

# RESIDENT EVIL 3™

## THE BOARD GAME

THE LAST ESCAPE



CAPCOM



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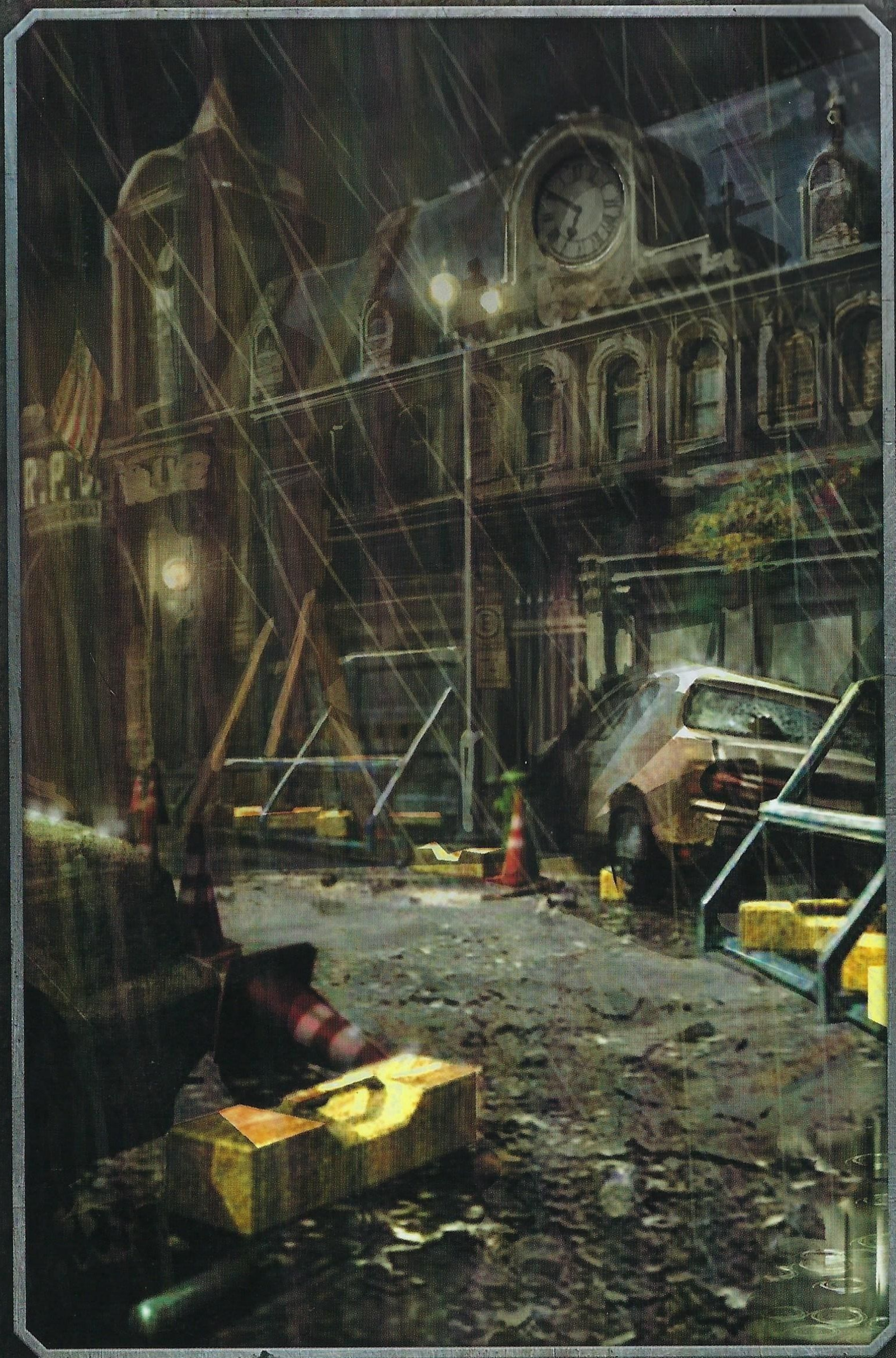




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# INTRODUCTION

*This was your last escape. Your last chance to find a way out of the city, to make it out with your lives, and reach freedom.*

*But yours wasn't the only story that fateful night, and things are seldom so simple. As you ran through the city, lethal new dangers presented themselves and previously unknown allies stepped into the light. You found yourself in areas of the city you had no idea existed, and became embroiled in shadowy agendas and a much larger conspiracy.*

*So, you think you've seen Raccoon City, and survived the nightmare with all the answers?*

*Think again...*

The *Last Escape* expansion upgrades your *Resident Evil™ 3: The Board Game* campaign with several new gameplay elements including new characters, enemies, narrative event cards, scenarios, campaign rules, and alternative game modes.

It's time to return to the world of tabletop survival horror once more...

