

RESIDENT EVIL 3TM

THE BOARD GAME

CITY OF RUIN



CAPCOM

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INTRODUCTION

As consciousness returns and you blink shadows from your eyes, all you can hear is the ringing in your ears. At first, you think it might be from the bells, as you recall racing through the Clock Tower in search of gears to sound the great bell.

Then the blood drains from your face as the memories begin to surface.

Screaming in futility as Nemesis took aim at the rescue helicopter. The blurry sight of the rocket streaking through the sky. The deafening mid-air explosion, fire and shrapnel falling to the ground.

One look at the burning wreckage around you is enough to confirm the truth.

This nightmare isn't over.

If you want to escape the city, then you must fight on.

The *City of Ruin* expansion continues your *Resident Evil™ 3: The Board Game* campaign with nine gripping new scenarios. These scenarios are designed to be attempted once players have completed the *Clock Tower 2* scenario from the core game, progressing the narrative of the campaign as the characters continue their escape from Raccoon City.

During these scenarios, players will visit new locations and encounter terrifying new enemies, including two gargantuan new boss enemies.

Are you ready to return to *Resident Evil™ 3: The Board Game* and escape the City of Ruin once and for all?

| Please note that a copy of *Resident Evil™ 3: The Board Game* is required in order to play this expansion.



GAME CONTENTS

BOSSES



Nemesis Stage Three



Grave Digger Adult

ENEMIES



2x Hunter β



2x Hunter γ



8x Sliding Worms

ITEMS



2x Item A Deck cards

24x Item B Deck cards

7x Item C Deck cards

DOORS



7x Locked Door cards

TENSION



8x Tension cards

ENEMY REFERENCE



3x Enemy Reference cards

BOSS REFERENCE



2x Boss Reference cards

BOSS BEHAVIOUR



9x Grave Digger Behaviour cards

14x Nemesis Behaviour cards

TILES



1x 2x4 P Tile

1x 4x4 L Tile



1x 3x3 Tile



1x 2x3 Tile



1x 2x2 Tile



1x 5x5 Tile

TERRAIN ELEMENTS AND GAMEPLAY TOKENS



5x Flooded/Drained tokens



16x Hunted/Power tokens



4x Mine tokens



2x Item C tokens



4x Freeze tokens



4x Yellow/Amber Unexplored Room tokens



THE EXTENDED CAMPAIGN STRUCTURE

The scenarios introduced in this booklet are played after players have successfully completed the *Clock Tower 2* scenario from *Resident Evil™ 3: The Board Game*.

CONTINUING THE CAMPAIGN

At the end of the *Clock Tower 2* scenario, instead of completing the campaign, the players should resolve the End Phase steps for successfully completing a scenario, keeping any items they had in their inventories and the item box.

Instead of following step 8 normally, the players should reduce the city danger level by 12 levels. The players should then search the narrative event deck for any  cards and remove them from the game, before shuffling the deck and returning it to the dashboard.

For the moment at least, your pursuer has been defeated, and the horde is far away...

PLAYING THE ADDITIONAL SCENARIOS

The *City of Ruin* scenarios mark a change in how the characters traverse their surroundings. At this stage in their journey, they are no longer searching for items, but instead are racing across the city and away from danger.

Unlike the scenarios in *Resident Evil™ 3: The Board Game*, the scenarios in this expansion must be played in sequential order, starting with *Hospital 1*. The players cannot advance and attempt the next scenario until they have successfully completed their current scenario.

Campaign progression tokens and campaign paths are not used in the scenarios included in this expansion. Once the players have successfully completed a scenario, they are free to continue on to the next scenario in order.

Item C cards are still used in *City of Ruin* scenarios, but are typically items the players will need to successfully complete the scenario at hand. At the start of each scenario, the item C deck is constructed in the same way as the item B deck. If there are item C cards left over from the scenarios in *Resident Evil™ 3: The Board Game*, remove them from the game before setting up the *Hospital 1* scenario.

At the end of each scenario, the players should still follow the End Phase as normal.

NEW RULES

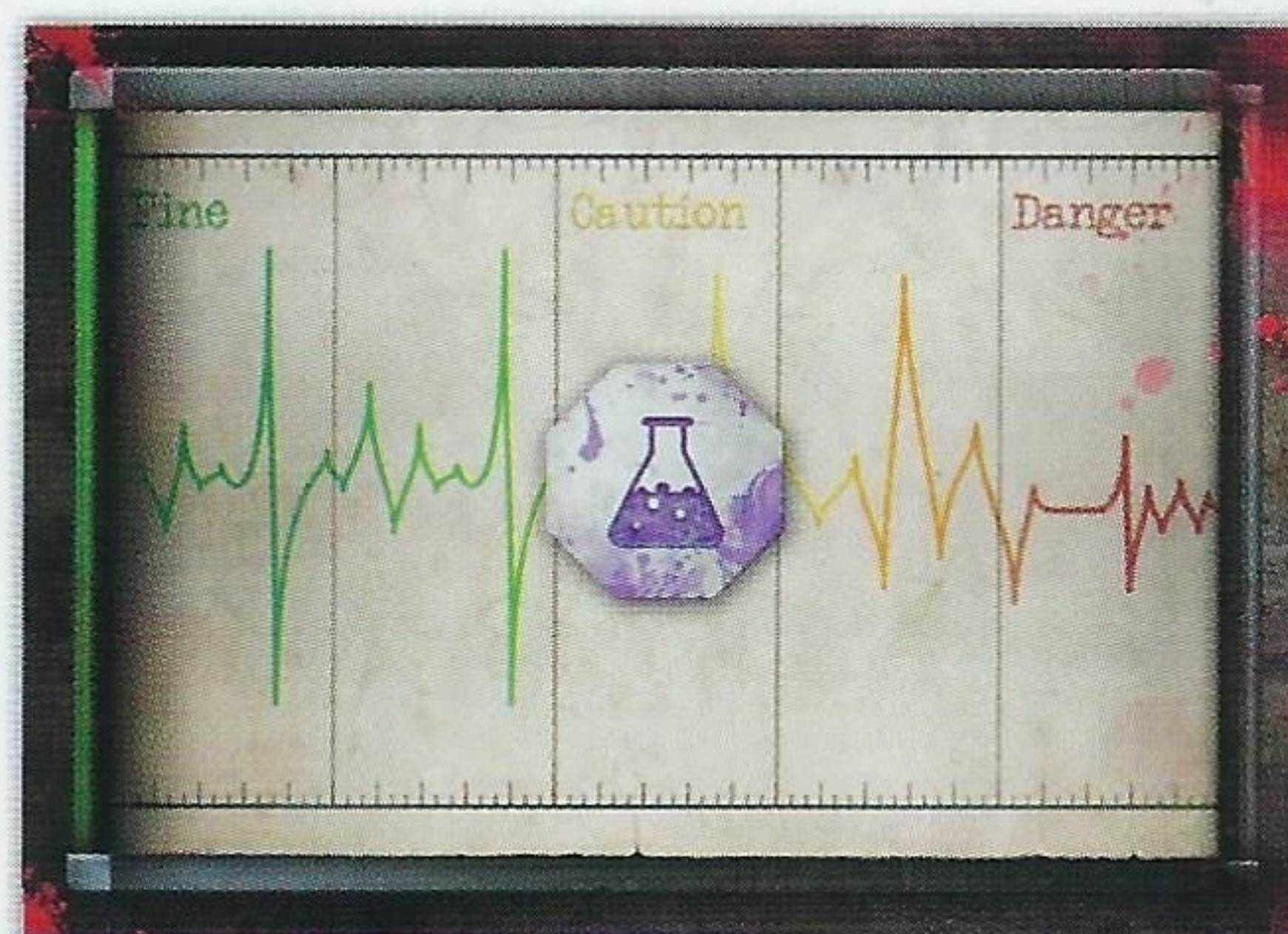
This expansion introduces several new rules to *Resident Evil™ 3: The Board Game*.

POISON

In addition to claws, teeth, and unbridled ferocity, some enemies are able to use deadly poison to hasten their prey's demise. Being poisoned will slowly cripple a character—and if no antidote is found, it can even mean death!

If an enemy attack with the  effect hits a character, that character suffers the poison condition.

When a character suffers the poison condition, flip their health track marker to the poisoned side. Every time a player draws a tension card with the  effect box symbol, any character suffering from the poison condition suffers .



If a poisoned character is cured by a Blue Herb, becomes unconscious, or the scenario ends, flip their health track marker back to the standard side.

NEW WEAPONS

This expansion includes two new weapon cards and new ammunition types for the Handgun, Shotgun, and Grenade Launcher.

THE MINE THROWER

The Mine Thrower is a unique weapon that deploys small explosive charges. When using it to make an attack, follow the instructions on the weapon's card instead of following the normal attack sequence.

NEW WEAPON SPECIAL SYMBOLS AND TYPES

 **Freeze** weapons douse their target in ice-cold vapour. When an enemy is hit by an attack from a freeze weapon place a freeze token in their square. Enemies in the same square as a freeze token cannot perform reactions.

Freeze tokens are removed at the end of the player's turn. Bosses ignore freeze tokens.

 Some especially powerful weapons only have one point of ammunition and are known as **Single-Use** weapons. Single-Use weapons do not use an ammunition dial—instead, after they are used to make an attack, the weapon card is discarded.

NEW AMMUNITION CARDS

This expansion includes new ammunition types for the Handgun, Shotgun, and Grenade Launcher. They look a little different to standard ammunition cards.

When a character uses one of these ammunition types to reload their weapon, reset the ammunition dial to the number displayed on the ammunition card. Then, place the ammunition card so its attack profile covers the weapon's standard attack profile. Once the ammunition dial reaches 0, or another ammunition item is used on the weapon, discard the ammunition card.

Reloading one of these special ammunition types wastes any ammunition that is already in the weapon, so think carefully before reloading!



NEW TERRAIN ELEMENTS

ELEVATORS



During some scenarios, characters will have to use an **elevator** to change levels. An elevator is a single square tile that characters and enemies can enter or leave via a door as normal.

If a scenario includes an elevator, the scenario will show the level the elevator starts on. Other levels the elevator can stop at are shown on the brief as **elevator shafts**. Elevator shafts are represented by turning a stairs token from the core game to its blank side. Models cannot move or be pushed onto an elevator shaft.

If a character is standing in the same square as a door leading to an elevator shaft, they can spend an action to call the elevator, switching the position of the elevator shaft token and the elevator. Any models on the elevator when it changes floors will stay on the elevator tile.

A character on the elevator tile may spend an action to change the floor the elevator is on, switching the position of tiles as described above.

FLOODED TILES



During some scenarios, characters will find some tiles that are **flooded**, slowing them down as they are forced to wade through the water. Flooded tiles are represented by a token.

Performing a move action on a flooded tile costs 2 actions. If a player only has one action remaining, they cannot perform a move action on a flooded tile. Characters cannot use stairwells on a flooded tile.

During some scenarios, the players will be able to drain flooded tiles, flipping the token to the opposite side. A tile with a **drained** token is treated as a normal tile, with no penalties.

Enemies are not affected by flooded tiles.

POWER AND HUNTED TOKENS



During some scenarios, players will interact with **Power** and/or **Hunted** tokens. Each scenario will state how the tokens are used and their effects in the brief.



MASSIVE BASES

This expansion introduces a new base size to *Resident Evil™ 3: The Board Game*—so large it takes up multiple squares! Use the following rules for these intimidating new foes.

LINE OF SIGHT

Line of sight exists between a model with a massive base and another model if an uninterrupted line can be drawn from the centre of any square occupied by the larger model to the centre of the square occupied by the smaller model, without crossing an intervening wall, corner, or closed door.

