

## RESIDENT EVIL 3/BIOHAZARD 3 Damage sheet

**IMPORTANT NOTE:** All playable characters have 200 HP and survive with 0 HP left. Only negative HP means death. On any mode, on any difficulty.

| Enemy                        | Damage type/animation | Original mode          | Arrange mode   | Additional notes and descriptions   |
|------------------------------|-----------------------|------------------------|----------------|---|
| Zombie                       | Bite                  | 20                     | 30             | Per 1 bite. Character auto-escapes after 2 bites in one grab without player input. Also seems to auto-escape after just one bite at HP status thresholds. Front or back grabs deal the same damage.                                       |
|                              | Leg bite              | 5                      | 5              | Per 1 bite. Character auto-escapes after 3 bites. <b>CANNOT KILL THE CHARACTER.</b>   |
|                              | Barf                  | 10 (5)                 | 20 (5)         | Always initiated when Zombie is on a different height/Z-level than the character. Damage seems to depend on how much of it hits character or distance.  |
| Zombie Dog                   | Jumping bite          | 12                     | 22             | When character HP is 0 can do a special killing animation of dropping the character to the ground while biting at their throat.   |
| Crow                         | Peck                  | 5                      | 5              | Per successful hit. Can combo to about 5-6 hits in one go.  |
| Sliding Worm                 | Cling and suck        | 1 and 5                | 1 and 5        | Starts with few 1 damage hits, if not dropped, does series of 1 and 5 hits up to 15-17 (depends on how many worms are on the character - 15 for 1, 16 for 2, 17 for 3).   |
| Drain Deimos                 | Grab                  | 30                     | 40             | Grab animation from either back leg run or jump. No damage difference in front or behind grabs.   |
|                              | Slash                 | 10                     | 20             | A simple slash with either left or right front leg-part.  |
|                              | Two claw slash        | 10                     | 20             | Downward slash with both front leg-parts. Usually done in tight corridors, when other animations might not look good.   |
| Brain Sucker                 | Grab                  | 30                     | 40             | Grab animation from either back leg run or jump. Can run a very long way, unlike Drain Deimos. Most used attack. No damage difference in front or behind grabs.   |
|                              | Slash                 | 10                     | 20             | A simple slash with either left or right front leg-part.  |
|                              | Two claw slash        | 10                     | 20             | Downward slash with both front leg-parts. Usually done in tight corridors, when other animations might not look good.   |
|                              | Poison                | 10 (near) (??) 5 (far) | 5 (10 near??)  | Attack almost exclusively used only after taking damage. Official guide states that it can do 10 damage, but after countless testing, I never got it to happen.   |
| Large spider                 | Hit/bite              | 20                     | 30             | Spider puts his front side in the air and runs into the character. Can do it on walls as well as on the ground.   |
|                              | Poison spit           | 10                     | 20             | Spider spits poison at you. Can either do a forward spit when on the ground. Or a downward spit, when on the ceiling above you.   |
| Tiny spider                  | Jump hit              | 1                      | 1              | Little spiders, that run out of Large Spider bodies, usually only if the Large spider is killed via dismemberment/explosion. Characters will auto-aim at them. Can be killed by simply running on them. <b>CANNOT KILL THE CHARACTER.</b> |
| Hunter Beta (Red Hunter)     | Claw                  | 15                     | 25             | Simple claw swipe, when standing still or after a short run.  |
|                              | Jump claw             | 25                     | 35             | Jumping claw attack. Can be done from a run, from a standing position or, in rare cases, from clinging on walls.  |
|                              | Decapitatioooon       | Instakill (25)         | Instakill (35) | An attack that can be done when the character has less than 100 HP (Caution). Looks similar to jumping attack but has a preparation animation when done from stationary position. Can miss. If barely hits won't insta-kill.              |
| Hunter Gamma ("Frog" Hunter) | Claw slash            | 15                     | 25             | Simple claw swipe, when standing still or after a short run.  |