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





# GAME CONTENTS

## CHARACTERS



## ENEMIES





# CARDS



6x Character Profile cards



6x Advanced Character cards



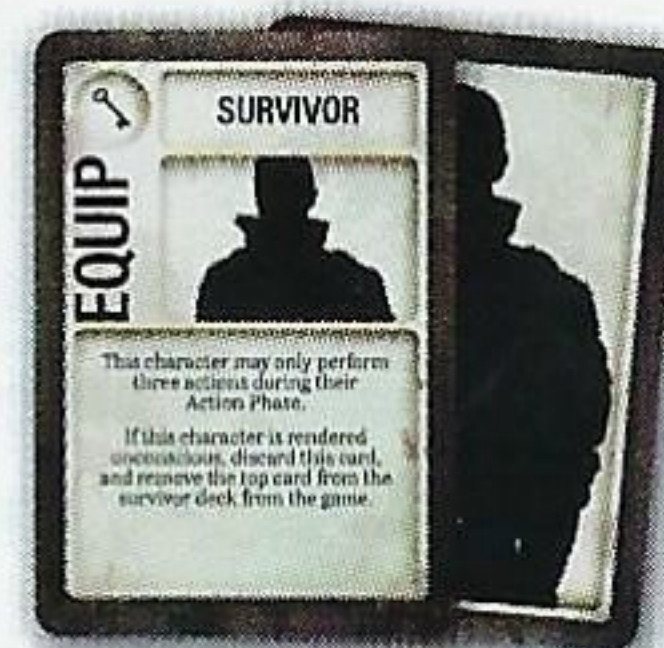
3x Enemy Reference cards



2x Item A Deck cards



9x Starting Equipment cards



1x Survivor card



2x Tension cards



10x Narrative Event cards



17x Mad Jackal cards



10x Epilogue cards

# TILES



1x Special Encounter Tile



# CHARACTERS

## NEW CHARACTERS

The *Last Escape* expansion includes models and profile cards for adding six new characters to *Resident Evil™ 3: The Board Game*. Each character represents another survivor trying to escape from Raccoon City, and each has unique special abilities.

At the start of the campaign, shuffle the new character cards and place them face down next to the Raccoon City dashboard to create a **survivor deck**. Players will typically be required to rescue these characters from danger via new narrative event cards, or in amended encounters in existing scenarios. Once a character has been rescued their profile card is put to one side in a **character reserve**, from which it can be selected at the start of scenarios. Characters that are rescued **do not** have their starting item cards with them.

## SWITCHING CHARACTERS

If there are one or more profile cards in the character reserve at the start of a scenario, a player may choose to switch characters, placing their current character's profile card in the character reserve and replacing it with one of these cards.

A player switching character at the start of a scenario may place any number of items in their current character's inventory into their new character's inventory, providing the inventory is large enough. Any items they cannot or do not wish to carry over into their new character's inventory must be traded to another player's character, placed in the item box, or discarded.

Characters in the character reserve cannot have any items in their inventory. Unless the rule specifically states otherwise, a character's special rules cannot be used while their card is in the character reserve.

If a character being placed in the character reserve has suffered any damage, place a number of wound tokens on their profile card equal to the amount of damage they have suffered. At the end of each scenario the players successfully complete, remove a wound token from each profile card in the character reserve.

A player selecting a profile card with wound tokens at the start of a scenario places their health track marker on *Fine*, reduces it by a number of levels equal to the number of wound tokens on the card, then removes the wound tokens.

## ADVANCED CHARACTERS

This expansion also includes alternate versions for some of the characters found in *Resident Evil™ 3: The Board Game*.

Advanced characters are designed to offer a different style of gameplay and to progress each character's individual narrative story.

Advanced characters are unlocked as players progress through the campaign, and replace the standard version of that character. When the condition to unlock an advanced version of a character occurs, the players must immediately decide whether to replace the character with the advanced version or not. If the character is not replaced with their advanced version, the players will need to meet the condition again in order to do so.

If a character has not yet been rescued or has died, their advanced version cannot be unlocked.

The conditions for unlocking each advanced character are detailed to the right.



## UNLOCK REQUIREMENTS



### ADVANCED JILL VALENTINE

Jill's player may replace their character with Advanced Jill after they have rescued a character and added them to the character reserve.



### ADVANCED CARLOS OLIVEIRA

Carlos' player may replace their character with Advanced Carlos after they have resuscitated another character.



### ADVANCED MIKHAIL VICTOR

Mikhail's player may replace their character with Advanced Mikhail at the start of the *Clock Tower 1* scenario.



### ADVANCED NIKOLAI GINOVAEF

Nikolai's player may replace their character with Advanced Nikolai if another character dies during a scenario.



### ADVANCED TYRELL PATRICK

Tyrell's player may replace their character with Advanced Tyrell if the *Betrayal* narrative card is drawn, or another U.B.C.S. character dies during a scenario.



### ADVANCED BARRY BURTON

Barry's player may replace their character with Advanced Barry if any player draws the *Magnum* card after making a search action, or the players fail a scenario.

When a character is replaced with their advanced version, their existing profile card is removed from the game and replaced with the card for their advanced version. They retain their existing health track levels and any items in their inventory.

## PERMANENT DEATH

Although this expansion adds extra characters to *Resident Evil™ 3: The Board Game*, it also adds a new threat—permanent death!

When a character dies during a scenario, the players fail the scenario as normal. Additionally, if there is at least one other character remaining per player, the character has permanently died and is not healed during the End Phase.

Place any items in the dead character's inventory in the item box, then remove the character's model and profile card from the game. If there isn't enough space in the item box for all of their items, the excess items are discarded.

At the start of the next scenario, the player whose character died chooses a new profile card from the character reserve. The player can then take any number of items from the item box and place them in their new character's inventory.

Permanent death is not used if the players are playing in Easy Mode.

*Alternatively, if you really want to use one of the new characters in this expansion and would prefer not to wait to rescue them, or are playing in standalone mode, simply select the new character at the start of the campaign, replacing one of the core characters.*

*During the campaign, if a player draws a narrative event card for your new character, the character that you can save will instead be the character from the core game that you replaced!*

*Players cannot play both versions of a named character during a scenario—there is, after all, only one Jill Valentine...*



# NEW ENEMIES

In addition to new characters, the *Last Escape* expansion includes models and enemy reference cards for adding three new enemy types to *Resident Evil™ 3: The Board Game*.

