

RESIDENT EVIL 3

THE BOARD GAME

ERRATA AND FAQ



August 2021

ERRATA

SCENARIO BOOK



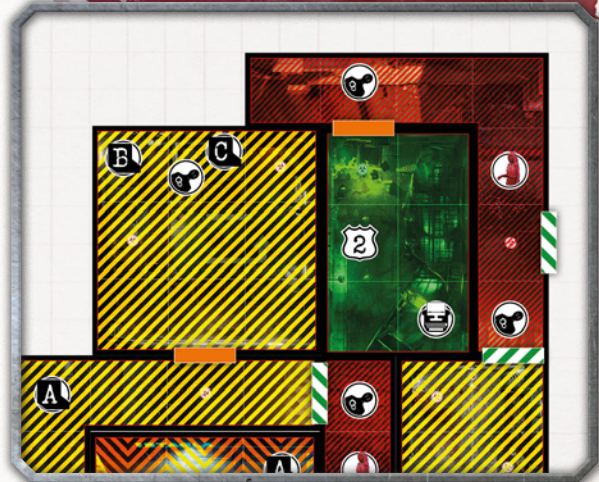
PG.9, SCENARIO DEATHLY STILLNESS

Remove the barricade one square below the P2 starting position.



PG.21, SCENARIO THE SIEGE

Remove the window archway along the north edge of the corridor outside the P2 starting position.



PG.33, SCENARIO THE TRAM CRASH

There is a slightly off-centre amber tile along the southern edge of the map with two barricades attached to it. Replace both barricades with doors.



ERRATA

SCENARIO BOOK



PG.35, SCENARIO SHOWDOWN IN THE COURTYARD

Replace the 3F tile with a 2x2 tile.
Place the Typewriter and stairs in
adjacent squares on this tile.

3F



TENSION DECK

IGNITION CARD RULES TEXT


Replace Uptown 2 with Commercial 2.



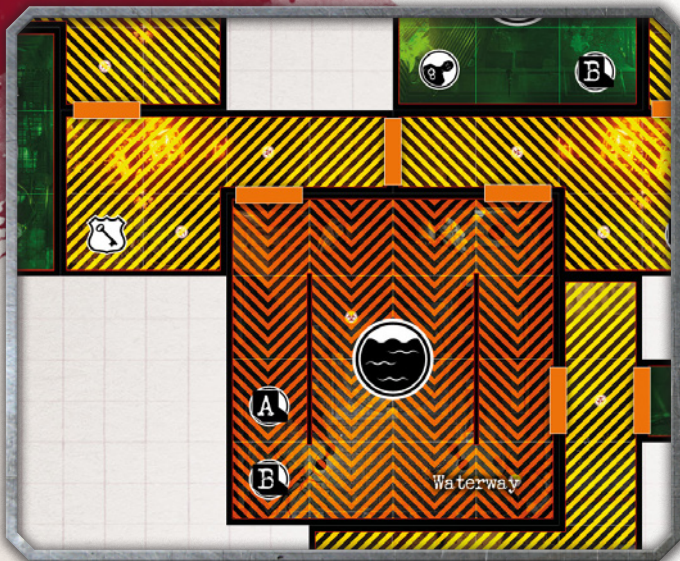
ERRATA

CITY OF RUIN BOOK

PG.7 NEW WEAPONS - ADD NEW ENTRY AS BELOW

 Incendiary

When an enemy is hit by an attack with the Incendiary effect, place a fire token in the enemy's square.



PG 17, SCENARIO DRAINING THE FOUNTAIN

Change both the barricade and archway in the Main Park to doors.

FAQ

GENERAL

If a character has two enemies in their square during the reaction phase, do they both attack the character?

No, only one enemy will attack—as described in the rulebook, the second enemy contributes to the first attack by making the evade roll more difficult.

If I successfully evade an enemy attack, do I resolve a push against it?

No. Survivor characters only push enemies after failing an evade roll.

If an enemy with the assault rule performs an attack, but the character's square is full, what happens?

Resolve the attack as normal, then place the enemy in an adjacent square.

If I have to draw a replacement narrative event card due to the Ominous Bloodstains rule, should I keep drawing until I reach a Nemesis card?

No, only draw a replacement once.

Do tension cards that affect a single tile affect multiple tiles, if they are connected by an archway?

No, only the current tile is affected.

Does the Palid Skin Tension deck card ignore Mikhail Victor's Tough ability?

No.

CHARACTERS

Do exploding barrels damage survivor characters?

No.

Does Jill Valentine's Reposition ability work when an enemy attacks her?

No, Reposition only takes effect when Jill makes an attack herself.

If I roll multiple large evade results when making an attack with Jill Valentine, can I be placed the same number of squares away?

No—no matter how many large evade symbols you roll, you can only be placed in an adjacent square.

CAMPAIGN

Do characters get their starting items at the beginning of each scenario?

No, only the start of the campaign.

Should I play the Tutorial as part of the campaign?

No.

How do I build a new Tension deck for each scenario?

Unlike Resident Evil™ 2: The Board Game, Resident Evil™ 3: The Board Game starts with a base tension deck that evolves over time. At the start of each scenario, simply shuffle any new cards listed in the scenario brief into the existing deck, then place it face down in the city dashboard slot.

Do items carry over between scenarios?

Yes they do, providing they're in a character's inventory, or the item box. Note that scenario items are an exception to this rule, and are always discarded at the end of a scenario.



FAQ

CAMPAIGN CONTINUED

If I discover a locked campaign path, and already have the special item needed to unlock it, can I unlock it?

Yes, the pathway can be unlocked at any time.

Some of my campaign path cards have two unlocked sides. Is this correct?

Yes. Some locations don't have a locked side.

WEAPONS

Does the handgun dial for the Eagle 6.0 reload to 15 during step one of the end phase?

Yes.

If I roll a triple hit result on the red die during an attack, but the weapon I'm using doesn't have any effects listed, does it count as a hit? Does it inflict any damage to the enemy?

Yes, it counts as a hit for the purpose of resolving out of sequence enemy reactions. If the weapon card doesn't list any effects, then the enemy won't suffer any.

If I find the parts to upgrade a weapon during a scenario and upgrade it, but then fail the scenario, do I need to revert the weapon back to its normal version?

Yes.

EXPANSIONS

The special rules for adding the Brain Sucker to the game tell me to replace any Drain Deimos that appear in Uptown scenarios with Brain Suckers, but no Drain Deimos appear in Uptown scenarios, is this correct?

Yes—this refers to enemies that can be spawned via the tension deck.

When are the Blue Herb cards from the Last Escape and City of Ruin expansions added to the Item A deck?

The rulebooks for both expansion detail when to add the cards to the deck.

If a character is 'removed from the game', do they count as being killed when resolving the epilogue cards?

No.

If there are two players each playing one character, are the remaining two characters in the reserve at the start of the campaign?

Up to you—the game is balanced either way. If you choose not to put their cards in the reserve, remember to shuffle them into the survivor deck instead!

If I begin with one or more characters in the reserve, do they have their starting equipment?

No.



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