



RAXXON

SCENRIO BOOK v1.0

Scenario design by Joseph Arthur Ellis

Converted to Book form by Ali Karar

ABOUT

This Scenario book has 5 story-based missions adapted from scenarios made by the Raxxon designer “Joseph Arthur Ellis”. Since Raxxon is under Fantasy Flight games now, they disabled the website www.MyRaxxon.com and these scenarios would have not been accessible. So, the designer released them as fan made scenarios via an interactive website at: <https://joepinion.github.io/rx-scenarios/> . This book just converts the same scenarios into a printable book form. So, that you don’t have to use the app/website while playing the game.

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#1: GATHERING GHOSTS

The briefing meeting in Raxxon's makeshift facility is surprisingly optimistic in tone. "Close study of the infected has revealed that some are more resistant to the infection than others. Those who show symptoms of sickness without turning aggressive may NEVER turn rabid. We've even had unconfirmed reports of recovery."

Could a vaccine be on the way? "If we can gather enough patients still in the early stages of transformation, we'd have a chance to monitor them in mass and find a way to inoculate the healthy."

Your team agrees to the plan. Find those infected in the early stages, get them to Raxxon, and get everyone else the hell out of there. "Be sure to take them by any means necessary," you are told. "They may be lucid, but they're still potentially dangerous to everyone around them."

SETUP

Set up the game for Regular difficulty, with the following changes:

1. Instead of dealing out 15 random cards for the Infection Supply, deal out all 10 carrier infected cards, plus 2 chaotic cards and 2 volatile cards.
2. Remove 7 hostile and all 3 celebrity healthy cards from the game.
3. Shuffle the chosen 14 infected cards in with the 20 remaining healthy cards to create the population draw pile.
4. Shuffle the remaining 16 infected cards to create the infection supply.

VICTORY CONDITIONS

To win the Gathering Ghosts scenario, in addition to evacuating all 20 healthy cards, you must have all 10 carrier infected cards in quarantine (they can be either in the uncontained quarantine or contained quarantine). The moment all 20 healthy cards are in the evacuation pile AND all 10 carrier cards are in quarantine, the players win.

- If a carrier card would be removed from the game for any reason, place it in the population discard pile instead of removing it from the game.
- Whenever a Raxxon card with a title of "Raxxon's _____" is drawn, instead of resolving that card, refer the below action:

1 st RP card	2 nd RP card	3 rd RP card
<i>The patients in quarantine seem rather subdued. "Oh yeah," you're told. "We've got them heavily medicated." Isn't that how we got into this mess?</i> You may move up to 2 carrier cards in the uncontained quarantine to the contained quarantine. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>"You have to let us out," the patients in quarantine beg. "This place isn't what they say it is!"</i> Move 1 carrier card in the contained quarantine to the uncontained quarantine. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>"We've heard you've got a way out. Will you take us with you?"</i> You may immediately move all face-up carrier cards in the crowd to the uncontained quarantine. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 

4 th RP card	5 th RP card	6 th RP card
<i>Those in quarantine continue to freak out. "I can be saved. I know it. I'm one of the healthy ones. Let me out!"</i> Move 1 carrier card in the contained quarantine to the uncontained quarantine. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>How can these people be dangerous? They're sick, sure, but they're not violent. It doesn't make sense... You find yourself unable to fend off another escape attempt.</i> Move a carrier card from the uncontained quarantine to the population discard pile. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>The patients in quarantine seem rather subdued. "Oh yeah," you're told. "We've got them heavily medicated." Isn't that how we got into this mess?</i> You may move up to 2 carrier cards in the uncontained quarantine to the contained quarantine. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 

7 th RP card	8 th RP card	
<i>"We've heard you've got a way out. Will you take us with you?"</i> You may immediately move all face-up carrier cards in the crowd to the contained quarantine. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>"HOW did they escape?!" the head scientist yells. "We need them. We need them all. Did YOU help them?!"</i> Move a carrier card from the uncontained quarantine to the population discard pile. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	

GATHERING GHOSTS SPECIAL TRIGGERS

If you have a certain number of carriers in quarantine then read below, based on number of carrier cards:

4+ Carriers	6+ Carriers	8+ Carriers
<i>You're not surprised to find that the patients are putting up resistance. "If you lock away innocent, regular people like us, then this isn't a treatment facility or even a quarantine. It's a prison! I'm not sick, anyone can see that!" Having so many intelligible patients in the facility at once doesn't help to keep order. Just the opposite.</i> For the rest of the game, when Quarantine actions are used, any carrier cards moved go to the UNCONTAINED quarantine instead of the CONTAINED quarantine. Note the new trigger in the special rules	<i>Even Raxxon employees, usually persistent and unyielding, are frustrated lately by the difficulty in keeping these carrier patients under control. "But we're so close," they say. "If we could just find the right patient..." They insist desperate times call for desperate measures...</i> Raxxon releases all but carrier patients from Quarantine to focus on the task at hand. Move all non-carrier cards from both quarantines to the population discard pile. (Do not raise the infection rate for the moved cards.) For the rest of the game, no player may move any infected cards to quarantine via quarantine actions except for carrier cards. It's as if they'll do anything to find the kind of patient they're looking for... Note the new trigger in the special rules.	<i>The quarantine facility is disheartening. Instead of a place to keep monsters away from the healthy, it's a place where those too sick to protect themselves are taken advantage of. You know what the citizens have told you is true. For any hope of a cure or vaccine, these resistant infected need to be AWAY from Raxxon, not under Raxxon's thumb. Knowing the dangers, you decide to take them with you.</i> From now on, whenever you use a Quarantine action on a carrier infected card, instead of placing it in quarantine, place it in the evacuation pile. You now win the game when all 20 healthy cards are in the evacuation pile, and all 10 carrier cards are either in a quarantine pile or in the evacuation pile

ENDINGS

After you have won or lost, choose the appropriate option below.

We WON	LOST – infection overrun	LOST – Raxxon takeover
<i>As you load the helicopter, the pilot looks with skepticism at the infected you're taking, but they look healthy enough to fool her. You're not sure where you'll take them, but you know you need to find some doctors and scientists you can trust. Most importantly, you need to get these people as far away from Raxxon as possible. For today at least, those with you are safe. THE END.</i>	<i>As the infection spreads, both the carriers and the healthy people have no chance to survive. Too many rabid zombies now. No one is saved and so no vaccine can be found. THE END.</i>	<i>You've given Raxxon what they want, but instead of protecting the people, they reveal their true nature. With the populace and power they have now, the federal government gives up the city to Raxxon, who is only too happy to make it their playground of horrors in the name of "safety" and "a cure." THE END.</i>

#2: MUTATION MADNESS

MISSION BRIEFING: We are sending you to a city with one of the fastest-spreading infection rates on earth. But the strain is not only spreading quickly - it's also mutating, with new symptoms every week.

Raxxon is in the area running the containment plan. We need you to work with them, and their quarantine facility may be especially helpful to stop the spread. But the rumors that Raxxon might be messing with the virus themselves is troubling. Don't be surprised if the disease seems to mutate faster as Raxxon's power grows.

We have little hope that those infected in the area will ever be saved. Get the healthy population out of there and live to fight another day.

SETUP

Set up the game for Regular difficulty, with the following changes:

- Find all 10 volatile infected cards, along with 3 chaotic cards and 3 carrier cards. Shuffle these 16 cards in with the 30 healthy cards to create the Population Draw Pile. The 14 other infected cards make up the Infection Supply.

After setup is complete, read the special victory condition below.

VICTORY CONDITIONS

There are no special victory conditions for this scenario. Evacuate all 30 healthy cards before Raxxon takes over or the infection overruns the city to win.

RULE ADJUSTMENTS

1. Whenever a Raxxon card with a title of "Raxxon's _____" is drawn, instead of resolving that card, use the cards given on next page.

1 st RP card	2 nd RP card	3 rd RP card
<i>MUTATION REPORT: Some of the infected are becoming more aggressive. Beware.</i> The Mutation: For the rest of the game,  "investigate" effects on volatile infected cards no longer apply. Instead, at any time during the Player Actions phase, if a face-up volatile card is adjacent to 1 or more face-up healthy cards, immediately kill all those healthy cards, without triggering any  "when killed" effects. (This does not apply during End of Day.) Right now, kill any face-up healthy cards adjacent to any face-up volatile infected cards, without triggering any "when killed" effects. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>MUTATION REPORT: The volatile infected are continually more aggressive. Their victims are now in danger of contracting the disease even as they're killed.</i> The Mutation: For the rest of the game, any time 1 or more face-up healthy cards are killed as the result of being adjacent to a face-up volatile card, trigger  once. (Only once, even if more than 1 healthy card is affected.)  effects should still not be resolved when cards are killed in this way. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>MUTATION REPORT: The virus continues to mutate too fast for us to adjust. We're considering options, but for now, any contact with a volatile infected could result in catastrophic biological damage.</i> The Mutation: For the rest of the game, any time 1 or more face-up healthy cards are killed as the result of being adjacent to a face-up volatile card, trigger  FOR EACH CARD KILLED.  effects should still not be resolved when cards are killed in this way. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 