The rules for adding each enemy are below.



## CROWS

To include Crows in your game, replace the original Murder of Crows tension deck card in *Resident Evil™ 3: The Board Game* with the Murder of Crows card from this expansion.



## GIANT SPIDER

To include Giant Spiders in your game, add the Arachnid Horror card to the tension deck at the start of the *Commercial District 2* scenario.

Additionally, replace all Drain Deimos enemies in the *Clock Tower 1* and *Clock Tower 2* scenarios with Giant Spider enemies.



## BRAIN SUCKER

To include Brain Suckers in your game, replace all Drain Deimos enemies in all *Uptown* and *Dead Factory* scenarios with Brain Sucker enemies.

In the first scenario that includes Brain Suckers, shuffle the two Blue Herb cards included in this expansion into the item A deck, unless the players have already done so.

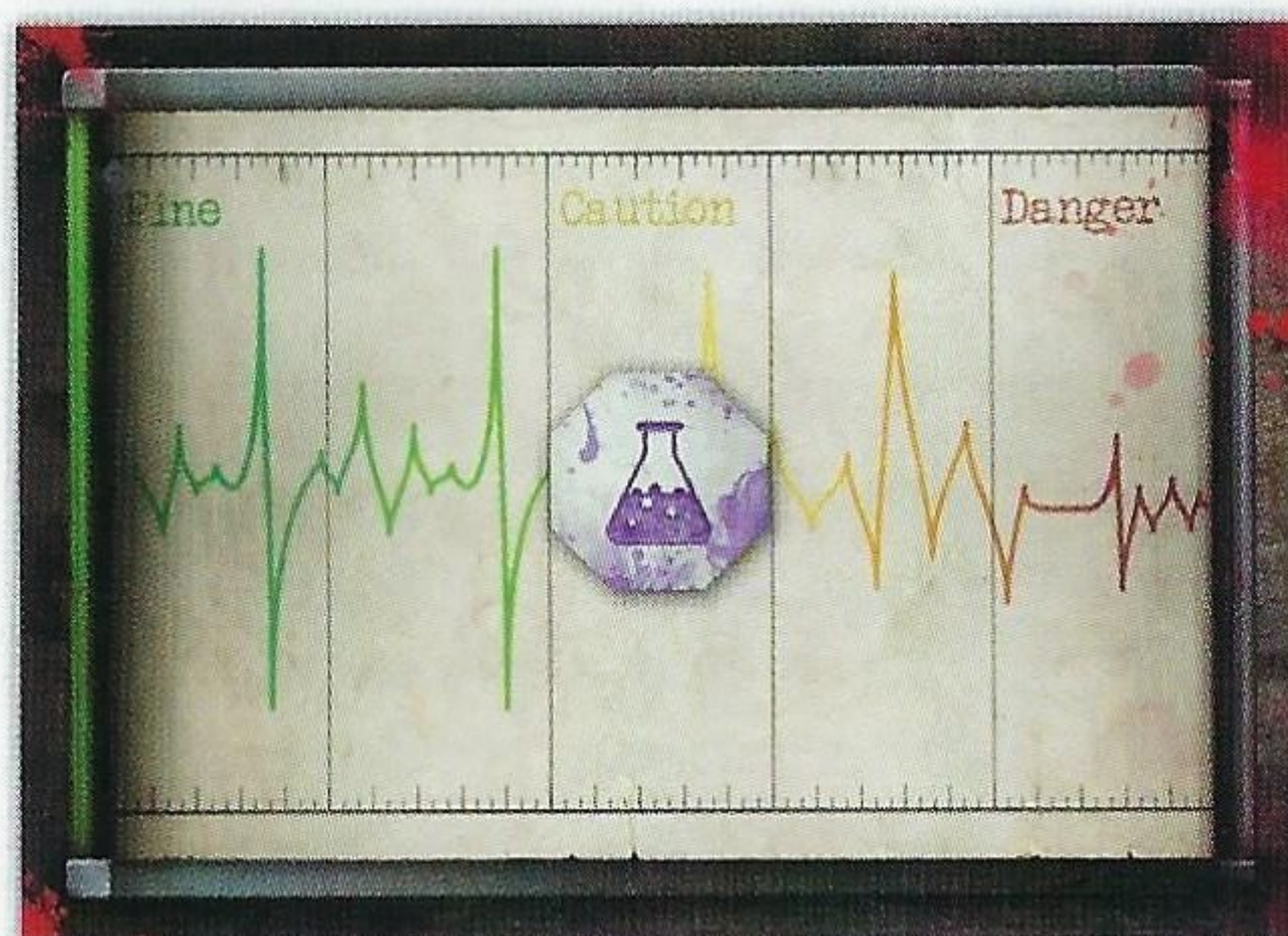
*If you want to face larger numbers of these lethal enemies during your games, it's perfectly acceptable to use Drain Deimos and Brain Sucker models interchangeably during scenarios—these enemies never appear together.*

