIEF COMMERCIAL 1

## THE R.P.D. COURTYARD

Fire rages through this area of the city and illuminates the horizon, painting the walls around you amber and casting long shadows into every alley and doorway. Frightening though it may be, your fear abates when you see the silhouette of the Raccoon City Police Department ahead, an all-too-welcome beacon of hope...

This scenario takes place in the Raccoon City Streets.

In this scenario the characters will face Nemesis, a deadly adversary that will pursue them throughout the game. The objective for the scenario will depend on what choice the players make when they encounter this terrifying foe.

## SPECIAL RULES

## ABANDONED LOCATION

If the tension deck runs out during this scenario, shuffle the discard pile and place it face down to refresh the deck.

## FORK IN THE ROAD

There are two campaign progression tokens for players to locate during this scenario, leading to the *R.P.D. 1* and *Commercial 2* scenarios.

## SECURE LOCATION

A character on the R.P.D. Entrance tile does not have to draw a card during the Tension Phase.

## CARD DECKS

## ITEM B DECK

1x First-Aid Spray  
1x Lockpick

## TENSION DECK

Shuffle 1x *Bloody Trail* card into the deck at the start of this scenario.

## FIXED NARRATIVE EVENT

## "S.T.A.R.S...."

The first time a character is placed in the same square as the  token, remove the token and read out description below.

*The gate behind you opens with a rusty metal screech, and a panicked survivor staggers under the arch. Bloodied and bruised, a shaky hand staunching a stomach wound, they begin to speak before a huge figure smashes into them and crushes the life from their body. The creature looks at you, and growls a single word...*

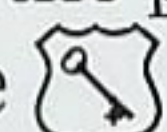
## Fight!

Spawn Nemesis Stage One in the square marked on the scenario brief. This character and other characters placed on the R.P.D. Entrance tile cannot leave the tile until Nemesis has been killed. If a character on the R.P.D. Entrance tile is rendered unconscious, the players immediately fail the scenario.

If a character kills Nemesis, their player may immediately draw three cards from the item A deck. After killing Nemesis, the players may choose to successfully complete the scenario at any time.

or

## Flee!

Increase the city danger level by 1. Add the *R.P.D. 1* campaign path card to the Raccoon City dashboard, then remove the R.P.D. Entrance tile from the playing area and place this character in the same square as the  token.

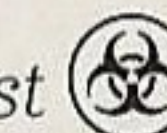
The players successfully complete the scenario if every character has left the playing area by spending an action while in the same square as the  token.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                                                         |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | Empty                                                                                                                               |
| 5                                                                                   | Raging Fire – Place a fire token on the closest  |
| 4                                                                                   | 1x Zombie                                                                                                                           |
| 3                                                                                   | 1x Zombie, Unsettling Feeling – Immediately draw a card from the tension deck                                                       |
| 2                                                                                   | 1x Zombie, Grave Wind – Open the closest non-locked, non-one-way door                                                               |
|  | Roll on the amber encounter table instead.                                                                                          |

## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                      |
|---------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | Raging Fire – Place a fire token on the closest             |
| 5                                                                                     | 1x Zombie                                                                                                                                        |
| 4                                                                                     | 1x Zombie, Unsettling Feeling – Immediately draw a card from the tension deck                                                                    |
| 3                                                                                     | 2x Zombie                                                                                                                                        |
| 2                                                                                     | 2x Zombie at the closest                                    |
|  | 2x Zombie, Raging Fire – Place a fire token on the closest  |







## SCENARIO BRIEF R.P.D. 1

## EXPLORING THE POLICE STATION

*This place is very different to how you remember it, the busy hustle of officers going about their duty replaced by abandoned desks and scattered papers. Muffled sounds echo through corridors and behind closed doors, barely audible over the sound of the rain outside. Something is not right here. Search for survivors and a safe place, and don't waste any time doing it!*

This scenario takes place in the R.P.D. Building.

In this scenario the characters are exploring the Raccoon City Police Department, searching for other survivors. The players may choose to successfully complete this scenario at any time after they have removed all unexplored tokens from the playing area.

## SPECIAL RULES

## OMINOUS FOOTSTEPS

The first time a narrative event card is drawn during this scenario, draw from the deck until a  card is revealed, then shuffle the other cards back into the deck and resolve the Nemesis card.

## SAFE... FOR NOW

Once all unexplored tokens have been removed from the playing area, players do not have to draw a card during the Tension Phase.

## CARD DECKS

## ITEM A DECK

If the players have not already done so during the campaign, shuffle both  Shotgun Shells cards and the  Gunpowder B card into the item A deck at the start of this scenario.

## ITEM B DECK

1x Shotgun  
1x S.T.A.R.S. Key  
1x Old Key

## TENSION DECK

Shuffle 1x *Murder of Crows* card into the deck at the start of this scenario.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                                           |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | Unsettling Feeling – <i>Immediately draw a card from the tension deck</i>                                             |
| 5                                                                                   | Snatching Talons – <i>This character must pass an evade roll or their Action Phase ends immediately</i>               |
| 4                                                                                   | 1x Zombie, 1x Corpse                                                                                                  |
| 3                                                                                   | 1x Zombie,<br>Snatching Talons – <i>This character must pass an evade roll or their Action Phase ends immediately</i> |
| 2                                                                                   | 2x Zombie                                                                                                             |
|  | Roll on the amber encounter table instead.                                                                            |

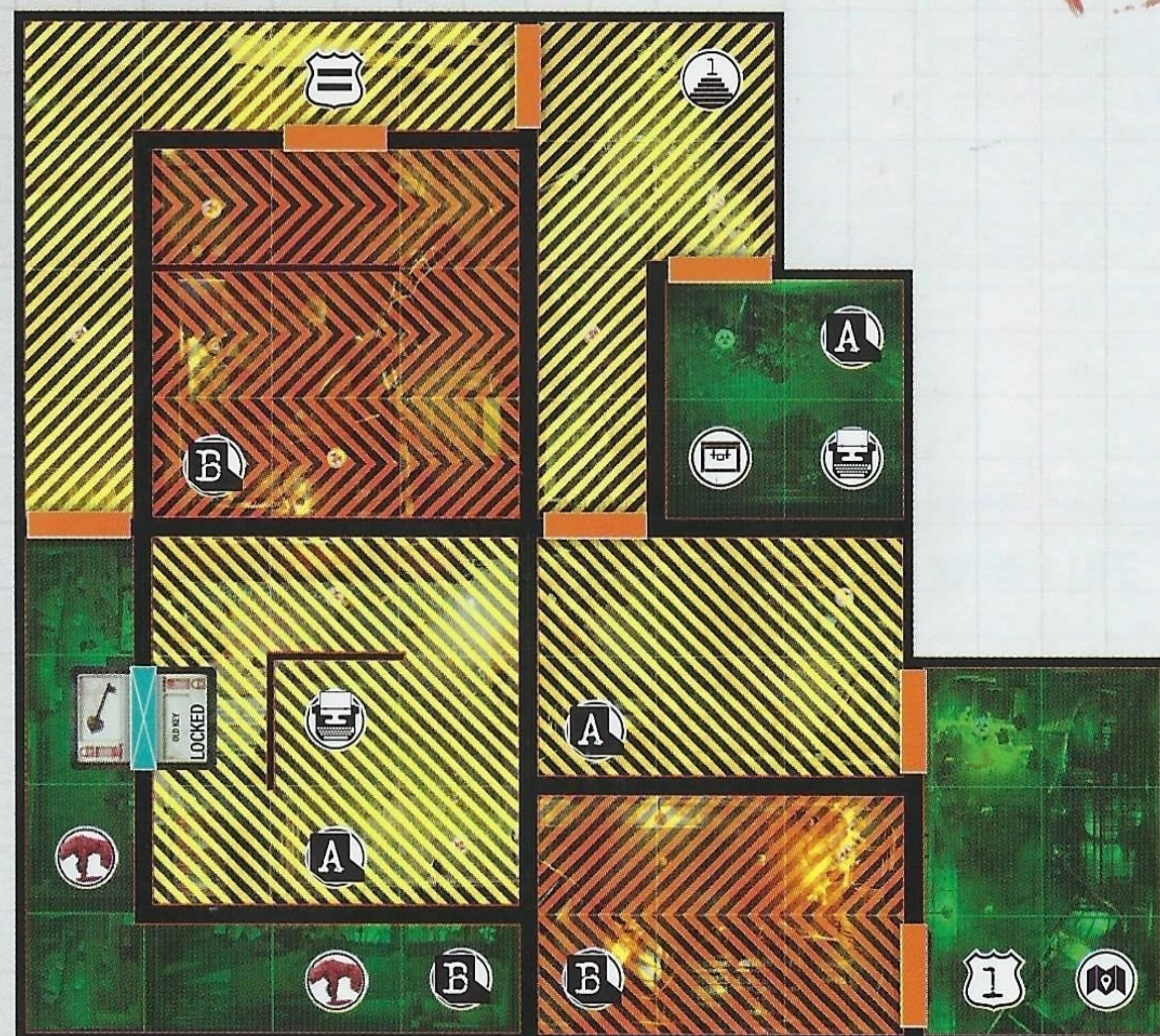
## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                          |
|---------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | Persisting Unease – <i>Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table</i> |
| 5                                                                                     | 1x Zombie                                                                                                                                                                                            |
| 4                                                                                     | 1x Zombie,<br>Snatching Talons – <i>This character must pass an evade roll or their Action Phase ends immediately</i>                                                                                |
| 3                                                                                     | 1x Zombie, 2x Corpse                                                                                                                                                                                 |
| 2                                                                                     | 2x Zombie at the closest                                                                                        |
|  | 1x Zombie Dog,<br>Lurch Forward – <i>All enemies on this tile and linked tiles perform a move reaction</i>                                                                                           |





## FLOOR 1



## FLOOR 2



|  |                                       |
|--|---------------------------------------|
|  | Character Start                       |
|  | Zombie                                |
|  | Zombie Dog                            |
|  | Item A Token                          |
|  | Item B Token                          |
|  | Item C Token                          |
|  | Door                                  |
|  | Locked Door<br>S.T.A.R.S. Key         |
|  | Locked Door<br>Old Key                |
|  | Stairwell                             |
|  | Item Box                              |
|  | Typewriter                            |
|  | Corpse                                |
|  | No Encounter Token                    |
|  | Yellow Encounter Token                |
|  | Amber Encounter Token                 |
|  | Narrative Event Token                 |
|  | Campaign Progression Path<br>R.P.D. 2 |



## SCENARIO BRIEF DOWNTOWN 2

## CLEARING A PATH

The tremors beneath your feet are getting worse. In every street, the undead seem agitated, and they're not alone. Disturbed from their lairs, even more horrific enemies now crawl out from the depths. You can't afford to waste any more time hiding or searching out supplies—you need to find a way out of the city, and fast!

