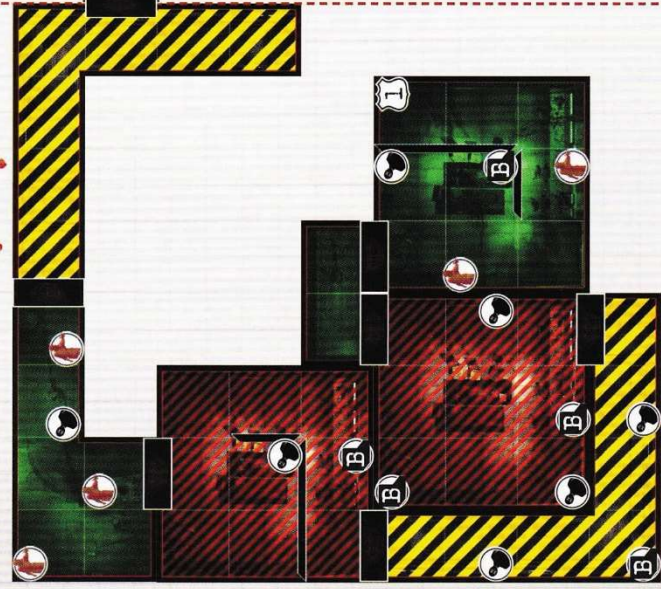


## SEWERS



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	Zombie Dog
	Licker
	Stairwell
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Eagle Medal



## CESSPOOL

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### SCENARIO BRIEF 10B

## CLEARING A PATH TO THE CHIEF'S OFFICE



With the fire extinguished, the only barrier preventing entrance to the chief's mysterious office is the wreckage of the ruined helicopter. Suddenly, a shrill scream tears through the air from behind the debris, heart-breaking and unsettling in its intensity...

Now the fire has been extinguished, the characters need only some C4 explosive and a detonator to clear a path to the Police Chief's Office. The players successfully complete this scenario if they have found both the C4 Explosive and Detonator scenario items and all of the characters have left the playing area via the stairwell marked with the

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

### SPECIAL RULES

#### THE ARMOURY

The Armoury is a special room accessible only during campaign mode if the players collected the Red Key Card during Scenario 9B.

The first character to enter the Armoury may either place the Submachine Gun in their inventory or place the Side Pack upgrade token on their profile card. A character with the Side Pack upgrade token increases their inventory limit by two.

If the players previously completed Scenario 5A as part of campaign mode and found one of these items, that item will not be available on this playthrough.

*If a character took the Submachine Gun or Side Pack from the Armoury during the first playthrough it won't be available this time around!*



A character entering the Armoury during Scenario 5A or 10B may choose to take the **Gatling Gun** instead of the Submachine Gun or the Side Pack. Use the Submachine Gun ammunition dial for the Gatling Gun.

#### SECURING THE EAST CORRIDOR

A character with the Wire Cord 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.

If the players completed Scenario 4A as part of campaign mode and secured this tile during that playthrough, this tile begins the game secured.

*Players should think carefully about using the Wire Cord here—this item might prove more useful in a later scenario...*

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### CARD DECKS

#### STARTING ITEMS

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

#### ITEM DECK A

2x Handgun Bullets  
2x Green Herb  
1x Red Herb  
1x First-Aid Spray  
1x C4 Explosive  
1x Wire Cord  
1x Detonator

#### ITEM DECK B

1x Bowgun  
1x Diamond Key

#### TENSION DECK

30x Green Card

#### Amber:

1x Echoes in the Darkness  
1x Tough Hide  
1x No Escape...  
1x Prehensile Grasp  
2x Creak...

#### Red:

1x T-00 Attacks!  
1x Undead Ambush  
1x Rising Fear  
2x Vigour Mortis

#### ADDITIONAL CARDS AND TOKENS

1x Echoes in the Darkness token  
1x Prehensile Grasp token  
1x Rising Fear token  
2x Persisting Unease token  
1x Side Pack token  
1x Submachine Gun card  
1x Hideous Screech card  
1x T-00 Attacks! card

### ENCOUNTER DICE TABLES

#### YELLOW TILE

Dice	Enemies / Event Encountered
6	No enemies
5	1x corpse
4	1x corpse, Lurch Forward – All enemies on the this and linked tiles perform a move reaction.
3	1x Zombie and 1x corpse at the closest
2	2x Zombie
	2x Zombie at the closest

#### AMBER TILE

Dice	Enemies / Event Encountered
6	2x 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.)
5	2x Zombie
4	2x Zombie and 1x corpse at the closest
3	Shuffle a Hideous Screech card into the tension deck, if this card has already been added to the deck, roll again instead.
2	3x Zombie
	1x Licker

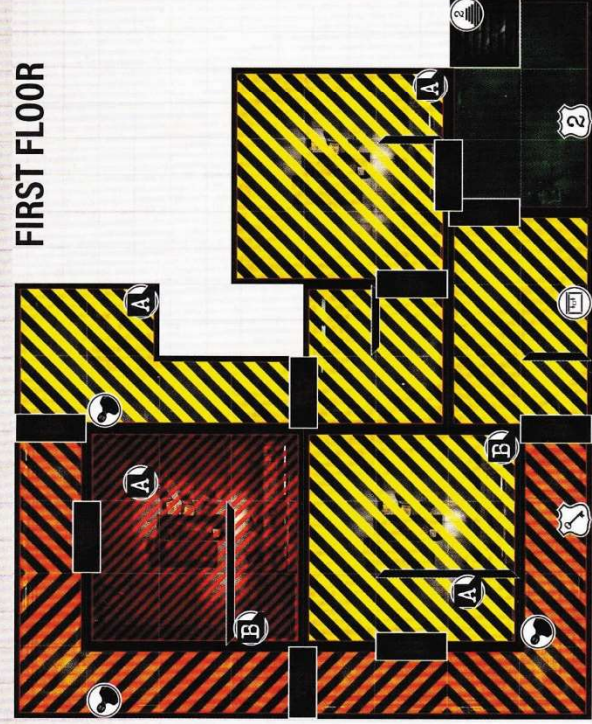
#### RED TILE

Dice	Enemies / Event Encountered
6	3x corpse
5	3x corpse, Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
4	Shuffle a T-00 Attacks! card into the tension deck.
3	1x Licker
2	1x Licker, shuffle a T-00 Attacks! card into the tension deck.
	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.



