



# RESIDENT EVIL 2

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## THE BOARD GAME

Collected Scenarios

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Core Game  
&  
Expansions



**CAPCOM**

# NEW CHARACTERS

This expansion includes five new survivor characters for your games. Each character represents one of the survivors encountered by the original characters during their escape from Raccoon City, offering unique special abilities and gameplay.

Also returning as new characters are alternate versions of Leon S. Kennedy and Claire Redfield. These advanced characters are designed to be less forgiving than the versions found in *Resident Evil™ 2: The Board Game* and offer veteran players the choice to use a more challenging version of their favourite character with a different style of gameplay.

Players cannot play both versions of a named character during a scenario—there is, after all, only one Leon S. Kennedy and one Claire Redfield!

## CAMPAIGN MODE

At the start of a campaign players may select any of the characters from *Resident Evil™ 2: The Board Game* and this expansion.

Alternatively, for those looking for the most immersive experience, we recommend restricting players to the original characters from *Resident Evil™ 2: The Board Game* at the start of a campaign. During the campaign players must then unlock each *Survival Horror* character as they go. Unlocking a character allows a player to change their character to a new character.

## CHANGING CHARACTERS

Whenever a player changes character they replace their existing profile card with the profile card for the new character. They retain the same ammunition dial and health track levels as their previous character and may transfer all items between the two character's inventories. If the new character does not have the capacity to hold all of the previous character's items, the player must trade excess items with other players, or discard them.

The prerequisites for unlocking each character and when a player can change to that character are as follows.

**I** When changing characters, remember to change the model you're using unless you're changing to Advanced Claire or Advanced Leon.

## UNLOCK REQUIREMENTS



**Advanced Leon S. Kennedy** – If the player controlling Leon S. Kennedy begins Scenario 1 2B on **1** they may change their character to Advanced Leon S. Kennedy.



**Advanced Claire Redfield** – If the Zombie Brad Vickers mini-boss is defeated in Scenario 1A, at the beginning of Scenario 2A a player controlling Claire Redfield may change their character to Advanced Claire Redfield.



**Sherry Birkin** – One player beginning Scenario 9B on **2** may change their character to Sherry Birkin.



**Ben Bertolucci** – One player beginning Scenario 10B on **1** may change their character to Ben Bertolucci.



**Marvin Branagh** – During Scenario 3A any character on the same tile as Zombie Marvin Branagh may choose to discard a can of First-Aid Spray to remove the mini-boss from the playing area. If the mini-boss is removed in this way, one player may change their character to Marvin Branagh at the beginning of Scenario 4A.



**Brad Vickers** – If the Zombie Brad Vickers mini-boss is not encountered during Scenario 1A, one player may change their character to Brad Vickers at the beginning of Scenario 2A.



**Annette Birkin** – After completing any scenario featuring a Birkin boss encounter, one player may change their character to Annette Birkin at the start of the next scenario. If a player changes their character to Annette Birkin during the *Resident Evil™ 2: The Board Game* campaign, she cannot be unlocked during the *B-Files* campaign playthrough.

# PLAYER VERSUS PLAYER (PVP) CHARACTERS

The survivors are not the only characters still left among the living. Dangerous and unhinged individuals hide in the shadows, the Raccoon City disaster an opportunity to further their own sinister agendas. Playing one of these characters is a very different experience than playing one of the other survivors—one not recommended for beginner players.

PvP characters follow the same activation rules as other characters, with the following exceptions:


- PvP characters skip the Tension Phase during their activation. If an in-game effect would require them to draw additional cards (e.g., *Echoes in the Darkness*), place the effect on the next character to activate after the PvP character.
- PvP characters do not count towards the total number of characters when generating the Ink Ribbon pool.

- A PvP character cannot trade, search for, or place items in their inventory unless noted in the scenario brief.
- A PvP character cannot use a typewriter.



Unless stated, characters cannot attack or be attacked by PvP characters. As far as the other survivors are concerned, these figures are just like them, trying to escape the infested city. Note that a PvP character may still be attacked by enemies—to the infected monsters, they are just another foe!

If the players wish to play a PvP game, they must play one of the special scenarios on the following pages. PvP scenarios and characters are not compatible with campaign mode.

# NEW WEAPONS

The *Survival Horror* expansion adds three new  weapons to your games of *Resident Evil™ 2: The Board Game*. Each is a formidable addition to the players arsenal but must be used carefully due to lack of available ammunition...

## LIMITED AMMUNITION

 – **Limited ammo** weapons do not use an ammunition dial. When making an attack with a limited ammo weapon, roll the encounter die as part of the attack roll. If the  is rolled, the weapon has run out of ammunition and cannot be used again. **Limited ammo** weapons cannot be reloaded.

## FINDING THE NEW WEAPONS



To add the **Flamethrower** into your games, replace the Bowgun Bolts card in Item Deck A with the Flamethrower card during deck construction for Scenario 7A.



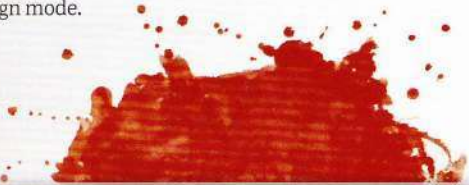
A character entering the Armoury during Scenario 5A or 10B may choose to take the **Gatling Gun** instead of the Submachine Gun or the Side Pack. Use the Submachine Gun ammunition dial for the Gatling Gun.




To add the **Sparkshot** into your games, replace the Blue Herb card in Item Deck B with the Sparkshot card during deck construction for Scenario 6A.

# HARD MODE

This expansion adds an optional difficulty setting for *Resident Evil™ 2: The Board Game*, designed for veteran players who want to be challenged. Hard mode is compatible with both standalone play and campaign mode.



Use the following rules for hard mode.

1. Each time the tension deck is reset during a scenario, remove two green cards and shuffle in a Vigour Mortis card.
2. Subtract 1 from any encounter die roll (to a minimum of .
3. During campaign mode, continues are not permitted.

For those of you who are brave enough to attempt the game this way, we salute you—it won't be easy!

# NEW ENEMIES

The *Survival Horror* expansion includes rules and enemy reference cards for upgrading your games of *Resident Evil™ 2: The Board Game* to include three new enemy types.



To include **Giant Spiders** in your game, replace the original Venomous Spray card in *Resident Evil™ 2: The Board Game* with the Venomous Spray card from this expansion.



To include **Ivies** in your game, replace the original Entangling Vines card in *Resident Evil™ 2: The Board Game* with the Entangling Vines card from this expansion.



To include **Poison Ivies** in your game, replace the original Entangling Vines card in *Resident Evil™ 2: The Board Game* with the updated Entangling Vines card from this expansion during Scenarios 13B and 14B.

## THE T-00 TYRANT

Players will frequently encounter the T-00 Tyrant during scenarios from this expansion. Use the T-00 Tyrant enemy reference card for these scenarios instead of the boss reference card. The only time the T-00 Tyrant is encountered as a boss is during Scenario 13B.



Enemy Reference Card



To include Crow enemies in your games, replace the original Murder of Crows card from *Resident Evil™ 2: The Board Game* with the Murder of Crows card from the *Murder from Above* expansion.

# RESIDENT EVIL™ 2 – THE BOARD GAME

## MALFORMATIONS OF G: CORE GAME & B-FILES GAME EXPANSION

The William Birkin Malformation bosses in this expansion are designed to expand upon the depth and gameplay of your games of *Resident Evil™ 2: The Board Game*.

The boss encounters introduced in this booklet may either be experienced as part of standalone games or as part of a narrative campaign. If played in campaign mode, for the best and most immersive experience we recommend playing Scenario 15B as the final game of the campaign, after Scenario 14B.

Birkin Stage One is an upgrade to Scenario 11B, offering players a final obstacle to overcome as they flee the RPD building. Birkin Stage Five is encountered in a special scenario as the characters speed away from Raccoon City.

Birkin Stage Two and Birkin Stage Four are both upgrades to existing scenarios from the core game, offering players additional challenges to overcome as they make their escape.



8x Birkin Stage One Behaviour Cards



7x Birkin Stage Five Behaviour Cards



6x Birkin Stage Two Behaviour Cards



8x Birkin Stage Four Behaviour Cards

## MODELS WITH MASSIVE BASES

This expansion introduces a new base size to *Resident Evil™ 2: The Board Game*—one so large it takes up multiple squares! Use the following rules for this intimidating new foe.

### LINE OF SIGHT

Line of sight exists between a model with a massive base and another model if an uninterrupted line can be drawn from the centre of any square occupied by the larger model to the centre of the square occupied by the smaller model, without crossing an intervening wall, corner, or closed door.

### COLLISION ATTACKS

Collision Attack is a new profile on the reference card for models with massive bases. It is listed with an evade difficulty and the effects resulting from a failed evade roll (1).



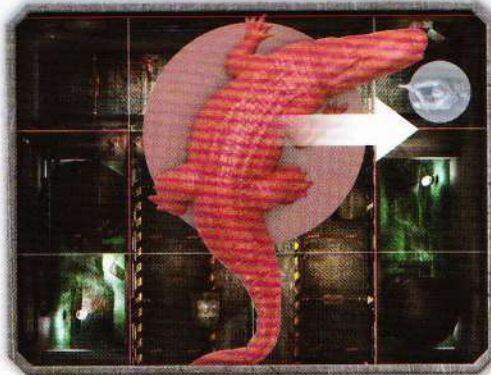
When a model with a massive base moves towards a character, it will always attempt to enter the square that character occupies. If a model with a massive base is placed in the same square as a character, that character suffers a collision attack. Resolve a push against the character, moving their model to the closest square with available space.

After the model with the massive base has finished its movement, any character which suffered a collision attack must make an evade roll to avoid suffering the listed effects.