This scenario takes place in the Raccoon City Streets, and the Sewers.

In this scenario the characters must locate and clear a path to the cable car which they'll use to make their escape. The players successfully complete the scenario if all characters are on the Cable Car tile and there are no enemies on that tile.

## SPECIAL RULES

## SECURE LOCATION

A character on the Cable Car tile does not have to draw a card during the Tension Phase.

## DREAD PASSAGEWAY

When a character is placed on the tile containing the , roll on the encounter table and spawn any enemies as normal, even if the tile has already been explored. The unexplored token cannot be removed from this tile.

## CARD DECKS

## ITEM B DECK

1x Emerald  
1x Sapphire  
1x Eagle 6.0 Parts

## TENSION DECK

Shuffle 1x *Lost Footing* card into the deck at the start of this scenario.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                                                                                                                                                                                                                                                                            |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | Empty                                                                                                                                                                                                                                                                                                                                                  |
| 5                                                                                   | 1x Zombie                                                                                                                                                                                                                                                                                                                                              |
| 4                                                                                   | 1x Zombie,<br>Unsettling Feeling – Immediately draw a card from the tension deck                                                                                                                                                                                                                                                                       |
| 3                                                                                   | 2x Zombie                                                                                                                                                                                                                                                                                                                                              |
| 2                                                                                   | Into the Depths – Place this character in the same square as the                                                                                                                                                                                                    |
|  | Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table.<br>Into the Depths – Place this character in the same square as the  |

## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                                                                                                                                                                                                                                      |
|---------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | 2x Corpse,<br>Ominous Bloodstains – Place a wound token on any  tokens in play. When a player triggers a narrative event with one or more wound tokens, if they do not draw a  card, they must discard the card and draw a replacement |
| 5                                                                                     | 1x Zombie,<br>Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately                                                                                                                                                                                                                                                                                                   |
| 4                                                                                     | 1x Zombie,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                                                                                                                                                                                                                                                                                                                  |
| 3                                                                                     | 2x Zombie                                                                                                                                                                                                                                                                                                                                                                                                        |
| 2                                                                                     | 2x Zombie,<br>Ominous Bloodstains – Place a wound token on any  tokens in play. When a player triggers a narrative event with one or more wound tokens, if they do not draw a  card, they must discard the card and draw a replacement |
|  | 2x Zombie,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                                                                                                                                                                                                                                                                                                                  |

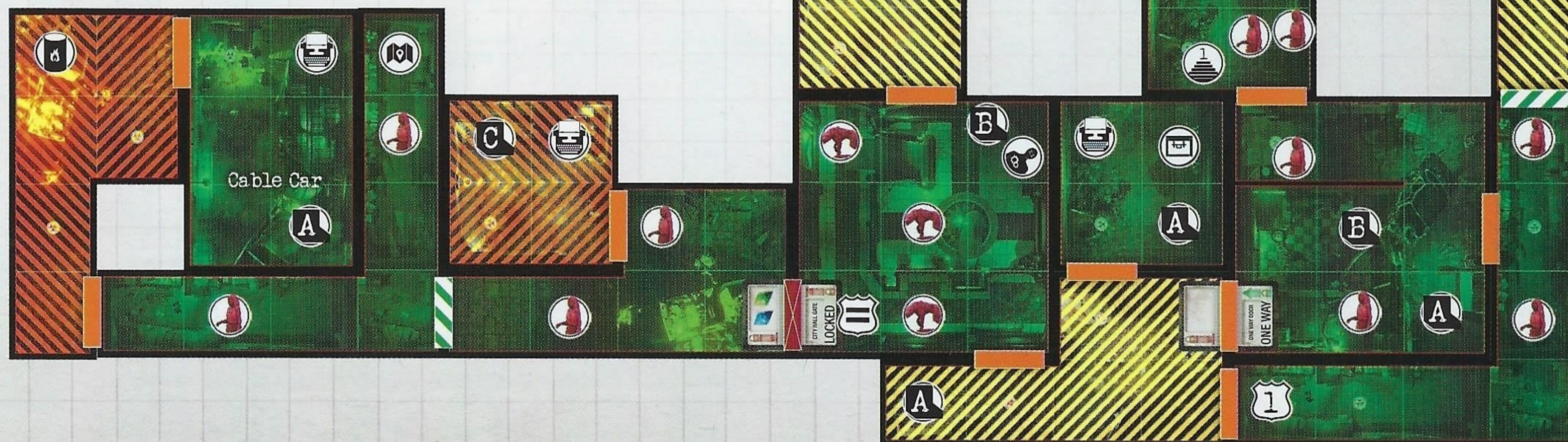




# SEWERS



# STREET LEVEL



|  |                 |  |                               |  |                    |  |                                         |
|--|-----------------|--|-------------------------------|--|--------------------|--|-----------------------------------------|
|  | Character Start |  | Item C Token                  |  | Stairwell          |  | Yellow Encounter Token                  |
|  | Zombie          |  | Door                          |  | Item Box           |  | Amber Encounter Token                   |
|  | Zombie Dog      |  | One-way Door                  |  | Typewriter         |  | Objective Token                         |
|  | Drain Deimos    |  | Locked Door<br>City Hall Gate |  | Corpse             |  | Narrative Event Token                   |
|  | Item A Token    |  | Archway                       |  | Explosive Barrel   |  | Campaign Progression Path<br>Downtown 3 |
|  | Item B Token    |  | Barricade                     |  | No Encounter Token |  |                                         |



## SCENARIO BRIEF UPTOWN 2

## ONSLAUGHT

Your heart sinks as you travel further uptown, witnessing such terrible destruction. The city square is ahead, surrounded by barricades and mangled bodies. It is a grim and unwelcoming sight, but also the fastest way to your destination. Pass through as quickly and carefully as possible, so that the undead cannot follow after you!

This scenario takes place in the Raccoon City Streets, and a Building Interior.

In this scenario the characters have to pass through a dangerous area that has been barricaded shut. To successfully complete this scenario, the characters must collect the item C and campaign progression tokens. The players may choose to successfully complete this scenario any time after these objectives are met, and if no characters are on the City Square tile.

## SPECIAL RULES

## WE NEED TO SECURE THE AREA!

If the characters successfully complete the scenario when one or more doors on the City Square tile are open, or there are archways connecting the City Square tile to another tile, increase the city danger level by 2 during step 8 of the End Phase. If there are no archways or open doors connecting the City Square to another tile, skip step 8 during the End Phase.

## HEIGHTENED DANGER

If the players choose to abandon this scenario, immediately increase the city danger level by 1.

## CARD DECKS

## ITEM A DECK

Shuffle the  Assault Rifle Bullets card into the item A deck at the start of this scenario.

## ITEM B DECK

2x Toolbox  
1x Scrap of Paper  
1x Assault Rifle  
1x First-Aid Spray

## TENSION DECK

Shuffle 1x *Destructive Rage* card into the deck at the start of this scenario.



## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                         |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| 6                                                                                   | Empty                                                                                               |
| 5                                                                                   | 1x Corpse                                                                                           |
| 4                                                                                   | 1x Corpse,<br>Unsettling Feeling – Immediately draw a card from the tension deck                    |
| 3                                                                                   | 1x Zombie                                                                                           |
| 2                                                                                   | 1x Zombie,<br>Grave Wind – Open the closest non-locked, non-one-way door                            |
|  | 1x Zombie Dog,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction |

## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                                                                                                                                                                                                                        |
|---------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie                                                                                                                                                                                                                                                                                       |
| 5                                                                                     | 1x Zombie,<br>Grave Wind – Open the closest non-locked, non-one-way door                                                                                                                                                                                                                                                                                                                           |
| 4                                                                                     | 2x Zombie                                                                                                                                                                                                                                                                                                                                                                                          |
| 3                                                                                     | 1x Corpse,<br>Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie                                                                                                                                                                                                                                                                         |
| 2                                                                                     | Ominous Bloodstains – Place a wound token on any  tokens in play. When a player triggers a narrative event with one or more wound tokens, if they do not draw a  card, they must discard the card and draw a replacement |
|  | Fearful Scene – Place a Rising Fear token on this tile. (Any character on this tile at the start of their Tension Phase must draw an additional card)                                                                                                                                                                                                                                              |

## RED TILE

| Dice                                                                                  | Enemies / Event Encountered                    |
|---------------------------------------------------------------------------------------|------------------------------------------------|
| 6                                                                                     | 2x Zombie                                      |
| 5                                                                                     | 2x Zombie                                      |
| 4                                                                                     | 2x Zombie                                      |
| 3                                                                                     | 3x Zombie                                      |
| 2                                                                                     | 3x Zombie                                      |
|  | 1x Zombie, then roll again on this table again |