4 th RP card	5 th RP card	6 th RP card
<i>MUTATION REPORT: The situation is worse than ever. Victims of the infected are now likely to reanimate quickly and cause disturbances, putting the entire population at risk.</i> The Mutation: For the rest of the game, any time 1 or more face-up healthy cards are killed as the result of being adjacent to a face-up Volatile card, when raising the infection rate for each card killed, instead of placing the drawn infected card in the Population Discard Pile, place it facedown in the place the killed card occupied. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>MUTATION REPORT: The infection is spreading exponentially faster. If you have a way out, take it now. It may be that no one gets out alive.</i> The Mutation: For the rest of the game, any time 1 or more face-up healthy cards are killed as the result of being adjacent to a face-up volatile card, when raising the infection rate for each card killed, instead of placing the drawn infected card in the Population Discard Pile, place it FACE-UP in the place the killed card formerly occupied. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	MUTATION REPORT: We have made some progress in dealing with the infected. Thanks to our heightened power, the volatile infected can be treated at least, if not cured. You're welcome. You may immediately move any or all face-up volatile cards in the crowd and in the Uncontained Quarantine to the Contained Quarantine. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 

7 th RP card	8 th RP card	
<i>MUTATION REPORT: We continue to make progress in dealing with the infected. You're welcome.</i> You may immediately move any or all face-up volatile cards in the crowd and in the Uncontained Quarantine to the Contained Quarantine. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>"We've heard you've got a way out. Will you take us with you?"</i> You have lost due to Raxxon Takeover. 	

ENDINGS

After you have won or lost, choose the appropriate option below.

We WON	LOST – infection overrun	LOST – Raxxon takeover
<i>As the helicopter takes off, you look at the chaos below you in the city. In your mind's eye, you see these new terrifying versions of the infected spreading throughout the world. "I will never let this happen," you say to yourself. Your resolve may be just what this world needs to make it another day. THE END.</i>	<i>You can't even remember the last time you saw a healthy person. These volatile infected are too fast, too contagious. They've taken this city. You know in your heart there's nothing left but to burn it to the ground. THE END.</i>	<i>"Don't worry, it's all over now," you're told. "This city will be safe. This city will be secure." After the exhaustion of the last few days, you are all too happy to see the smiling faces of Raxxon administrators take over the process fully. Those rumors from the initial mission briefing still nag at your mind - could Raxxon have made the disease worse, SO THAT they can take over? You're too tired to care. THE END.</i>

#3: UNCERTAINTY

MISSION BRIEFING: We at Raxxon regret to inform you that the previous methods you were using for distinguishing between healthy citizens and those in the early stages of infection may have been less than 100% accurate. Recent studies have shown that the Virus Checker 3000 was giving a false negative on 50% of patients who at first seem healthy.

In addition to current protocols, we'll need to you administer a survey of questions to citizens who seem healthy to ensure they have not been in contact with the virus in the past week.

And just to be sure, if they DO admit contact with an infected, administer these pills, which, if they are infected, will accelerate the symptoms to help make sure we don't leave any infected on the street. Why do these pills even exist? For lab experiments only, of course.

SETUP

Set up the game for Regular difficulty, with the following changes:

1. Place all 3 celebrity healthy cards in the game box. They will not be used for this scenario.
2. Deal out only 9 random infected cards facedown to be added to the population.
3. Separate out the 15 hostile healthy cards and the 3 susceptible healthy cards. Shuffle those 18 cards together with the 9 dealt infected cards to create the 27-card Population Draw Pile.
4. Deal out 9 more random infected cards facedown. Shuffle them together with the 9 remaining healthy cards (familiar, family, and innocent) to create the 18-card Infection Check deck. Place it near the game board.
5. Shuffle the remaining 12 infected cards to create the Infection Supply.