COLLISION ATTACKS

Collision attack is a new attack profile shown on the reference card for models with massive bases. It is listed with an evade difficulty and the effects resulting from a failed evade roll (1).



When a model with a massive base moves towards a character, it will always attempt to enter the square that character occupies. If a model with a massive base is placed or moves and part of its base is in the same square as a character, that character suffers a collision attack. Resolve a push against the character, moving their model to the closest square with available space.

After the model with the massive base has finished its movement or placement, any character(s) that suffered a collision attack must make an evade roll to avoid suffering the listed effects.



UNGAINLY BULK

A model with a massive base occupies four squares. It cannot move diagonally and will enter two new squares per point of movement.



SCENARIO BRIEF HOSPITAL 1

ACCESSING THE LOWER LEVELS

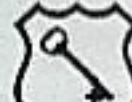
The Hospital is deathly quiet, not a single footstep or undead groan to be heard. Coming here in search of a vaccine for your infected ally might not have been such a terrible risk after all. Perhaps you've found sanctuary in these silent halls. And yet, why can't you shake the feeling that you're being watched from the shadows?

This scenario takes place in the Raccoon General Hospital.

In this scenario the characters must find the Tape Recorder so they can use it to activate the voice reader and access the lower levels. The players successfully complete this scenario if all of the characters are on the elevator tile, one of the characters has the Tape Recorder item in their inventory, and there are no enemies on the tile.

SPECIAL RULES

DEACTIVATING THE SECURITY LOCK

A character in the same square as a power token may spend an action to remove the token and place it in the same square as the  token.

When the square with the  token has four power tokens in it, the Electronic Lock is deactivated. Remove all of the tokens and replace the locked door with an archway.

HUNTING GROUND

During this scenario, the characters must be careful not to attract too much attention to themselves during each turn, lest Hunters descend upon them! If a character meets either of the conditions below, immediately place a hunted token their profile card.

- The first time a character performs an attack action during their turn.
- If a character performs more than three move actions during their turn.

CARD DECKS

ITEM A DECK

Shuffle both  Blue Herb cards from this expansion into the item A deck at the start of this scenario.

ITEM B DECK

4x First-Aid Spray
1x Sickroom Key

ITEM C DECK

1x Tape Recorder

TENSION DECK

At the start of this scenario remove the *Disturbed Nest* card from the tension deck, then shuffle 3x *Hunter's Prey* cards into the deck.

ENCOUNTER DICE TABLES

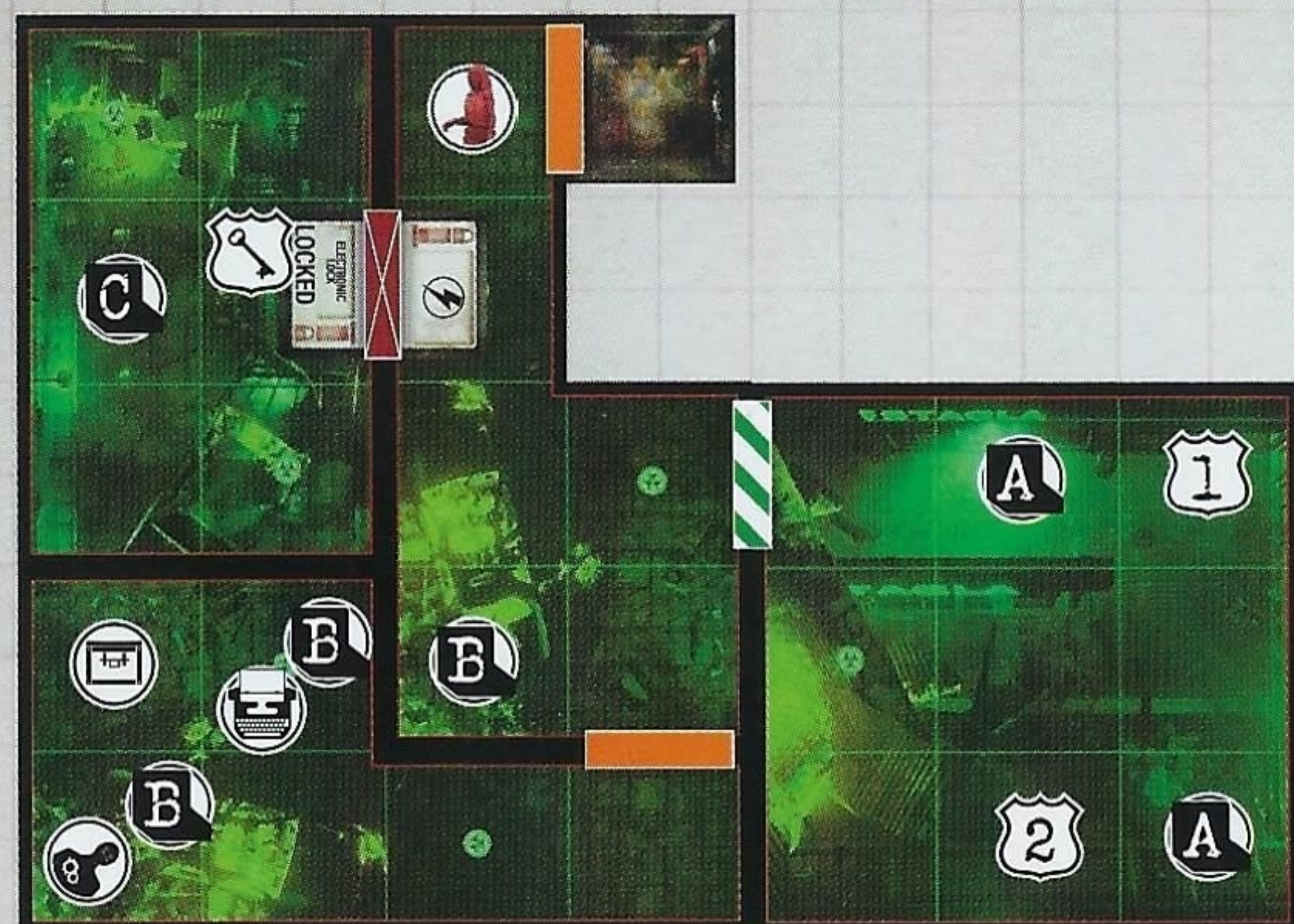
YELLOW TILE

Dice	Enemies / Event Encountered
6	1x Corpse
5	Unsettling Feeling – <i>Immediately draw a card from the tension deck</i>
4	Heavy Feet – <i>Place a hunted token on this character's profile card</i>
3	1x Zombie
2	1x Zombie, Heavy Feet – <i>Place a hunted token on this character's profile card</i>
	Bloodbath – <i>Remove all enemies on this tile, then remove any hunted tokens on this character's profile card and spawn 1x Hunter β on the closest </i>

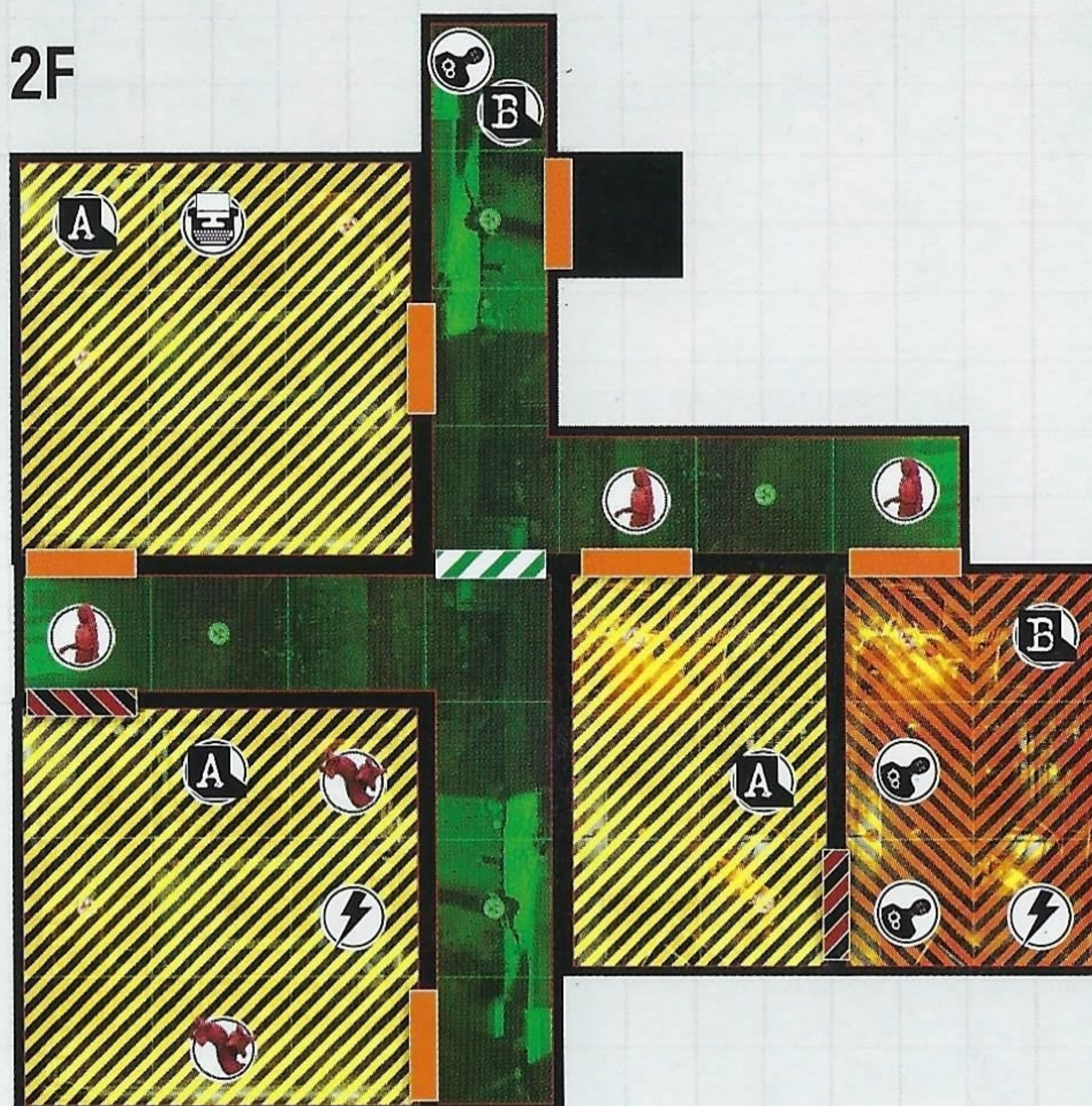
AMBER TILE

Dice	Enemies / Event Encountered
6	2x Corpse
5	1x Corpse, Unsettling Feeling – <i>Immediately draw a card from the tension deck</i>
4	1x Zombie, Heavy Feet – <i>Place a hunted token on this character's profile card</i>
3	1x Zombie, 1x Corpse
2	2x Sliding Worm
	2x Zombie, Heavy Feet – <i>Place a hunted token on this character's profile card</i>

1F



2F



3F



	Character Start		Elevator Starting Position
	Zombie		Elevator Shaft
	Sliding Worms		Item Box
	Item A Token		Typewriter
	Item B Token		Corpse
	Item C Token		No Encounter Token
	Door		Yellow Encounter Token
	Locked Door Electronic Lock		Amber Encounter Token
	Locked Door Room #402		Power Token
	Archway		Objective Token
	Barricade		

SCENARIO BRIEF HOSPITAL 2

THE HOSPITAL BASEMENT

Deeper into the ground you descend, wondering all the while whether being trapped in the depths below would make a worse fate than being left to fend off the horrors above. You imagine the relentless predators prowling the wards might find you at any moment. You must get the vaccine and escape as quickly as you can!