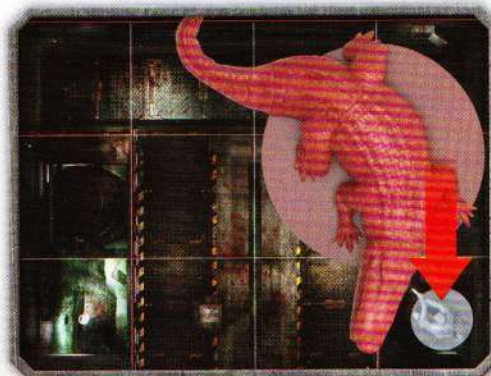
### UNGAINLY BULK

A model with a massive base occupies four squares. It cannot move diagonally and will enter two new squares per point of movement.

*Example*



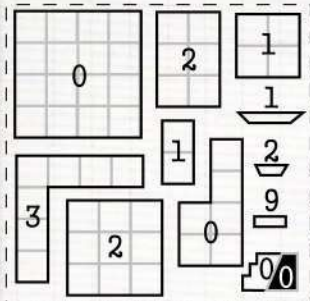
*The Giant Alligator moves one square towards Leon.*



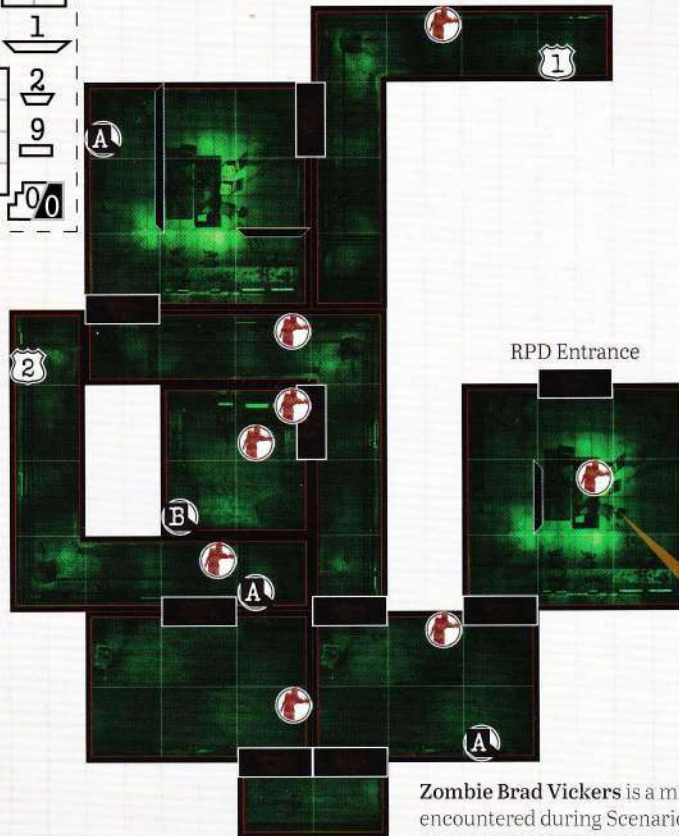
*The Giant Alligator ends its movement, occupying Leon's square. Leon suffers a collision attack and is pushed to the closest available square. He must now make an evade roll to avoid suffering damage.*

# SCENARIO 1A BRIEF - GETTING TO THE POLICE DEPARTMENT

In this scenario the characters have arrived in Raccoon City, only to find it overrun! With the streets no longer safe, they must make their way to the Raccoon City Police Department, which should be much more secure...



	Character Start
	Zombie
	Item (Deck A)
	Item (Deck B)
	Green tile



## STARTING ITEMS

- 1-4 Knife
- 1-4 Handgun

**Zombie Brad Vickers** is a mini-boss enemy encountered during Scenario 1A. To include him in your game, players must reach the RPD Courtyard without searching for any items during Scenario 1A, replacing the Zombie normally encountered there.



## ITEM DECK A

- 1x Handgun Bullets
- 2x Green Herb

## ITEM DECK B

- 1x Shotgun

## TENSION DECK

- 16x Green Card
- 1x Echoes in the Darkness (amber card)
- 1x Undead Ambush (red card)



0	1	1
		2
	2	2
4	4	3
		13
		20

### FIRST FLOOR



	Character Start
	Zombie
	Licker
	Item Box
	Stairwell
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Locked - Spade Key
	Locked - STARS Key

### SECOND FLOOR



*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

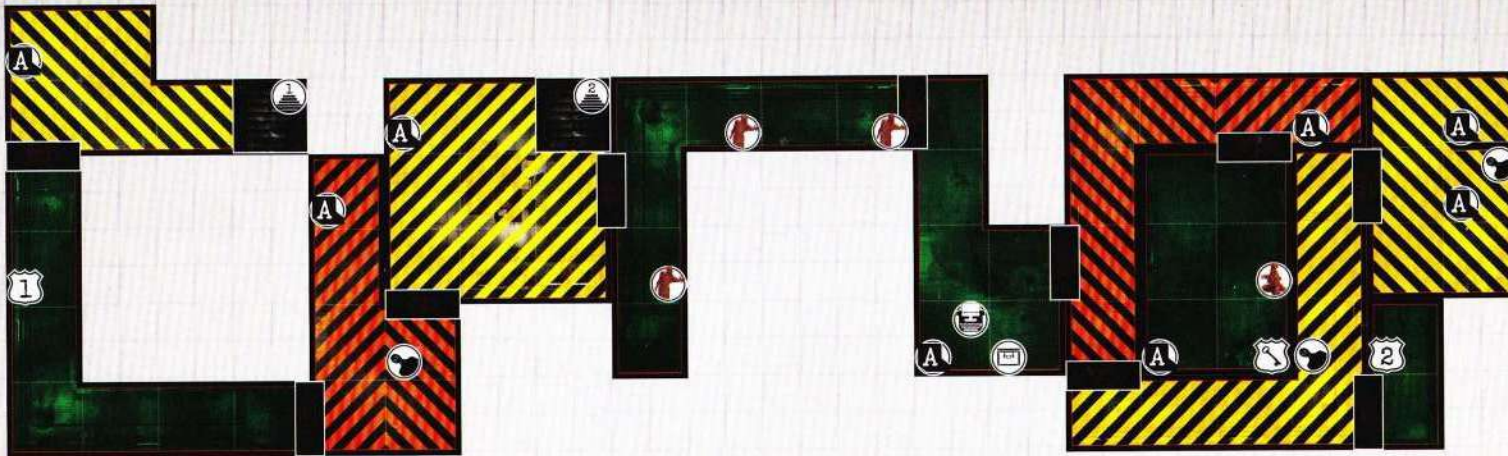
Dice	Enemies / Event Encountered
6	Empty
5	Unsettling Feeling - The active character draws an extra card during the Tension Phase.
4	Snatching Talons - The active character must pass an evade roll or their Action Phase ends immediately.
3	1x Zombie
2	2x Zombie at the closest
	Roll on the amber encounter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

### AMBER TILE

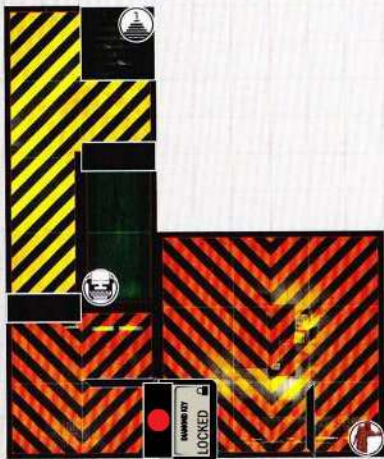
Dice	Enemies / Event Encountered
6	Empty
5	1x Zombie
4	1x Zombie, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
3	2x Zombie
2	2x Zombie at the closest
	2x Zombie Dog



## SECOND FLOOR



## FIRST FLOOR



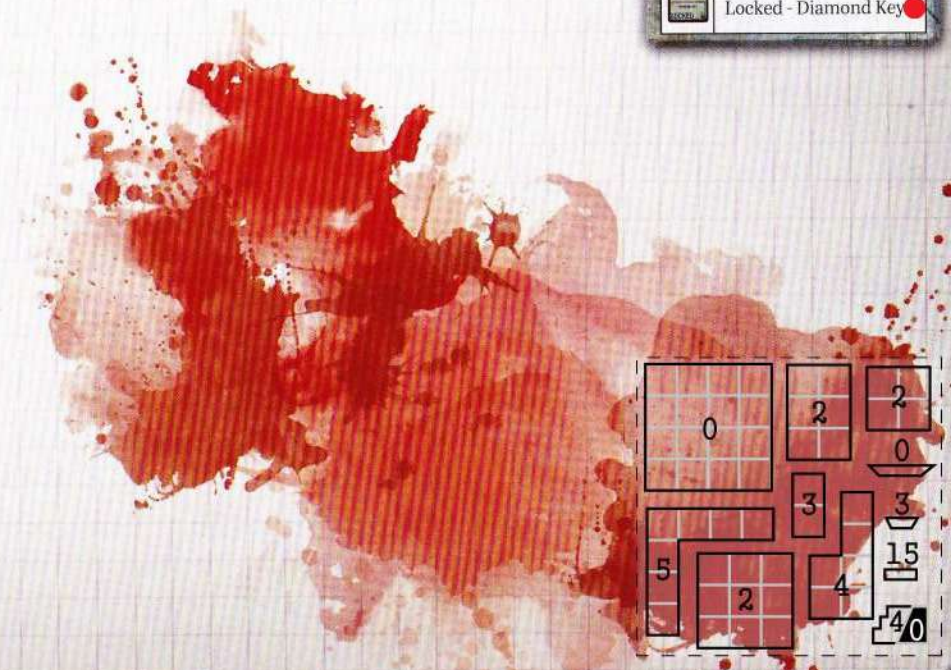
West Office

## THIRD FLOOR



**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 3A

# HEADING BACK TO MARVIN



*It looks like any survivors of the initial outbreak have long since fled or been killed, and the only police officers still present are roaming the halls as undead fiends. Only Marvin Branagh remains, locked inside the west office and passed out from blood loss. Time to head back and treat his wounds before it's too late!*

In this scenario the characters must make their way to Marvin in the West Office. The players successfully complete this scenario if all characters are on the tile marked West Office and there are no enemies on that tile.

