

The streets are not safe. The undead flood towards the site of the accident, low groans and the shuffle of feet audible from all directions. Parted by unescapable destiny, you think only of meeting up once more with the remaining survivors inside the Raccoon City Police Department...

In this scenario the characters must rendezvous in the S.T.A.R.S. Office on the 2nd Floor. The players successfully complete this scenario if all characters are on the tile marked as the S.T.A.R.S. Office and there are no enemies on that tile.

io takes place in the Streets and the Raccoon City Police

# SPECIAL RULES

BURNING WRECKAGE

The path ahead of the characters on the 2nd floor is blocked by a raging fire, which must be extinguished before it spreads and consumes the whole building! The raging fire token counts as a huge base and blocks movement past it.

THE PURSUIT BEGINS...
When the raging fire token is removed from the playing area, shuffle a T-00 Attacks! card into the tension deck draw pile.

### SAFE HAVEN

A character on the S.T.A.R.S. Office tile does not have to draw during the Tension Phase.



# CARD DECKS

STARTING ITEMS

1-4 Knife 1-4 Handgun 1x First-Aid Spray

ITEM DECK A

Amber:

1x Unnatural Strength
1x Crimson Thirst
1x No Escape...
1x Persisting Unease
1x Tough Hide
2x Mounting Trepidation
Bed:

1x Spade Key 1x Shotgun

ITEM DECK B
2x Handgun Bullets
1x Green Herb
1x Red Herb
1x Valve Handle

#### 1x Undead Ambush 1x Murder of Crows 2x Vigour Mortis ADDITIONAL CARDS AND TOKENS

1x Rising Fear token
2x Persisting Unease toker
2x T-00 Attacks! card
1x Hideous Screech card

# **ENCOUNTER DICE TABLES**

# YELLOW TILE

TENSION DECK



#### **AMBER TILE**

Dice	Dice Enemies / Event Encountered
9	Safe for Now – Place a Persisting Unease 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 Dog
4	1x Zombie, 2x corpse
3	2x Zombie at the closest 🛞
2	2x Zombie Dog
*	3x Zombie

#### RED TILE

DICE	Dice Englines/ Event Encountered
9	2x corpse, Unsettling Feeling - The active character draws an extreard during the Tension Phase.
5	Shuffle a Hideous Screech card into the tension deck.
4	Spawn a Licker at the end of the active character's Tension Phase.
3	Fearful Scene – Place a Rising Fear token on this tile. (While on the same tile as a Rising Fear token, players must draw an additional card during the Tension Phase.)

Shuffle a T-00 Attacks! card into the tension deck.

Spawn the T-00 Tyrant at the end of the active character's Tension
Phase. If the T-00 Tyrant is already in play and on the same tile as
another character, it performs a special attack instead and does not
snawn on this tile.





The echo of the gunshot still loud in their ears, the figure staggers on hand pressing against the wound to stem the bleeding. For now, the identity of the attacker can wait. All that matters is finding a way to reach the others before darkness overcomes all...

In this scenario one of the characters has been shot by an unknown assassin, and the other characters must race to the rescue of their stricken comrade. The players successfully complete this scenario if they remove the Mortally Wounded condition from the character who begins on  $\widetilde{\square}$ .

ers and the RPD Basement.

# SPECIAL RULES

# **MORTALLY WOUNDED**

At the start of the scenario, the character on  $\widehat{(1)}$  suffers the Mortally Wounded condition.

While suffering the Mortally Wounded condition, a character can take only three actions during the Action Phase. If the health track of a character suffering the Mortally Wounded condition moves beyond *Danger*, they have died and cannot be resuscitated.

# DESPERATE TIMES

ne with any Ink Ribbons in their player

## SPLIT SCENARIO

At the beginning of this scenario characters are isolated in two separate areas by their starting squares and will not be able to interact with each other until the door locked by the Eagle Medal is opened. This is represented on the scenario brief by:

beginning the game there to use, which is the tension deck for that area. Effects from each deck will only affect the area in which the starting point is located (e.g., drawing Tough Hide from the  $\widehat{\mathbb{T}}$  tension deck would not affect Zombies in the area containing the  $\widehat{\mathbb{T}}$ ).

Opening the door locked by the Eagle Medal connects the two areas again, and the playing area returns to normal. Shuffle the two tension deck draw piles together to create a single draw pile, and combine the two tension deck discard piles before placing them next to the draw pile.

# THE ASSASSIN

SPECIAL DEPLOYMENT

Characters on [3] each begin this scenario with a Knife and a
Handgun. If they are not playing in campaign mode, players may
additionally allocate a Shorgun, a Bowgun, and two cans of First-Aid
Spray among these characters as they wish.

Only one character may begin the game on  $\{\widetilde{1}\}$ . This character begins this scenario with a Knife and a Handgun. If this scenario is being played in campaign mode, this character must discard or trade any other items to the other character(s) before the game

## CARD DECKS

STARTING ITEMS
See special rules above

TENSION DECK (1)

8x Green Card

### ITEM DECK A

Amber:
Ix No Escape...
Ix Tough Hide
Ix Mounting Trepidation
Ix Grisly Reanimation

IX Grenade Launcher
IX Blue Herb
IX First-Aid Spray
IX Eagle Medal (♣)
IX Bandages

### ITEM DECK B

TENSION DECK (23)

1x Vigour Mortis
1x Bleeding Out

2x Handgun Bullets 1x Green Herb 1x Ink Ribbon 1x Custom Handgun Parts

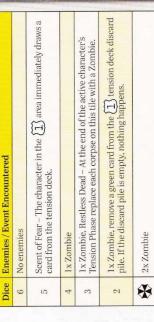
ADDITIONAL CARDS AND TOKENS

1x Prehensile Grasp token 1x Marked Target token 1x Custom Handgun card

2x T-00 Attacks! 1x Marked Target 1x Undead Ambush 1x Vigour Mortis

# **ENCOUNTER DICE TABLES**

## YELLOW TILE



#### **AMBER TILE**

Dice	Dice Enemies / Event Encountered
9	No enemies
5	1x Zombie
4	1x Zombie and 1x corpse at the closest 🕸
က	2x Zombie
2	2x Zombie at the closest 🛞
*	Spawn the T-00 Tyrant at the end of the active character's Tension Phase. If the T-00 Tyrant is already in play and on the same tile as another character, it performs a special attack instead and does not spawn on this tile.

#### RED TILE

1x Tainted Wounds
1x Unnatural Strength
1x Prehensile Grasp
2x Something's Out The
Red:

Dice	Enemies / Event Encountered
9	Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	1x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
4	1xZombie , Lurch Forward – All enemies on the this and linked tiles perform a move reaction.
33	1x Zombie, Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
2	No enemies. Remove a green card from the $\widetilde{\Pi}$ area tension deck discard pile. If the discard pile is empty, nothing happens.
*	No enemies. Remove two green cards from the $(\underline{1})$ area tension deck discard pile. If the discard pile is empty, nothing happens.