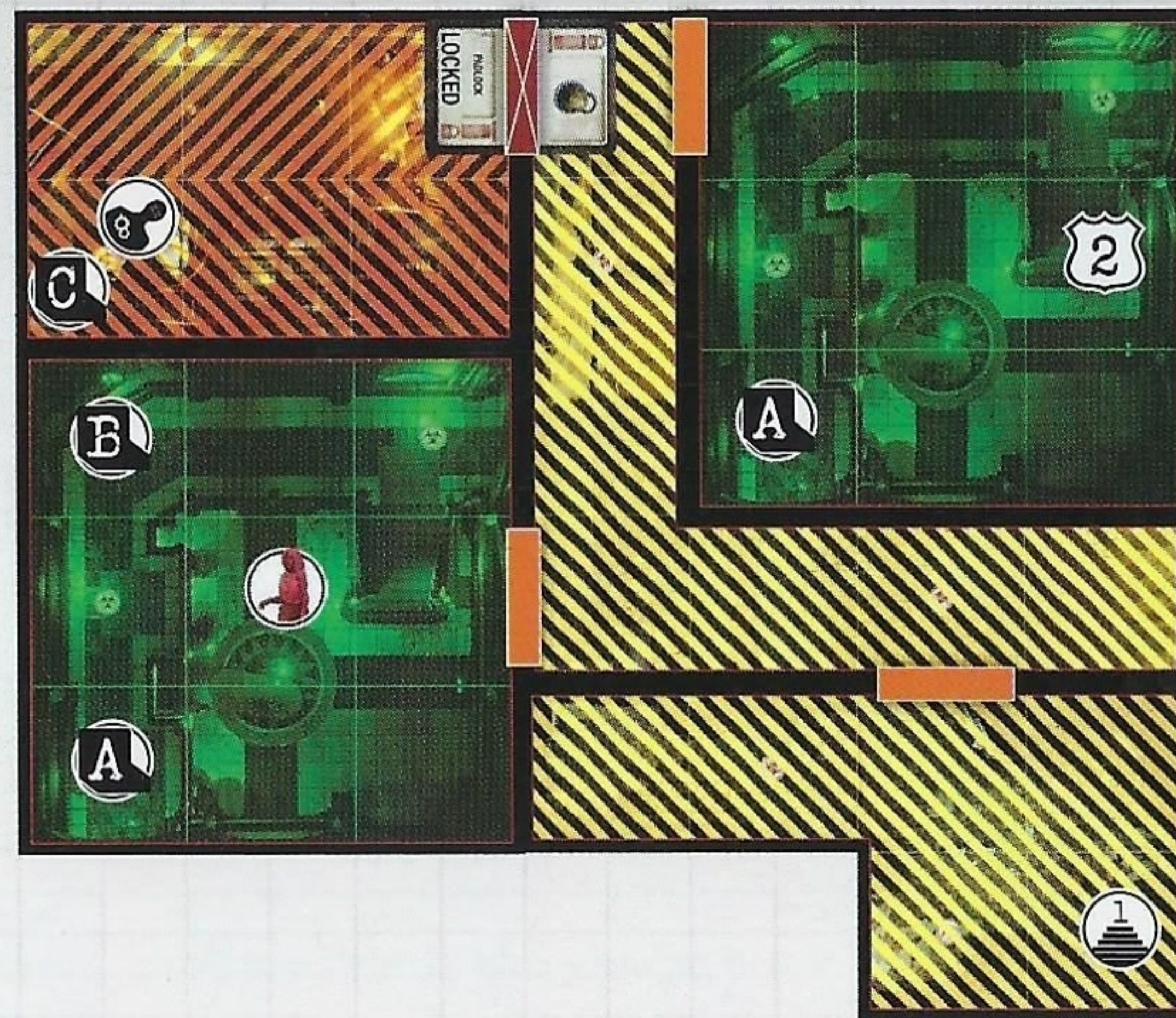




## STREET LEVEL



## INTERIOR



|  |                                    |
|--|------------------------------------|
|  | Character Start                    |
|  | Zombie                             |
|  | Item A Token                       |
|  | Item B Token                       |
|  | Item C Token                       |
|  | Door                               |
|  | Locked Door Padlock                |
|  | Archway                            |
|  | Barricade                          |
|  | Stairwell                          |
|  | Item Box                           |
|  | Typewriter                         |
|  | Corpse                             |
|  | No Encounter Token                 |
|  | Yellow Encounter Token             |
|  | Amber Encounter Token              |
|  | Red Encounter Token                |
|  | Narrative Event Token              |
|  | Campaign Progression Path Uptown 3 |



## SCENARIO BRIEF COMMERCIAL 2

## THE GAS STATION

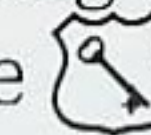
*It might be sheer lunacy to enter a burning building, let alone a gas station, but you don't have a choice. There are valuable items inside that are needed for your escape, and the fire cannot be allowed to claim them. Waste as little time as possible—with every passing moment flames rise ever higher, and so does the risk of explosion...*

This scenario takes place in the Raccoon City Streets.

In this scenario the characters must rendezvous in the Gas Station. The players may choose to successfully complete this scenario if all characters are on the Office tile and there are no enemies on this tile.

## SPECIAL RULES

## SPRINKLER SYSTEM

While in the same square as the  token, a character may spend an action to remove all fire tokens that are not on a  from the Gas Station tile, or the Garage tile. After resolving the action, roll the encounter die. If a  is rolled, remove the  token from the playing area.

## CARD DECKS

## ITEM B DECK

1x Rusted Hex Crank  
1x First-Aid Spray  
1x Eagle 6.0 Parts

## TENSION DECK

Shuffle 1x *Pallid Skin*, and  
1x *Ignition card* into the deck  
at the start of this scenario.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                                                         |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | Empty                                                                                                                               |
| 5                                                                                   | Raging Fire – Place a fire token on the closest  |
| 4                                                                                   | 1x Zombie                                                                                                                           |
| 3                                                                                   | 1x Zombie Dog                                                                                                                       |
| 2                                                                                   | Blaze - Add a fire token in an adjacent square to another fire token on the Gas Station tile                                        |
|  | Roll on the amber encounter table instead                                                                                           |

## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                   |
|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | Blaze - Add a fire token in an adjacent square to another fire token on the Gas Station tile                                  |
| 5                                                                                     | 1x Zombie Dog                                                                                                                 |
| 4                                                                                     | 2x Zombie                                                                                                                     |
| 3                                                                                     | 1x Zombie,<br>Blaze - Add a fire token in an adjacent square to another fire token on the Gas Station tile                    |
| 2                                                                                     | 2x Zombie at the closest                 |
|  | Inferno - Add a fire token in an adjacent square to another fire token on the Gas Station tile, then roll on this table again |

## RED TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                   |
|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | 1x Zombie, 1x Corpse                                                                                                          |
| 5                                                                                     | 2x Zombie                                                                                                                     |
| 4                                                                                     | 2x Zombie, 1x Corpse                                                                                                          |
| 3                                                                                     | 2x Zombie, 2x Corpse                                                                                                          |
| 2                                                                                     | Inferno - Add a fire token in an adjacent square to another fire token on the Gas Station tile, then roll on this table again |
|  | 3x Zombie                                                                                                                     |







|  |                                           |
|--|-------------------------------------------|
|  | Character Start                           |
|  | Zombie                                    |
|  | Item A Token                              |
|  | Item B Token                              |
|  | Item C Token                              |
|  | Door                                      |
|  | One-way Door                              |
|  | Locked Door<br>Gas Station Shutter        |
|  | Barricade                                 |
|  | Item Box                                  |
|  | Typewriter                                |
|  | Fire                                      |
|  | No Encounter Token                        |
|  | Yellow Encounter Token                    |
|  | Amber Encounter Token                     |
|  | Red Encounter Token                       |
|  | Objective Token                           |
|  | Narrative Event Token                     |
|  | Campaign Progression Path<br>Commercial 3 |



## SCENARIO BRIEF R.P.D. 2

## THE SIEGE

*There are no survivors here. The lucky ones fled. The others roam the halls as undead monsters, or slump lifelessly against the walls. Suddenly, the sound of breaking glass cuts through your morbid thoughts. The zombies are attacking again, and you'll need to act fast to repair the barricades and save the building from being overrun!*

This scenario takes place in the R.P.D. Building.

In this scenario the Raccoon City Police Department is under attack, and the characters must try to keep the enemies out. The players successfully complete this scenario if they have replaced at least four of the window archway tokens with barricades, and every character has left the playing area by spending an action while in the same square as the  token.

## SPECIAL RULES

## WINDOW ARCHWAYS

In this scenario there are some archways on the outer edge of tiles that do not connect two tiles together. These archways represent windows during this scenario, and cannot be moved through by characters or enemies. They may be flipped to show their barricade side by using a Toolbox item as normal.

## PLENTIFUL SUPPLIES

Characters do not have to discard a Toolbox item after using it during this scenario.

## THEY'RE BREAKING IN!

If a character performs an action or ends a move action in the same square as a window archway that has not been flipped to the barricade side, their controlling player must roll the encounter die. If a  is rolled, spawn a Zombie in that square.

## DELAYING THE INEVITABLE

If the players successfully complete this scenario and each if the window archways have been flipped to the barricade side, skip step 8 during the End Phase.

## CARD DECKS

## ITEM A DECK

If the players have not already done so during the campaign, shuffle both  Grenade Rounds cards and the  Gunpowder C card into the item A deck at the start of this scenario.