This scenario takes place in the Raccoon General Hospital.

In this scenario the characters must find the Vaccine Base and the Vaccine Medium, use them to create a Vaccine using the synthesis machine on floor B3, and then escape. 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

HUNTING GROUND

During this scenario, the characters must be careful not to attract too much attention to themselves during each turn, lest Hunters descend upon them! If a character meets either of the conditions below, immediately place a hunted token on their profile card.

- The first time a character performs an attack action during their turn.
- If a character performs more than three move actions during their turn.

DEEP BENEATH THE GROUND

Characters on level B3 cannot generate hunted tokens.

ABANDON THE SEARCH

If the players are using the epilogue cards contained in the *Last Escape* expansion, they may choose not to play this scenario, and proceed to the next scenario instead. If they choose to skip this scenario, add **Epilogue Card 2** to the epilogue deck.

FIXED NARRATIVE EVENT

SYNTHESISING THE VACCINE

The first time a character is placed in the same square as the fixed narrative token and has the Vaccine Base and the Vaccine Medium in their inventory, remove the token, then discard the Vaccine Base and Vaccine Medium and read out the description below.

The lights above dim as you use up the last of the facility's power, the machine synthesising the vaccine with a mechanical hiss. Prize in hand, you look around to see the green light above the emergency exit flicker, but that's not all. Synthesising the vaccine seems to have drained the water from the massive specimen tanks in the centre of the room, and now the monsters inside are hammering at the glass...

The players must now choose one of the following options:

Dive Through the Emergency Exit

Spawn 2x Hunter γ on this tile. Unlock the door locked by the Electronic Lock.

or

Retrace Your Steps

Spawn 2x Hunter γ on this tile. Unlock all doors locked by the Shutters.

CARD DECKS

ITEM B DECK

1x Acid Rounds
1x Flame Rounds
1x Freeze Rounds
1x First-Aid Spray

ITEM C DECK

1x Vaccine Base
1x Vaccine Medium

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	Heavy Feet – Place a hunted token on this character's profile card
5	1x Zombie
4	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction
3	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
2	2x Zombie at the closest  .
	Heavy Feet – Place a hunted token on this character's profile card 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

AMBER TILE

Dice	Enemies / Event Encountered
6	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
5	1x Zombie, Unsettling Feeling – Immediately draw a card from the tension deck
4	1x Zombie, Heavy Feet – Place a hunted token on this character's profile card
3	2x Zombie
2	2x Zombie, Heavy Feet – Place a hunted token on this character's profile card
	1x Zombie, 2x Corpse, Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie

[illegible]

	Character Start		Stairwell
	Zombie		Elevator Starting Position
	Zombie Dog		Elevator Shaft
	Drain Deimos		Item Box
	Item A Token		Typewriter
	Item B Token		Corpse
	Item C Token		No Encounter Token
	Door		Yellow Encounter Token
	Locked Door <i>Electronic Lock</i>		Amber Encounter Token
	Locked Door <i>Shutter</i>		Fixed Event Token
	Archway		Exit Token
	Barricade		

SCENARIO BRIEF HOSPITAL 3

FLEEING THE EXPLOSION

A massive explosion causes the world to erupt in flames. Before your brain can process the event, you're already running. As you flee, several smaller detonations go off behind you, the ground shaking with every boom. Fiery debris rains from above, setting your surroundings alight. Soon, this whole place will be a blazing inferno...

This scenario takes place in the Raccoon City Streets.

In this scenario the characters are running for their lives as the flames behind them engulf the city. 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.

The players immediately fail this scenario if any of the characters are removed from the playing area.

If the players fail this scenario, they should still follow the steps for successfully completing the scenario during the End Phase, but increase the city danger level by 3 during step 8. The players then progress to the *City Park 1* scenario.

SPECIAL RULES

FIERY CONFLAGRATION

The players do not fail this scenario if the tension deck runs out. Instead, in each subsequent Tension Phase, the player whose turn it is must choose a tile with a fire token on it and remove it from the playing area. Any tokens or models on the removed tile are also removed from the playing area. If there are any tiles adjacent to the removed tile that don't have fire tokens on them, place a fire token on each of those tiles in a square of the player's choice.

CARD DECKS

TENSION DECK

At the start of this scenario search the tension deck for the three *Hunters' Prey* cards and remove them from the game, then shuffle the deck.

After doing so, if there are more than two characters taking part in this scenario, split the tension deck in half. Shuffle the *Time Running Out!* card into the bottom half, then replace the top half.

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Zombie, 1x Corpse
4	1x Zombie Dog
3	2x Zombie
2	Raging Fire – Place a fire token on the closest 
	2x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction

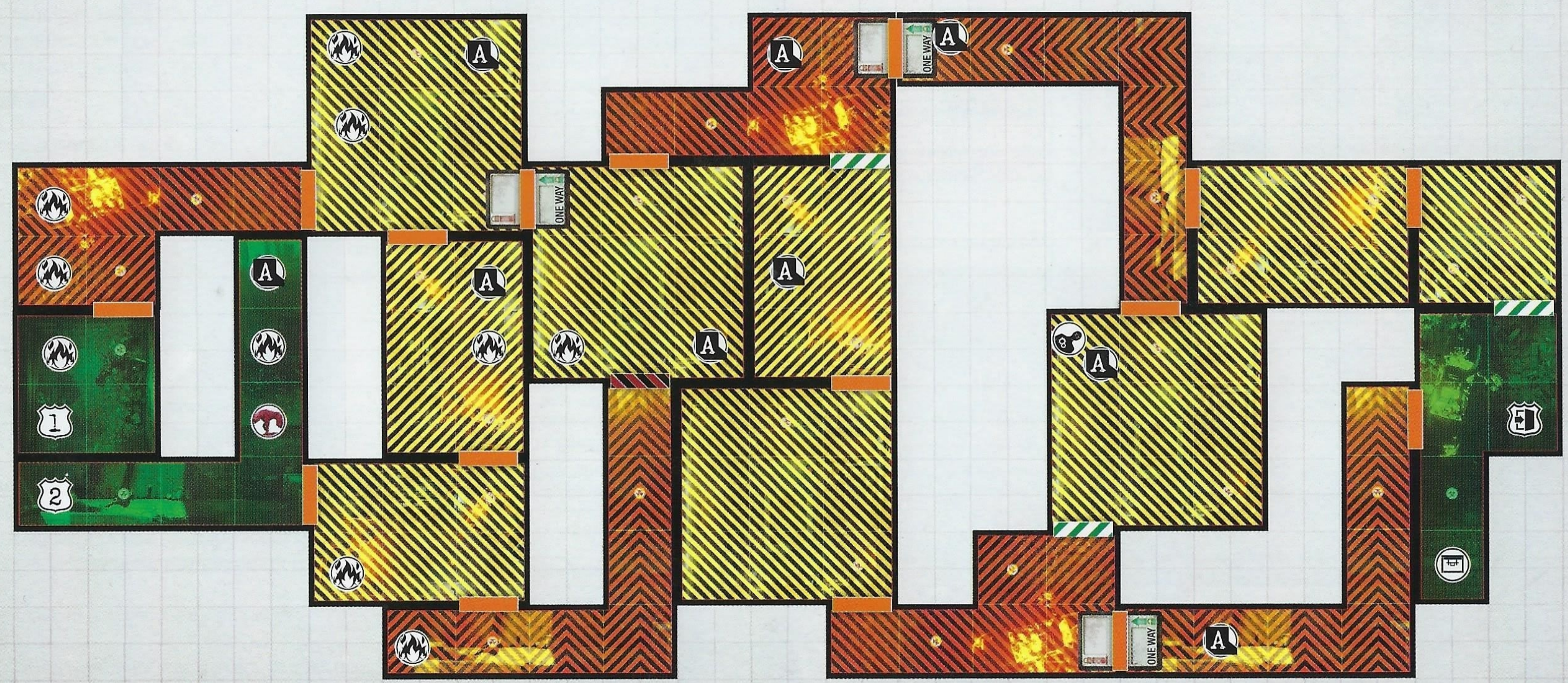
AMBER TILE

Dice	Enemies / Event Encountered
6	2x Zombie
5	2x Zombie, 1x Corpse
4	1x Zombie Dog, 1x Corpse
3	1x Hunter β
2	1x Drain Deimos
	Explosion! – Immediately remove a tile as described under the Fiery Conflagration rule, then roll on this table again. If this result is rolled again, reroll the dice.





	Character Start		Item Box
	Zombie Dog		Corpse
	Item A Token		Fire Token
	Door		No Encounter Token
	One-way Door		Yellow Encounter Token
	Archway		Amber Encounter Token
	Barricade		Exit Token



SCENARIO BRIEF CITY PARK 1

DRAINING THE FOUNTAIN

Tall trees surround you, mercifully hiding the glow of the fire spreading through the city, and muting the undead howling in the distance. Once, you might have found this a peaceful scene, but you've seen far too much by now to let your guard down. As if on cue, the ground starts to shake uncontrollably, and a roar sounds nearby...

This scenario takes place in the Raccoon City Park.

In this scenario the characters must rendezvous at the Graveyard Cabin. The players successfully complete the scenario if all characters are on the Communications Room tile and there are no enemies on that tile.

I We recommend players stock up on weapons, ammunition, and healing items before they complete this scenario...

SPECIAL RULES

DRAINING THE FOUNTAIN

A character in the same square as the  token may spend an action to remove the  token, and flip the flooded token on the Fountain tile to its drained side.

If this scenario is being played in solo mode, do not place a flooded token on the Fountain tile during setup.

SUBMERGED THREAT

If a character is placed on a flooded tile that does not contain a Hunter γ , spawn a Hunter γ on the closest . If there are insufficient Hunter γ models available, remove a Hunter γ of this player's choice from the playing area and place it on the closest , then perform an out-of-sequence attack reaction with the Hunter γ .

CARD DECKS

ITEM B DECK

1x Iron Pipe
1x Mine Thrower
1x Enhanced Handgun Bullets
1x First-Aid Spray

ITEM C DECK

1x Main Gate Key

TENSION DECK

Shuffle 3x *Earthquake* cards into the deck at the start of this scenario.

