

Character Start	Exit 1	Exit 2	Corpse	Typewriter	Pvp Start	Stairwell	Item (Deck A)	Green tile	Yellow tile	Amber tile	Locked - Eagle Medal



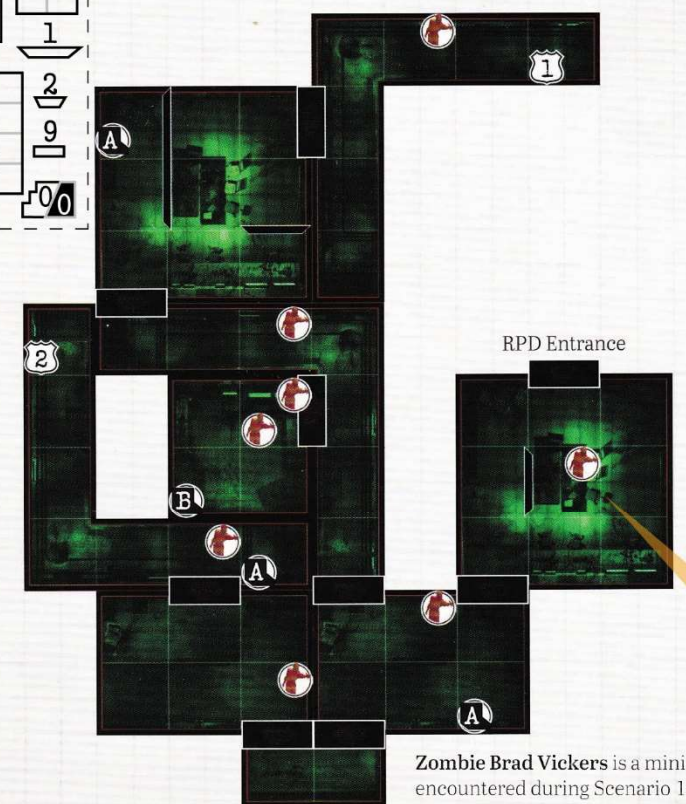
1	2	4	18	40
3	4	4	4	3
0				4

# SCENARIO 1A BRIEF - GETTING TO THE POLICE DEPARTMENT

In this scenario the characters have arrived in Raccoon City, only to find it overrun! With the streets no longer safe, they must make their way to the Raccoon City Police Department, which should be much more secure...

0	2	1
3	2	0
1	1	2
		9
		0

	Character Start
	Zombie
	Item (Deck A)
	Item (Deck B)
	Green tile



**STARTING ITEMS**  
1-4 Knife  
1-4 Handgun

**Zombie Brad Vickers** is a mini-boss enemy encountered during Scenario 1A. To include him in your game, players must reach the RPD Courtyard without searching for any items during Scenario 1A, replacing the Zombie normally encountered there.



**ITEM DECK A**  
1x Handgun Bullets  
2x Green Herb

**ITEM DECK B**  
1x Shotgun

**TENSION DECK**  
16x Green Card  
1x Echoes in the Darkness (amber card)  
1x Undead Ambush (red card)





0	1	1	2
4	2	2	13
4	3	3	20

FIRST FLOOR



Character Start	1 2
Zombie	1
Licker	1
Item Box	1
Stairwell	1
Item (Deck A)	A
Item (Deck B)	B
Green tile	1
Yellow tile	1
Amber tile	1
Locked - Spade Key	1
Locked - STARS Key	1

SECOND FLOOR



The light from the braziers lends this place a barbaric and uncomfortable feel, their warmth rich and sickly. The RPD Chief's voice echoes across the dim chamber, tainted by a dark and morbid chuckle. "So, you've made it this far? Not bad... but I'm not letting anyone leave my town! Everyone's gonna die!"

In this scenario the players must gain access to the RPD Police Chief's Office and discover the truth behind his sinister agenda in the weeks leading up to the outbreak.

This scenario takes place in the Raccoon City Police Department.

SPECIAL RULES

Each survivor character begins this scenario with a Knife and a Handgun. Additionally, players may allocate a Shotgun, a Bowgun, and two cans of First-Aid Spray among the characters as they wish. The players controlling the survivors successfully complete this scenario if all of their characters are on the tile marked as the Chief's Office or if Brian Irons is killed.

In this scenario one player takes the role of a special PvP character, Brian Irons, the RPD Police Chief. Irons begins the scenario with a Handgun. The player controlling Irons successfully completes the scenario if one of the other characters dies, or if the Tension Deck runs out. Irons begins the game in the square marked 13.

*Patience is a virtue! The player controlling the Police Chief will have to think carefully during this scenario. Although Finisher is an extremely powerful ability, it is usable only when another character's health track is reduced to Danger; in order to weaken characters first, the player will have to manipulate enemies and use the trap cards to best effect.*

I'LL WAIT FOR THE BEAUTIFUL BEAST

Not sure how to obtain the Diamond Key? Try searching the item deck for clues...

THE RPD CHIEF'S TRAPS

The player controlling the PvP character begins the game with a hand of trap cards. Once per other player's activation, they may play a trap card in an attempt to hinder or even eliminate the survivors. Once a card has been played, it is removed from the game.

SCENARIO BRIEF PVP1

THE POLICE CHIEF

CARD DECKS

STARTING ITEMS

See special rules.

ITEM DECK A

- 2x Handgun Bullets
- 1x Bowgun Bolts
- 1x Green Herb
- 1x Blue Herb
- 1x Spade Key

ITEM DECK B

- 1x Handgun Bullets
- 1x Green Herb
- 1x Grenade Launcher
- 1x Unicorn Medal
- 1x Blue Herb
- 1x Ink Ribbon

TRAP CARDS

- 1x Wait—These Aren't Real Bullets!
- 1x Obscure Puzzles
- 2x Flickering Lights
- 2x Smashed Barricades
- 2x Broken Handle

TENSION DECK

- 30x Green Card

Amber:

- 1x Echoes in the Darkness
- 1x Unnatural Strength
- 1x Prehensile Grasp
- 1x Persisting Unease
- 2x Tainted Wounds
- 1x Crimson Thirst
- 1x No Escape

Red:

- 1x Hideous Screech
- 2x Vigour Mortis
- 1x Murder of Crows

ADDITIONAL CARDS AND TOKENS

- 1x Echoes in the Darkness token
- 2x Prehensile Grasp token
- 2x Persisting Unease token
- 1x Diamond Key card

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	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 corpse, 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, 1x Zombie
3	1x Zombie
2	2x Zombie
★	Roll on the amber encounter table instead.

AMBER TILE

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