VICTORY CONDITIONS

To win the Uncertainty scenario, players need to move just 9 healthy cards to the Evacuation Pile.

RULE ADJUSTMENTS

1. Whenever a Raxxon card with a title of "Raxxon's _____" is drawn, instead of resolving that card, use the cards given on next page.
2. **Unchecked Healthy Cards:** Hostile and susceptible cards (all 18 healthy cards that start in the population) are considered to be infected for the purpose of the evacuation actions and cannot be moved to the evacuation pile due to any game effect.
3. **Check a Healthy Card:** As an additional action considered to be just below each player's character sheet, players may check a population card. To check a card, choose a healthy rioting or susceptible card face-up in the crowd and return it to the game box. Then draw the top card of the Infection Check Deck and place it face-up in the spot where the checked card was. Then immediately resolve any effects on the new card.
4. **Check Limits/Consequence:** There is no limit on the number of tokens that can be placed below each character sheet in order to take the Check action. However, each Check token is considered to trigger a consequence.
5. **The Evacuees:** Practically speaking, in order to get 9 healthy cards into the Evacuation Pile, players will need to check all or nearly all 18 rioting/susceptible healthy cards that begin in the population deck, with those cards each becoming either infected or to innocent/familiar/family. The innocent/familiar/family cards are the cards that can actually be moved to the Evacuation Pile via evacuation actions.

1 st RP card	2 nd RP card	3 rd RP card
<i>The citizen lurches forward. "You checked me already... I'm good to go grrrlbpdta . ."</i> If there is a face-up hostile or susceptible card in the crowd, draw cards from the Infection Check Deck until an infected card is found. Remove a face-up hostile or susceptible card from the game and replace it in the crowd with the drawn infected card, triggering any  immediately. Shuffle any drawn healthy cards from the Infection Check Deck back into that deck. If there were no remaining infected cards in the Infection Check Deck, nothing happens. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>"Get me out of here!!"</i> If there is at least 1 Hostile or Susceptible card face-up in the crowd, choose a face-up Hostile or Susceptible in the crowd and flip all facedown cards adjacent to that card face-up. 	<i>The chaos around you is disorienting...</i> Pick up the entire crowd, shuffle it together facedown, and deal it out in successive rows of 4 facedown. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 

4 th RP card	5 th RP card	6 th RP card
<i>"I'm ready! You checked me and everything! Get me out of here!" As you approach the citizen, though, that puss oozing from their eye doesn't look good. The person lurches forward. "You checked me already... I'm good to go grrrlbpdta . . ."</i> If there is a face-up hostile or susceptible card in the crowd, draw cards from the Infection Check Deck until an infected card is found. Remove a face-up hostile or susceptible card from the game and replace it in the crowd with the drawn infected card, triggering any  immediately. Shuffle any drawn healthy cards from the Infection Check Deck back into that deck. If there were no remaining infected cards in the Infection Check Deck, nothing happens. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>I'm healthy! I'm healthy! I want out!!"</i> If there is at least 1 Hostile or Susceptible card face-up in the crowd, choose a face-up Hostile or Susceptible in the crowd and flip all facedown cards adjacent to that card face-up. 	<i>The confusion of the crowd takes over. You thought you had this figured out...</i> Pick up the entire crowd, shuffle it together facedown, and deal it out in successive rows of 4 facedown. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 

7 th RP card	8 th RP card	
<i>"Let me out! Check me again! I swear, I'm healthy!" She does look healthy... God, these mistakes don't bode well...</i> If there is at least 1 Carrier card in quarantine and at least 1 Hostile card has been removed from the game, shuffle a Hostile card that was removed from the game into the Population Draw Pile, and shuffle a Carrier card from either quarantine pile into the Infection Check Deck. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>You bastards! You've got me in here with these freaks! I've been healthy the whole time!" Oy, how did Raxxon's process make this mistake?</i> If there is at least 1 Carrier card in quarantine and at least 1 Hostile card has been removed from the game, shuffle a Hostile card that was removed from the game into the Population Draw Pile, and shuffle a Carrier card from either quarantine pile into the Infection Check Deck. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	

ENDINGS

After you have won or lost, choose the appropriate option below.