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Zombie, Unsettling Feeling – Immediately draw a card from the tension deck
4	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction
3	2x Sliding Worm, 1x Corpse
2	3x Sliding Worm
	1x Hunter β

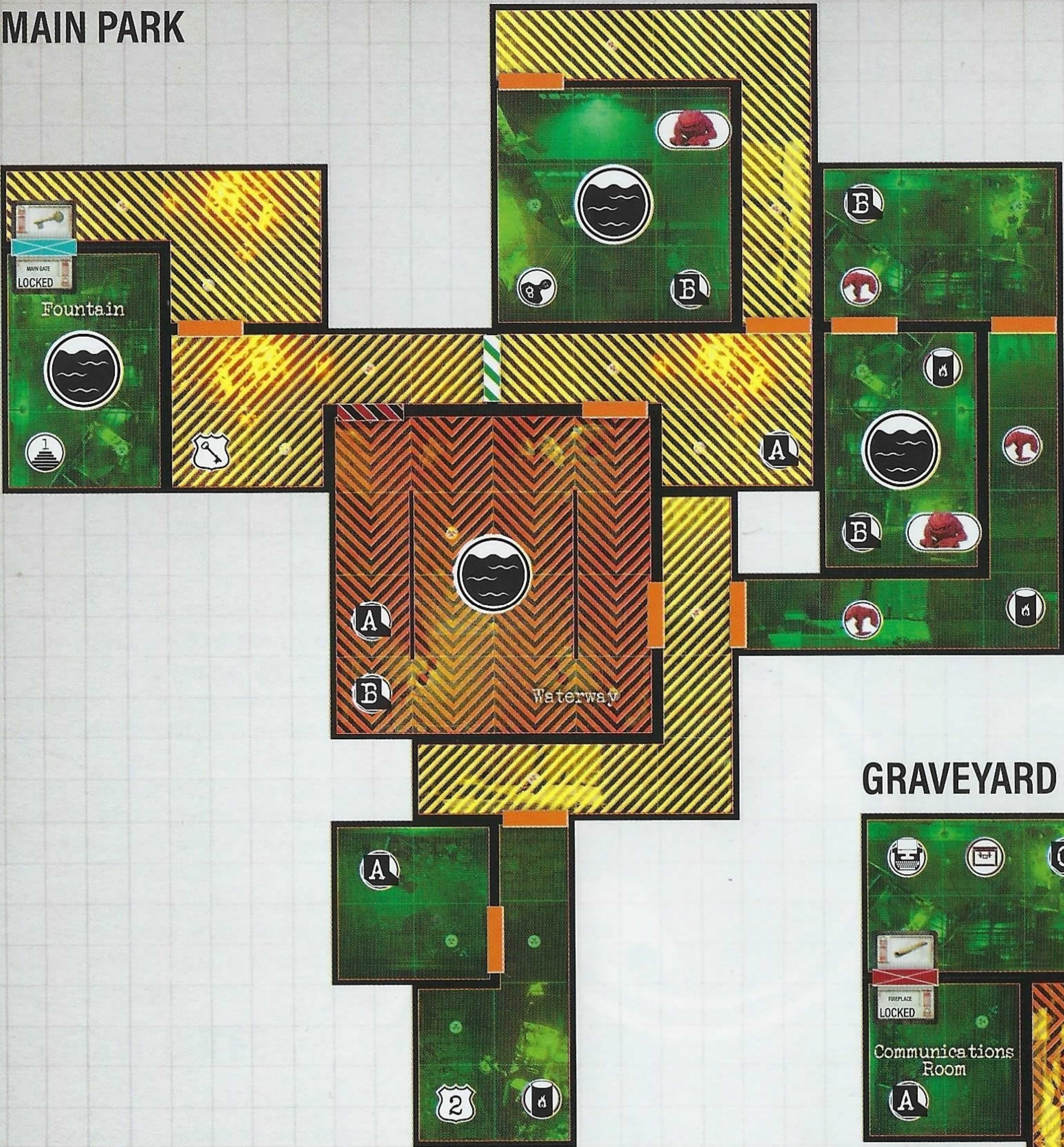
AMBER TILE

Dice	Enemies / Event Encountered
6	1x Zombie, Unsettling Feeling – Immediately draw a card from the tension deck
5	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
4	2x Zombie
3	1x Corpse, Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie
2	1x Zombie, Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie
	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction

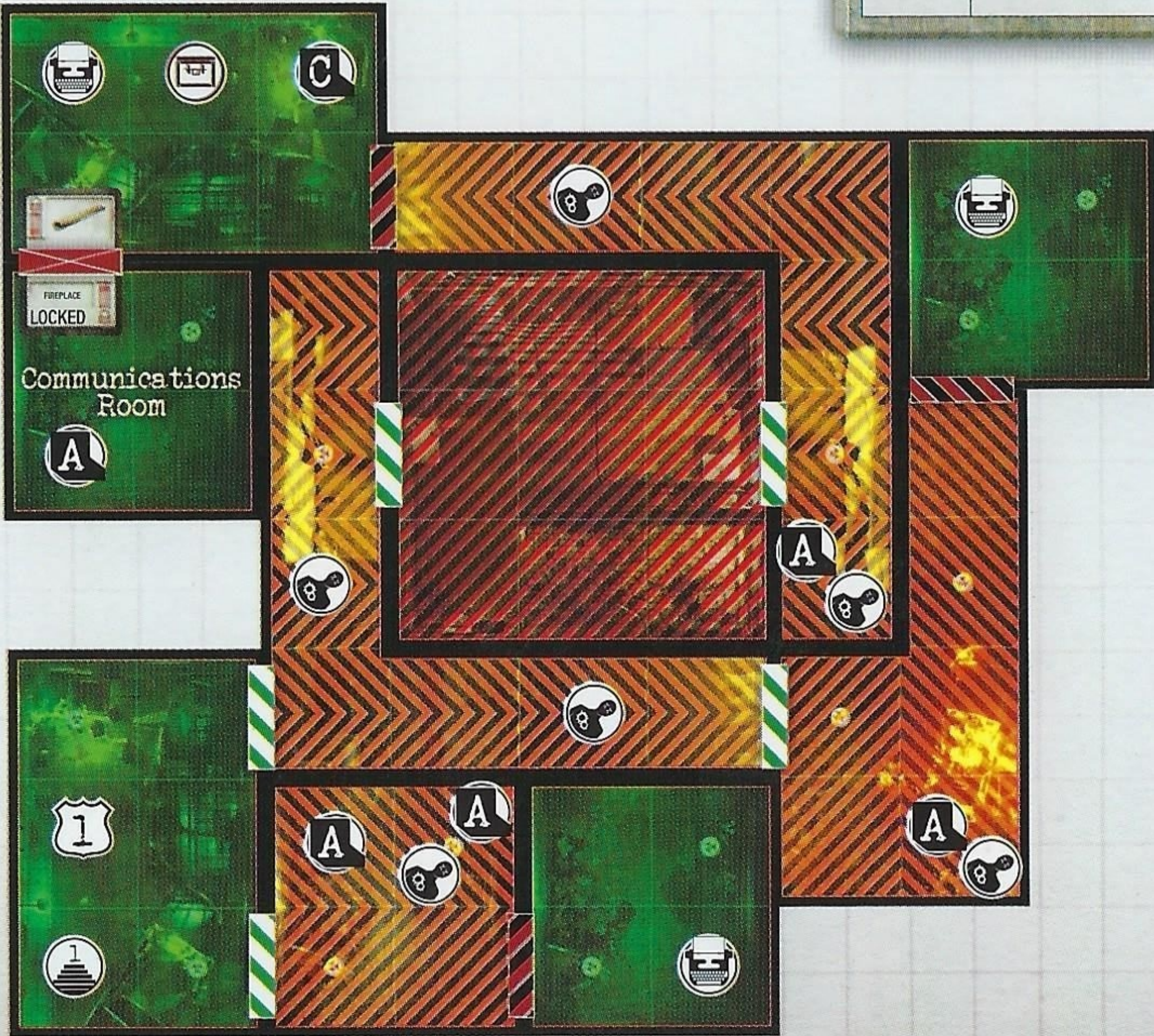
RED TILE

Dice	Enemies / Event Encountered
6	2x Zombie, 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)
5	3x Zombie, Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately
4	3x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction
3	1x Zombie, They Keep Coming! – Place a red 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 red encounter table
2	1x Zombie, They Keep Coming! – Place a red 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 red encounter table
	3x Zombie, They Keep Coming! – Place a red 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 red encounter table

MAIN PARK



GRAVEYARD



	Character Start		Stairwell
	Zombie Dog		Item Box
	Hunter y		Typewriter
	Item A Token		Corpse
	Item B Token		Explosive Barrel
	Item C Token		No Encounter Token
	Door		Yellow Encounter Token
	Locked Door Fireplace		Amber Encounter Token
	Locked Door Main Gate		Red Encounter Token
	Archway		Flooded Tile
	Barricade		Objective Token

SCENARIO BRIEF CITY PARK 2

THE GRAVE DIGGER ADULT

An immense beast erupts from the ground in an explosion of soil and stone. Another bizarre mutant, this monster is like the fiend you defeated in the sewers—but grown to a terrifying size! The creature rakes the earth with huge teeth, scoring deep gouges and knocking a lamppost into a large pool of water nearby...

How on earth can you defeat such an adversary?

This scenario takes place in the Raccoon City Park.

In this scenario the characters must defeat the monstrous Grave Digger Adult. The players successfully complete this scenario if the Grave Digger Adult is killed.

SPECIAL RULES

LIVE CURRENT

This tile features a pool of water, indicated by squares with the  printed on them. While on one of these squares, performing a move action costs a character two actions.

The tremors caused by the Grave Digger Adult breaking its way through the earth have caused a lamppost to fall into the pool, which slowly builds up an electrifying charge.

During this scenario some special actions will add power tokens to the  squares. If a model is placed in the same square as a power token, the model suffers , then the token is removed. If the Grave Digger Adult is placed in multiple squares containing power tokens at the same time, it suffers  per token, then the tokens are removed.

A square cannot have more than one power token in it, and a token cannot be placed on a square that already contains a model.

WILD AGGRESSION

The Grave Digger Adult is an incredibly resilient and wildly unpredictable opponent. At the start of the scenario, the Grave Digger Adult's reference card should begin with the  side face down.

If the conditions listed under the *Unstable* rule on this card are met, the card is immediately flipped to the other side. If these conditions are met during the resolution of a behaviour card, the remaining actions on the behaviour card are not performed and the behaviour card is discarded.

CARD DECKS

TENSION DECK

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

GRAVE DIGGER ADULT

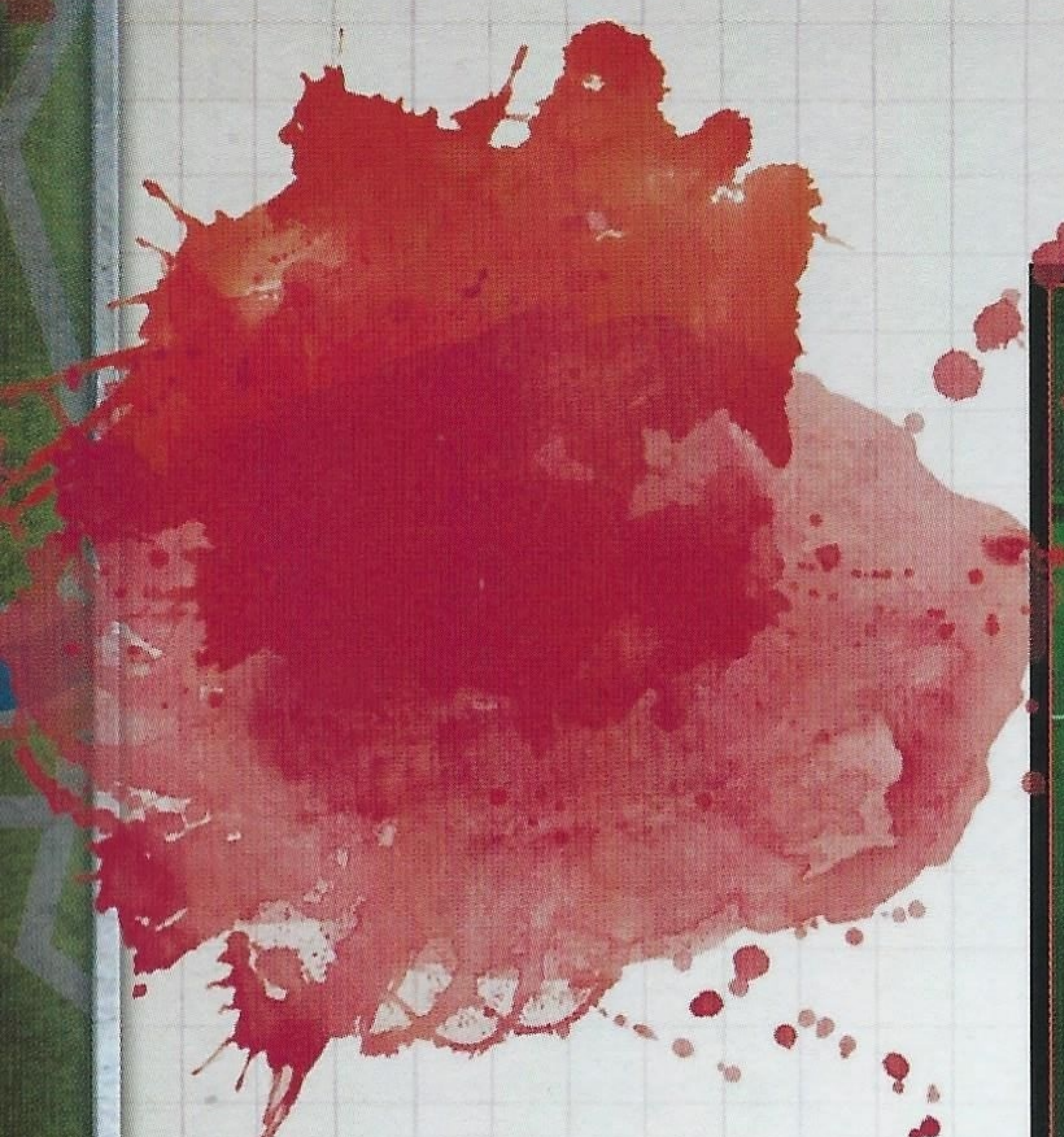
Reference cards:

Grave Digger Adult
Death From Below

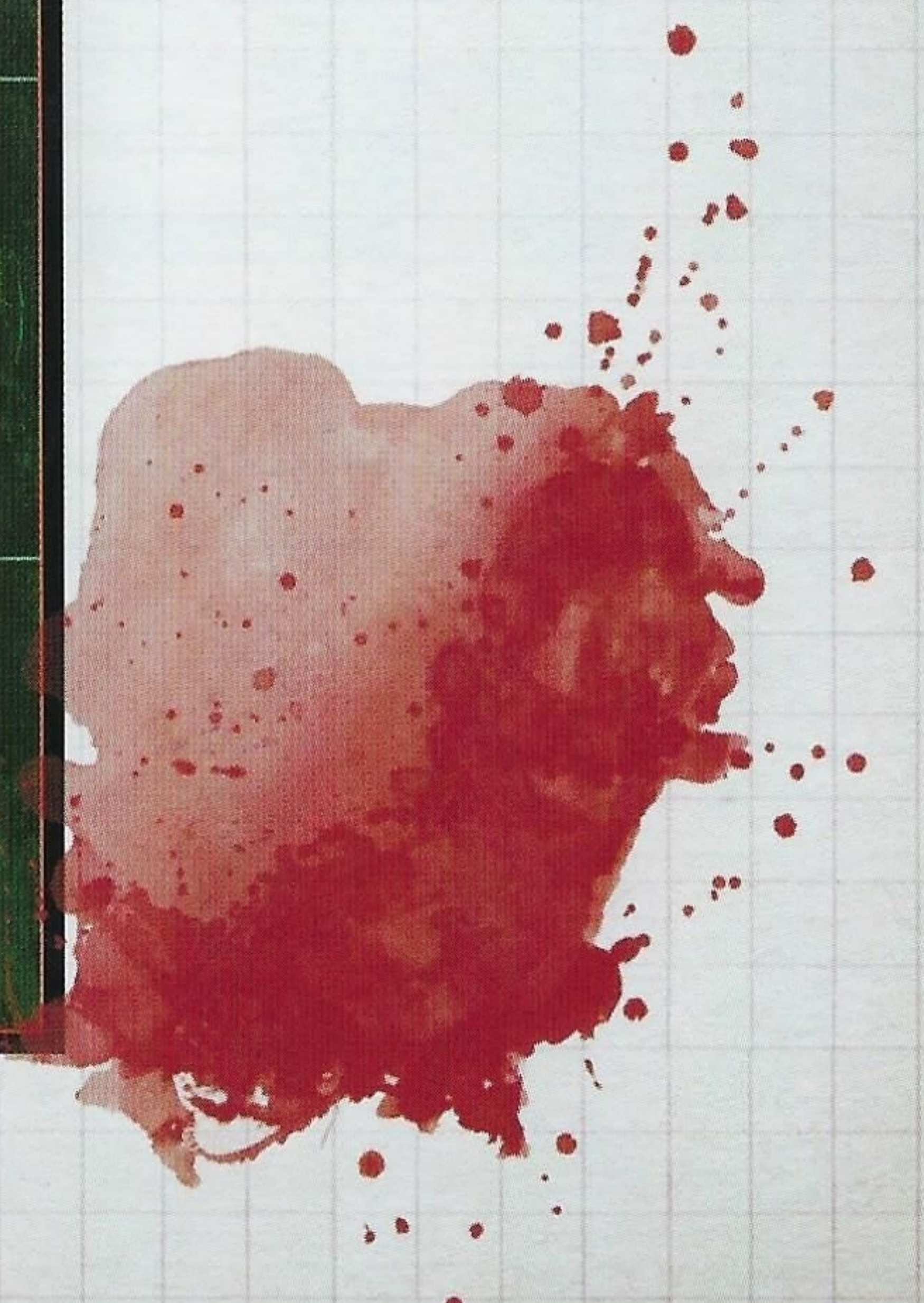
Behaviour cards:

2x Thrust Forward
2x Thrash About
2x Pincer Bite
2x Devour





	Character Start
	Grave Digger Adult
	Flooded Token
	No Encounter Token



SCENARIO BRIEF CITY PARK 3

REACHING THE DEAD FACTORY

The beast may have been killed, but the city park is no safer for it. The sound of your battle has attracted a horde of adversaries, giving you little time to rest. Ahead, a long bridge extends over a wide ravine, leading to a towering industrial complex. Perhaps you can find shelter behind those high walls...

This scenario takes place in the Raccoon City Park.

In this scenario the characters must fight their way out of the park and reach the ominous industrial building on the horizon. The players successfully complete the scenario if all characters are on the Staff Room tile and there are no enemies on that tile.

SPECIAL RULES

SECURE LOCATION

A character on the Staff Room tile does not have to draw a card during the tension phase.

CARD DECKS

ITEM B DECK

1x Rear Gate Key
1x Enhanced Shotgun Shells

ITEM C DECK

1x System Disc

TENSION DECK

At the start of this scenario search the tension deck for any *Earthquake* cards and remove them from the game, then shuffle the deck.

Think carefully about collecting the System Disc or leaving it behind, this choice will have repercussions later on...

NEMESIS STAGE TWO

Reference cards:
Nemesis Stage Two Charge

Behaviour cards:

2x Knockdown
2x Tentacle Lash
2x Wild Flurry

FIXED NARRATIVE EVENT

THE BRIDGE

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

You are barely three paces along the bridge before hearing a sinister growl and heavy footsteps. Moments later, Nemesis appears, stomping towards you. You have mere seconds to make your choice. Dive off the bridge and into the water below—hoping that the current won't sweep you away—or risk fighting this monster?

The players must now choose one of the following options:

Jump!

Spawn Nemesis Stage Two on the Bridge tile, on the closest , then place this character in the same square as the  token. For the remainder of this scenario, characters may not be placed on the Bridge tile.

or

Fight!

Spawn Nemesis Stage Two on the Bridge tile, on the closest ,. For the remainder of this scenario, other characters may not be placed on the Bridge tile. If this character becomes unconscious, the players immediately fail the scenario.

While this character is on the Bridge tile, they may spend an action at any time during their Action Phase to be placed in the same square as the .

ENCOUNTER DICE TABLES

YELLOW TILE

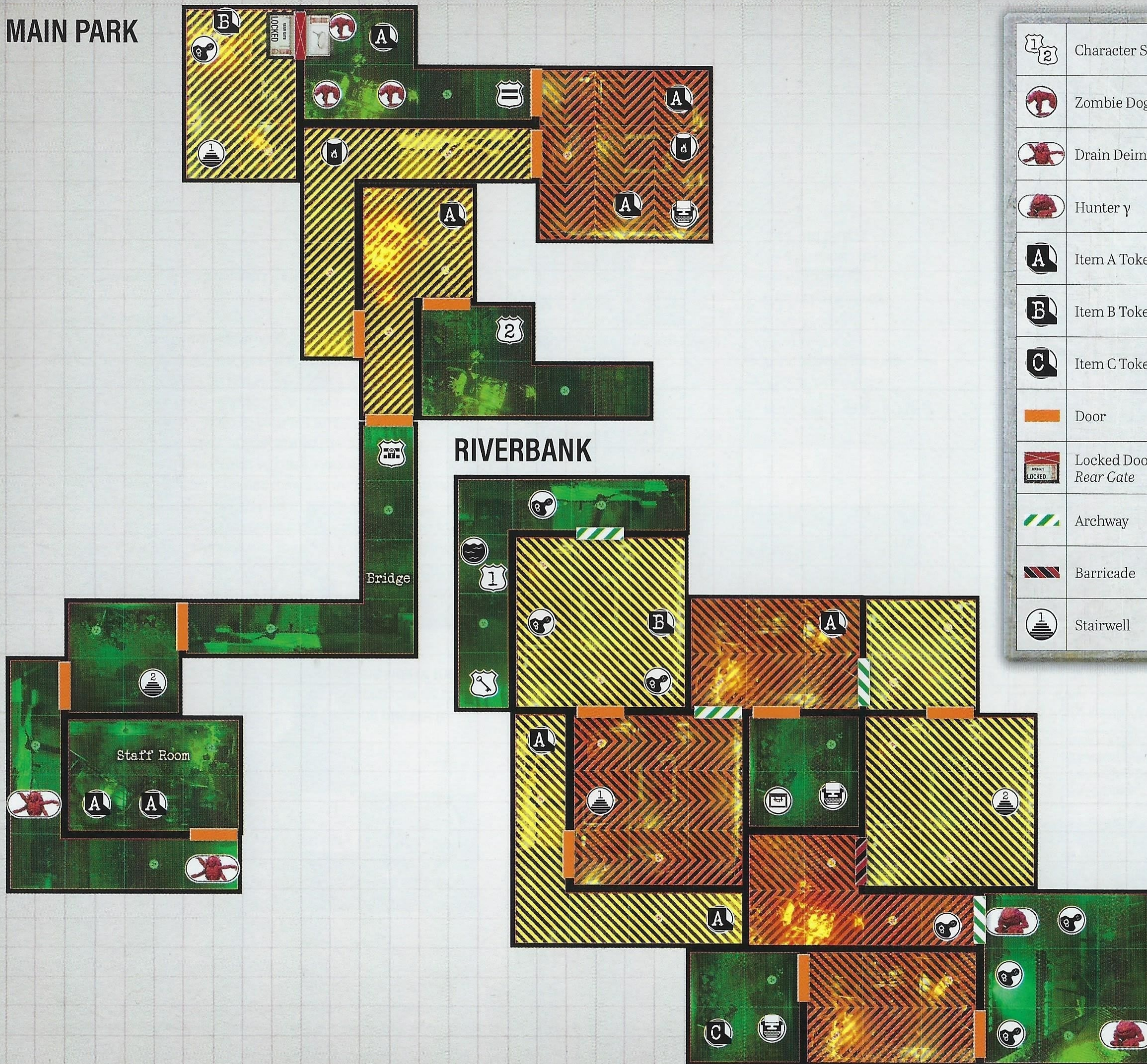
Dice	Enemies / Event Encountered
6	Unsettling Feeling – Immediately draw a card from the tension deck
5	1x Zombie, Grave Wind – Open the closest non-locked, non-one-way door.
4	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction
3	2x Sliding Worm
2	2x Zombie
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

AMBER TILE

Dice	Enemies / Event Encountered
6	2x Zombie, Grave Wind – Open the closest non-locked, non-one-way door
5	3x Sliding Worm
4	2x Zombie at the closest  .
3	3x Corpse, Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie
2	1x Hunter β
	1x Hunter β, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction

MAIN PARK

RIVERBANK



	Character Start		Item Box
	Zombie Dog		Typewriter
	Drain Deimos		Corpse
	Hunter y		Explosive Barrel
	Item A Token		No Encounter Token
	Item B Token		Yellow Encounter Token
	Item C Token		Amber Encounter Token
	Door		Flooded Tile
	Locked Door Rear Gate		Objective Token
	Archway		Narrative Event Token
	Barricade		Fixed Event Token
	Stairwell		

There won't be any sanctuary here after all, given the monsters roaming the corridors and the flickering lights. However, a far more exciting opportunity presented itself when you stood outside—a communications tower, soaring into the night sky. If only you could reach the top to broadcast an SOS call...