This scenario takes place in the Raccoon City Police Department.

*From this scenario onwards, if the tension deck runs out, the game ends immediately and the players lose. To prevent this happening, you must keep an eye on how many cards are remaining and use Ink Ribbons and Typewriters to refresh the deck (see 'The Tension Deck and Running Out of Time' on p. 21 of the Resident Evil™ 2: The Board Game rulebook.*

## SPECIAL RULES

### THE CHIEF'S PUZZLES

Not sure how to unlock the West Office? Try searching through the items for clues...

*Astute players will no doubt have noticed the Wire Cord won't be much use during this scenario. It might be worth holding on to if you're playing in campaign mode, though!*

## CARD DECKS

### STARTING ITEMS

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

### ITEM DECK A

- 3x Handgun Bullets
- 2x Green Herb
- 1x Red Herb
- 2x Red Jewel ★
- 1x Wire Cord

### ITEM DECK B

- 1x Grenade Launcher

### TENSION DECK

- 30x Green Card
- Amber:**
  - 2x Echoes in the Darkness
  - 2x Prehensile Grasp
  - 2x No Escape...
  - 1x Persisting Unease
- Red:**
  - 1x Bloodcurdling Howl
  - 1x Undead Ambush
  - 1x Murder of Crows

### ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Prehensile Grasp token
- 1x Persisting Unease token
- 1x Diamond Key card

*If you're playing in campaign mode, make sure you pick up every weapon you can! You won't get chance to come back and find anything you missed in earlier scenarios, and will struggle to finish the campaign without them!*

## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	1x corpse
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.
☠	Roll on the amber encounter table instead.

### AMBER TILE

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



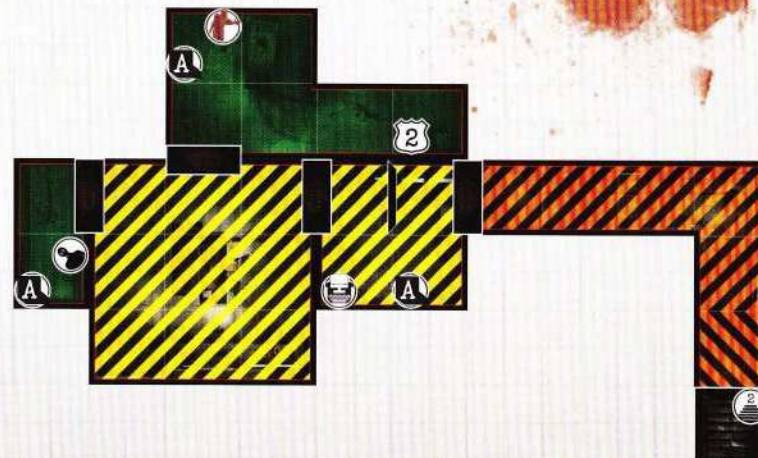
# FIRST FLOOR



# SECOND FLOOR



# STREETS



	Character Start
	Exit
	Corpse Marker
	Typewriter
	Zombie
	Licker
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Locked - Heart Key <span style="color: red;">●</span>
	Locked - Club Key <span style="color: blue;">●</span>

0	1	3
		2
	4	3
5		15
	4	1
		40

With every passing moment, the RPD building becomes increasingly dangerous and the odds of survival become ever more bleak. Only one chance remains—an escape route mentioned in an operations report from Marvin's office. Now begins the desperate hunt for a key to unlock the path ahead!

In this scenario the characters must make their way into the Basement and leave the RPD building behind them. A character placed on the square marked with the ★ has escaped and is removed from the playing area. The players successfully complete this scenario if all characters have escaped the playing area.

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

*Although players will probably want to escape this scenario as quickly as possible, it's definitely worth staying to look for the Club Key, especially if you're playing in campaign mode. Invaluable items are hidden away in those extra rooms!*

## SPECIAL RULES

### SECURING THE EAST CORRIDOR

A character with the Wire Cord from Scenario 3A 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.

### THEY'RE BREAKING IN!

When the Heart Key is placed in a character's inventory, shuffle an Undead Ambush card into the tension deck draw pile.

## SCENARIO BRIEF 4A

# LET'S GET THE HELL OUT OF HERE!



## 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 Shotgun Shells
- 1x Bowgun Bolts
- 1x Green Herb
- 1x Club Key
- 1x Heart Key ★

### ITEM DECK B

- 1x First-Aid Spray
- 1x Custom Handgun Parts
- 1x Red Key Card

### TENSION DECK

- 30x Green Card
- Amber:**
  - 2x Echoes in the Darkness
  - 1x Prehensile Grasp
  - 1x Persisting Unease
  - 2x Tough Hide
  - 2x No Escape...
- Red:**
  - 1x Bloodcurdling Howl
  - 1x Hideous Screech
  - 1x Vigour Mortis
  - 1x Murder of Crows

### ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 1x Prehensile Grasp token
- 2x Persisting Unease token
- 1x Undead Ambush card
- 1x Custom Handgun card



## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	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.)
4	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
3	1x Zombie
2	1x Zombie, 1x corpse
⚡	Scent of Death – Draw two cards from the tension deck.

### AMBER TILE

Dice	Enemies / Event Encountered
6	2x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	1x Zombie
4	1x Zombie, 1x corpse
3	2x Zombie at the closest ⚡
2	2x Zombie, Snatching Talons – The active character must pass an evade roll or their Action Phase ends immediately.
⚡	2x Zombie Dog

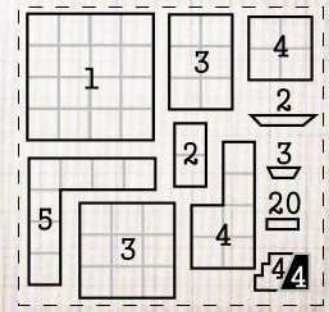
# CESSPOOL



# BASEMENT



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	Zombie Dog
	G-Mutant
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Lockpick
	Locked - Blue Key Card
	Locked - Red Key Card



With the Police Department above hopelessly overrun, there is no way back. As foreboding as the prospect is, the only hope is to follow the escape route and head towards the sewers. But first, a new horror must be overcome—a monstrous creature the like of which has never been seen before...

In this scenario the characters must defeat the G-Mutant boss blocking their escape from the Police Department. The players successfully complete this scenario once the G-Mutant has been killed.

This scenario takes place in the RPD Basement and the Cesspool.

## SPECIAL RULES

### INSIDE THE MORGUE

While in the same square as the , a character may spend an action to discard the Blue Key Card and exchange it for the Lockpick.

### THE ARMOURY

The Armoury is a special room accessible only during campaign mode if the players collected the Red Key Card during Scenario 4A.

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.

*Think carefully before taking either the Submachine Gun or the Side Pack, as the choice will have repercussions later on...*



## SCENARIO BRIEF 5A

# ESCAPE FROM RPD



## CARD DECKS

### STARTING ITEMS

2-4 Knife  
2-4 Handgun  
3x First-Aid Spray  
1x Shotgun  
1x Bowgun  
1x Grenade Launcher

### ITEM DECK A

1x Green Herb  
3x Handgun Bullets  
1x Shotgun Shells  
1x Bowgun Bolts  
1x Grenade Rounds  
1x Magnum

### ITEM DECK B

1x Ink Ribbon  
1x Red Herb  
1x First-Aid Spray  
1x Blue Key Card

### TENSION DECK

■ 30x Green Card  
**Amber:**  
1x Echoes in the Darkness  
1x Persisting Unease  
1x Crimson Thirst  
2x Tough Hide  
2x No Escape...  
**Red:**  
1x Undead Ambush  
1x Hideous Screech  
1x Rising Fear  
2x Vigour Mortis

### G-MUTANT BEHAVIOUR DECK

2x Spawn G-Imago  
2x Lurch Forward  
2x Acidic Bile  
2x Monstrous Sweep

### ADDITIONAL CARDS AND TOKENS


1x Echoes in the Darkness token  
2x Persisting Unease token  
1x Side Pack token  
8x G-Imago token  
1x Lockpick card  
1x Submachine Gun card





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.