We WON	LOST – infection overrun	LOST – Raxxon takeover
<i>Somehow, despite Raxxon, you've managed to evacuate the city and get some of your people to safety. You contemplate the situation as the helicopter makes its way north. With the benefit of distance and hindsight, it seems clear that some forces within Raxxon must want this. Internally, you resolve to never trust them again, and to do what you can to resist Raxxon's power in the future. THE END</i>	<i>Just a week ago, it seemed like the infected were a small minority. But now you're to believe that HALF of your healthy friends were infected the whole time? What chance does humanity have against such a threat? None that you can see. The town burns in chaos and death. THE END.</i>	<i>The governor berates you over the phone. "Raxxon reps have informed me that YOU'RE the one who has been passing off OBVIOUSLY infected patients as HEALTHY! You've put our entire region in jeopardy! I've not choice but to grant Raxxon emergency military control of your city. How dare you put us all at risk!" He hangs up before you can explain whose fault this all really is. THE END.</i>

#4: CALM THE CROWD

The situation in this municipality is worse than usual. Although the infection rate is not especially high, the public as a whole is skeptical of our plan to move them out of the city to safety. Raxxon has been a major employer at the pill factory here for years. In order to evacuate the city, you first have to convince the population that you can be trusted. Until then, any attempts will face strong resistance.

We've got a delicate task to balance personal rights with the safety of the public here. Do your best to work with the population and convince them to come with us.

Use Raxxon's help when you can, but unfortunately, they haven't helped us in our quest to get the public's trust. As in many locations, we're seen as being against Raxxon.

SETUP

Set up the game for Regular difficulty, with the following changes:

1. Separate out the 15 hostile cards from the 15 non-hostile healthy cards.
2. After dealing out the 15 infected cards to add to the population, shuffle them in with the 15 hostile cards to create the Population Draw Pile.
3. Shuffle the 15 non-hostile healthy cards to create a facedown non-hostile supply deck. Whenever a game effect would "calm" a hostile card in the crowd, place that hostile card aside in a separate "hostile" supply and replace it in the crowd with the top card of the non-hostile supply.

VICTORY CONDITIONS

To win the Calm the Crowd scenario, players need to move all 15 healthy cards to the Evacuation Pile.

RULE ADJUSTMENTS

1. Whenever a Raxxon card with a title of "Raxxon's _____" is drawn, instead of resolving that card, read the cards given on next page.
2. **Stubborn Hostile Cards:** Hostile cards are not considered healthy for the purpose of Evacuate actions. This means that hostile cards are not fit for evacuation and cannot be targeted by Evacuate cards.
3. **Enhanced Crowd Control:** When using any crowd control action, INSTEAD of resolving the listed effect, the player may "calm" 1 face up hostile card, meaning that those hostile cards are set aside in a hostile supply and the top card of the non-hostile supply is put in the crowd face-up in its place. So in order to win, players will need to first calm and then evacuate each of the 15 healthy cards in the population.
4. **Rising Tensions:** During End of Day, when the entire crowd is flipped face-up, hostile cards left in the crowd incite those near them. Move all non-hostile healthy cards that are adjacent to 1 or more hostile cards back on top of the non-hostile supply and replace each with a card from the hostile supply.
5. **Evacuation Consequence:** The Evacuation consequence which moves hostile cards from Evacuation to the Population Discard Pile is replaced with the following: "Move a card from the hostile supply to the Population Discard Pile, and a card from the Evacuation Pile to the healthy supply."

1 st RP card	2 nd RP card	3 rd RP card
<i>Raxxon representatives reassure you. "We'll shoot this chemical into the air 1 time. We promise it's harmless. And it will make everyone just a little more cooperative."</i> You may flip any hostile cards in the crowd facedown that you choose. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile.	<i>You make a deal. Raxxon will speak well of you if you speak well of them. Seems like an even trade?</i> You may choose 1 hostile that is face-up in the crowd. Place that card in the hostile supply and replace it in the crowd with the top card of the non-hostile supply face-up. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile.	<i>"We don't want you here!" the rioter screams. "You're not here to help us! Only Raxxon can help us!"</i> You may flip 1 hostile card in the crowd facedown. For the rest of the day, the day ends if there are just 3 or more hostile cards face-up in the crowd instead of 4. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile.
		