This scenario takes place in the Dead Factory.

In this scenario the characters have to reach the tower and send an SOS signal. The players successfully complete this scenario by resolving the fixed narrative event when they reach the Communication Tower tile.

SPECIAL RULES

EMERGENCY POWER ONLY

This facility is running on emergency power, forcing players to think carefully about how to progress during the scenario. At the start of the scenario, place eight power tokens to one side of the playing area.

The players may spend power tokens as below.

- A character in the same square as a door locked by a shutter may spend an action and a power token to unlock the door.
- A character adjacent to a fire token may spend an action and a power token to remove the fire token.
- A character **must** spend a power token in addition to an action when they change the position of the elevator tile.
- A character on the Water Control Room tile may spend an action and a power token to remove an item from their inventory and give it to a character on the Treatment Room tile.
- If Nemesis Stage Two is on the same square as the , once per turn during their Action Phase, a player on the Treatment Room tile may spend an action and a power token to inflict  to Nemesis Stage Two.

Once a token is spent, it is discarded for the remainder of the scenario.

SCENARIO BRIEF DEAD FACTORY 1

SENDING A SIGNAL

FIXED NARRATIVE EVENT

THE COMMUNICATION TOWER

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

The room at the top of the tower is eerily quiet, offering a surreal moment of sanctuary from the horrors lurking below. In absence of artificial light, moonlight bathes the blank panels and controls. One question remains... did you use up all of the power reserves to get here?

The players must now choose one of the following options:

Send the Signal

Spend a power token to successfully complete the scenario.

or

Find Another Way

Do not spend a power token to successfully complete the scenario.

CARD DECKS

ITEM B DECK

1x Rocket Launcher
1x First-Aid Box
1x Enhanced Handgun bullets

ITEM C DECK

1x Facility Key

TENSION DECK

At the start of this scenario remove the *Rabid Growl* card from the tension deck, then shuffle the *Disturbed Nest* card into the deck.

NEMESIS STAGE TWO

Reference cards:
Nemesis Stage Two
Charge

Behaviour cards:

2x Knockdown
2x Tentacle Lash
2x Wild Flurry

ENCOUNTER DICE TABLES

YELLOW TILE

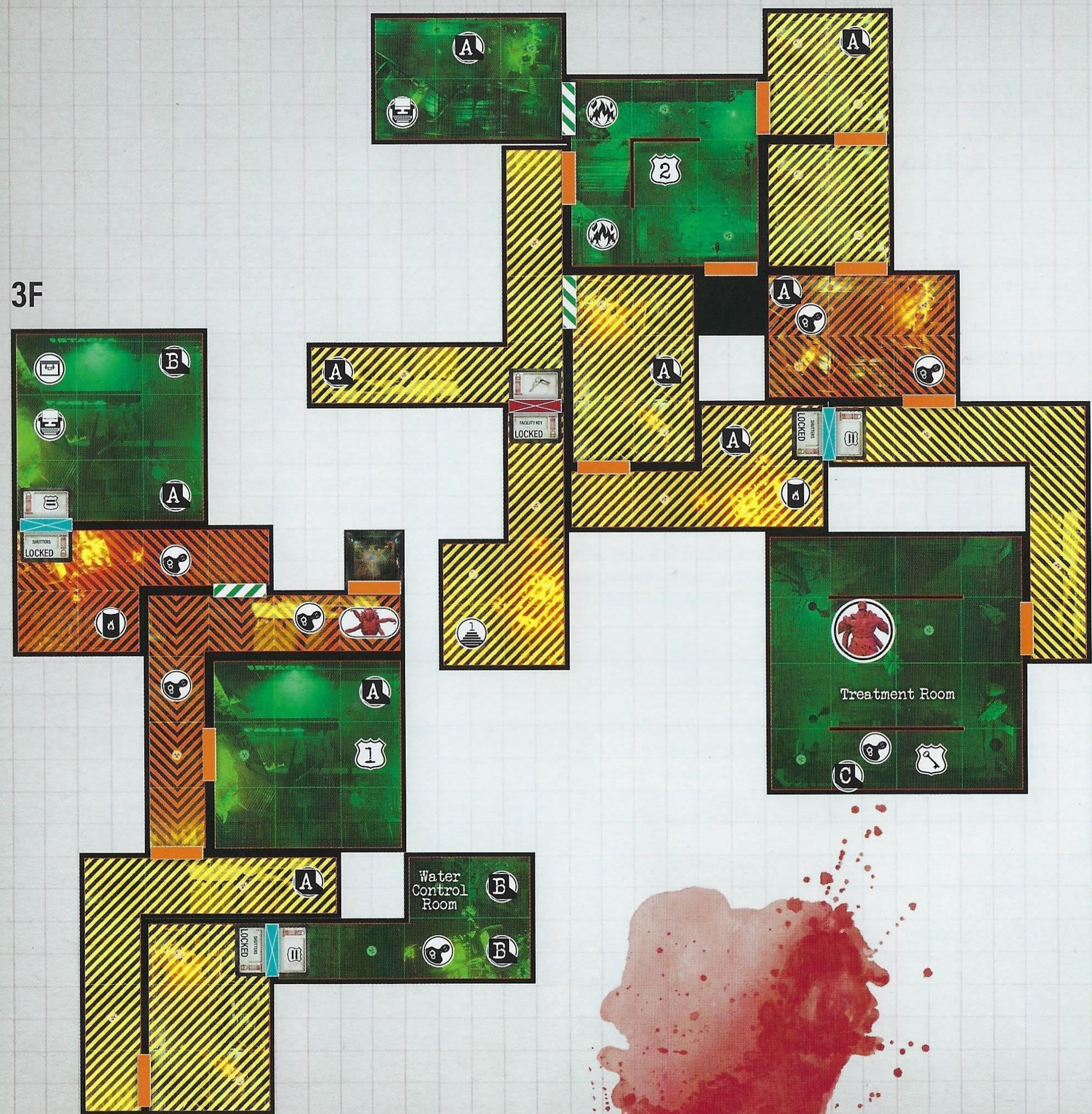
Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Zombie, 1x Corpse
4	1x Zombie, Persisting Unease – Place a yellow unexplored token on this tile. The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table
3	1x Sliding Worm
2	2x Zombie
	1x Drain Deimos

AMBER TILE

Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Sliding Worm
4	2x Zombie at the closest 
3	Restless Dead – At the end of this character's Tension Phase, replace each corpse on this tile with a Zombie
2	1x Drain Deimos
	Shorted Wires – Remove a power token from the side of the playing area

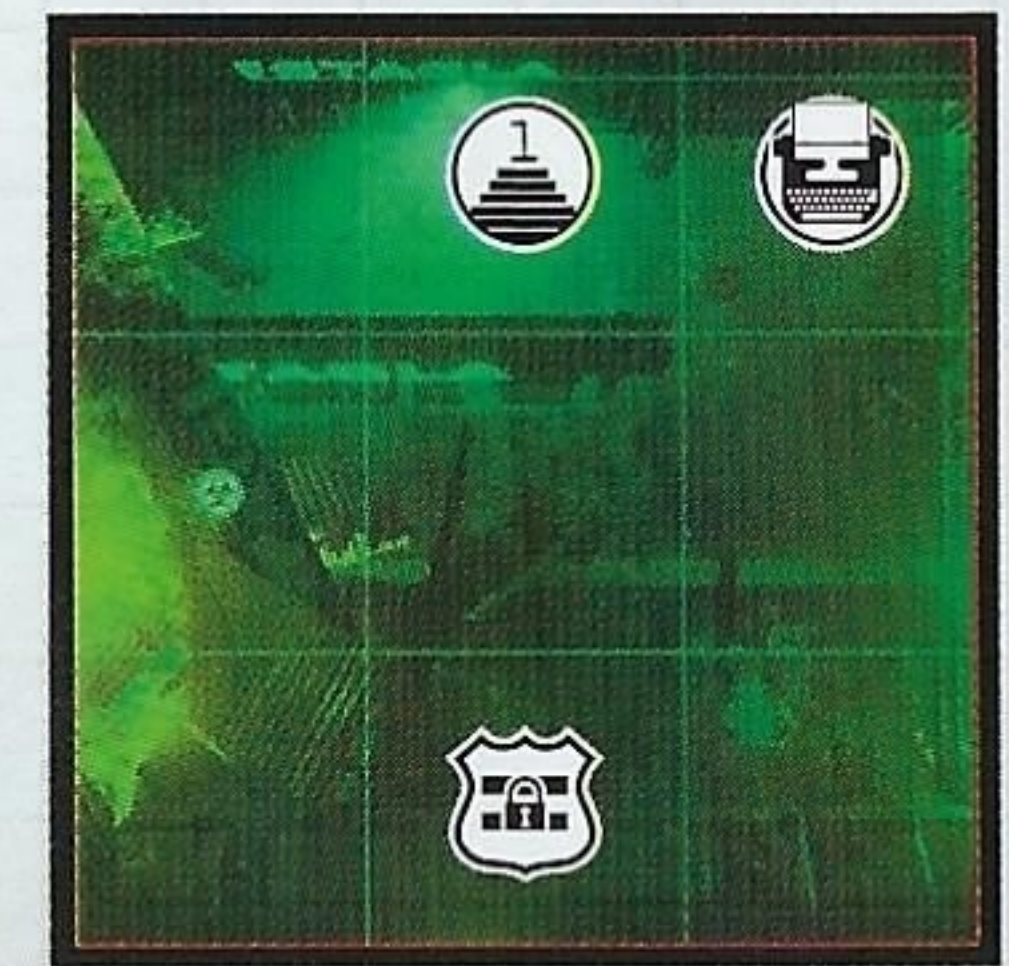
2F

3F



	Character Start		Elevator Shaft
	Drain Deimos		Item Box
	Nemesis Stage Two		Typewriter
	Item A Token		Corpse
	Item B Token		Fire Token
	Item C Token		Explosive Barrel
	Door		No Encounter Token
	Locked Door Facility Key		Yellow Encounter Token
	Locked Door Shutter		Amber Encounter Token
	Archway		Objective Token
	Stairwell		Fixed Event Token
	Elevator Starting Position		

4F



SCENARIO BRIEF DEAD FACTORY 2

INCOMING

A solitary light blinks into existence on the cold dashboard. In a rush of static, an urgent warning breaks the air: a missile is streaking through the skies towards the city! You try to reply, but the mic is dead once more, the emergency power all but depleted from the facility. No time to lose—head to the extraction point!