## ENCOUNTER DICE TABLES


### YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	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).
4	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
3	1x Zombie
2	1x Zombie, 1x corpse
	2x Zombie

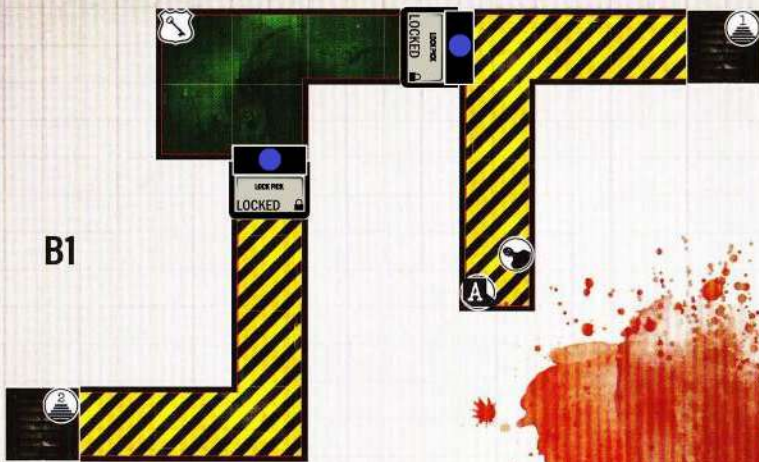
### AMBER TILE

Dice	Enemies / Event Encountered
6	2x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	1x Zombie
4	1x Zombie, Snatching Talons – The active character must pass an evade roll or their Action Phase ends immediately.
3	2x Zombie at the closest 
2	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
	1x Licker

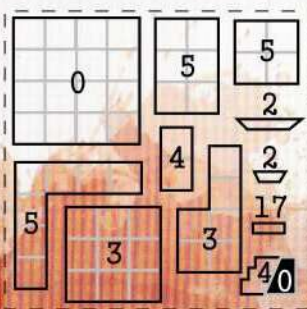
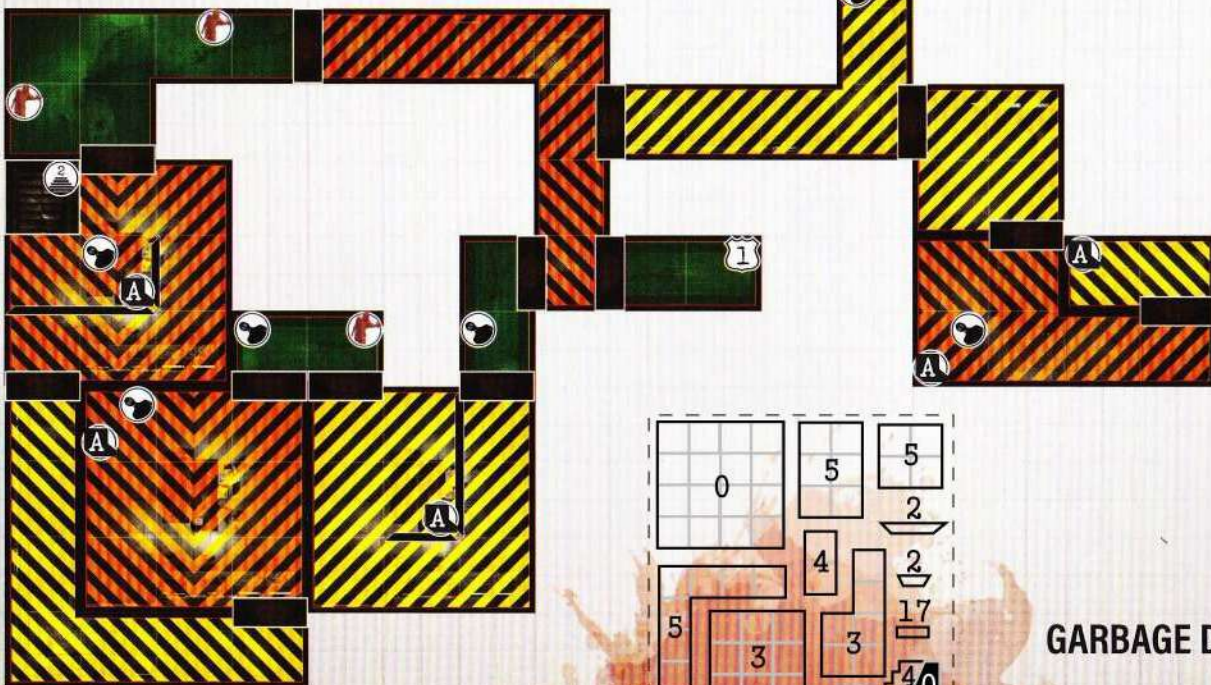
### RED TILE

Dice	Enemies / Event Encountered
6	Deepening Unease – The active character draws two extra cards during the Tension Phase.
5	At the start of the active character's next activation replace each corpse on this tile with a Zombie.
4	At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
3	2x Zombies
2	Replace each corpse on this tile with a Zombie.
	1x Licker

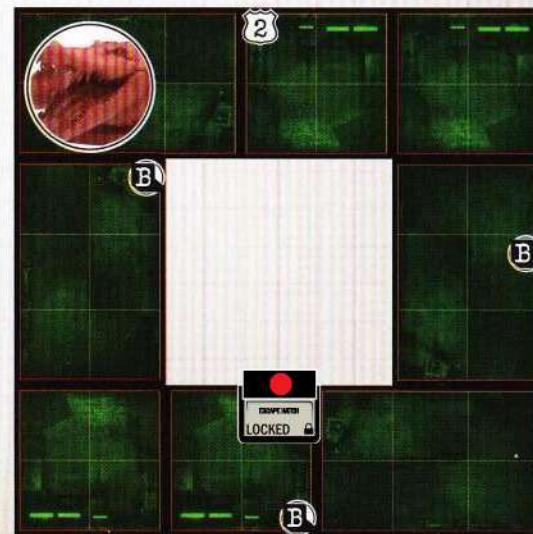
B1



B2



GARBAGE DUMP



	Character Start
	Corpse
	Item Box
	Zombie
	Giant Alligator
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Locked - Escape Hatch
	Locked - Lockpick


A metallic grinding sound is the only warning before a vent opens, dragging one of the survivors away in a current of polluted green water. Their shouts reverberate through the tunnels from below as they call for their comrades—but other, more primal creatures are listening, reptilian eyes now upon the unsuspecting interloper...

In this scenario one of the characters is trapped and must fend off the monstrous Giant Alligator while the other survivors race to provide assistance. The players successfully complete this scenario if the character in the Garbage Dump location escapes the playing area.

This scenario takes place in the Sewers and Garbage Dump.

## SPECIAL RULES

### SPECIAL DEPLOYMENT

Only one character may begin the game on .


### OPEN CORRIDOR

Each of the tiles forming the Garbage Dump location count as a single tile. Models can move freely between tiles and do not require doors. Line of sight may be drawn between tiles.

### RUNNING OUT OF TIME!

Players begin this scenario without any Ink Ribbons.

### ESCAPE HATCH

A character may use the Sewer Manager's Key while in the square marked with the  to unlock the door marked as the Escape Hatch. Once this door has been unlocked, characters in the Garbage Dump may use it to escape the playing area.

### THE WATER IS RISING!

During this scenario the water level in the Garbage Dump is slowly rising, forcing the character trapped inside to wade through dirty waste. If ever the tension deck is exhausted, the scenario immediately ends in failure for the players as the water level rises high enough to drown the trapped character!

At the start of the scenario after creating and shuffling the tension deck, split the deck in half. Shuffle the It's Beginning to Flood... card into the bottom half, then place the other half back on top.

If only two characters are playing this scenario, heavy flooding is already underway at the start of the scenario. Shuffle in the Rising Waters card instead, and add two Rush Forward cards to the Giant Alligator behaviour deck.

## SCENARIO BRIEF 5A+

# TERROR IN THE DEPTHS



## CHOOSE YOUR POISON...


During this scenario, some encounter table results will allow players to choose between two different effects. Players are free to choose either option, provided they can fully resolve the chosen effect.

## CARD DECKS

### STARTING ITEMS

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





### ITEM DECK A

1x Handgun Bullets  
1x Green Herb  
2x Blue Herb  
1x Lockpick  
1x Sewer Manager's Key 



### ITEM DECK B

1x Handgun Bullets  
1x Shotgun Shells  
1x Bowgun Bolts

### TENSION DECK

 21x Green Card  
**Amber:**  
 2x No Escape  
 2x Tainted Wounds  
 2x Terror Below

### Red:

 1x Venomous Spray  
 2x Vigour Mortis

### GIANT ALLIGATOR BEHAVIOUR DECK


3x Crush  
1x Rush Forward  
1x Terrifying Roar  
1x Wall Smash  
**ADDITIONAL CARDS AND TOKENS**  
1x Rising Fear token  
1x Swallow card  
1x Wall Smash card  
2x Rush Forward card  
1x It's Beginning to Flood... card  
1x Rising Waters card

## 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, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
2	2x Zombie <b>OR</b> No enemies. The Giant Alligator performs a move.
	2x Zombie Dog <b>OR</b> No enemies. Draw a card from the Giant Alligator behaviour deck.

### AMBER TILE

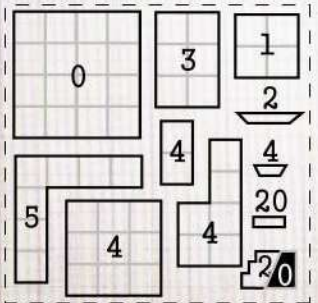
Dice	Enemies / Event Encountered
6	Fearful Scene – Place a Rising Fear token on this tile. (While on the same tile as a Rising Fear token, players must draw an additional card during the Tension Phase.)
5	1x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
4	2x Zombie
3	2x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
2	2x Zombie Dog <b>OR</b> No enemies. The Giant Alligator performs a move.
	1x Licker <b>OR</b> No enemies. Draw a card from the Giant Alligator behaviour deck.

# SEWERS



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

	Birkin Stage Two
	Item (Deck B)
	Green tile



With the hideous G-Mutant at last defeated, the sewer entrance beckons. A grimy doorframe of bare metal marks the threshold beyond which rusted iron steps descend into the darkness. The underground walkways below will offer some respite from the infested city, but the rancid depths conceal creatures and perils yet unknown...

In this scenario, the characters must make their way through the Sewers and towards the Marshalling Yard. The players successfully complete this scenario if all characters are on the tile marked as the Elevator Platform.

This scenario takes place in the Sewers and the Marshalling Yard.

## SPECIAL RULES

### SAFE HAVEN

A character on the Elevator Platform tile does not have to draw a card during the Tension Phase.



To add the **Sparkshot** into your games, replace the Blue Herb card in Item Deck B with the Sparkshot card during deck construction for Scenario 6A.



