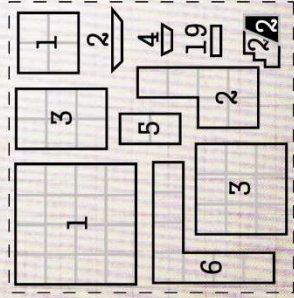


SEWERS

Character Start	
Corpse	
Exit	
Stairwell	
Item (Deck A)	
Green tile	
Yellow tile	
Amber tile	



CESSPOOL



41

SCENARIO BRIEF 4A

LET'S GET THE HELL OUT OF HERE!



CARD DECKS

STARTING ITEMS

- 1-4 Knife
- 1-4 Handgun
- 2x First-Aid Spray
- 1x Shotgun
- 1x Bowgun

ITEM DECK A

- 3x Handgun Bullets
- 1x Shotgun Shells
- 1x Bowgun Bolts
- 1x Green Herb
- 1x Club Key
- 1x Heart Key

ITEM DECK B

- 1x First-Aid Spray
- 1x Custom Handgun Parts
- 1x Red Key Card

TENSION DECK

- 30x Green Card

Amber:

- 2x Echoes in the Darkness
- 1x Prehensile Grasp
- 1x Persisting Unease
- 2x Tough Hide
- 2x No Escape...

Red:

- 1x Bloodcurdling Howl
- 1x Hideous Screech
- 1x Vigour: Mortis
- 1x Murder of Crows

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 1x Prehensile Grasp token
- 2x Persisting Unease token
- 1x Undead Ambush card
- 1x Custom Handgun card

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	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.)
4	1x corpse, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
3	1x Zombie
2	1x Zombie, 1x corpse
★	Scent of Death - Draw two cards from the tension deck.

AMBER TILE

Dice	Enemies / Event Encountered
6	2x corpse, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
5	1x Zombie
4	1x Zombie, 1x corpse
3	2x Zombie at the closest
2	2x Zombie, Snatching Talons - The active character must pass an evade roll or their Action Phase ends immediately.
★	2x Zombie Dog

With every passing moment, the RPD building becomes increasingly dangerous and the odds of survival become ever more bleak. Only one chance remains—an escape route mentioned in an operations report from Marvin's office. Now begins the desperate hunt for a key to unlock the path ahead!

In this scenario the characters must make their way into the Basement and leave the RPD building behind them. A character placed on the square marked with the has escaped and is removed from the playing area. The players successfully complete this scenario if all characters have escaped the playing area.

This scenario takes place in the Streets and the Raccoon City Police Department.

Although players will probably want to escape this scenario as quickly as possible, it's definitely worth staying to look for the Club Key, especially if you're playing in campaign mode. Invaluable items are hidden away in those extra rooms!

SPECIAL RULES

SECURING THE EAST CORRIDOR

A character with the Wire Cord from Scenario 3A may use the item while in the square marked with the to secure the tile with heavy shutters. Characters do not have to draw a card during their Tension Phase while on a secure tile. Sustained effect tokens already on or placed on a secure tile are immediately discarded without effect.

THEY'RE BREAKING IN!

When the Heart Key is placed in a character's inventory, shuffle an Undead Ambush card into the tension deck draw pile.