## 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 GAMEPLAY RULES

## EPILOGUE CARDS

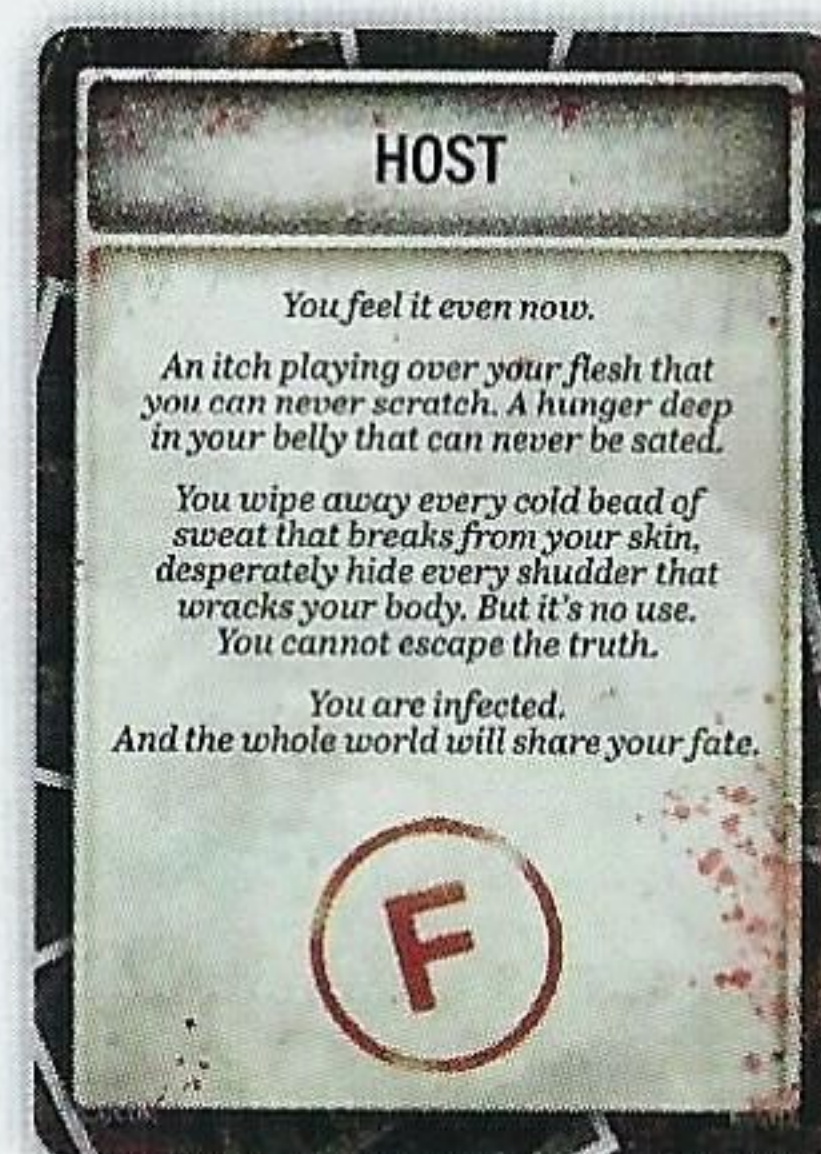
Epilogue cards add alternate endings to *Resident Evil™ 3: The Board Game*. At the start of the campaign, take the epilogue deck and remove the cards with the , returning these cards to the box. Place the remaining cards face down to one side of the playing area, in numerical order.

If a player adds a  card to the epilogue deck during the campaign, add it in numerical order rather than shuffling it in.

When the campaign ends (in success or failure) place each player's character in the character reserve, then follow the instructions on the back of the top epilogue deck card. If the top card is not revealed, discard it and repeat the process, until a card is revealed and the players learn which ending and ranking they've earned.



Card back



Card front

Once the players have revealed a card, do not look at any of the cards below it—the players will need to play the campaign again in order to reveal those endings!

*The fewer cards you add to the deck, and the more cards you can discard, the better ranking you'll receive—try repeated playthroughs and achieve the S Rank ending!*

## NEW WEAPON SPECIAL SYMBOLS

This expansion includes new weapon cards for the Samurai Edge, and Knife Only Mode, and two new weapon special symbols.



**Accurate** weapons have been designed to make aiming and firing as precise as possible. Once per turn, a character making an attack with an accurate weapon may choose to reroll all of the dice from an attack roll. The player must keep the results of the second roll.



The **dodge** result allows the attacking character to be placed in an adjacent square.



## NEW NARRATIVE EVENT CARDS

To add the new narrative event cards included in this expansion to your games of *Resident Evil™ 3: The Board Game*, simply shuffle them into the narrative event deck at the start of the campaign.

### RESCUE CARDS

This expansion includes a new type of narrative event card, named rescue cards. Rescue cards can be identified by the . If a rescue card is drawn while the survivor deck is empty, remove it from the game and draw a replacement.

### THE SURVIVOR CARD

The Survivor card is a special item card introduced in this expansion, representing an unconscious character. Characters treat this card as normal for purposes of inventory space and trade actions, but must follow the additional rules printed on the card at all times to represent the extra weight they are carrying.

If a character in possession of the Survivor card draws a  narrative event card, their player shuffles the card back into the deck and draws a replacement.

A character may discard the Survivor card during their Action Phase the same as any other item.

### SPECIAL ENCOUNTERS

Some narrative event cards contain a **special encounter**. If a character begins a special encounter, they are removed from the playing area and placed on the special encounter tile from this expansion. Their player's turn then ends and the next player begins their turn.

Characters on the special encounter tile activate in the standard turn order and follow the normal rules for each phase when resolving their turn. Characters on the special encounter tile are only affected by rules and effects from tension cards if the card was drawn by their own player.

Each special encounter brief will detail how the player can escape or fail the encounter.









## SCENARIO BRIEF SUBTERRANEAN

**INTO THE GRAVE DIGGER'S NEST**

*You land in a heap at the bottom of the yawning hole, but are quickly back on your feet as the mutated creature snaps at you. On the opposite side of the room, a survivor stares in your direction, their eyes pleading for help...*

This is a special encounter that takes place during another scenario.