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|               | Jump claw                                      | 25   | 35   | Jumping claw attack. Can be done from a run, from a standing position or, in rare cases, from clinging on walls.  |
|               | Claw thrust                                    | 15   | 25   | A special animation of a forward claw thrust. Seems to be done only when the character has less than 100 HP (Caution). If successful, usually chains straight into the Eat move.  |
|               | Eat  | Instakill  | Instakill  | When the character has less than 100 HP (Caution) Hunter Gamma can do the Claw Thrust attack which, if successful, can chain into this move. It's just an animation of Hunter Gamma stuffing the character into his mouth and, if initiated, instantly kills.   |
| Stage dangers | Exploding Red Barrel                           | Instakill (around 300 damage) / around 100 (see notes) | Instakill (around 300 damage) / around 110 (see notes) | Instantly kills at close range. Second number shows damage at mid-range.  |
|               | Dynamite Pack on a Wall                        | Critical damage / Instakill / 75 (see notes)           | Critical damage / Instakill / 85 (see notes)           | At Fine, point blank explosion brings character to 0 HP. Instakill at Caution. Final number for mid-range damage.   |
|               | Heat/Cryo pipe in the Sales Office             | 40   | 50   | Per hit. Will kill you if you stay in the stream.   |
|               | Electrified Water (Compass and Book puzzle)    | 0  | 0  | Only damage animation plays out.  |
|               | Parking boxes Live Selection failure           | 101 / 90 / Critical damage / 0 (see notes)             | 101 / 90 / Critical damage / 0 (see notes)             | Damages you according to a formula: 101 dmg at full health, 90 dmg when between non-full and 100 (start of Caution), brings you to 20 HP from any Caution range, doesn't damage you when you're at 20 HP or lower.<br>Test runs: Left with 99 HP from having 200 HP, 90 from 180, 74 from 164, 70 from 160, 10 from 100, 20 from 90, 20 from 40, 20 from 30, 20 from 20, 16 from 16 |
|               | Cable Car Live Selection failure               | 0  | 0  | Does no damage, puts you in the same route as if you use the emergency break.   |
|               | Electric shock (Carlos' hospital shelf puzzle) | 0  | 0  | Damage animation plays out and you need to reload the room. But no damage.  |
|               | Mine Thrower round explosion                   | 30   | 40   | If you get hit by your own Mine Thrower mines explosion. Can bring the character to 0 HP, but will not kill.  |
|               | Electrified puddle (Grave Digger fight)        | 10 / 20  | 20 / 30  | First number is for when 1 lamp post is in the puddle. Second, when both are in. Can kill the character.  |
|               | Nemesis on the bridge Live Selection failure   | 60   | 60   | Can bring you to 0 HP, but will never kill you.   |
|               | Steam Pipes (Treatment door puzzle)            | 0  | 0  | Plays the damage animation, but none of them do damage, so doing the puzzle breaking bug is safe.   |
|               | Acid spray (Treatment room Nemesis fight)      | 0  | 0  | Damage animation will play, but the spray won't do any damage.  |
|               | Railgun shots                                  | 101  | 101  | Seem to miss you when you're at the farthest side of the room from the Railgun. Both shots hit you at point blank. Both shots bring you to 0 HP from full health. Can kill you.   |
|               | Nemesis' final attempt Live Selection failure  | Poison   | Poison   | No damage is dealt, only poison status that can be cured as any other poison status in the game.  |
| Grave Digger  | Bite   | 30   | 40   | During the first fight with him before the Cable car.   |
|               | Ground bite                                    | 35   | 45   | His normal attack when he's above the ground during the second fight. Can be done either when sliding on the ground, or when towering above you.  |
|               | Surface bite                                   | 50   | 60   | Quick attack from underground during the second fight. Usually does 3 before switching back to the ground.  |