## SCENARIO BRIEF 6A

# JOURNEY THROUGH THE SEWERS



## CARD DECKS

### STARTING ITEMS

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

### ITEM DECK A

- 2x Handgun Bullets
- 2x Blue Herb
- 1x Eagle Medal
- 1x Wolf Medal (★)

### ITEM DECK B

- 1x Ink Ribbon
- 1x First-Aid Spray
- 1x Blue Herb

### TENSION DECK

- 30x Green Card
- Amber:**
  - 2x Tough Hide
  - 1x Echoes in the Darkness
  - 1x Crimson Thirst
  - 3x Tainted Wounds
  - 1x Dragged Away
- Red:**
  - 1x Venomous Spray
  - 1x Undead Ambush
  - 2x Vigour Mortis
  - 1x Rising Fear

### ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Rising Fear token

## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
4	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
3	1x Zombie
2	1x Zombie, 1x corpse
☠	1x Zombie, Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.

### AMBER TILE

Dice	Enemies / Event Encountered
6	Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
5	1x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
4	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
3	2x Zombie at the closest (☠)
2	Scent of Death – Draw two cards from the tension deck.
☠	Fearful Scene – Place a Rising Fear 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.)

## SCENARIO BRIEF 6A UPGRADE

### BATTLE ON THE ELEVATOR PLATFORM

The only sound on the elevator platform is a faint metallic grind as it descends into the Underground Laboratory, a world apart from the sinister echoes that plague the poisonous sewer depths. Suddenly the weary silence is broken by a crash, as a hulking mass of malformed muscle and flesh smashes onto the metal flooring from above...

This is an additional boss encounter for Scenario 6A. See the brief below for which additional tile is used, and the location of the boss and additional items.

## SPECIAL RULES

### UPDATED OBJECTIVE

Update the second paragraph of the Scenario 6A brief to the following:

The players successfully complete this scenario once Birkin Stage Two has been killed and all characters are on the tile marked as the Elevator Platform.

### ELEVATOR PLATFORM

When playing with this expansion, replace the tile shown in the original scenario brief with the one shown in this updated brief.

### EXTRA FIREPOWER

If the players are not playing in campaign mode, add a Magnum card and a Grenade Launcher card to Item Deck B. If they are playing in campaign mode, instead add a Magnum Rounds card and a Grenade Rounds card to Item Deck B.

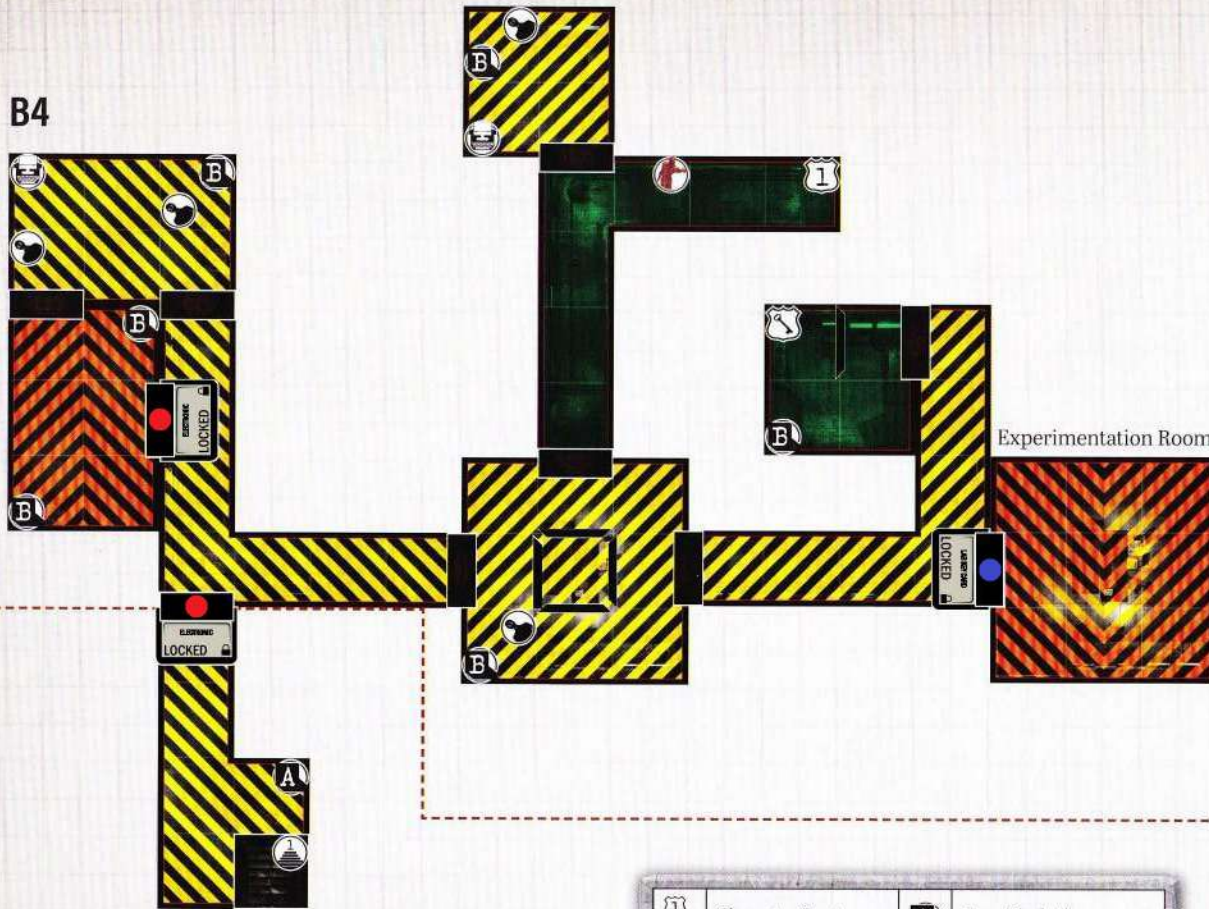
### BIRKIN STAGE TWO BEHAVIOUR DECK

- 3x Double Strike
- 2x Talon Rake
- 1x Wild Swing

Birkin Stage Two begins at the height of his destructive powers—the characters must attempt to weaken him as quickly as possible!



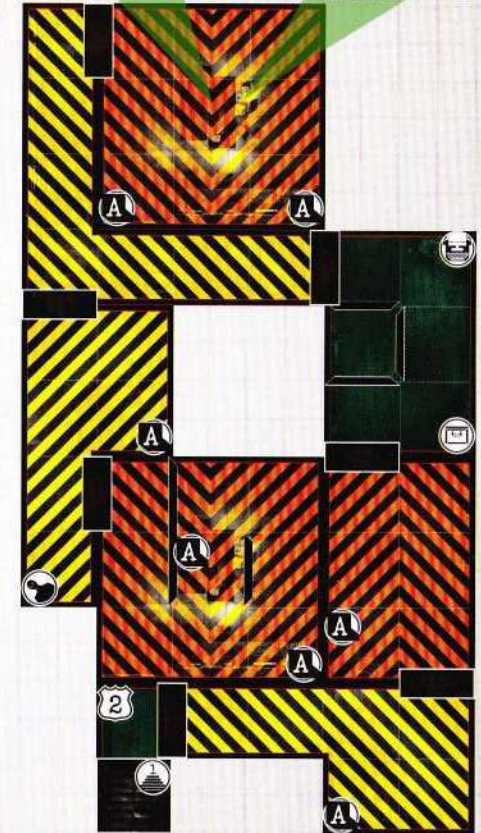
B4



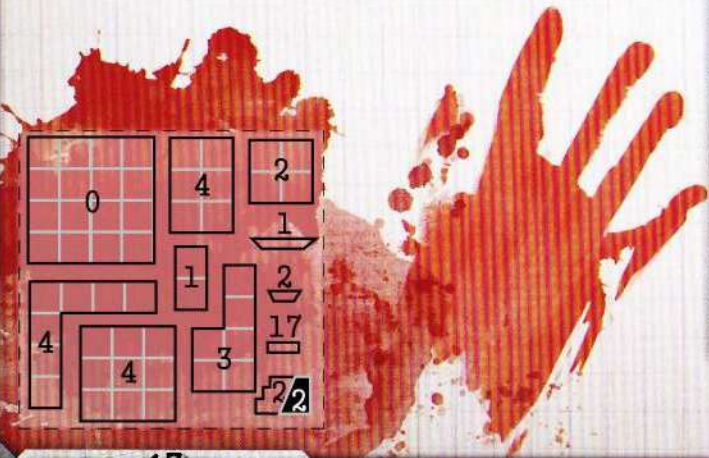
	Giant Moth
	Item (Deck B)
	Green tile



B5



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



## THE GIANT MOTH

The Giant Moth mini-boss is encountered in the Underground Laboratory during Scenario 7A. To include the Giant Moth in your game, place the model in the B5 Computer Room as shown below during setup. This room's colour code then becomes green.

At last the desperate flight through the sewers is over, but at what cost? Even as the prospect of salvation dawns on the horizon comes the bitter realisation that a journey into the Underground Laboratory must be made in order to find a vaccine for the deadly G-Virus...

In this scenario the characters have made their way to the Underground Laboratory and must now find the base vaccine for the G-Virus and mix it using the VAM Machine. The players successfully complete this scenario if all characters are on the tile marked as the Experimentation Room and one of the characters has the Vaccine Cartridge scenario item in their inventory.

This scenario takes place in the Underground Laboratory.

## SPECIAL RULES

### EXPERIMENTAL CREATURES

Whenever you encounter certain creatures in this scenario, replace them with Umbrella's more dangerous experimental versions.


- **Evolved Lickers:** All Lickers are Evolved Lickers.

### POWERED DOWN

At the start of this scenario the Underground Laboratory is powered down and several doors are electronically locked. To unlock them the characters will have to find some way restore the power... but how?