## **SPECIAL RULES**

### **FIGHTING THE MONSTER**

During this encounter, use the Grave Digger reference and behaviour cards as normal, but set the boss health dial to 10 instead of the printed amount. Once it is reduced to 0 or less, the Grave Digger has been driven off and the character is able to make their escape.

### **ENDING THE ENCOUNTER**

If the character escapes, return them to any square on the tile they were previously on in the main playing area, then their player's turn immediately ends. Draw the top card from the survivor deck and add it to the character reserve, then reduce the city danger level by 1.

If the character becomes unconscious, their player's turn immediately ends. Place the character's health track marker on *Danger*, then return them to any square on the tile they were previously on in the main playing area. Take the top card from the survivor deck and remove it from the game.







Character Start



Grave Digger



No Encounter Token



## SCENARIO BRIEF TRAPPED!

# THE BURNING BUILDING

*On seeing the monster confront yet another survivor, something inside of you snaps. You at least can fight back, but not this poor soul—they're alone, scared, and unarmed. This must end now!*

This is a special encounter that takes place during another scenario.

## SPECIAL RULES

### FIGHTING THE MONSTER

During this encounter, use the city danger level to ascertain which is the correct reference card for Nemesis Stage One as normal. If Nemesis Stage One is killed, the character is able to make their escape.

### ISOLATED

During this encounter, this character skips their Tension Phase.

### ENDING THE ENCOUNTER

If the character escapes, return them to any square on the tile they were previously on in the main playing area, then their player's turn immediately ends. Draw the top card from the survivor deck and add it to the character reserve, then reduce the city danger level by 1.

If the character becomes unconscious, their player's turn immediately ends. Place the character's health track marker on *Danger*, then return them to any square on the tile they were previously on in the main playing area. Take the top card from the survivor deck and remove it from the game.







|                                                                                     |                    |
|-------------------------------------------------------------------------------------|--------------------|
|  | Character Start    |
|  | Nemesis Stage One  |
|  | Fire Token         |
|  | No Encounter Token |



## SCENARIO BRIEF HELICOPTER BATTLE

## NIKOLAI'S BETRAYAL

*Nikolai's sinister voice crackles over the radio, issuing a cold threat. Before you can ask for an explanation, the helicopter's machine gun opens fire, forcing you to dive into cover. You are under attack!*

This is a special encounter that takes place during another scenario.

At the start of this encounter, if Nikolai or Advanced Nikolai is currently in the character reserve, remove the profile card from the game.

## SPECIAL RULES

### FIGHTING NIKOLAI

Nikolai is not represented by a model during this encounter. The character on the special encounter tile always has line of sight to Nikolai, and can attack him with any non-knife weapon as normal. When Nikolai suffers damage, place a wound token on his enemy reference card. Other attack results have no effect on Nikolai.

At the start of each Reaction Phase, this character must pass two  difficulty evade rolls, representing Nikolai attacking them. For each failed roll, they suffer .

### DON'T LET HIM GET AWAY!

If this character does not attack Nikolai during their Action Phase, Nikolai escapes instead of attacking during the Reaction Phase and the special encounter ends. This character is returned to any square on the tile they were previously on in the main playing area, their player's turn ends, then **Epilogue Card 5** is added to the epilogue deck.

### ISOLATED

During this encounter, this character skips their Tension Phase.

### ENDING THE ENCOUNTER

Nikolai is defeated if the number of wound tokens on his enemy reference card equals or exceeds his hit points. Return the character to any square on the tile they were previously on in the main playing area, then their player's turn immediately ends.

If the character becomes unconscious, their player's turn immediately ends. Place the character's health track marker on *Danger*, return them to any square on the tile they were previously on in the main playing area, then **add Epilogue Card 5 to the epilogue deck.**

**SUBJECT**

**NIKOLAI GINOVAEF** 

|                                                                                       |                                                                                       |                                                                                       |                                                                                       |
|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|   |   |   |   |
|                                                                                       | N/A                                                                                   |  |  |
|  |  |  |  |
|                                                                                       | N/A                                                                                   |  |  |

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|                                                                                     |                    |
|-------------------------------------------------------------------------------------|--------------------|
|  | Character Start    |
|  | Zombie             |
|  | Item A Token       |
|  | No Encounter Token |



## SCENARIO BRIEF WAREHOUSE RESCUE

## SAVING THE GREAT NOVELIST

*The warehouse door slowly creaks open, a metallic rasp breaking the eerie silence. Looking around, you are horrified to see a thick, web-like substance covering almost every surface. A macabre collection of bodies hangs from the ceiling, some writhing, others deathly still. Are you too late to save the great novelist, Dario Rosso, after all?*

This scenario takes place in the Warehouse.

In this scenario, the characters must find Dario Rosso and escape the warehouse with him. The players successfully complete this scenario if one of the characters has the Survivor card in their inventory, and every character has left the playing area by spending an action while in the same square as the  token.

If the scenario is successfully completed, discard the Survivor card, then place Dario's profile card in the character reserve.

If the players fail this scenario, it cannot be attempted again and they must resume the campaign.

## SPECIAL RULES

## A SHORT DIVERSION

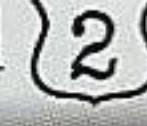
If the players successfully complete this scenario, skip step 8 during the End Phase. Additionally, if the characters successfully complete this scenario and there are no Giant Spiders in the playing area, reduce the city danger level by 1.