This scenario takes place in the Dead Factory.

In this scenario the characters have to escape from the factory before it's too late! 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.

Note that if the players chose **Find Another Way** at the end of the *Dead Factory 1* scenario, they will have to fulfil an additional objective during this scenario.

SPECIAL RULES

EMERGENCY POWER ONLY

This facility is running on emergency power, forcing players to think carefully about how to progress during the scenario. At the start of the scenario, place eight power tokens to one side of the playing area.

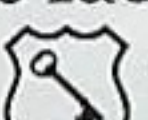
The players may spend power tokens as below.

- A character in the same square as a door locked by a shutter may spend an action and a power token to unlock the door.
- A character adjacent to a fire token may spend an action and a power token to remove the fire token.
- A character **must** spend a power token in addition to an action when they change the position of the elevator tile.

Once a token is spent, it is discarded for the remainder of the scenario.

ACCESSING THE EMERGENCY EXIT

If the players chose **Send the Signal** at the end of the *Dead Factory 1* scenario, a character in the same square as the  token may spend an action to remove the token and unlock the Emergency Exit door.

If the players chose **Find Another Way** at the end of the *Dead Factory 1* scenario, they will have to bypass the facility's security checks. A character in the same square as the  token and with the Water Sample item in their inventory may spend an action to remove the token and unlock the Emergency Exit door.

FIXED NARRATIVE EVENT

FAREWELL

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

If this scenario is being played in Solo Mode, discard the token without effect instead.

By now, you can barely see a thing as the overhead lights dim to near darkness. Going on like this would be suicide. There is a breaker to reconnect the power, it but it's broken and must be reset every few minutes. If you want to make it out, one of you will have to stay behind to keep the lights on.

The players must now choose one of the following options:

Save Yourself!

The players must choose one of the characters taking part in this scenario and remove them from the game. The character is considered to have died, and may no longer take part in the campaign. Any items in their inventory may be either placed in the item box, or discarded. If the players are using the epilogue cards contained in the Last Escape expansion and choose this option, **add Epilogue Card 7 to the epilogue deck.**

or

Reboot the System

The players may only select this option if the System Disc is in a character's inventory or the item box.

Discard the System Disc. For the remainder of the scenario, when a player spends a power token, place the token back in the pool.

CARD DECKS

ITEM B DECK

1x Acid Rounds
1x Flame Rounds
1x Freeze Rounds
2x First-Aid Spray
1x Card Key

ITEM C DECK

1x Water Sample

TENSION DECK

During this scenario a missile is streaking towards Raccoon City, and time is fast running out. If ever the tension deck is exhausted, the scenario immediately ends in failure for the players as the missile strikes the city and annihilates everything!

At the start of the scenario, after creating and shuffling the tension deck, split the deck in half and shuffle the *Time Running Out!* card into the bottom half, then replace the top half once again. If there are more than two characters taking part in the scenario, shuffle the *Missile Approaching* card into the tension deck instead of *Time Running Out!*.

ENCOUNTER DICE TABLES

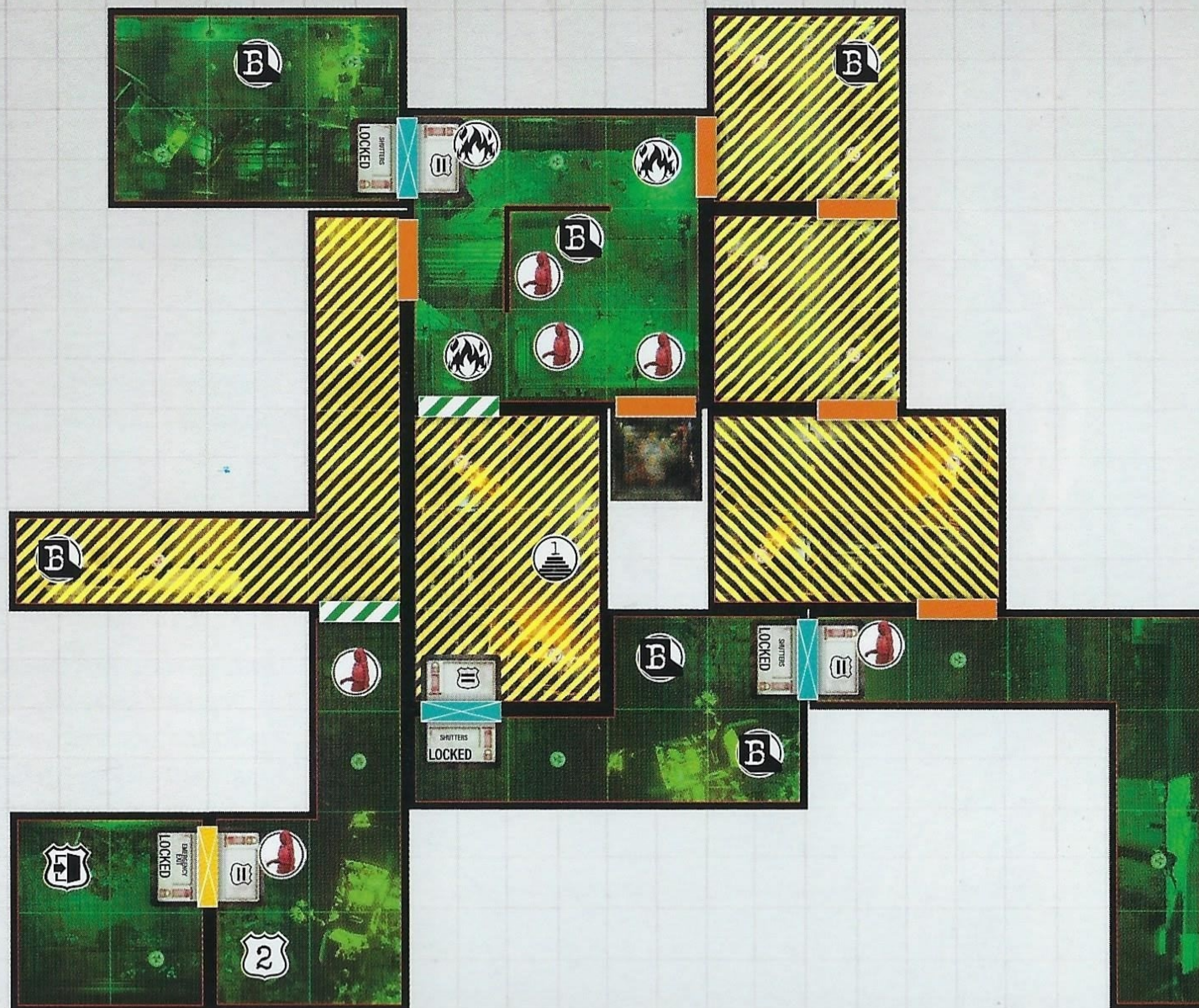
YELLOW TILE

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

AMBER TILE

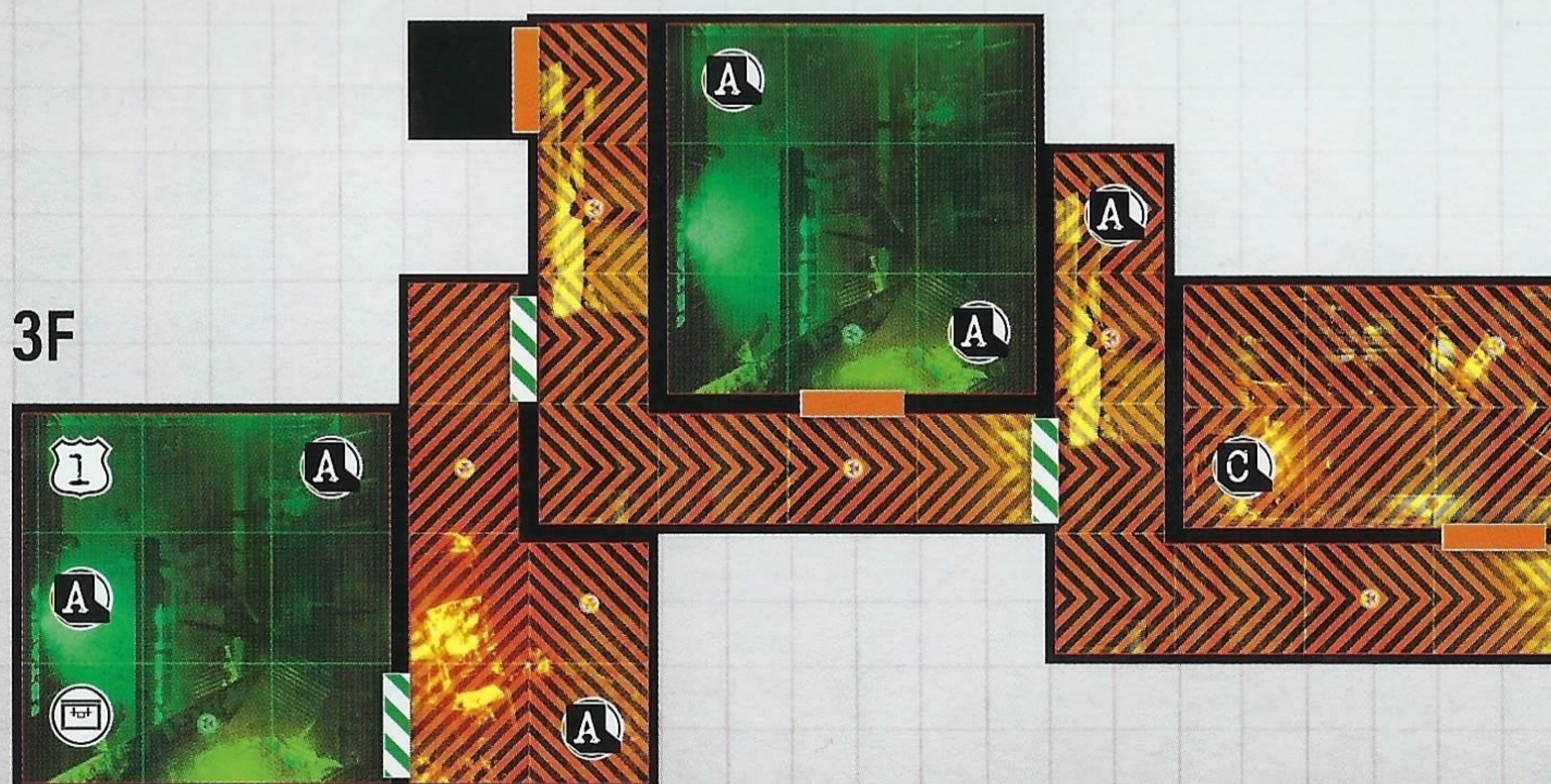
Dice	Enemies / Event Encountered
6	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction
5	2x Sliding Worm
4	2x Zombie, Unsettling Feeling – Immediately draw a card from the tension deck
3	1x Drain Deimos
2	1x Hunter β
	Fearful Scene – Place a Rising Fear token on this tile. (Any character on this tile at the start of their Tension Phase must draw an additional card)