### SPLIT SCENARIO

At the beginning of this scenario characters are isolated in two separate areas by their starting squares and will not be able to interact with each other until the power is restored.

This is represented on the scenario brief by .

Each starting square has its own tension deck for characters beginning the game there to use, which is the tension deck for that area. Effects from each deck will only affect the area in which the starting point is located (e.g., drawing Tough Hide from the ① tension deck would not affect Zombies in the area containing the ②). Players still have a shared Ink Ribbon pool, but using an Ink Ribbon will reset only the tension deck for the area in which the Ink Ribbon is used. If there are only two characters in this scenario, increase the Ink Ribbon pool by 1.

Remember, if either tension deck runs out, the players lose!

Once power is restored, both areas are connected again and the playing area returns to normal. Shuffle the two tension deck draw piles together to create a single draw pile and combine both tension deck discard piles before placing them next to the draw pile.

## SCENARIO BRIEF 7A

# FINDING THE VACCINE



## CARD DECKS

### STARTING ITEMS

2-4 Knife  
2-4 Handgun  
2x First-Aid Spray  
1x Shotgun  
1x Bowgun  
1x Grenade Launcher

### ITEM DECK A

1x Ink Ribbon  
1x Handgun Bullets  
1x Shotgun Shells  
1x Bowgun Bolts  
2x Green Herb  
1x Blue Herb  
1x Lab Key Card ★

### ITEM DECK B

2x Handgun Bullets  
1x Green Herb  
1x Blue Herb  
1x Fuse Case  
1x Vaccine Cartridge ★

### TENSION DECK ①

15x Green card  
**Amber:**  
1x No Escape...  
1x Echoes in the Darkness  
1x Tough Hide  
1x Persisting Unease  
**Red:**  
1x Entangling Vines  
1x Vigour Mortis  
1x Rising Fear

### TENSION DECK ②

15x Green card  
**Amber:**  
1x No Escape...  
1x Tainted Wounds  
1x Crimson Thirst  
1x Unnatural Strength  
**Red:**  
1x Entangling Vines  
1x Vigour Mortis  
1x Undead Ambush  
1x Hideous Screech

### ADDITIONAL CARDS AND TOKENS

1x Echoes in the Darkness token  
1x Persisting Unease token



To add the **Flamethrower** into your games, replace the Bowgun Bolts card in Item Deck A with the Flamethrower card during deck construction for Scenario 7A.

## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
4	Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
3	1x Zombie
2	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
⚰	2x Zombie at the closest ☠️

### AMBER TILE

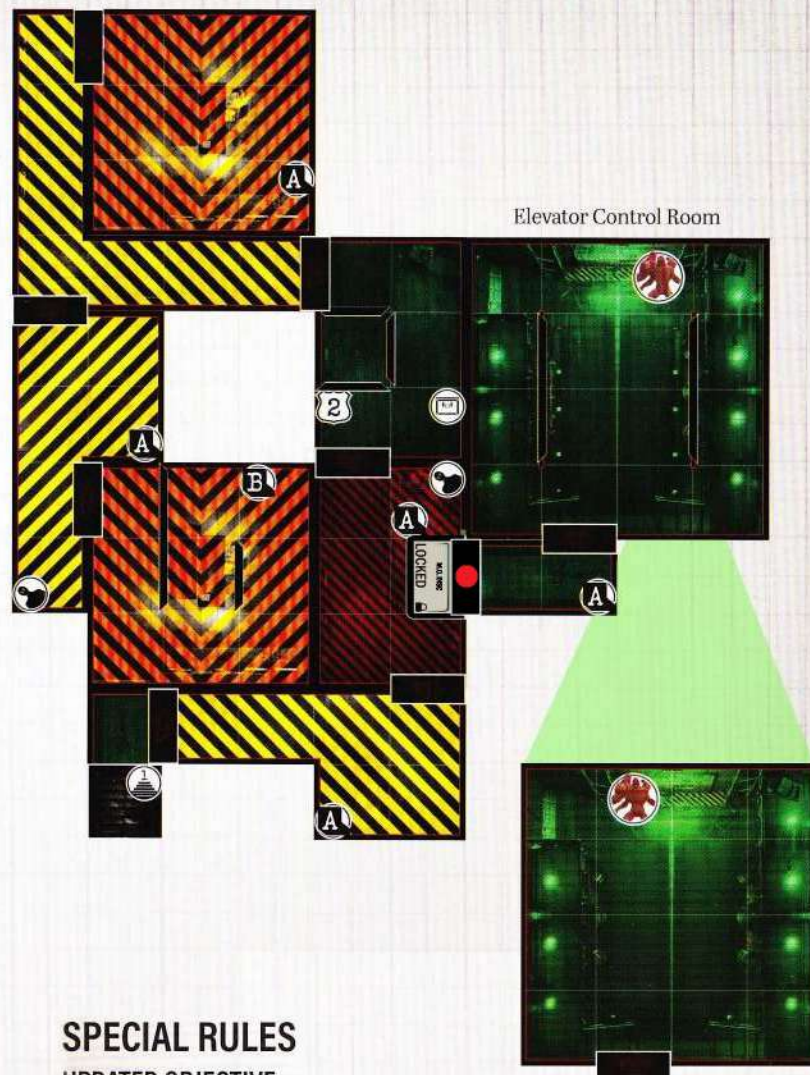
Dice	Enemies / Event Encountered
6	2x corpses
5	Scent of Death – Draw two cards from the tension deck.
4	1x Zombie, 1x corpse
3	2x Zombie
2	2x Zombie, Tainted Wounds – For one round enemy attacks cause the Poison condition in addition to any other effects.
⚰	1x Licker



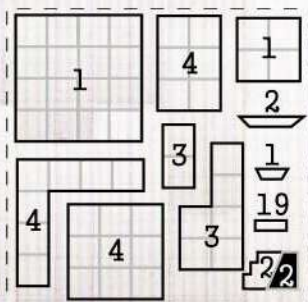
B4



B5



	Character Start		Item (Deck A)
	Corpse		Item (Deck B)
	Item Box		Green tile
	Birkin Stage Three		Yellow tile
	Stairwell		Amber tile
	Locked - M.O. Disc		Red Tile



### SPECIAL RULES

#### UPDATED OBJECTIVE

Update the second paragraph of the Scenario 8A brief to the following:

*The players successfully complete this scenario once Birkin Stage Four has been killed and all characters are on the tile marked as the Elevator Control Room.*

	Birkin Stage Three
	Item (Deck B)
	Green tile

## SCENARIO BRIEF 8A

# ESCAPING THE LABORATORY



The computer's mechanical, unfeeling voice is nearly drowned out by the shrieks of the monsters and the warning klaxons. Time is running out, with the self-destruct sequence activated and relentlessly counting down. Only one last hurdle remains—the malformed creature that once was William Birkin.

In this scenario the end is finally in sight, and escape is nigh! The players successfully complete this scenario once Birkin Stage Three has been killed and all characters are on the tile marked as the Elevator Control Room.

This scenario takes place in the Underground Laboratory.

## SPECIAL RULES

### EXPERIMENTAL CREATURES

Whenever you encounter certain creatures in this scenario, replace them with Umbrella's more dangerous experimental versions.

- **Evolved Lickers:** All Lickers are Evolved Lickers.
- **Modified Zombies:** All Zombies are Modified Zombies.

### SELF-DESTRUCT SEQUENCE

During this scenario, the Underground Laboratory's self-destruct sequence has been activated and is counting down. If ever the tension deck is exhausted, the scenario immediately ends in failure for the players as the Laboratory explodes with the characters still inside!

## SCENARIO BRIEF 8A UPGRADE

### UNCONTROLLABLE MONSTROSITY

*Towering above even the most formidable foe, William Birkin's third malformation is the most terrifying yet, an enormous creature born of nightmares. Bullets punch into his indomitable form with little effect, and a seemingly tireless reserve of strength drives him ever forward. What could possibly be worse than this?*

*This is an additional boss encounter for Scenario 8A. See the rules below for which additional tile is used and how the boss model enters the playing area.*

*Think carefully about how to manage this latest and most deadly malformation of William Birkin. Due to its size and mobility, it can attack all of the players at once during a single activation!*

### ELEVATOR CONTROL ROOM

When playing with this expansion, replace the tile shown in the original scenario brief with the one shown in this updated brief.

### UNCONTROLLABLE MUTATION

When playing with this expansion, the first time Birkin Stage Three's health dial is reduced to 0, remove Birkin Stage Three from play and replace it with Birkin Stage Four, with part of the new model's base in the same square as Birkin Stage Three's last position.

### BIRKIN STAGE FOUR BEHAVIOUR DECK

- 3x Trample
- 1x Savage Bite
- 2x Rending Claws
- 2x Predatory Leap

## CARD DECKS

### STARTING ITEMS

- 1-4 Knife
- 1-4 Handgun
- 4x First-Aid Spray
- 1x Shotgun
- 1x Bowgun
- 1x Grenade Launcher
- 1x Magnum

### ITEM DECK A

- 1x Magnum Rounds
- 1x Grenade Rounds
- 1x Shotgun Shells
- 1x Grenade Launcher
- 1x First-Aid Spray
- 2x Green Herb
- 1x Red Herb

### ITEM DECK B

- 1x Handgun Bullets
- 1x First-Aid Spray
- 1x M.O. Disc

### TENSION DECK

- 30x Green Card
- Amber:**
  - 2x No Escape...
  - 2x Prehensile Grasp
  - 1x Crimson Thirst
  - 2x Echoes in the Darkness
- Red:**
  - 1x Entangling Vines
  - 2x Vigour Mortis
  - 1x Hideous Screech

### BIRKIN STAGE THREE BEHAVIOUR DECK

- 2x Brutal Claws
- 2x Berserk Swing
- 2x Combo Strikes
- 2x Jump Slash
- 1x Impale

### ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Prehensile Grasp token
- 2x Persisting Unease token
- 1x Rising Fear token
- 1x Decapitation card
- 1x Reflex Slash card
- 2x Countdown to Explosion card

## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	1x corpse, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
4	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
3	1x Zombie
2	1x Zombie, 1x corpse
☠	1x 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.)