## FIXED NARRATIVE EVENT

## DARIO ROSSO

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 light from your torch breaks the gloom and reveals a terrified Dario cowering behind a stack of pallets. As soon as he recognises other survivors, he excitedly calls for you at the top of his voice, attracting the attention of every nearby enemy. Why did you think it would be a good idea to save him?*

Place the Survivor card in this character's inventory. Reset all unexplored tokens. Roll the encounter die. On an , 2, or 3, place the  token in the square marked  on the scenario brief. On a 4, 5, or 6, place the  token in the square marked  on the scenario brief.

## SPIDER NEST

If there are fewer than two Giant Spiders in the playing area when an unexplored token is removed, spawn a Giant Spider on the closest  before rolling on the encounter table.

## ENCOUNTER DICE TABLES

## YELLOW TILE

| Dice                                                                                  | Enemies / Event Encountered                                                                                                                                                   |
|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6                                                                                     | Lurch Forward – All enemies on this tile and linked tiles perform a move reaction                                                                                             |
| 5                                                                                     | Snatching Talons – This character must pass an evade roll or their Action Phase ends immediately                                                                              |
| 4                                                                                     | 1x 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                                                                                     | Venomous Spray – Giant Spider enemies on this tile immediately perform a  special attack |
|  | 3x Zombie                                                                                                                                                                     |





|  |                 |  |                        |
|--|-----------------|--|------------------------|
|  | Character Start |  | Corpse                 |
|  | Zombie          |  | No Encounter Token     |
|  | Giant Spider    |  | Yellow Encounter Token |
|  | Item A Token    |  | Fixed Narrative Event  |
|  | Door            |  | Exit Token             |
|  | Barricade       |  |                        |



# ALTERNATE GAME MODES

## SURVIVAL HORROR MODE

In addition to being able to encounter characters via narrative event cards, included below are optional rules for encountering Brad Vickers, Marvin Branagh, Murphy Seeker, and Tyrell Patrick in fixed locations. These additions amend the rules for existing scenarios.

If a character has been rescued, died, or has been removed from the game by the time the players reach the scenario where they could be rescued, the character cannot be encountered as detailed below and the scenario is played as normal.

### MARVIN BRANAGH

Marvin Branagh can be rescued during the *R.P.D. 2* scenario. During this scenario, when a character is placed in the same square as the  token, remove the token and resolve the rules below instead of drawing from the narrative event deck.

#### Fixed Narrative Event – “Wh-Who Are Y-You?”

*As you rush through the main hall, you hear a low groan from a dark corner. You're ready for the worst, but are surprised to see a survivor instead. The man starts talking, but quickly collapses. Will you take him with you?*

Place the Survivor card in this character's inventory. If the players successfully complete the scenario and this character still has the Survivor card, discard the card, then add Marvin Branagh's profile card to the character reserve.

If the Survivor card is discarded for any other reason during this scenario, remove Marvin Branagh's profile card from the game instead of the top survivor card.

### TYRELL PATRICK

Tyrell Patrick can be rescued during the *Hospital 1* scenario from the *City of Ruin* expansion. Add the following special rule to the scenario brief:

#### We Aren't the Only Prey...

Place the Survivor card in the same square as the  during setup. During this scenario, when a character gains a hunted token, they may choose to place the token on the survivor card instead. If the Survivor card ever has five hunted tokens placed on it, remove it from the playing area, and remove Tyrell Patrick's profile card from the game.

If a character enters the same square as the Survivor card, transfer any hunted tokens on the Survivor card to their profile card, then place the Survivor card in their inventory. If the players successfully complete the scenario and this character still has the Survivor card, discard the card, then add Tyrell Patrick's profile card to the character reserve.

If the Survivor card is discarded for any other reason during this scenario, remove Tyrell Patrick's profile card from the game instead of the top survivor card.



## BRAD VICKERS

Brad Vickers can be rescued during the *Commercial 1* scenario. During this scenario, update the fixed narrative event text as highlighted below.

### 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, place Brad Vickers' profile card in the character reserve. After killing Nemesis, the players can choose to successfully complete the scenario at any time.

or

### Flee!

Increase the city danger level by 1, then remove Brad Vickers' profile card from the game.

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.

## MURPHY SEEKER

Murphy Seeker can be rescued during the *Uptown 3* scenario. During setup for this scenario, replace the  token on the interior level with the  token. The first time a character is placed in the same square as the  token, remove the token and read out the description below.

### Fixed Narrative Event - Wounded Soldier

*A wounded U.B.C.S. soldier lies in the middle of the corridor, his face ashen. He pleads with you to lead him out of the building and to safety, promising to give you the item he found here if you do...*

### Help Him Escape

Place the Survivor card in this character's inventory. If the players successfully complete the scenario and this character still has the Survivor card, discard the card, add Murphy Seeker's profile card to the character reserve, then draw the top card from the item A deck and add it to this character's inventory.

If the Survivor card is discarded for any other reason during this scenario, remove Murphy Seeker's profile card from the game instead of the top survivor card.

or

### Leave Him Behind

Increase the city danger level by 1, then remove Murphy Seeker's profile card from the game.



## ARRANGE MODE

Arrange mode randomises which scenarios campaign progression tokens lead to. Using this mode may force players to visit dangerous areas of the city they're not prepared for, and reduces their choices for how to progress during the campaign.

When playing in arrange mode, follow the rules below.