2F

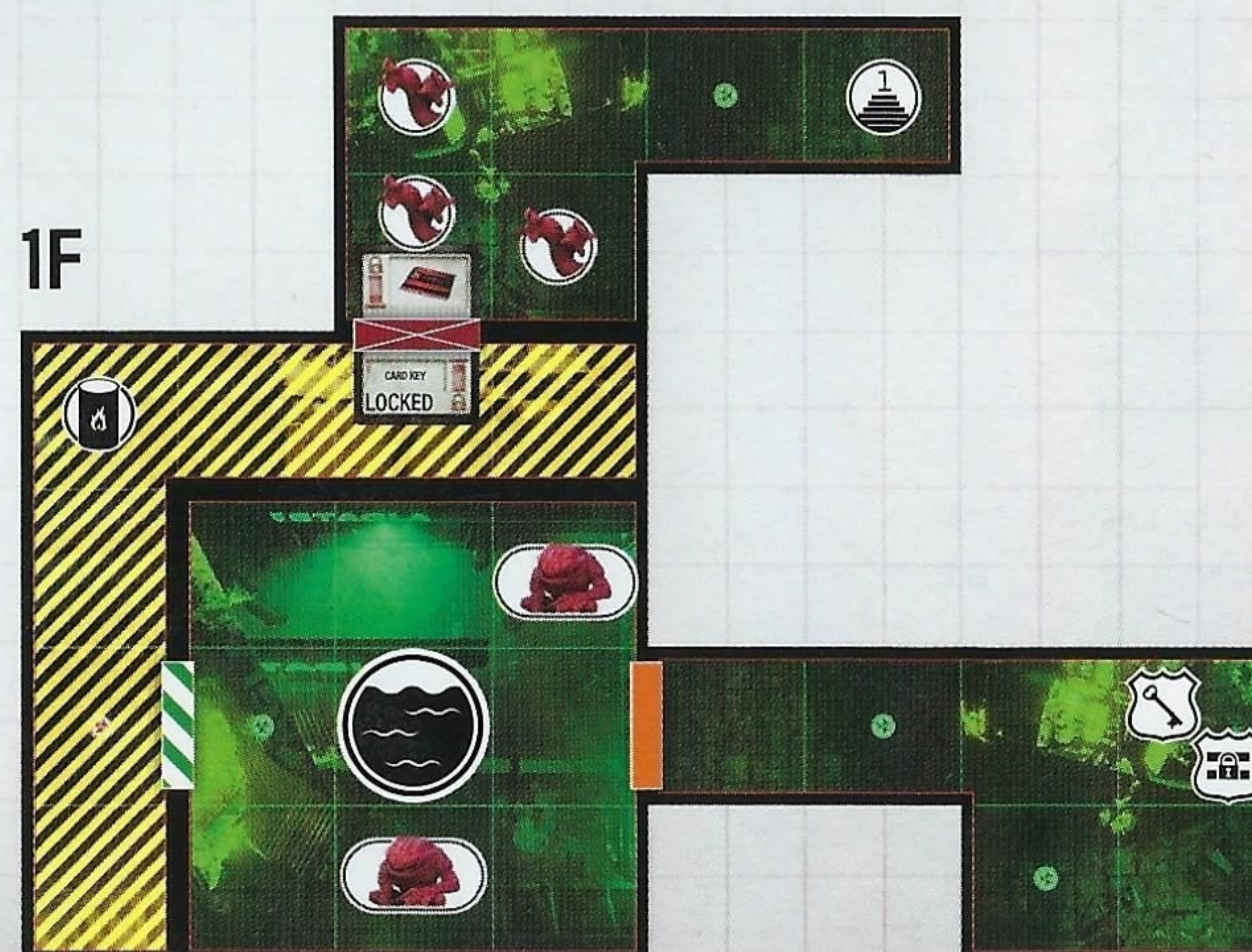


	Character Start		Stairwell
	Zombie		Elevator Starting Position
	Sliding Worms		Elevator Shaft
	Hunter y		Item Box
	Item A Token		Fire Token
	Item B Token		Explosive Barrel
	Item C Token		No Encounter Token
	Door		Yellow Encounter Token
	Locked Door Card Key		Amber Encounter Token
	Locked Door Shutter		Objective Token
	Locked Door Emergency Exit		Fixed Event Token
	Archway		Exit Token

3F



1F



SCENARIO BRIEF DEAD FACTORY 3

THE FINAL SHOWDOWN WITH NEMESIS

Salvation is but moments away when Nemesis staggers into view, his mutilated body ravaged by hideous mutations and rapidly swelling to monstrous size. Before long, the creature before you is unrecognisable from the enemy you've faced before, but it matters little. Nemesis roars and smashes the ground with a long tentacle, the reverberation starting a countdown on a huge cannon set in one corner of the room...

This scenario takes place in the Dead Factory.

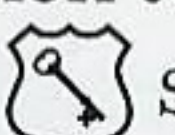
In this scenario the characters will have their opportunity to finally put Nemesis down for good. The players successfully complete this scenario if Nemesis Stage Three is killed.

SPECIAL RULES

DEMON SWORD OF PARACELSUS

This scenario features a huge rail cannon, which can be used to defeat Nemesis once and for all.

When setting up the scenario place a power token on each square containing a power symbol. If there were any unspent power tokens at the end of the *Dead Factory 2* scenario, place up to two of these tokens in the square containing the  symbol.

During this scenario, a character can spend an action while on the same square as a power token to remove the token and place it in the square containing the  symbol. When there are two or more power tokens in the square containing the  symbol, any character in an adjacent square can spend an action to remove the tokens and perform an attack with the rail cannon.

The rail cannon has a set firing path, shown by  attack squares printed on the tile. When the rail cannon performs an attack, any model that has at least part of their base in one of these squares suffers .

If there are three power tokens in the same square as the  symbol at any time, the tokens are removed and the railgun immediately performs an attack.

WILD AGGRESSION

Nemesis Stage Three is an incredibly resilient and wildly unpredictable opponent. At the start of the scenario, Nemesis Stage Three's reference card should begin with the  side face down.

If the conditions listed under the *Unstable* rule on this card are met, the card is immediately flipped to the other side. If these conditions are met during the resolution of a behaviour card, the remaining actions on the behaviour card are not performed and the card is discarded.

FIXED NARRATIVE EVENT

RETRIBUTION

When Nemesis Stage Three is killed, read out the description below.

If this scenario is being played in Solo Mode, discard the token without effect instead.

Exhausted, you slump to the ground. It's finally over. Rescue is mere moments away. Suddenly, movement draws your eyes. Against all odds, Nemesis is beginning to regenerate, his charred form slowly mutating once more. Staying to finish him off will mean missing the helicopter... and certain death.

The players must now choose one of the following options:

Exterminate the Monster

The players must choose one of the characters taking part in the scenario and remove them from the game.

The players have successfully completed the campaign, and have won the game! In future days to come they'll be able to hold their heads high... and in the quiet moments, remember the heroic sacrifice of their comrade, who remained to end the threat Nemesis posed to the rest of the world once and for all.

or

Ignore It and Evacuate

The players have successfully completed the campaign, and have won the game!

However, they'll never know Nemesis' true fate. The missile strike annihilated Raccoon City, and surely any creature caught in the blast—but Nemesis' incredible regenerative powers and resiliency will always leave them unsure, and fearful that one day they'll hear their pursuer's monstrous growl once more...

If the players are using the epilogue cards contained in the *Last Escape* expansion and choose this option, **add Epilogue Card 6 to the epilogue deck.**

CARD DECKS

TENSION DECK

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

NEMESIS STAGE THREE

Reference cards:

Nemesis Stage Three

Behaviour cards:

2x Tentacle Drag

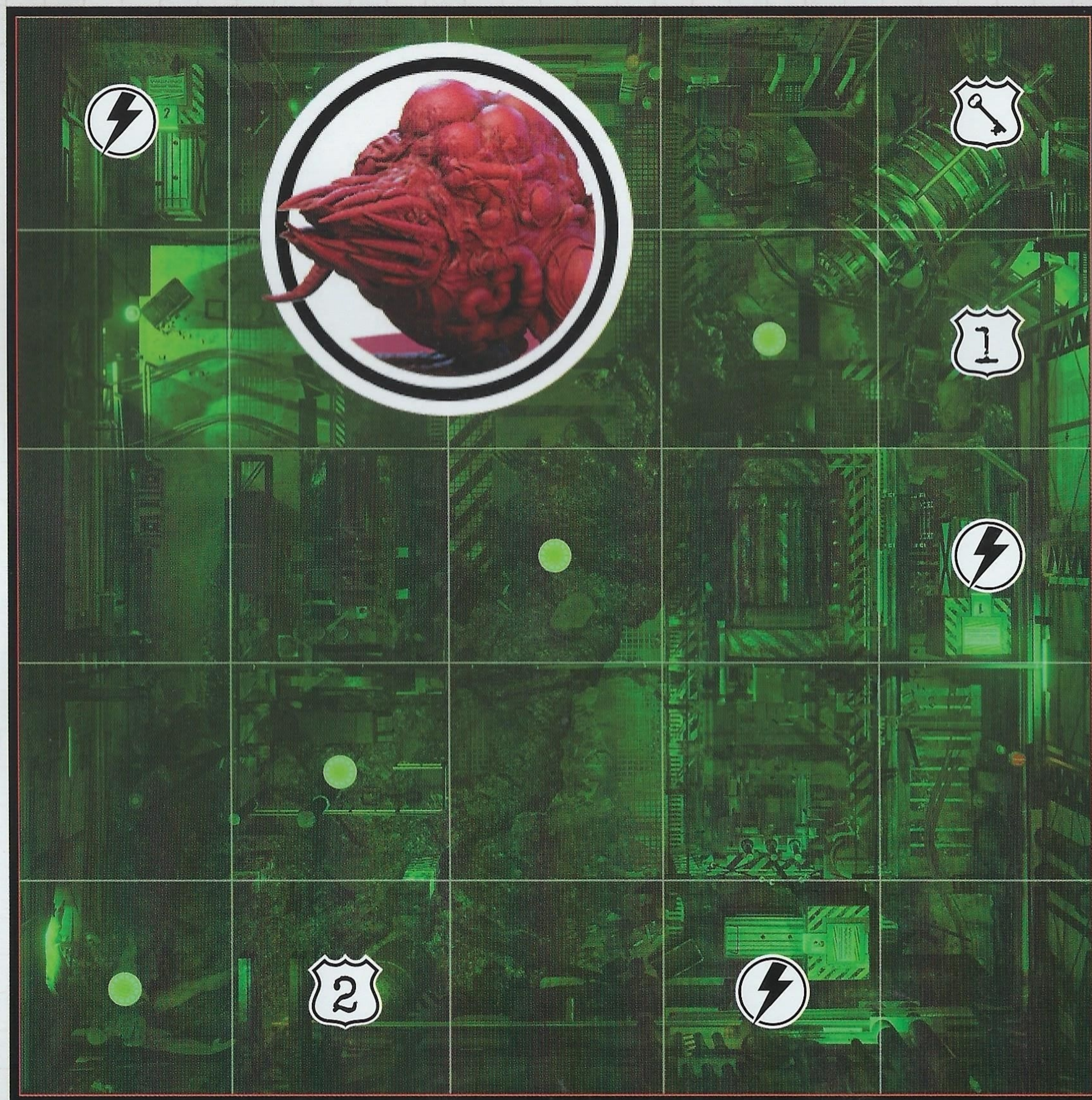
2x Acid Rain

2x Spindrift

2x Cleave

3x Cannon Charge

If there are three or more players, remove 1x *Cannon Charge* card when constructing the deck.



	Character Start
	Nemesis Stage Three
	Power Token
	No Encounter Token
	Objective Token



