

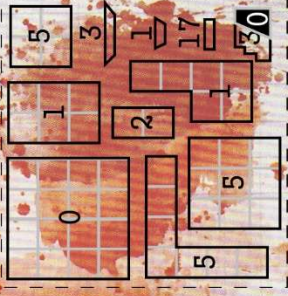




BASEMENT



FIRST FLOOR



SCENARIO BRIEF 12B

THE ASSASSIN

SPECIAL DEPLOYMENT

Characters on {2} each begin this scenario with a Knife and a Handgun. If they are not playing in campaign mode, players may additionally allocate a Shotgun, a Bowgun, and two cans of First-Aid Spray among these characters as they wish.

Only one character may begin the game on {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 begins.

CARD DECKS

STARTING ITEMS

See special rules above.

ITEM DECK A

- 1x Grenade Launcher
- 1x Blue Herb
- 1x First-Aid Spray
- 1x Eagle Medal
- 1x Bandages

ITEM DECK B

- 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

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 {1}.

This scenario takes place in the Sewers and the RPD Basement.

SPECIAL RULES

MORTALLY WOUNDED

At the start of the scenario, the character on {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

Players do not begin this game with any Ink Ribbons in their player pool.

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 {1}.

Each starting square has its own tension deck for characters 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 {1} tension deck would not affect Zombies in the area containing the {2}).

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.

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	No enemies
5	Scent of Fear - The character in the {1} area immediately draws a card from the tension deck.
4	1x Zombie
3	1x Zombie, Restless Dead - At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
2	1x Zombie, remove a green card from the {1} tension deck discard pile. If the discard pile is empty, nothing happens.
★	2x Zombie

AMBER TILE

Dice	Enemies / Event Encountered
6	No enemies
5	1x Zombie
4	1x Zombie and 1x corpse at the closest {1}
3	2x Zombie
2	2x Zombie at the closest {1}
★	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

Dice	Enemies / Event Encountered
6	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	1x Zombie, Lurch Forward - All enemies on the this and linked tiles perform a move reaction.
3	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 {1} area tension deck discard pile. If the discard pile is empty, nothing happens.
★	No enemies. Remove two green cards from the {1} area tension deck discard pile. If the discard pile is empty, nothing happens.