- Make the following adjustments when creating the item C deck at the start of the campaign.
  - Replace the Bolt Cutters card from the late level  cards with the First-Aid Spray card from the early level  cards.
  - Shuffle the Bolt Cutters card into the early level  cards.
- When a campaign progression token is removed, instead of adding the campaign path listed on the scenario brief, shuffle the campaign path cards and draw one at random to discover which location has been found.
- Add campaign progression tokens when playing the *Downtown 3*, *Uptown 3*, *Commercial 3*, and *R.P.D. 3* scenarios as shown on the right.

In this mode, once all of the campaign path cards have been discovered, the players no longer need to set up campaign progression tokens for any remaining scenarios.









## HARD MODE

This expansion adds an optional difficulty setting for *Resident Evil™ 3: The Board Game*, designed for veteran players who want to be challenged.

To play in hard mode, use the following rules:

- When a character finds a new weapon, instead of setting the ammunition dial to the weapon's maximum capacity, roll the encounter dice to determine how many ammunition points it has. If  is rolled, the weapon only has 1 ammunition point.
- When the danger marker is first placed in the  band, draw from the tension deck until two green cards have been revealed. Remove the two green cards from the game, then shuffle the other cards back into the deck.
- When the danger marker is first placed in the  band, draw from the tension deck until a green card is revealed. Remove the green card from the game, then shuffle the other cards back into the deck.
- Skip step 4 during the End Phase.

If you're going to attempt hard mode, we wish you the best of luck...

## NIGHTMARE MODE

If hard mode wasn't enough, then **nightmare mode** will really challenge players. Be warned—playing this way isn't for the faint of heart!

To play in nightmare mode, follow the rules listed for hard mode, as well as the additional rules listed below.

- Change the turn order as follows:
  - Action Phase
  - Tension Phase
  - Reaction Phase
- When the encounter die is rolled for any reason, subtract 1 from the roll (to a minimum of .
- When a character makes an evade roll, roll the encounter die. If  is rolled, the evade roll automatically fails.
- Characters may not use the close door action if the door token is on the same tile as Nemesis.
- Players cannot choose to abandon scenarios.





## KNIFE-ONLY MODE

A legendary challenge from the Resident Evil™ series, **knife-only mode** has made its way into the world of tabletop survival horror.

When playing in knife-only mode, follow the rules below.

- Replace each character's Knife card with the Knife-Only Mode card from this expansion.
- If a character would start the game with a Handgun Bullets card, replace it with a First-Aid Spray.
- Discard each character's Handgun card.
- Remove all ammunition cards from the item A deck. Do not add any  ammunition cards to this deck during the campaign.
- Characters cannot perform attacks with any weapon other than the Knife. The only exception is the Demon Sword of Paracelsus seen in the *Dead Factory 3* scenario, which players may use as normal.
- If a player draws a weapon card from any deck, discard it and draw a replacement card from the item A deck instead.

**Remember to check out the new Dodge weapon symbol—it's essential for survival!**





## OPERATION: MAD JACKAL

Operation: Mad Jackal is a challenging and immersive alternate play mode for *Resident Evil™ 3: The Board Game*. It is a solo play mode that pits a single character against hordes of enemies in a gauntlet run, racing against time as they try to reach the goal and defuse the bomb that has been implanted into them.

It is not possible to play Operation: Mad Jackal as part of the core game campaign.

### SETTING UP

At the start of the game, the player selects a character and places the corresponding profile card face up in front of them. The player then places a health track next to their profile card with the health track marker set to *Fine*. Place item cards for a Handgun, Shotgun, two Handgun Bullets, a Shotgun Shells, and a First-Aid Spray in their inventory.

Take the corresponding ammunition dials for the Handgun and Shotgun, and set them to the ammunition capacity indicated on the weapon cards.

Separate the *Operation Success!* card from the Mad Jackal deck, then shuffle the remaining cards and place them face down, with enough space for an adjacent discard pile. Slide the *Operation Success!* card underneath the deck, so it will be the last card drawn.

