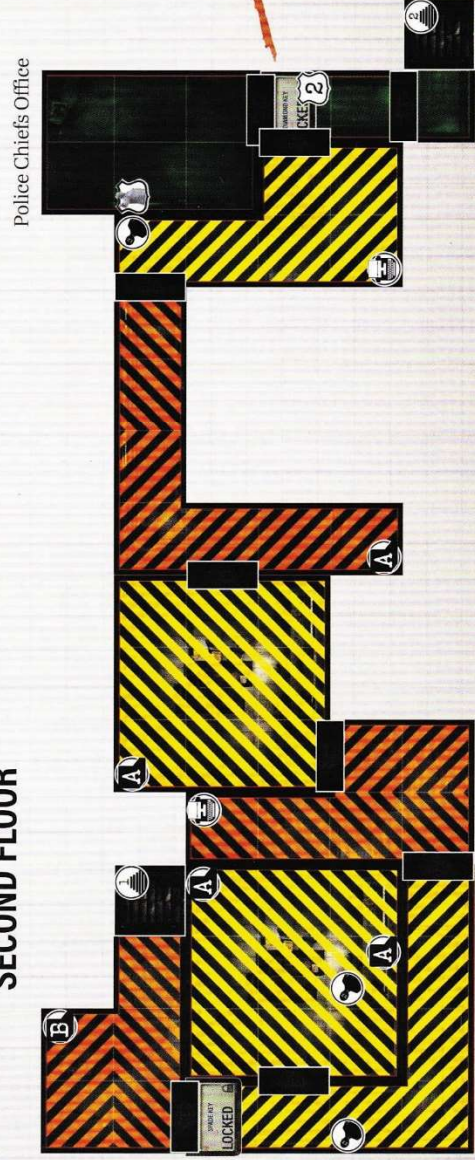


FIRST FLOOR



Character Start	Corpse	PVP Start	Stairwell	Scenario Objective	Typewriter	Item (Deck A)	Item (Deck B)	Green tile	Yellow tile	Amber tile	Locked - Spade Key	Locked - Diamond Key

SECOND FLOOR



Police Chiefs Office

With eerily quiet halls, it seems the Raccoon City Police Department won't be the sanctuary you once hoped for. The streets outside are overrun, though, so your only choice is to explore deeper within the RPD building and try to meet up with any other survivors. With hesitant steps, the search begins...

In this scenario the characters must find the S.T.A.R.S. Key, and make their way to 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.

This scenario takes place in the Raccoon City Police Department.

SPECIAL RULES

SAFE HAVEN

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

CARD DECKS

STARTING ITEMS

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

ITEM DECK A

- 3x Handgun Bullets
- 2x Green Herb
- 1x Spade Key

ITEM DECK B

- 1x Bowgun
- 1x Red Herb
- 1x S.T.A.R.S. Key

TENSION DECK

- 30x Green Card
- Amber:
 - 2x Echoes in the Darkness
 - 2x No Escape...
 - 2x Prehensile Grasp
- Red:
 - 1x Undead Ambush
 - 1x Bloodcurdling Howl

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Prehensile Grasp token

SCENARIO BRIEF 2A

THE S.T.A.R.S. OFFICE

ENCOUNTER DICE TABLES

YELLOW TILE

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

AMBER TILE

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



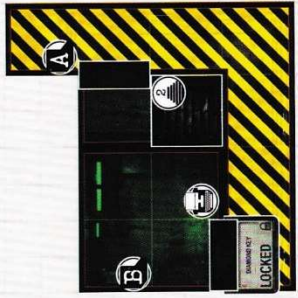
SECOND FLOOR



FIRST FLOOR



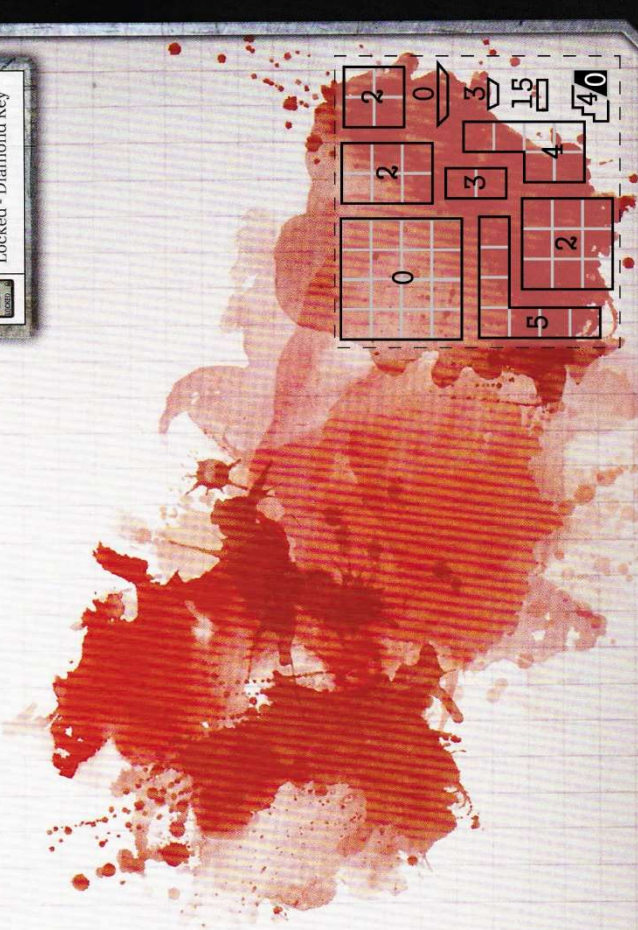
THIRD FLOOR



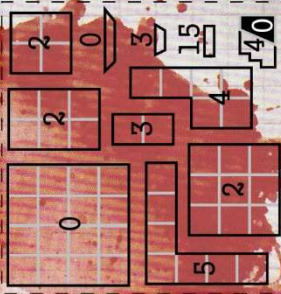
West Office



Zombie Marvin Branagh is a mini-boss enemy encountered during Scenario 3A. To include him in your game, replace the Zombie beginning Scenario 3A in the west office.



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	Licker
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Locked - Diamond Key



SCENARIO BRIEF
EX3



You've reached the RPD building at last, with little time to spare. These gloomy halls and rooms are overrun with enemies, but you can't allow that to stop you. Get searching for those bombs while you still can!

In this scenario the players must find the bombs scattered throughout the Raccoon City Police Department so they can stop the outbreak dead in its tracks!

This scenario takes place in the Raccoon City Police Department.

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.

If a player collects four bomb tokens, they successfully complete this scenario and beat their rivals! If the game ends without any player collecting four bombs, the player with the most bomb tokens wins. If there is a tie, the game ends in a draw.

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.

If a player's deck is ever reduced to only the red card, they are out of the game and must wait to see if they collected enough bomb tokens to win!

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.

FINDING THE BOMBS

When a character searches an item marker, draw a card as normal. If the character finds a Bomb card, flip the item marker to the Item B side and leave it in the square. Place a bomb token on the character's profile card. Another character may search the item marker in subsequent activations to place a bomb token on their own profile card. A character cannot search an item token more than once.

ADDITIONAL CARDS AND
TOKENS

13x Bomb token

4x Bomb
4x Better Luck Next Time!

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