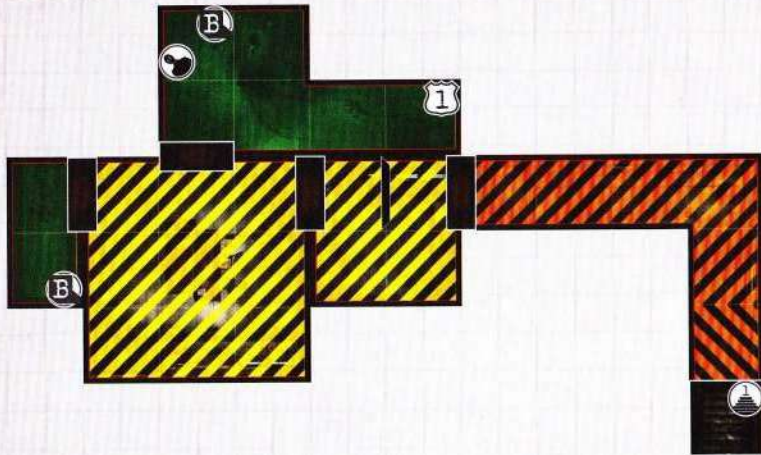
### AMBER TILE

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	1x Zombie, Lurch Forward – All enemies on this tiles and linked tiles perform a move reaction.
4	2x Zombie
3	2x Zombie at the closest ☠
2	1x Licker
☠	Scent of Death – Draw two cards from the tension deck.

### RED 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	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.) Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
4	Replace each corpse on this tile with a Zombie
3	2x Zombie
2	Scent of Death – Draw two cards from the tension deck.
☠	Fearful Scene – Place a Rising Fear 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.)

## STREETS



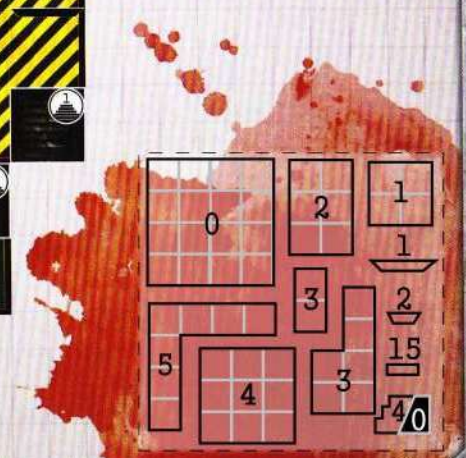
## FIRST FLOOR



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	Stairwell
	Scenario Objective
	Raging Fire Token
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Spade Key

## SECOND FLOOR

S.T.A.R.S. Office



0	2	1
		1
	3	2
5		15
	4	3
		40

The streets are not safe. The undead flood towards the site of the accident, low groans and the shuffle of feet audible from all directions. Parted by unescapable destiny, you think only of meeting up once more with the remaining survivors inside the Raccoon City Police Department...

In this scenario the characters must rendezvous in 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 Streets and the Raccoon City Police Department.

## SPECIAL RULES

### BURNING WRECKAGE

The path ahead of the characters on the 2nd floor is blocked by a raging fire, which must be extinguished before it spreads and consumes the whole building! The raging fire token counts as a huge base and blocks movement past it.

*If you're not sure how to extinguish the fire, try searching the item deck for clues.*

### THE PURSUIT BEGINS...

When the raging fire token is removed from the playing area, shuffle a T-00 Attacks! card into the tension deck draw pile.

### SAFE HAVEN

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

## SCENARIO BRIEF 9B

# MEETING UP



## CARD DECKS

### STARTING ITEMS

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

### ITEM DECK A

- 1x Spade Key
- 1x Shotgun

### ITEM DECK B

- 2x Handgun Bullets
- 1x Green Herb
- 1x Red Herb
- 1x Valve Handle ★
- 1x Red Key Card

### TENSION DECK

- 30x Green Card
- Amber:**
  - 1x Unnatural Strength
  - 1x Crimson Thirst
  - 1x No Escape...
  - 1x Persisting Unease
  - 1x Tough Hide
  - 2x Mounting Trepidation
- Red:**
  - 1x Undead Ambush
  - 1x Murder of Crows
  - 2x Vigour Mortis

### ADDITIONAL CARDS AND TOKENS

- 1x Rising Fear token
- 2x Persisting Unease token
- 2x T-00 Attacks! card
- 1x Hideous Screech card



## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	No enemies
5	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
4	2x corpse
3	1x Zombie
2	1x Zombie, 1x corpse
⚰	2x Zombie at the closest ☠️

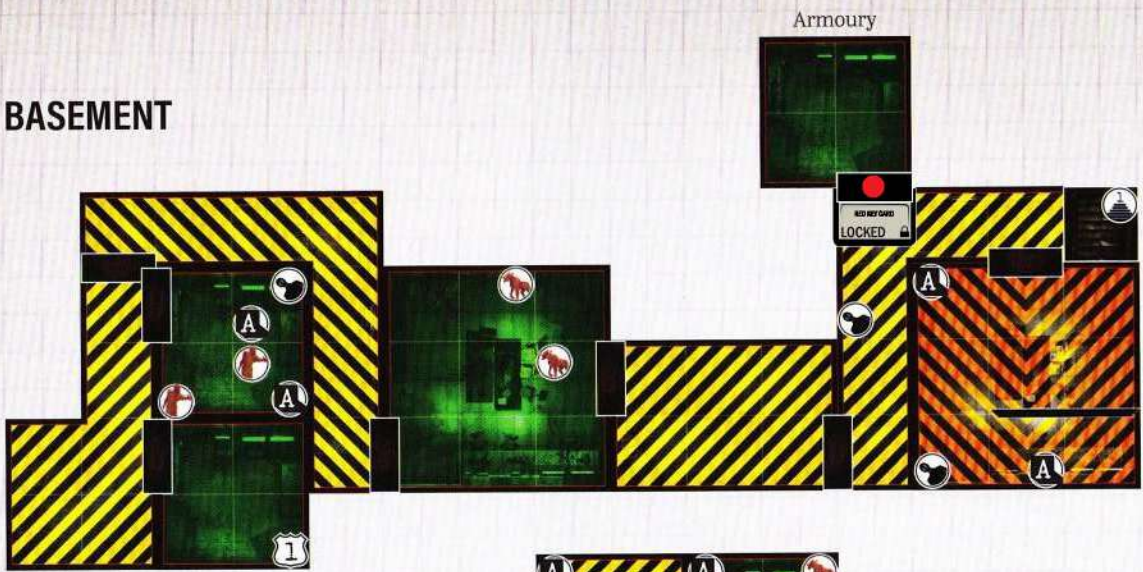
### AMBER TILE

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	1x Zombie Dog
4	1x Zombie, 2x corpse
3	2x Zombie at the closest ☠️
2	2x Zombie Dog
⚰	3x Zombie

### RED TILE

Dice	Enemies / Event Encountered
6	2x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	Shuffle a Hideous Screech card into the tension deck.
4	Spawn a Licker at the end of the active character's Tension Phase.
3	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.)
2	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.

# BASEMENT



# FIRST FLOOR




	Character Start
	Exit
	Corpse
	Typewriter
	Zombie
	Zombie Dog
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Red Key Card
	Locked - Diamond Key

0	1	5
		3
	2	1
5	5	17
		30

# 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, heartbreaking 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...*

## 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...  
2x Mounting Trepidation

### 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



## SECOND 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

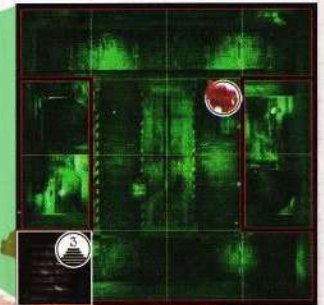
When playing with this expansion, the EXIT stairwell in Scenario 11B is connected to the stairwell on the Cesspool and is no longer an EXIT point.

### BIRKIN STAGE ONE BEHAVIOUR DECK

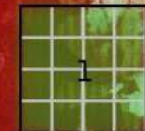
- 3x Iron Pipe
- 1x Stalk
- 1x Pipe Throw