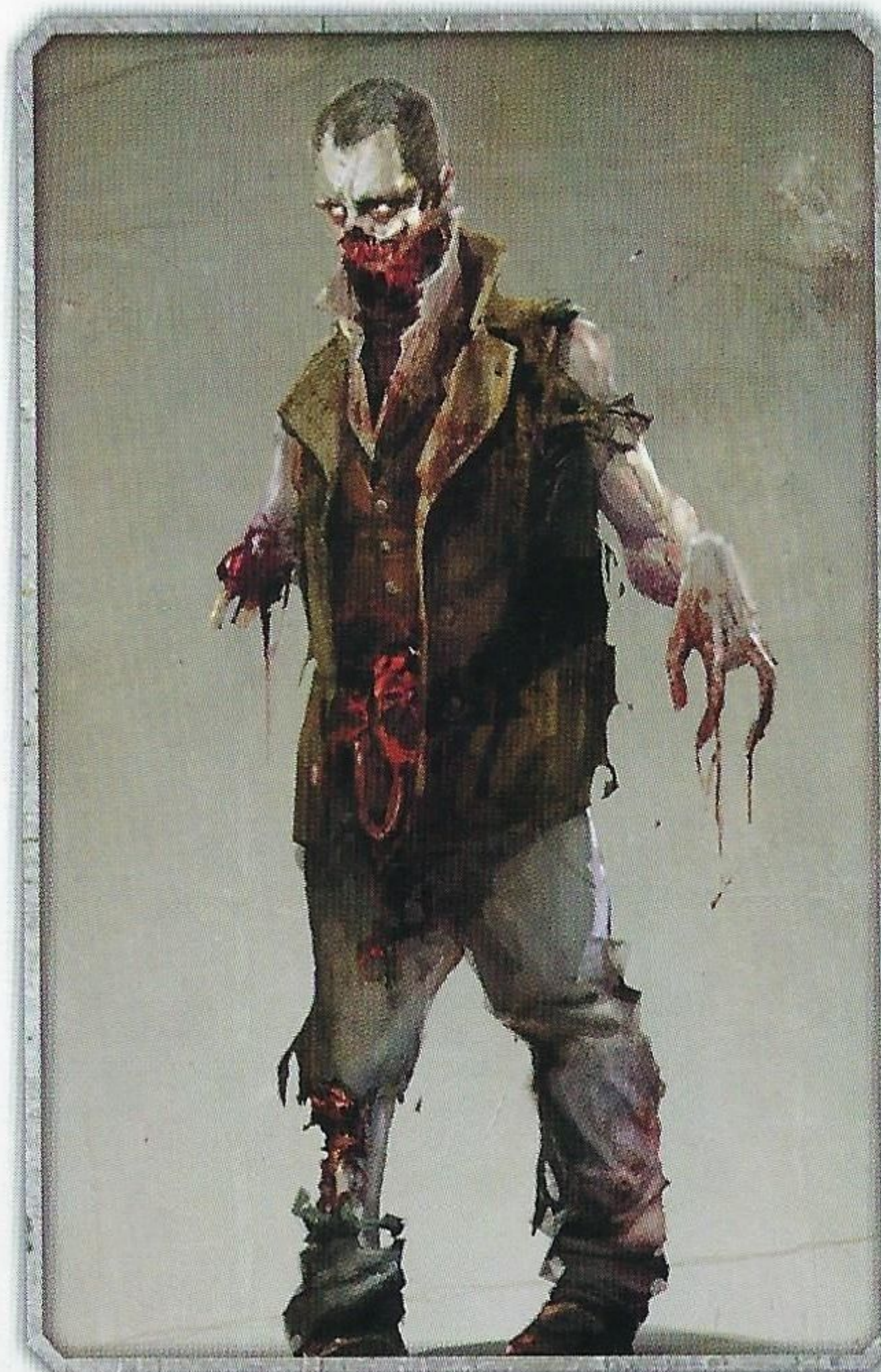
Deal fifteen random green cards face down to create the starting tension deck. Take the rest of the tension deck found in the core game (including any  cards) and remove the *Sounds Outside...*, *Bloody Trail*, *Feral Chase*, *Destructive Rage*, *Ignition*, *Ransacked*, and *Unfolding Machinations* cards. Shuffle the remaining cards, then place them face down to one side of the playing area, creating a **spares pile**.

Search the item A cards for three Green Herb cards, one Red Herb card, three Handgun Bullet cards, one Shotgun Shells card, and the Ink Reel card. Shuffle these cards together, then place them face down to create the item A deck.

Search the item B cards for three First-Aid Spray cards, one Assault Rifle card, one Grenade Launcher card, and one Magnum card. Shuffle these cards together, then place them face down to create the item B deck.

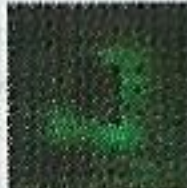
The City of Ruin dashboard, narrative event deck, item C deck, and campaign path cards are not used in *Operation: Mad Jackal*.

Set up the playing area as shown below. Note that plenty of tiles will be added to this space as the game goes on, so leave some room to place more tiles!







|                                                                                     |                    |
|-------------------------------------------------------------------------------------|--------------------|
|  | Character Start    |
|  | Zombie             |
|  | Item A Token       |
|  | Door               |
|  | No Encounter Token |



# PLAYING THE GAME

The player successfully completes *Operation: Mad Jackal* if their character moves through a door or archway and they reveal the *Operation Success!* card.

Operation: Mad Jackal is played using the standard rules from the rulebook for activating characters and enemies, with the following exceptions.

## MAD JACKAL DECK

In Operation: Mad Jackal, when a character moves through a door or archway, draw a card from the Mad Jackal deck. Each card shows a tile with a starting square, enemies, corpses, and item tokens. Set up the new tile connected to the tile the character has just left, with the starting location adjacent to the square the character currently occupies, and place the character in the starting square. Note the exact orientation of the tile isn't important when placing it.



If a character reaches a dead end and there are no alternate doors they can back track to that will allow them to progress, place a door in any outer edge square on the character's current tile.



## ENCOUNTERING CHARACTERS

If a Mad Jackal card shows a , place a character model in the square shown. If the player kills every enemy on a character's tile, remove the character, then draw a card from the item B deck.

If the player leaves a tile with a character on it, remove the character—the unlucky survivor has been killed by the enemies!

## THE TENSION DECK

When drawn, tension cards are resolved as normal. The city danger level is always treated as  during Operation: Mad Jackal.

In this game mode the player can add new cards to the deck by killing enemies. Each time an enemy is killed, place it on the character's profile card, with a number of cards from the spares pile equal to the killed enemy's threat level, multiplied by the number of models on the profile card. At the end of each Action Phase, shuffle these cards into the tension deck, then remove any models on the character's profile card.

If the player kills Nemesis Stage One, draw a card from the item B deck, then refresh the tension deck.

If the player finds the Ink Reel item, discard it, then shuffle the bottom five cards from the tension deck discard pile back into the deck.

## SPAWNING ENEMIES

If at any point the player is unable to spawn the appropriate number of enemies after revealing a Mad Jackal or tension deck card, remove any models required from a tile which the player has vacated. If there are still insufficient enemies, spawn as many models as are available.

**Now get moving—time is running out!**