## ITEM B DECK

1x Grenade Launcher  
2x Toolbox  
1x First-Aid Spray

## TENSION DECK

Shuffle 1x *Ransacked* card into the deck at the start of this scenario.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                                 |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | Unsettling Feeling – Immediately draw a card from the tension deck                                          |
| 5                                                                                   | 1x Zombie                                                                                                   |
| 4                                                                                   | 1x Zombie, Grave Wind – Open the closest non-locked, non-one-way door                                       |
| 3                                                                                   | 1x Zombie, Unsettling Feeling – Immediately draw a card from the tension deck                               |
| 2                                                                                   | 1x Zombie, Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately |
|  | 2x Zombie                                                                                                   |

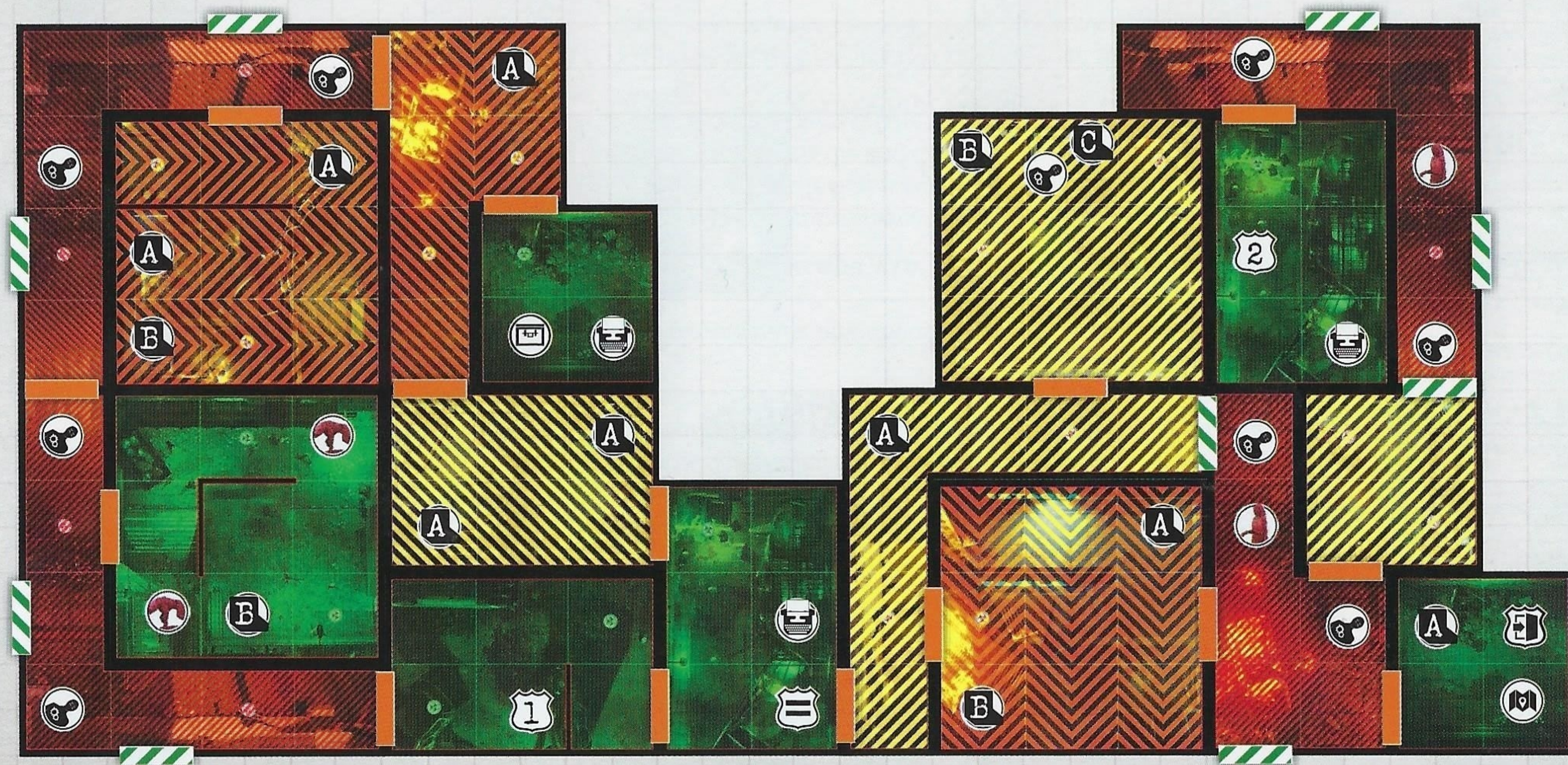
## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                              |
|---------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | 1x Zombie                                                                                                                                                                                                |
| 5                                                                                     | 1x Zombie, Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately                                                                                              |
| 4                                                                                     | 1x Zombie, Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| 3                                                                                     | 1x Zombie Dog, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                                                                                                         |
| 2                                                                                     | 2x Zombie                                                                                                                                                                                                |
|  | 2x Zombie at the closest                                                                                            |

## RED TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                   |
|---------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| 5                                                                                     | 1x Zombie                                                                                                                                                                                     |
| 4                                                                                     | Spawn a Zombie Dog in the same square as the closest window archway on this tile.                                                                                                             |
| 3                                                                                     | 1x Zombie Dog, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                                                                                              |
| 2                                                                                     | Spawn a Zombie in the same square as each window archway on this tile                                                                                                                         |
|  | 1x Zombie, Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie                                                                       |





|  |                                       |
|--|---------------------------------------|
|  | Character Start                       |
|  | Zombie                                |
|  | Zombie Dog                            |
|  | Item A Token                          |
|  | Item B Token                          |
|  | Item C Token                          |
|  | Door                                  |
|  | Archway                               |
|  | Barricade                             |
|  | Item Box                              |
|  | Typewriter                            |
|  | Corpse                                |
|  | No Encounter Token                    |
|  | Yellow Encounter Token                |
|  | Amber Encounter Token                 |
|  | Red Encounter Token                   |
|  | Narrative Event Token                 |
|  | Exit Token                            |
|  | Campaign Progression Path<br>R.P.D. 3 |



## SCENARIO BRIEF DOWNTOWN 3

## PROTECTING THE CABLE CAR TRACKS

Whatever monstrosity is causing the seismic anomalies has to be stopped. Already the ground beneath the tracks shifts wildly, cracks appearing in the concrete. Any more, and the tracks will break, ruining your escape route. Where you now stand is the epicentre of the disturbances. Now all you have to do is find and destroy this menace!

This scenario takes place in the Raccoon City Streets.

In this scenario, the characters must face the bizarre mutant that has been causing the seismic disturbance in this district, and defeat it before it can inflict enough damage to hinder their escape. The objective for the scenario will depend on what choice the players make when they encounter this unusual creature.

## SPECIAL RULES

## SECURING THE ESCAPE ROUTE

The players **must** successfully complete this scenario before they can attempt the *Clock Tower 1* scenario.

## DRIVEN OFF

When the Grave Digger's health dial is first reduced to 10 or less, the players may choose to remove the Grave Digger from the playing area and successfully complete the scenario.

If the Grave Digger's health dial is reduced to 0, the players have killed the boss and successfully complete the scenario. Reduce the city danger level by 2, and search the tension deck and remove any cards with the  symbol from the game.

## CARD DECKS

## ITEM B DECK

1x Fire Hook  
1x Book of Wisdom  
1x First-Aid Spray

## TENSION DECK

Shuffle 1x *Something Beneath*, 1x *Unfolding Machinations*, and 1x *Disturbed Nest* cards into the deck at the start of this scenario.

## GRAVE DIGGER

## Reference cards:

Grave Digger  
From Below

## Behaviour cards:

2x From the Depths  
2x Lash Out  
2x Snapping Teeth  
2x Vicious Bite

## FIXED NARRATIVE EVENT

## THE SUBSTATION

The first time a character is placed in the same square as the  token, remove the token and read out the description below.

*The eerie quiet is broken by a chorus of undead groans, and the low shuffle of footsteps. A quick glance out of the window reveals a horde descending upon you. A moment later, the door swings open and the fiends rush in. In desperation, you look between the surrounding machinery, and the open shutter to the storage locker...*

The players must now choose one of the following options:

## Escape via the Storage Locker

Place any characters currently on this tile in the square on the Storage Locker tile that is connected to this one by the archway. Then, remove this tile and the archway from the playing area. Spawn four Zombies on the Storage Locker tile.

Place the Western Custom M37 Parts item in this character's inventory, or in the item box if this character's inventory is full.

or

## Electrocute Them

Remove the Storage Locker tile from the playing area. Place a fire token on the closest . Place a  token in the adjacent tile to this one, in the same square as the door leading to this tile.

## ENCOUNTER DICE TABLES

## YELLOW TILE

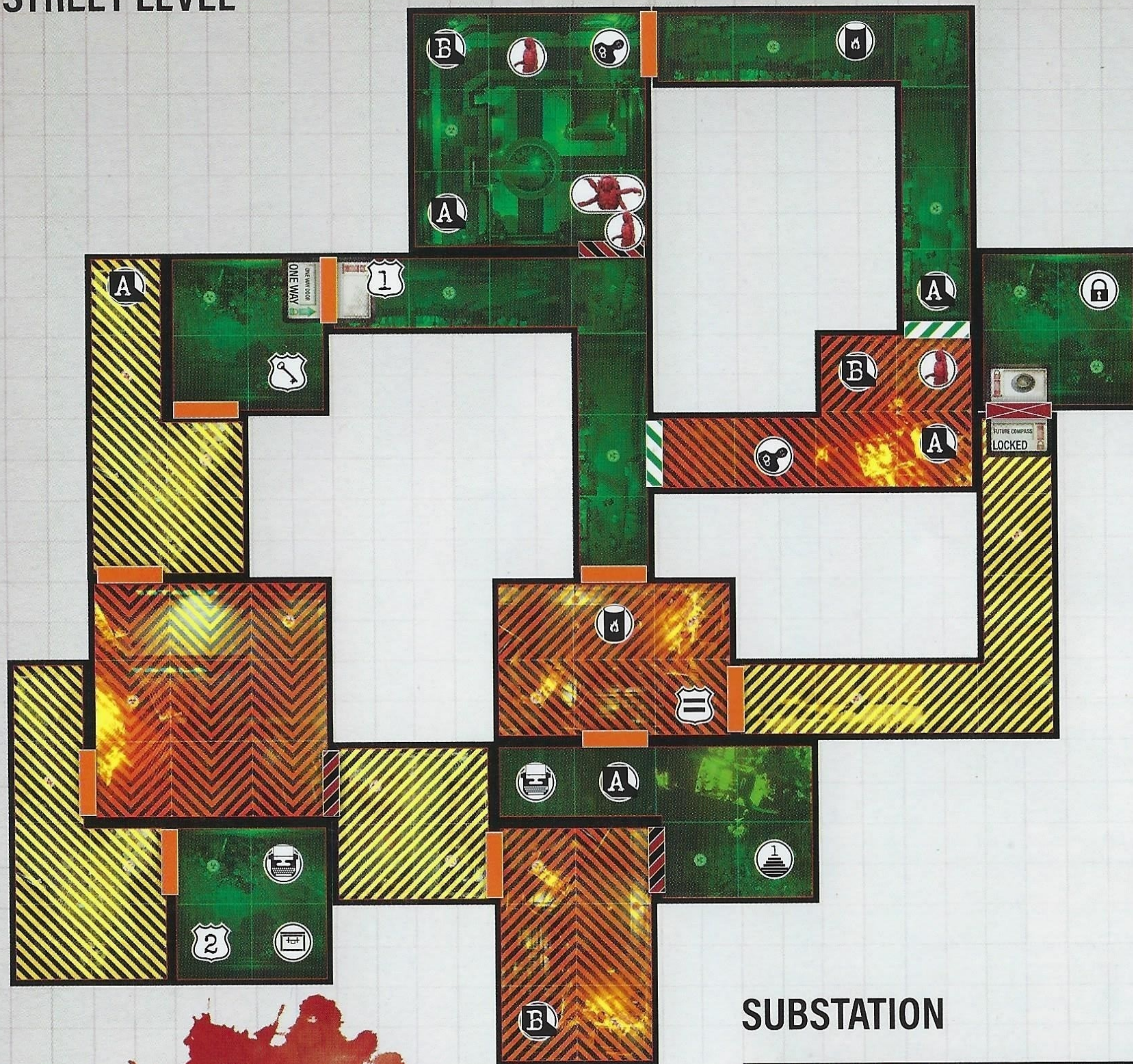
| Dice                                                                                | Enemies / Event Encountered                                                                                                 |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | Empty                                                                                                                       |
| 5                                                                                   | Unsettling Feeling – Immediately draw a card from the tension deck                                                          |
| 4                                                                                   | 1x Zombie                                                                                                                   |
| 3                                                                                   | 1x Zombie, Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately                 |
| 2                                                                                   | 1x Zombie Dog, 1x Corpse at the closest  |
|  | 2x Zombie, Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately                 |

## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | 1x Zombie, Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table            |
| 5                                                                                     | 1x Zombie, 3x Corpse                                                                                                                                                                                                |
| 4                                                                                     | 1x Zombie, 1x Corpse, Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| 3                                                                                     | 2x Zombie at the closest                                                                                                       |
| 2                                                                                     | 2x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                                                                                                                        |
|  | 3x Zombie                                                                                                                                                                                                           |



# STREET LEVEL



## SUBSTATION



## GRAVE DIGGER'S NEST



|  |                               |  |                        |
|--|-------------------------------|--|------------------------|
|  | Character Start               |  | Stairwell              |
|  | Zombie                        |  | Locked Stairwell       |
|  | Drain Deimos                  |  | Manhole Cover          |
|  | Grave Digger                  |  | Item Box               |
|  | Typewriter                    |  | Corpse                 |
|  | Item A Token                  |  | Explosive Barrel       |
|  | Item B Token                  |  | No Encounter Token     |
|  | Item C Token                  |  | Yellow Encounter Token |
|  | Door                          |  | Amber Encounter Token  |
|  | One-way Door                  |  | Objective Token        |
|  | Locked Door<br>Future Compass |  | Narrative Event Token  |
|  | Archway                       |  | Fixed Event Token      |
|  | Barricade                     |  |                        |



## SCENARIO BRIEF UPTOWN 3

## THE SALES OFFICE

Bloodcurdling howls break the eerie silence, and send a shiver of fear racing through you. A second later, a blurry shape leaps from the darkness, feral and savage. You manage to fight your adversary off, trapping it behind a door, but the commotion has drawn further enemies. Run towards the building ahead, and sanctuary!

This scenario takes place in the Raccoon City Streets.

In this scenario the characters must search the sales office for valuable items, then make their escape. The players successfully complete this scenario if they have collected the item C token, and every character has left the playing area by spending an action while in the same square as the  token.

## CARD DECKS

## ITEM A DECK

If the players have not already done so during the campaign, shuffle both  Grenade Rounds cards and the  Gunpowder C card into the item A deck at the start of this scenario.

## ITEM B DECK

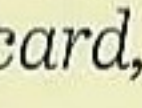
1x Backdoor Key  
1x Grenade Launcher  
2x First-Aid Spray

## TENSION DECK

Shuffle 1x *Rabid Grawl* and 1x *Feral Chase* cards into the deck at the start of this scenario.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                 | Enemies / Event Encountered                                                                                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                    | Unsettling Feeling – Immediately draw a card from the tension deck                                                                                                                                                                                                                                                                                                                                           |
| 5                                                                                    | 1x Zombie                                                                                                                                                                                                                                                                                                                                                                                                    |
| 4                                                                                    | Ominous Bloodstains – Place a wound token on any  tokens in play. When a player triggers a narrative event with one or more wound tokens, if they do not draw a  card, they must discard the card and draw a replacement               |
| 3                                                                                    | No Longer Safe – Immediately flip the closest barricade token to the archway side                                                                                                                                                                                                                                                                                                                            |
| 2                                                                                    | 1x Zombie,<br>Ominous Bloodstains – Place a wound token on any  tokens in play. When a player triggers a narrative event with one or more wound tokens, if they do not draw a  card, they must discard the card and draw a replacement |
|  | Fearful Scene – Place a Rising Fear token on this tile.<br>(Any character on this tile at the start of their Tension Phase must draw an additional card)                                                                                                                                                                                                                                                     |

## AMBER TILE

| Dice                                                                                | Enemies / Event Encountered                                                                                                |
|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | No Longer Safe – Immediately flip the closest barricade token to the archway side                                          |
| 5                                                                                   | 1x Zombie,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                            |
| 4                                                                                   | 2x Zombie                                                                                                                  |
| 3                                                                                   | 2x Corpse,<br>Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie |
| 2                                                                                   | 2x Zombie,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                            |
|  | 3x Zombie                                                                                                                  |





## STREET LEVEL



|                                                                                       |                             |                                                                                     |                        |
|---------------------------------------------------------------------------------------|-----------------------------|-------------------------------------------------------------------------------------|------------------------|
|    | Character Start             |  | Item Box               |
|    | Zombie Dog                  |  | Typewriter             |
|    | Item A Token                |  | Corpse                 |
|    | Item B Token                |  | No Encounter Token     |
|    | Item C Token                |  | Yellow Encounter Token |
|    | Door                        |  | Amber Encounter Token  |
|    | Locked Door<br>Backdoor Key |  | Red Encounter Token    |
|    | Archway                     |  | Narrative Event Token  |
|    | Barricade                   |  | Exit Token             |
|  | Stairwell                   |                                                                                     |                        |



## SCENARIO BRIEF COMMERCIAL 3

## TRAPPED IN THE PRESS OFFICE

Dry coughs ravage your throat, and your streaming eyes can barely see through the smoke surrounding you. The Press Office looked like it might have offered refuge, but the flames blackening the walls and spreading across the carpets have turned it into a death trap. If only the door hadn't locked behind you as you came in!

This scenario takes place in a Building Interior.

In this scenario, the characters are trapped inside of a burning building and must escape! The objective for the scenario will depend on what choice the players make when they reach the emergency exit on the third floor.

## SPECIAL RULES

## HEIGHTENED DANGER

If the players choose to abandon this scenario, immediately increase the city danger level by 1.

## CARD DECKS

## ITEM A DECK

If the players have not already done so during the campaign, shuffle both  Shotgun Shells cards and the  Gunpowder B card into the item A deck at the start of this scenario.

## ITEM B DECK

1x Shotgun  
1x Fire Hose  
2x First-Aid Spray

## TENSION DECK

Shuffle 1x *Rising Fear* card into the deck at the start of this scenario.

## FIXED NARRATIVE EVENT

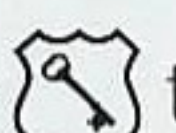
## FIGHT OR FLIGHT

The first time a character is placed in the same square as the  token, remove the token and read out the description below.

*At last, the emergency exit! You hammer your fist into the automatic lock, unlocking the exit along with all of the other doors in the building. Your elation doesn't last long, however. Old and spotted with rust, the fire escape collapses and falls away from the building the moment you put weight on it. There is a row of garbage bins below that might break your fall... or, you could fight your way back through the blazing inferno to the main entrance?*

The players must now choose one of the following options:

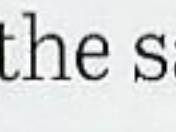
## Fight Your Way Through

Replace the  token with the  token, then open all doors. The players successfully complete this scenario if every character has left the playing area by spending an action while in the same square as the  token.

For the remainder of the scenario, players may not perform a close door action.

or

## Jump!

Replace the  token with the  token, then remove this character from the playing area. The players successfully complete this scenario if every character has left the playing area by spending an action while in the same square as the  token.

If the players successfully complete this scenario, skip step 2 during the End Phase.

