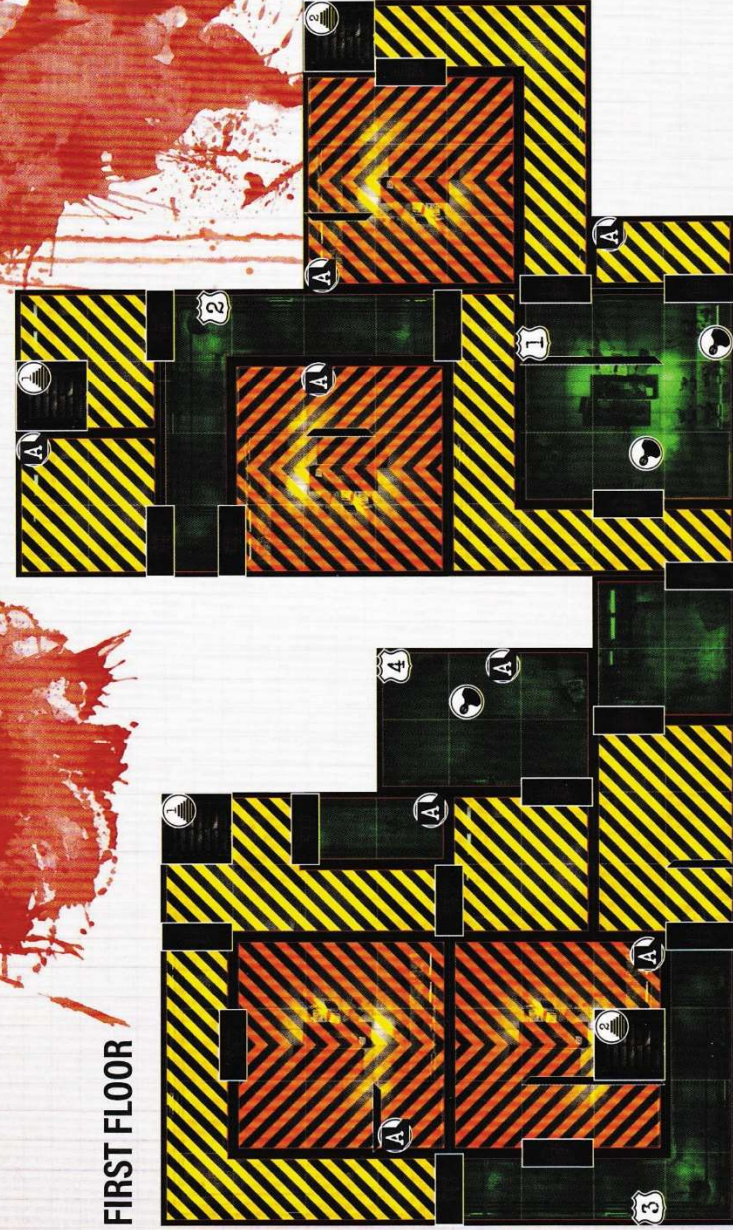


FIRST FLOOR



Character Start	3 4 5
Corpse	☠
Stairwell	🚪
Item (Deck A)	A
Green tile	🟢
Yellow tile	🟡
Amber tile	🟠

4	2	4	18	40
2	2	1	5	5
0	5	5	5	5

43

SCENARIO BRIEF 3A

HEADING BACK TO MARVIN



CARD DECKS

STARTING ITEMS

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

ITEM DECK A

- 3x Handgun Bullets
- 2x Green Herb
- 1x Red Herb
- 2x Red Jewel
- 1x Wire Cord

ITEM DECK B

- 1x Grenade Launcher

TENSION DECK

- 30x Green Card

Amber:

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

Red:

- 1x Bloodcurdling Howl
- 1x Undead Ambush
- 1x Murder of Crows

ADDITIONAL CARDS AND TOKENS

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

If you're playing in campaign mode, make sure you pick up every weapon you can! You won't get chance to come back and find anything you missed in earlier scenarios, and will struggle to finish the campaign without them!

SPECIAL RULES

THE CHIEF'S PUZZLES

Not sure how unlock the West Office? Try searching through the items for clues...

Aslute players will no doubt have noticed the Wire Cord won't be much use during this scenario. It might be worth holding on to if you're playing in campaign mode, though!

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	1x corpse
4	1x Zombie
3	1x Zombie, 1x corpse
2	1x Zombie, Snatching Talons - The active character must pass an evade roll or their Action Phase ends immediately.
★	Roll on the amber encounter table instead.

AMBER TILE

Dice	Enemies / Event Encountered
6	Unsettling Feeling - The active character draws an extra card during the Tension Phase.
5	1x Zombie
4	2x Zombie
3	2x Zombie at the closest
2	2x Zombie Dog
★	1x Licker



8

FIRST FLOOR



SECOND FLOOR



STREETS



Character Start	Exit	Corpse Marker	Typewriter	Zombie	Licker	Stairwell	Scenario Objective	Item (Deck A)	Item (Deck B)	Green tile	Yellow tile	Amber tile	Locked - Heart Key	Locked - Club Key

0	1	3	2
5	4	3	15
4	1	40	

SCENARIO BRIEF EX2

CARD DECKS

ITEM DECKS

Keep the existing item deck with the remaining cards from the previous scenario.



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 Underground Laboratory behind you, the miserable sewers will be your next challenge. The ords of the battle through these depths are still fresh in your mind, but you sweep them aside. Now is not the time for fear.

In this scenario the players must race through the Sewers, only stopping to pick up essential equipment on their way through. The less time each of them spends here, the more they'll have later on!

This scenario takes place in the Sewers.

Each character begins this scenario with the equipment they have from the previous scenario. Do not reset a character's health track or any ammunition dials at the start of the scenario.

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

SPECIAL RULES

TENSION DECKS

At the start of the scenario each player shuffles their tension deck draw and discard piles together to refresh the deck. Any cards which were removed during the previous scenario are not returned to the deck.

Remember, if a player's deck is ever reduced to only the red card, they lose the scenario!

DEPLOYMENT

After setup, the player who finished the previous scenario first 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.