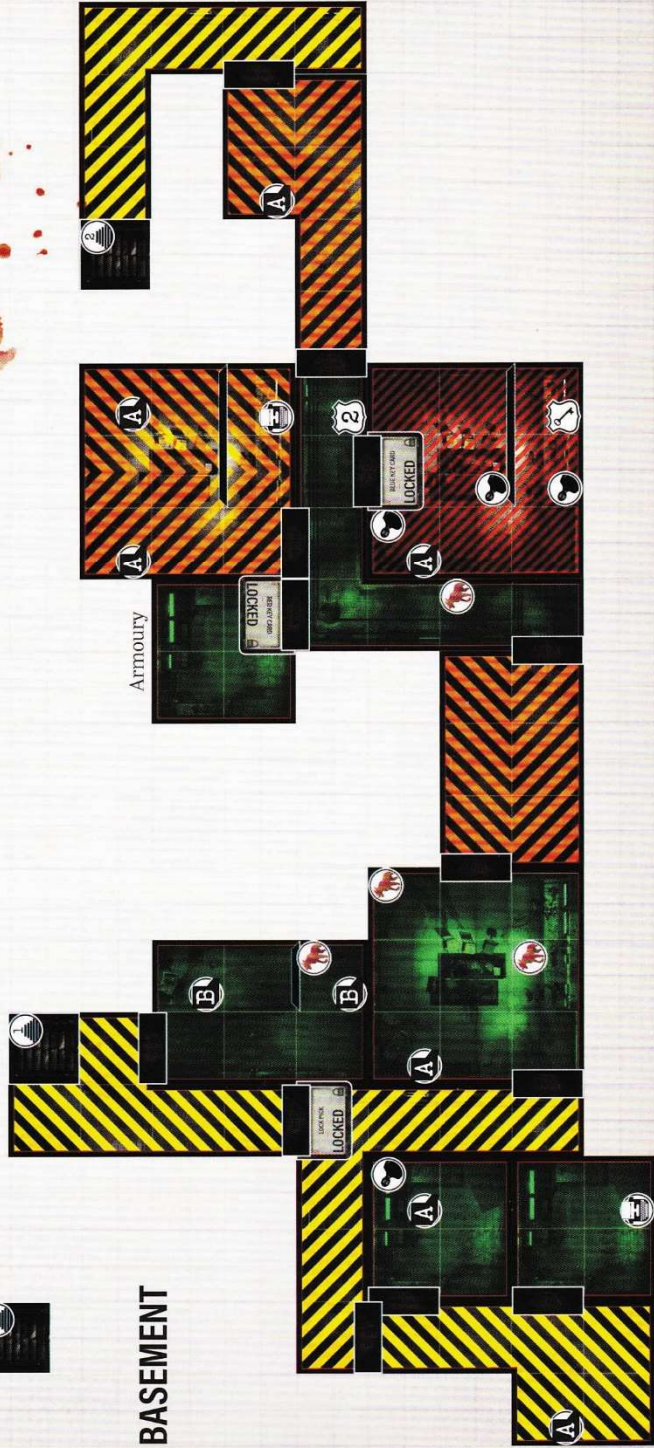


10

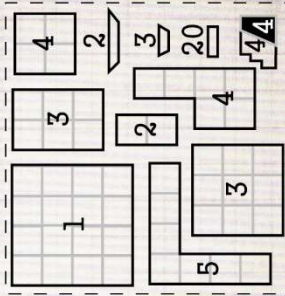
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BASEMENT



Character Start	1 2
Corpse	☠
Typewriter	🖋
Item Box	📦
Zombie	🧟
Zombie Dog	🧟🐕
G-Mutant	🧟🦋
Stairwell	🚪
Scenario Objective	🛡
Item (Deck A)	A
Item (Deck B)	B
Green tile	🟢
Yellow tile	🟡
Amber tile	🟠
Red tile	🔴
Locked - Lockpick	🔒
Locked - Blue Key Card	🔑
Locked - Red Key Card	🔑



SCENARIO BRIEF
EX1

CARD DECKS

STARTING ITEMS

- 2-4 Knife
- 2-4 Handgun
- 2-4 First-Aid Spray

ITEM DECK A

The item deck in Extreme Battle is constructed with both Item Deck A and Item Deck B cards. All weapons gain the ☠ special rule during Extreme Battle.

- 1x Magnum
- 2x Grenade Launcher
- 1x Submachine Gun
- 1x Shotgun
- 1x Bowgun
- 2x First-Aid Spray

SPECIAL RULES

DEPLOYMENT

After setup, each character rolls the encounter die, rerolling ties. The player who rolls the highest selects a starting square, and places their model on that square. Moving clockwise around the table, the other players then take turns to select a different starting square. The player who placed their model first will take the first activation.

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	Creeping Death - At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	2x corpse
4	1x Zombie
3	1x Zombie, 1x corpse
2	1x Zombie, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
★	Roll on the amber encounter table.

AMBER TILE

Dice	Enemies / Event Encountered
6	Creeping Death - At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	1x Zombie
4	1x corpse, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
3	2x Zombie
2	2x Zombie Dog
★	1x Licker

The route back to the RPD building is daunting, but you have no other choice. The fate of a nation—no, the world lies with you. If the biohazard outbreak isn't contained here, the future can only end in disaster...

In this scenario the players must race through the Underground Laboratory, thinking carefully about how to progress. Items carry over into the next scenarios, and the less time each player spends here, the more time they'll have later on!

This scenario takes place in the Underground Laboratory.

Each player successfully completes this scenario if their character leaves the playing area via the square marked with the ☠.