## ENCOUNTER DICE TABLES

## YELLOW TILE

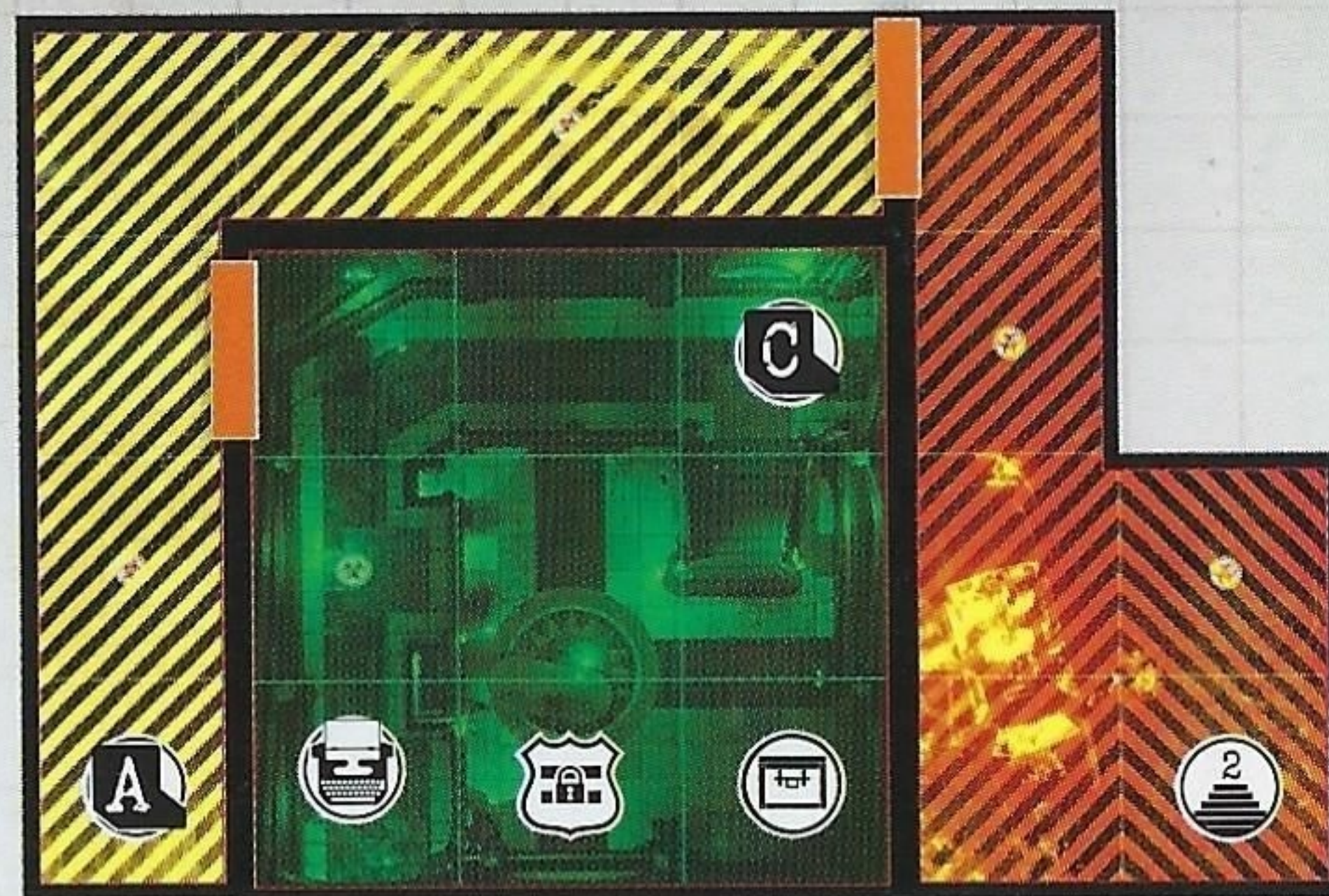
| Dice                                                                                | Enemies / Event Encountered                                                                                                                       |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | 1x Corpse,<br>Raging Fire – Place a fire token on the closest  |
| 5                                                                                   | 1x Zombie                                                                                                                                         |
| 4                                                                                   | 1x Zombie,<br>Raging Fire – Place a fire token on the closest  |
| 3                                                                                   | 2x Zombie                                                                                                                                         |
| 2                                                                                   | 2x Zombie,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                                                   |
|  | Roll on the amber encounter table instead                                                                                                         |

## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                                 |
|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | 1x Corpse,<br>Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| 5                                                                                     | 1x Zombie, Raging Fire – Place a fire token on the closest                                                             |
| 4                                                                                     | 2x Corpse,<br>Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| 3                                                                                     | 2x Zombie,<br>Raging Fire – Place a fire token on the closest                                                          |
| 2                                                                                     | 2x Zombie, 1x Corpse                                                                                                                                                                                        |
|  | 1x Drain Deimos                                                                                                                                                                                             |



3F



2F



1F



|  |                        |
|--|------------------------|
|  | Character Start        |
|  | Zombie                 |
|  | Zombie Dog             |
|  | Item A Token           |
|  | Item B Token           |
|  | Item C Token           |
|  | Door                   |
|  | Archway                |
|  | Barricade              |
|  | Stairwell              |
|  | Item Box               |
|  | Typewriter             |
|  | Corpse                 |
|  | Fire Token             |
|  | No Encounter Token     |
|  | Yellow Encounter Token |
|  | Amber Encounter Token  |
|  | Objective Token        |
|  | Narrative Event Token  |
|  | Fixed Event Token      |



## SCENARIO BRIEF R.P.D. 3

## FLEEING THROUGH THE STREETS

Despite your best efforts to drive the undead away, the Raccoon City Police Department fell. Now you race headlong through streets and back alleys, the horde at your heels. Gasping for air, you pay no heed to the commotion caused by your desperate sprint, driven solely by the need to escape the horde behind you...

This scenario takes place in the Raccoon City Streets.

In this scenario, the characters have been forced to abandon the Raccoon City Police Department and are now fighting their way to safety. The objective for the scenario will depend on what choice the players make during the scenario.

## CARD DECKS

## ITEM A DECK

Shuffle the  Magnum Bullets card into the item A deck at the start of this scenario.

## ITEM B DECK

1x Magnum  
2x First-Aid Spray

## TENSION DECK

Shuffle 1x *Unnatural Strength* card into the deck at the start of this scenario.

## FIXED NARRATIVE EVENT

## AMBUSH!

The first time a character is placed in the same square as the  token, remove the token and read out description below.

*A missile strikes the car next to you, the resulting explosion sweeping you off your feet and onto the hard concrete. Through blurry eyes you see Nemesis stalking towards you, violently shoving undead monsters out of its way. Even through the ringing in your ears, you can hear the creature's sinister growl as it stomps ever closer...*

The players must now choose one of the following options:

## Run for your life!

Spawn Nemesis Stage One in the square marked on the scenario brief, then turn to the next page of the scenario book, *R.P.D. 3 - Fleeing Through the Streets (Continued)*.

or

## Stand your Ground!

Spawn Nemesis Stage One in the square marked on the scenario brief, then spawn four Zombies on this tile. For the remainder of the scenario, at the start of their Tension Phase each player must flip a closed door to its open side, unless there are no closed doors to flip.

If a character kills Nemesis, their player may immediately draw three cards from the item A deck. After killing Nemesis, the players can choose to successfully complete the scenario at any time.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                                  |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | Unsettling Feeling – Immediately draw a card from the tension deck                                           |
| 5                                                                                   | 1x Zombie                                                                                                    |
| 4                                                                                   | 1x Zombie, 1x Corpse                                                                                         |
| 3                                                                                   | 1x Zombie,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction              |
| 2                                                                                   | 2x Zombie                                                                                                    |
|  | 2x Zombie at the closest  |

## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                       |
|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | 1x Zombie                                                                                                         |
| 5                                                                                     | 1x Zombie,<br>Grave Wind – Open the closest non-locked door                                                       |
| 4                                                                                     | 2x Zombie                                                                                                         |
| 3                                                                                     | Restless Dead – At the end of this character's next Tension Phase, replace each corpse on this tile with a Zombie |
| 2                                                                                     | 2x Zombie Dog                                                                                                     |
|  | 2x Zombie Dog,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction               |





|  |                                                            |
|--|------------------------------------------------------------|
|  | Character Start                                            |
|  | Zombie Dog                                                 |
|  | Nemesis Stage One - <i>Does not begin the game in play</i> |
|  | Item A Token                                               |
|  | Item B Token                                               |
|  | Item C Token                                               |
|  | Door                                                       |
|  | One-way Door                                               |
|  | Archway                                                    |
|  | Barricade                                                  |
|  | Typewriter                                                 |
|  | Corpse                                                     |
|  | No Encounter Token                                         |
|  | Yellow Encounter Token                                     |
|  | Amber Encounter Token                                      |
|  | Fixed Event Token                                          |



## SCENARIO BRIEF R.P.D. 3

## FLEEING THROUGH THE STREETS (CONTINUED)

This is a continuation of Scenario *R.P.D. 3*, if the players choose **Run For Your Life!** during the fixed narrative event. If players chose **Stand Your Ground!**, do not play this section of the scenario.

Players should add the tiles shown on this brief to the existing *R.P.D. 3* scenario before continuing.

The players successfully complete this scenario if every character has left the playing area by spending an action while in the same square as the  token.

## SPECIAL RULES

## HEIGHTENED TENSION

For the remainder of the scenario, if a character is on the same tile as Nemesis Stage One and the first card they draw in their Tension Phase is a green card, they must draw an additional card.

## FIGHTING BACK

If a character kills Nemesis Stage One during this scenario, their player may immediately draw three cards from the item A deck.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                            |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|
| 6                                                                                   | Grave Wind – <i>Open the closest non-locked, non-one-way door</i>                                      |
| 5                                                                                   | 1x Zombie,<br>Grave Wind – <i>Open the closest non-locked, non-one-way door</i>                        |
| 4                                                                                   | 1x Zombie,<br>Lurch Forward – <i>All enemies on this tile and linked tiles perform a move reaction</i> |
| 3                                                                                   | 2x Zombie                                                                                              |
| 2                                                                                   | 2x Zombie,<br>Grave Wind – <i>Open the closest non-locked, non-one-way door</i>                        |
|  | 2x Zombie,<br>Lurch Forward – <i>All enemies on this tile and linked tiles perform a move reaction</i> |







|                                                                                       |                        |
|---------------------------------------------------------------------------------------|------------------------|
|    | Zombie                 |
|    | Drain Deimos           |
|    | Item A Token           |
|    | Item B Token           |
|    | Door                   |
|    | Archway                |
|    | Barricade              |
|    | Item Box               |
|   | Typewriter             |
|  | Corpse                 |
|  | No Encounter Token     |
|  | Yellow Encounter Token |
|  | Exit Token             |



## SCENARIO BRIEF CLOCK TOWER 1

## THE TRAM CRASH

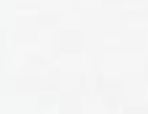
You look around at the burning wreckage in dismay, the memory of Nemesis attacking the cable car still fresh in your mind. It's a wonder you survived at all. But now, somehow, you have to find the strength to fight on. The Saint Michael Clock Tower dominates the horizon. Maybe you can hole up there and formulate a new escape plan.

This scenario takes place in the area surrounding the Clock Tower.