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|                          | Swallow          | Instakill         | Instakill         | An EXTREMELY rare attack that happens if you're health is in Danger when the Grave Digger surfaces and he's near you. He will do a slightly longer animation than his bite animation and swallow Jill whole. Note, that this fatality might not work on PC version at all and is very hard to get even in the original PS1 release of the game. |
| Nemesis<br>(First Form)  | Right/left punch | 20                | 30                | Punch while walking (even with the rocket launcher). Usually starts with his right hand, unless he's carrying the rocket launcher.  |
|                          | Dash punch       | 25                | 35                | Punch from running (even with the rocket launcher). Wind up run can be skipped, if Nemesis is close to the target.  |
|                          | Throw grab       | 25                | 35                | Left hand grab followed by a throw either to the front or behind Nemesis  |
|                          | Skewer stab      | 5 (+instakill)    | 5 (+instakill)    | Left hand grab with Nemesis' right hand preparing tentacle impale attack. Deals 5 damage. If not escaped, instantly kills. Character will auto-escape while on Fine. Usually initiated after the Throw grab. If initiated from standing position at low health, kills you immediately.  |
|                          | Rocket Launcher  | 40 (30) / 60 (50) | 50 (40) / 70 (60) | Readies the launcher and fires a rocket (5 available per fight). Doesn't initiate grabs until discarding the launcher. Lower damage is for his first fights, higher damage - during the Courtyard fight if Jill jumps out of Cable car. Damage in brackets is when the character is taking damage from another source (i.e. zombie grab).       |
|                          | Tentacle cleave  | 20                | 30                | Sideways tentacle attack (used during the Courtyard fight if Jill uses emergency breaks in the cable car or fails that Live Selection)  |
|                          | Tentacle thrust  | 25                | 35                | Piercing tentacle thrust (used during the Courtyard fight if Jill uses emergency breaks in the cable car or fails that Live Selection)  |
| Nemesis<br>(Second Form) | Grated           | 15                | 25                | Downwards tentacle attack   |
|                          | Pull             | 0 (5)             | 0 (5)             | Floor-level tentacle swing. If Pull cannot be initiated, does 5 points of damage. Otherwise doesn't damage.   |
|                          | Cleave           | 30                | 40                | Sideways tentacle attack  |
|                          | Thrust           | 40                | 50                | Piercing tentacle thrust (used during the Treatment room fight, after Nemesis loses one hand)   |
|                          | Slam             | 51                | 61                | Tentacle grab-slam attack. Damage per 1 slam. Can perform 2 slams in one grab.  |
| Nemesis<br>(Third Form)  | Grated           | 50                | 60                | Front full body slam  |
|                          | Right cleave     | 30                | 40                | Front tentacle sideways attack  |
|                          | Back cleave      | 10                | 20                | Back tentacle sideways attack   |
|                          | Rib Scissor      | 101               | 101               | Back rib-mouth impale attack (only when Jill is behind Nemesis).  |
|                          | Fluid injection  | 30                | 40                | Fluid spit attack (can perform several in quick succession)   |
|                          | Counter fluid    | 5                 | 5                 | Small spits of fluid from the body when taking damage   |
|                          | Fluid spraying   | 5                 | 5                 | Small constant spits of fluid from the body after taking some damage  |
|                          | Fluid pool       | 1                 | 1                 | Small pools of fluid on the ground from fluid sprays  |
| Helicopter               | Rocket           | 50                | 60                | Nikolai Helicopter fight exclusive to jumping off the bridge during the Nemesis Bridge Live Selection. Is timed and can be survived by leaving or waiting for some time.  |

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|  |  |  | <b>FUN FACTS:</b> |  |
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Most attacks in the game first bring you to 0 hp, even if they hit for more. Only the next attack, that will get you into negative health, kills. Some attacks ignore this rule - usually grabs or special fatality attacks.

Nemesis also has anti-instakill safety rule observed by using rocket launcher - no matter the damage, damage to him is always capped at damage thresholds. He also survives with 0 HP if you hit him with an RPG when he gets up after being on the ground, only next attack kills him. Same rule is used for the second Grave Digger fight.

Nemesis 1st form does a standing kill grab that seems to kill instantly and is initiated when below around 30 HP, instead of the throw grab. No matter the HP, kill grab from laying position seems to always give you time to escape - kill damage is not dealt instantly.

Damage to Nemesis IS saved between rooms during a single encounter. The only exception is fighting Nemesis as Carlos - any little damage Carlos does won't be saved. However, if Carlos downs Nemesis, he will have less health during the encounter with Jill directly after that.

Nemesis is not HP damaged by any special cutscene damage/acid spray in the Treatment Room battle, his HP stays the same even if it downs him.

Zombie dogs do not aggro when you walk, sometimes even when you're very close. Running or shooting will aggro them, also some dogs in the rooms are already active.

Crows can fly into walls and fall, becoming stunned for a while.

If you "kill" (chase away) Grave Digger during the first encounter with him before the cable car, he will have less HP during the graveyard fight.

Even one lamp post in the puddle will damage Grave Digger during the fight, but won't kill him from full health. Second lamp post damage will always kill him, even if lamp posts are dropped in the puddle separately.

You get a free heal after intro part - after the cutscene with Dario. And another free heal after Carlos brings back the vaccine.

Strange thing - Arrange mode in the Mediakite JP PC release of the game seems to give either more HP to the bosses than in the actual international RE3 releases, or doesn't adapt the Rocket Launcher damage. In all my RE3 playthroughs with a Rocket Launcher, Nemesis was always down to the ground after one hit. Except the Arrange mode of Mediakite, where it brings him to 425 HP from 900, so you need to deal 25 more damage to him for him to go down the first time.