4 th RP card	5 th RP card	6 th RP card
<i>"Look, I don't know if you all are right or wrong," the citizen tells you. "I used to believe in Raxxon, but the more we believe them, the more power they seem to take. I'll leave the city if you want me to."</i> You may choose 1 hostile card that is face-up in the crowd. Place that card in the hostile supply and replace it in the crowd with the top card of the non-hostile supply face-up. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile.	<i>The newest development isn't good. Raxxon has provided the general populace with personal tasers to defend themselves. This won't go well.</i> You may flip 1 hostile card in the crowd facedown. For the rest of the day, the day ends if there are just 3 or more hostile cards face-up in the crowd instead of 4. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile.	<i>The situation continues to destabilize... The result is unpredictable.</i>  Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile.
		

7 th RP card	8 th RP card	
Chaos swirls around you. You tell yourself not to lose hope that the ship can be righted.  Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	<i>"Look, I don't know if you all are right or wrong," the citizen tells you. "I used to believe in Raxxon, but the more we believe them, the more power they seem to take. I'll leave the city if you want me to."</i> You may choose 1 hostile card that is face-up in the crowd. Place that card in the hostile supply and replace it in the crowd with the top card of the non-hostile supply face-up. Place the drawn Raxxon card in the triggered pile. Shuffle the Raxxon untriggered pile into the Raxxon draw pile. 	

ENDINGS

After you have won or lost, choose the appropriate option below.

We WON	LOST – infection overrun	LOST – Raxxon takeover
<i>The crowd continues to shout and cheer Raxxon's absolute power. "In other areas of this world, Raxxon has been restricted from doing what is best for humanity, but with your trust in us, there is no limit to what we can accomplish together." Your help not wanted, you leave the city and shake the dust from your feet. THE END.</i>	<i>The city is overrun. Yours is not the first to fall, but it irks you all the more that those now being victimized by the zombie onslaught will, in their heart of hearts, always blame you instead of the ones who are truly responsible for this nightmare. THE END.</i>	<i>The crowd continues to shout and cheer Raxxon's absolute power. "In other areas of this world, Raxxon has been restricted from doing what is best for humanity, but with your trust in us, there is no limit to what we can accomplish together." Your help not wanted, you leave the city and shake the dust from your feet. THE END.</i>

#5: HIGH PRIORITY TARGETS

Mission Briefing: Raxxon's three core spokespersons are in this city. They are politician Nadia Rivers, newscaster Monica Rojas, and board game designer/outdoorsman Colby Dauch. We need you to bring them to us.

As celebrity endorsers of Zomoxtrin, they have had access to experimental forms of the drug. They're PROBABLY just fine, but there is also a small percentage chance they are carrying a much more horrifying and deadly form of the virus than the other patients.

My name is Dr. Struthers. Bring the three of them to me at here Raxxon, and evacuate the rest of the city, or else, unbelievably, this virus may get even worse.

SETUP

Set up the game for Regular difficulty.

Remove the SPOKESPERSON and SPOKESPERSON PART 2 Raxxon cards from the game.

VICTORY CONDITIONS

To win the High Priority Targets scenario, players must complete the following objectives:

1. Move all 3 celebrity cards to quarantine. (Explained in rule adjustments.)
2. Move the other 27 healthy cards to the Evacuation Pile as per normal.

RULE ADJUSTMENTS

VIPs: When using Evacuate actions, leave any targeted celebrity cards where they are. When using any Quarantine action, instead of moving any face-up infected cards, you may move a single face-up celebrity card from the crowd and place it near the Quarantine area. Whenever a famous card is moved in this way, read the corresponding section below:

1 st Celebrity/VIP	2 nd Celebrity/VIP	3 rd Celebrity/VIP
This VIP is not happy about being brought in against his will. "What am I doing here?" VIP says. "Dr. Struthers? What's going on?" "You could be sick." Dr Struthers answers. "We need to do some tests immediately." "What?? But how did you know? I... I didn't get bit, I swear! But you're right... I'm not feel---ACK---" Right before your eyes, VIP body mutates in a horrifying display, limbs and muscles growing, puss out of every oriface, and SCREAMING. You stare	"Dr. Struthers! What's happening? They told me you needed to see me right away." The VIP recognizes the doctor immediately as you escort the VIP into the facility. "Come quick, there's no time to explain! For the sake of humanity!" Dr. Struthers rushes over to the VIP and injects the serum before she even knows what has happened. "What the... Gahh! What did you just do to me??" Dr. Struthers stands quietly, tapping his finger against his chin patiently, watching. The VIP's skin begins to turn green, and her	"Dr. Struthers! I saw the 1st celebrity out there. Oh god, it was horrible. he is tearing people apart." "Come quick, before it's too late!" Dr. Struthers rushes over and injects the serum again without explanation. "Ack! Dr Struthers! What did you just do to me??" Dr. Struthers stands patiently once again, until... nothing happens. "Splendid!" Dr. Struthers exclaims. "We're one step closer to the cure!"