In this scenario the cable car has crashed into the Saint Michael Clock Tower, cutting the characters' escape short. The players successfully complete the scenario if all characters are on the Main Hall tile and there are no enemies on that tile.

## SPECIAL RULES

## RELENTLESS PURSUER

The first time the tension deck is exhausted during this scenario, shuffle the discard pile and place it face down to refresh the deck. Then the player who was unable to draw from the tension deck spawns Nemesis Stage One on the closest  to their character.

## SECURE LOCATION

A character on the Main Hall tile does not have to draw a card during the Tension Phase.

## FIXED NARRATIVE EVENT

## ENTERING THE CLOCK TOWER

The first time a character is placed in the same square as the  token, remove the token and read out description below.

A heavy door bars your entry. A note is pinned to the surface, written in the gardener's shaky hand and directing you to find the key in his tool shed, hidden from sight down an unlit path. In this gloom, though, there's no telling what might be waiting. The door might be solid and imposing, but you notice the hinges look aged and rusty...

The players must now choose one of the following options:

**Force the Door**

Spawn four Zombies on the Main Hall Tile, then replace the locked door with an archway.

or

**Go in Search of the Tool Shed**

Add the Garden Path and Tool Shed tiles to the playing area. A character in the same square as the  token may spend an action to remove the token and place the Bezel Key in their inventory.

## CARD DECKS

## ITEM B DECK

2x First-Aid Spray

## TENSION DECK

No additional cards are added to the tension deck at the start of this scenario.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                  | Enemies / Event Encountered                                                      |
|---------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|
| 6                                                                                     | 2x Corpse                                                                        |
| 5                                                                                     | 1x Corpse,<br>Unsettling Feeling – Immediately draw a card from the tension deck |
| 4                                                                                     | 1x Zombie,<br>Grave Wind – Open the closest non-locked, non-one-way door         |
| 3                                                                                     | 1x Zombie,<br>Unsettling Feeling – Immediately draw a card from the tension deck |
| 2                                                                                     | 1x Zombie Dog                                                                    |
|  | Roll on the amber encounter table instead                                        |

## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                     |
|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| 6                                                                                     | 1x Zombie,<br>Unsettling Feeling – Immediately draw a card from the tension deck                |
| 5                                                                                     | 1x Zombie,<br>Grave Wind – Open the closest non-locked, non-one-way door                        |
| 4                                                                                     | 1x Zombie, 2x Corpse                                                                            |
| 3                                                                                     | 2x Zombie,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction |
| 2                                                                                     | Nowhere to Hide – Discard the top five cards from the tension deck without resolving them       |
|  | 1x Drain Deimos                                                                                 |

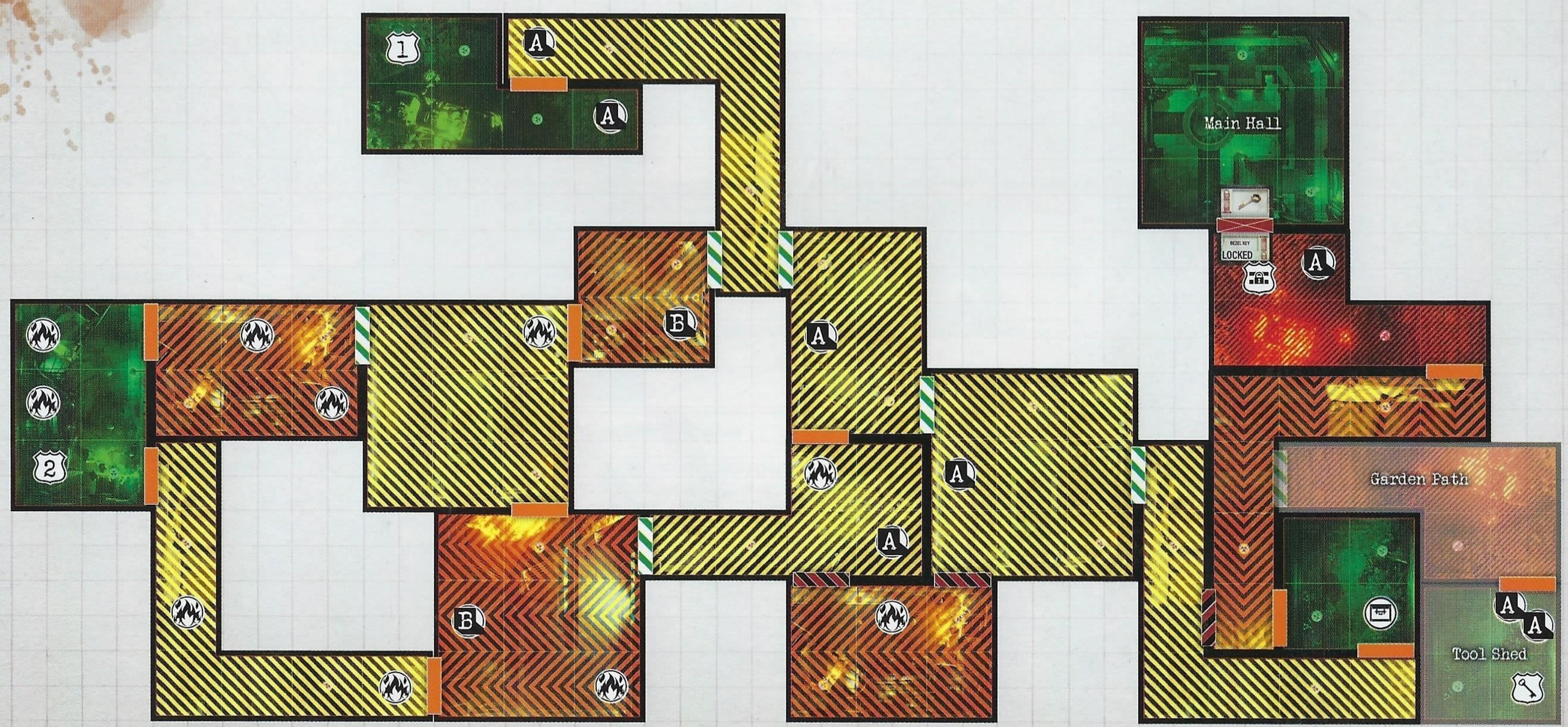
## RED TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                                 |
|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table               |
| 5                                                                                     | 2x Corpse,<br>Restless Dead – At the end of this character's next Tension Phase, replace each corpse on this tile with a Zombie                                                                             |
| 4                                                                                     | 2x Zombie,<br>Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table |
| 3                                                                                     | Fearful Scene – Place a Rising Fear token on this tile. (Any character on this tile at the start of their Tension Phase must draw an additional card)                                                       |
| 2                                                                                     | 2x Zombie,<br>Nowhere to Hide – Discard the top five cards from the tension deck without resolving them                                                                                                     |
|  | 1x Drain Deimos,<br>Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                                                                                                       |





|  |                          |  |                        |  |                                                                |
|--|--------------------------|--|------------------------|--|----------------------------------------------------------------|
|  | Character Start          |  | Barricade              |  | Red Encounter Token                                            |
|  | Item A Token             |  | Item Box               |  | No Encounter Token<br><i>This tile does not begin in play</i>  |
|  | Item B Token             |  | Fire Token             |  | Red Encounter Token<br><i>This tile does not begin in play</i> |
|  | Door                     |  | No Encounter Token     |  | Objective Token                                                |
|  | Locked Door<br>Bezel Key |  | Yellow Encounter Token |  | Fixed Event Token                                              |
|  | Archway                  |  | Amber Encounter Token  |  |                                                                |





## SCENARIO BRIEF CLOCK TOWER 2

## SHOWDOWN IN THE COURTYARD

The message over the radio was simple and clear: if you can find a way of signalling the rescue helicopter as it flies overhead, then you have a way out of the city at last! For long moments the dilemma of how to get the pilot's attention occupies you, until you stare up at the bell tower and realise you know exactly what to do...

This scenario takes place in the Clock Tower.

In this scenario, the characters are racing to signal the rescue helicopter so they can escape the city. The players successfully complete the scenario if Nemesis Stage Two is killed.

## SPECIAL RULES

## SOUNDING THE BELL

A character in the same square as the  token and with the Silver Gear and Gold Gear items in their inventory may spend an action and discard both items to sound the bell.

When a character sounds the bell, spawn Nemesis Stage Two in the square marked on the scenario brief.

## CARD DECKS

## ITEM B DECK

1x Silver Gear  
1x Gold Gear  
1x Winder Key  
2x First-Aid Spray

## TENSION DECK

No additional cards are added to the tension deck at the start of this scenario.

## NEMESIS STAGE TWO

## Reference cards:

Nemesis Stage Two  
Charge

## Behaviour cards:

1x Viral Spike\*  
1x Impale  
2x Knockdown  
2x Tentacle Lash  
2x Wild Flurry

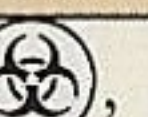
\*Remember that if you drew the Virulent Mutation narrative event card and were able to defeat Nemesis, you should remove the Viral Spike card from the behaviour deck!