	Character Start
	Exit
	Corpse
	Zombie
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Stone Plates

## FIRST FLOOR



## THIRD FLOOR



## SPECIAL RULES

### UPDATED OBJECTIVE

Update the second paragraph of the Scenario 11B brief to the following:

*The players successfully complete this scenario once Birkin Stage One has been killed and all characters are on the tile marked as the Cesspool.*

### SECRET PASSAGE

When playing with this expansion, the EXIT stairwell in Scenario 11B is connected to the stairwell on the Cesspool and is no longer an EXIT point.

### BIRKIN STAGE ONE BEHAVIOUR DECK

3x Iron Pipe  
1x Stalk  
1x Pipe Throw

### ADDITIONAL CARDS AND TOKENS

3x Bludgeon cards

## SECOND FLOOR



0	4	2	2	4	2	18	50
6	4	2	2	4	2	18	50

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### SCENARIO BRIEF 11B

## RPD OVERRUN

### 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 Green Herb  
1x Red Herb  
1x Magnum  
1x Shotgun Shells  
1x Serpent Stone

#### ITEM DECK B

1x Jaguar Stone  
1x Eagle Stone  
1x Grenade Launcher  
1x First-Aid Spray

### TENSION DECK

30x Green Card

#### Amber:

2x Something's Out There!  
2x No Escape...  
1x Creak...  
2x Mounting Trepidation  
1x Unnatural Strength  
1x Prehensile Grasp

#### Red:

2x T-00 Attacks!  
1x Marked Target  
1x Murder of Crows  
1x Vigour Mortis

### ADDITIONAL CARDS AND TOKENS

1x Echoes in the Darkness token  
2x Prehensile Grasp token  
2x Persisting Unease token  
2x Rising Fear token  
1x Marked Target token  
1x Hideous Screech card  
3x They're Breaking In! card

### SCENARIO BRIEF 11B UPGRADE THE FIRST ENCOUNTER

*The mysterious panel slides open as the last stone moves into place, revealing a dusty secret passage with an old ladder disappearing down into the gloom. You have no choice but to continue and hope the creaking ladder will hold despite the rust that chips from its surface during the descent. The cesspool below at least offers a momentary respite from the horror... or does it?*

This is an additional boss encounter for Scenario 11B. See the brief below for which additional tile is used, and the location of the boss and terrain elements.

*Players will have to approach this scenario differently than usual—just because there is an extra boss doesn't mean they'll find any extra items. They'll have to play even more cautiously if they want to survive!*



### ENCOUNTER DICE TABLES

#### YELLOW TILE

Dice	Enemies / Event Encountered
6	No enemies
5	Unsettling Feeling - The active character draws an extra card during the Tension Phase.
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.
★	2x Zombie at the closest

#### AMBER 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	Unless the tile becomes secure during this activation, at the end of the Tension Phase roll again, subtracting 2 from the roll.
4	2x corpse, Restless Dead - At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
3	2x Zombie, Snatching Talons - The active character must pass an evade roll or their Action Phase ends immediately.
2	2x Zombie, 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.)
★	2x Zombie Dog

#### RED TILE

Dice	Enemies / Event Encountered
6	Creeping Death - At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	Fearful Scene - Place a Rising Fear token on this tile. (While on the same tile as a Rising Fear token, players must draw an additional card during the Tension Phase.)
4	1x Licker
3	1x Licker, shuffle a Hideous Screech card into the tension deck. If this card has already been added to the deck, spawn an additional Licker instead.
2	Spawn the T-00 Tyrant. 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.
★	Spawn the T-00 Tyrant. 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.

*The Raccoon City Police Department will soon fall. Endless ranks of the undead surge through the collapsed barricades, and horrific monsters scuttle through the darkness. Worse still, this powerful new foe continues its relentless pursuit, and no hiding place is safe from its attentions. Time to escape and seek refuge elsewhere!*

In this scenario the players must unlock the secret door in the Police Chief's Office and escape the RPD building before it is overrun. The players successfully complete this scenario if all of the characters have left the playing area via the stairwell marked with the ★.

This scenario takes place in the Raccoon City Police Department.

## SPECIAL RULES

### UNLOCKING THE SECRET DOOR

A character may unlock the secret door in the Police Chief's Office by discarding the Eagle, Jaguar, and Serpent Stones while in the same square as the door.

### SECURING THE WEST CORRIDOR

A character with the Wire Cord 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.

### THIS PLACE ISN'T SAFE ANYMORE!

At the start of the scenario after creating and shuffling the tension deck, split the deck in half. Shuffle a They're Breaking In! card into the bottom half for each Ink Ribbon in the player pool, plus one. Then place the other half back on top.

Ink Ribbons and Typewriters are not used during this scenario.

*'Each Ink Ribbon in the player pool, plus one' means if you're playing with one or two characters there will be two cards, and if you're playing with three or four characters there will be three cards.*