frozen as VIP sprints back into the crowd on all fours, screeching. "That could be a problem," notes Dr. Struthers. For the first time in a while, you can see how gross incompetence contributed to the outbreak rather than just malice. "We've still got a chance!" Dr. Struthers insists. "Since this strain was partially engineered, I've got a serum here. For this particular strain, if we inject one of the other 2 before they start showing symptoms of mutation, they MIGHT survive, and if they do, well, I'll just say we'd have a chance to save the day. Bring the other two to me!" Shuffle 1st VIP into the Population Draw Pile. For the rest of the game, the following rules apply to this VIP card: 1. This VIP card is treated as infected for all intents and purposes. 2. The "when killed" effect on the VIP card no longer applies. 3. The VIP card, while face-up, is immune to Quarantine, Crowd Control, and actions that would kill it. If it is ever killed while face-up, it simply stays where it is. 4. Whenever this VIP card is looked at via Meryl's Interview action, immediately flip it face-up and end the action. 5. At the end of any turn while the VIP card is face-up in the crowd, kill 1 adjacent card of your choice.	<i>questions turn into screams of pain... And then the VIP collapses on the ground, dead.</i> <i>"Hm, that wasn't quite right. But it's still better than having another mega-zombie running around town. I think, if I can make some adjustments, this plan can still work. Bring the last one to me. I know it seems cold, but this has ramifications beyond this city. The world is at risk. Hurry!"</i> Remove this VIP from the game.	<i>"What did you do to me??"</i> <i>"You have the antidote to the advanced strain in your veins! Go! Find the first celebrity! When the two of you are united, that VIP will be cured as well!"</i> Shuffle 3rd VIP back into the Population Draw Pile. The following has been added to your victory conditions: End a turn with 3rd VIP face-up adjacent to 1st VIP face-up. Read the para below at that time.
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When 1st Celebrity (Mega-zombie) ends a turn in the crowd face-up adjacent to 3rd VIP face-up, read below:

You're amazed at the 3rd VIP's bravery. As this VIP stands tall across from 1st celebrity's zombified body, not even sure what she is doing there. "Listen to me..." Nadia says. "You're not a monster! You're my friend! Dr. Struthers says I can help you!" Right on cue, 1st Celebrity roars and pounces upon 3rd VIP, taking a big bite out of VIP's arm. "Aaaahhhh get this thing off of me!!"

And then, something incredible. As 3rd VIP writhes on the ground in pain, you watch 1st Celebrity fall on the ground as well, vomiting and screaming and wrenching, until.... 1st Celebrity seems back to normal! "Gaaaaaaah what happened? My insides feel soooo empty..." he moans.

"You see!" Dr. Struthers instructs. "We CAN save these people. I'm SO close. And 3rd VIP, we can stitch you right up."

Remove both the Celebrity/VIP cards from the game. Your only remaining objective is to move the other 27 healthy cards to the evacuation pile.

ENDINGS

After you have won or lost, choose the appropriate option below.

We WON	LOST – infection overrun	LOST – Raxxon takeover
<i>You stare blankly into space as the truck leaves, crowded inside with the last batch of evacuees. What did you just witness? A VIP is dead. Are the other celebrities, okay? You guess? This is what counts as a good day in the new world order. And you hope you never see another one like it. THE END.</i>	<i>Another day, another city lost. Another pebble among the pile of rubble. You wonder how the world would have looked different if snobby celebrities weren't treated special. Maybe humanity could've worked together. Maybe we could have overcome this. We'll never know. THE END.</i>	<i>Another day, another city given over to the power of Raxxon. You wonder how the world would have looked different if things were fair, if companies like Raxxon didn't have so much power in the first place. Maybe humanity could've worked together. Maybe we could have overcome this. We'll never know. THE END.</i>