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                | Enemies / Event Encountered                                                                                    |
|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|
| 6                                                                                   | 1x Zombie                                                                                                      |
| 5                                                                                   | 1x Zombie,<br>Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately |
| 4                                                                                   | 1x Zombie, 1x Corpse                                                                                           |
| 3                                                                                   | 1x Zombie Dog                                                                                                  |
| 2                                                                                   | 1x Zombie Dog,<br>Unsettling Feeling – Immediately draw a card from the tension deck                           |
|  | 2x Zombie, 1x Corpse                                                                                           |

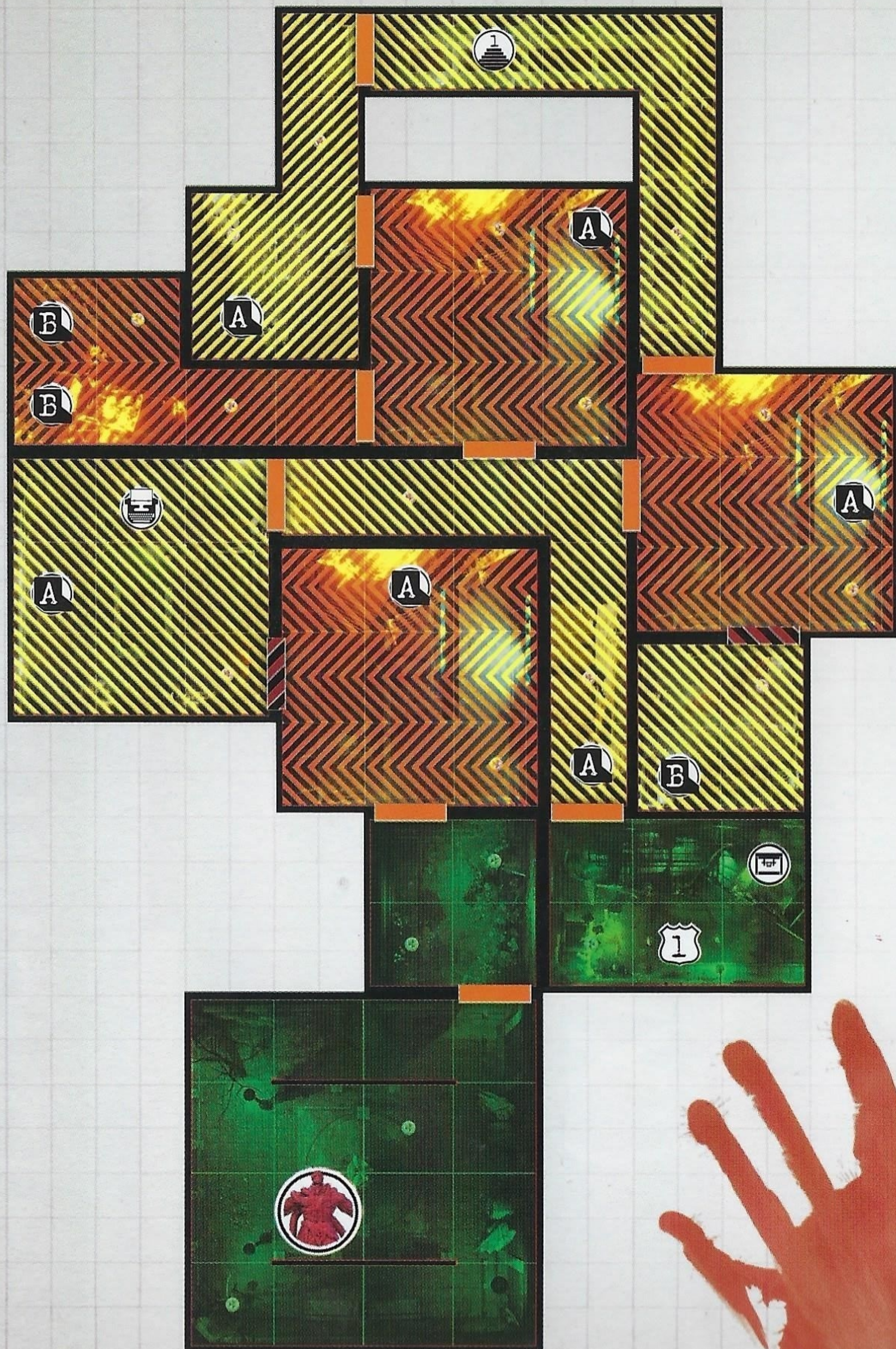
## AMBER TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                                                          |
|---------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | 1x Zombie                                                                                                                                                                                                            |
| 5                                                                                     | 2x Zombie,<br>Grave Wind – Open the closest non-locked, non-one-way door                                                                                                                                             |
| 4                                                                                     | 1x Zombie, 1x Corpse,<br>Unsettling Feeling – Immediately draw a card from the tension deck                                                                                                                          |
| 3                                                                                     | 2x Zombie at the closest  ,<br>Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately |
| 2                                                                                     | 1x Drain Deimos                                                                                                                                                                                                      |
|  | 2x Corpse,<br>Fearful Scene – Place a Rising Fear token on this tile.<br>(Any character on this tile at the start of their Tension Phase must draw an additional card)                                               |

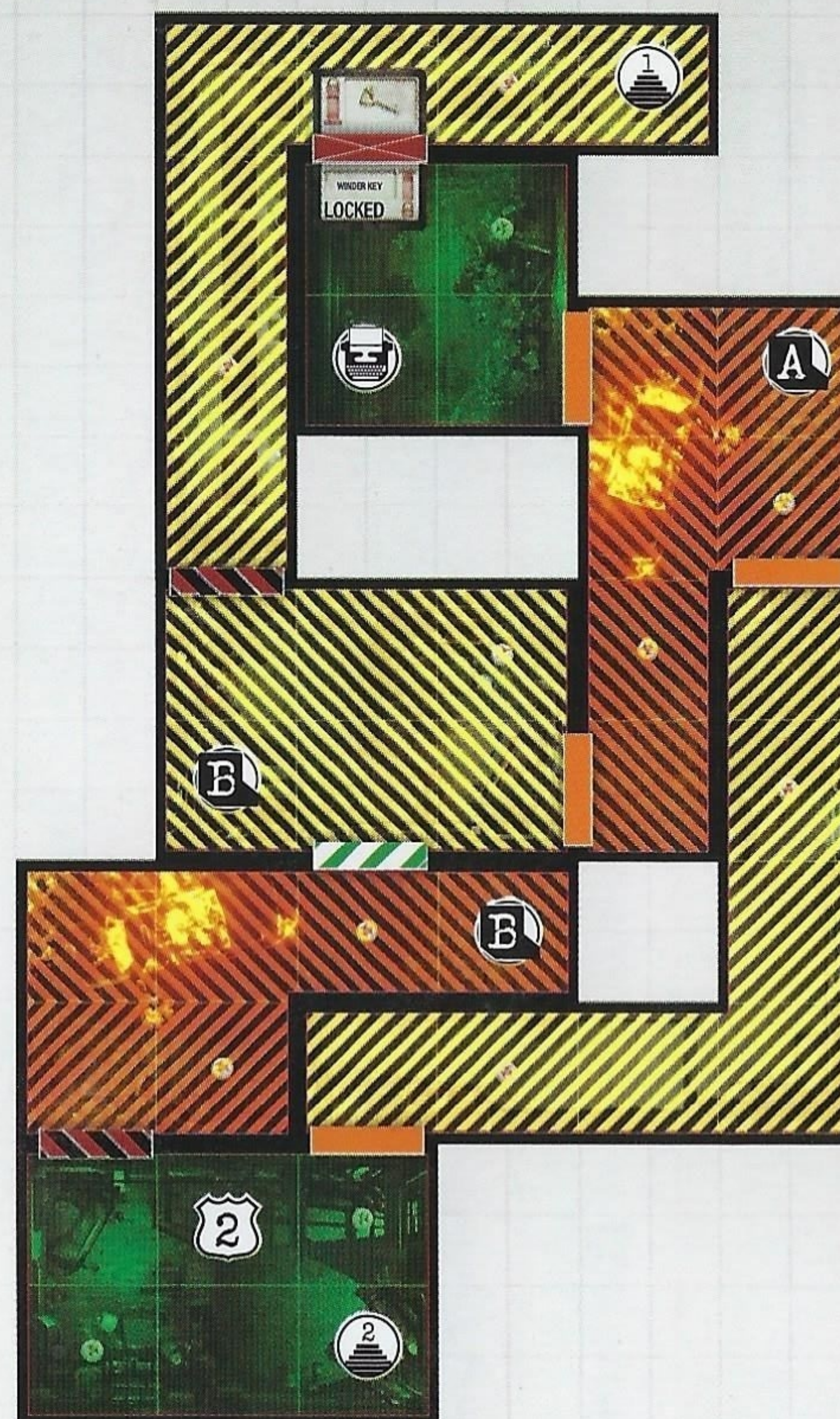




1F



2F



3F



|  |                                                     |
|--|-----------------------------------------------------|
|  | Character Start                                     |
|  | Nemesis Stage Two - Does not begin the game in play |
|  | Item A Token                                        |
|  | Item B Token                                        |
|  | Door                                                |
|  | Locked Door Winder Key                              |
|  | Barricade                                           |
|  | Stairwell                                           |
|  | Item Box                                            |
|  | Typewriter                                          |
|  | No Encounter Token                                  |
|  | Yellow Encounter Token                              |
|  | Amber Encounter Token                               |
|  | Objective Token                                     |



# CAMPAIGN TRACKER

| CHARACTER | HEALTH TRACK |  |  |  |  | INVENTORY |
|-----------|--------------|--|--|--|--|-----------|
|           |              |  |  |  |  |           |
|           |              |  |  |  |  |           |
|           |              |  |  |  |  |           |
|           |              |  |  |  |  |           |
|           |              |  |  |  |  |           |

## ITEM BOX (8 MAX.)

|  |  |  |  |
|--|--|--|--|
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|  |  |  |  |

## SCENARIOS

| LOCATION      | LOCKED | UNLOCKED | COMPLETED | ITEM C LOCATED | CAMPAIGN PATH LOCATED |
|---------------|--------|----------|-----------|----------------|-----------------------|
| DOWNTOWN 1    |        |          |           |                |                       |
| UPTOWN 1      |        |          |           |                |                       |
| COMMERCIAL 1  |        |          |           |                |                       |
| R.P.D. 1      |        |          |           |                |                       |
| DOWNTOWN 2    |        |          |           |                |                       |
| UPTOWN 2      |        |          |           |                |                       |
| COMMERCIAL 2  |        |          |           |                |                       |
| R.P.D. 2      |        |          |           |                |                       |
| DOWNTOWN 3    |        |          |           |                |                       |
| UPTOWN 3      |        |          |           |                |                       |
| COMMERCIAL 3  |        |          |           |                |                       |
| R.P.D. 3      |        |          |           |                |                       |
| CLOCK TOWER 1 |        |          |           |                |                       |
| CLOCK TOWER 2 |        |          |           |                |                       |