### ADDITIONAL CARDS AND TOKENS

- 3x Bludgeon cards




	Birkin Stage One
	Green tile



0	4	2
	2	2
	4	18
6	4	2
		50

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.*



## 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 

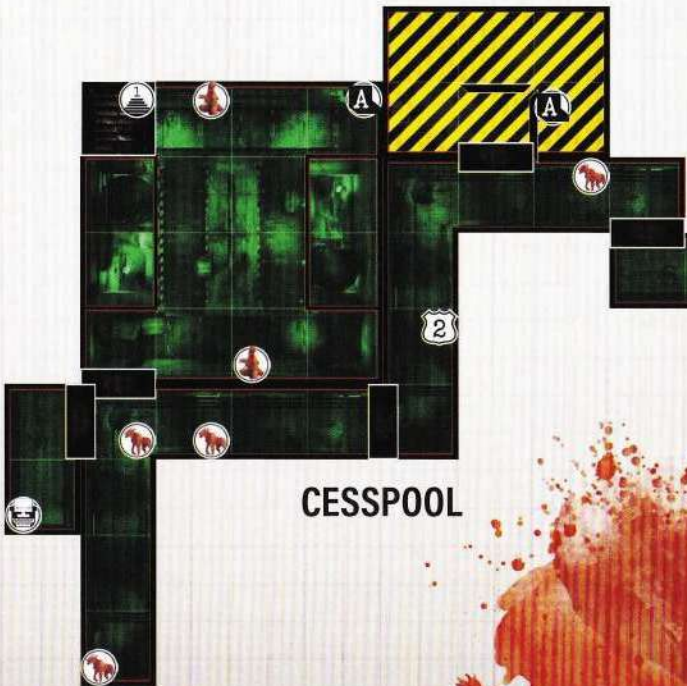
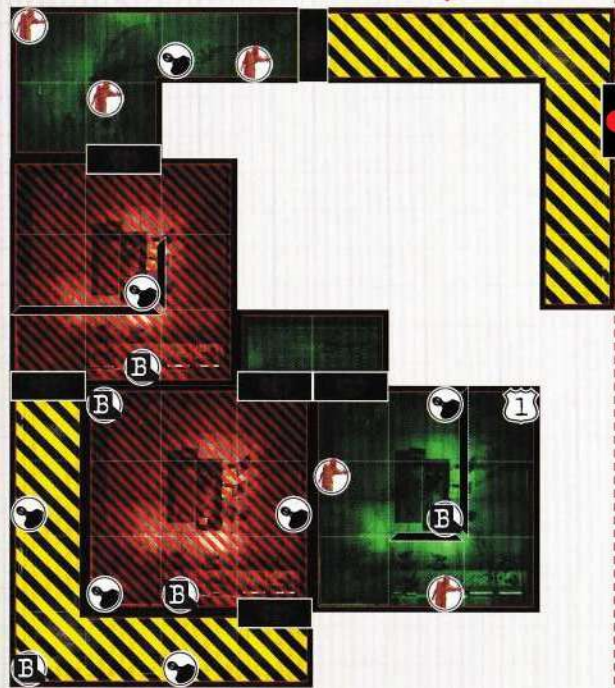
### AMBER TILE

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. Marked for Death – Place the Marked Target token on the active character.

# SEWERS



# CESSPOOL



	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

1	2	1
		2
	4	3
5	3	17
		24

The echo of the gunshot still loud in their ears, the figure staggers on, hand pressing against the wound to stem the bleeding. For now, the identity of the attacker can wait. All that matters is finding a way to reach the others before darkness overcomes all...

In this scenario one of the characters has been shot by an unknown assassin, and the other characters must race to the rescue of their stricken comrade. The players successfully complete this scenario if they remove the Mortally Wounded condition from the character who begins on **1**.

This scenario takes place in the Sewers and the RPD Basement.

## SPECIAL RULES

### MORTALLY WOUNDED

At the start of the scenario, the character on **1** suffers the Mortally Wounded condition.

While suffering the Mortally Wounded condition, a character can take only three actions during the Action Phase. If the health track of a character suffering the Mortally Wounded condition moves beyond *Danger*, they have died and cannot be resuscitated.

### DESPERATE TIMES

Players do not begin this game with any Ink Ribbons in their player pool.

### SPLIT SCENARIO

At the beginning of this scenario characters are isolated in two separate areas by their starting squares and will not be able to interact with each other until the door locked by the Eagle Medal is opened. This is represented on the scenario brief by **1**.

Each starting square has its own tension deck for characters beginning the game there to use, which is the tension deck for that area. Effects from each deck will only affect the area in which the starting point is located (e.g., drawing Tough Hide from the **1** tension deck would not affect Zombies in the area containing the **2**).

Opening the door locked by the Eagle Medal connects the two areas again, and the playing area returns to normal. Shuffle the two tension deck draw piles together to create a single draw pile, and combine the two tension deck discard piles before placing them next to the draw pile.

## SCENARIO BRIEF 12B

# THE ASSASSIN



### SPECIAL DEPLOYMENT

Characters on **2** each begin this scenario with a Knife and a Handgun. If they are not playing in campaign mode, players may additionally allocate a Shotgun, a Bowgun, and two cans of First-Aid Spray among these characters as they wish.

Only one character may begin the game on **1**. This character begins this scenario with a Knife and a Handgun. If this scenario is being played in campaign mode, this character must discard or trade any other items to the other character(s) before the game begins.

## CARD DECKS

### STARTING ITEMS

See special rules above.

### ITEM DECK A

1x Grenade Launcher  
1x Blue Herb  
1x First-Aid Spray  
1x Eagle Medal ★  
1x Bandages

### ITEM DECK B

2x Handgun Bullets  
1x Green Herb  
1x Ink Ribbon  
1x Custom Handgun Parts

### ADDITIONAL CARDS AND TOKENS

1x Prehensile Grasp token  
1x Marked Target token  
1x Custom Handgun card

### TENSION DECK **1**

■ 8x Green Card

#### Amber:

1x No Escape...  
1x Tough Hide  
1x Mounting Trepidation  
1x Grisly Reanimation

#### Red:

1x Vigour Mortis  
1x Bleeding Out

### TENSION DECK **2**

■ 26x Green Card

#### Amber:

1x Tainted Wounds  
1x Unnatural Strength  
1x Prehensile Grasp  
2x Something's Out There!

#### Red:

2x T-00 Attacks!  
1x Marked Target  
1x Undead Ambush  
1x Vigour Mortis

## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	No enemies
5	Scent of Fear – The character in the <b>1</b> area immediately draws a card from the tension deck.
4	1x Zombie
3	1x Zombie, Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
2	1x Zombie, remove a green card from the <b>1</b> tension deck discard pile. If the discard pile is empty, nothing happens.
★	2x Zombie

### AMBER TILE

Dice	Enemies / Event Encountered
6	No enemies
5	1x Zombie
4	1x Zombie and 1x corpse at the closest ☠
3	2x Zombie
2	2x Zombie at the closest ☠
★	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.

### RED TILE

Dice	Enemies / Event Encountered
6	Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	1x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
4	1x Zombie, Lurch Forward – All enemies on the this and linked tiles perform a move reaction.
3	1x Zombie, Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
2	No enemies. Remove a green card from the <b>1</b> area tension deck discard pile. If the discard pile is empty, nothing happens.
★	No enemies. Remove two green cards from the <b>1</b> area tension deck discard pile. If the discard pile is empty, nothing happens.



# MARSHALLING YARD

# SEWERS

# GARBAGE DUMP

	Character Start
	Corpse
	Zombie
	Licker
	Giant Alligator
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Locked - Lockpick

The Sewers map is a complex maze of green tiles. It features several yellow and amber tiles forming barriers. Two 'LOCKED' doors are present, each with a red dot and a lockpick icon. Various icons are scattered throughout, including zombies, corpses, and items from Deck A and Deck B. A 'Scenario Objective' icon is also visible.

The Marshalling Yard and Garbage Dump maps are smaller sections. Marshalling Yard consists of green tiles with some yellow and amber tiles. Garbage Dump is a square area of green tiles with a 'Scenario Objective' icon and several items from Deck B.

A scoreboard with a grid of numbers and a total score. The numbers are arranged in a grid-like fashion, with some numbers in boxes and some in a larger box at the bottom right.

0	5	5
		2
	3	2
		15
4	3	4
		20


Bestial and wild, the beast advances, gunfire driving it back only momentarily. The hatch once used to escape this hulking monster has been smashed into jagged shards, and there can be no fleeing this time. All that remains is to finish off this adversary once and for all... but how?!

In this scenario one of the characters has been dragged into the lair of the Giant Alligator, and the other survivors must find a way to kill this fearsome monster. The players successfully complete this scenario if the Giant Alligator is killed.

This scenario takes place in the Sewers, Marshalling Yard, and Garbage Dump.

## SPECIAL RULES

### SPECIAL DEPLOYMENT

Only one character may begin the game on .




### OPEN CORRIDOR

Each of the tiles forming the Garbage Dump location count as a single tile. Models can move freely between tiles and do not require doors. Line of sight may be drawn between tiles.

### RUNNING OUT OF TIME!

Players begin this scenario without any Ink Ribbons.

### FUEL CANISTER

A character may use the Sewer Manager's Key while in the square marked with the  to release a fuel canister in the Garbage Dump. This is quickly caught in the Giant Alligator's maw; any attack resulting in a  or  after this will kill the boss.

### THE WATER IS RISING!

During this scenario the water level in the Garbage Dump is slowly rising, forcing the character trapped inside to wade through dirty waste. If ever the tension deck is exhausted, the scenario immediately ends in failure for the players as the water level rises high enough to drown the trapped character!

At the start of the scenario after creating and shuffling the tension deck, split the deck in half. Shuffle the It's Beginning to Flood... card into the bottom half, then replace the top half once again.

If only two characters are playing this scenario, heavy flooding is already underway at the start of the scenario. Shuffle in the Rising Waters card instead, and add two Rush Forward cards to the Giant Alligator behaviour deck.

## SCENARIO BRIEF 12B+

# DEFEATING THE GIANT ALLIGATOR



### CHOOSE YOUR POISON...


During this scenario, some encounter table results will allow players to choose between two different effects. Players are free to choose either option, provided they can fully resolve the chosen effect.

## CARD DECKS

### STARTING ITEMS

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


### ITEM DECK A

2x Handgun Bullets  
1x Shotgun Shells  
1x Green Herb  
1x Lockpick  
1x Sewer Manager's Key 

### ITEM DECK B

2x Handgun Bullets  
1x First-Aid Spray

### TENSION DECK

 26x Green Card  
**Amber:**  
1x Unnatural Strength  
1x No Escape  
1x Crimson Thirst  
1x Tainted Wounds  
2x Terror Below  
1x Prehensile Grasp

### Red:



 2x Vigour Mortis

### GIANT ALLIGATOR BEHAVIOUR DECK


3x Crush  
1x Rush Forward  
1x Terrifying Roar  
1x Wall Smash  
**ADDITIONAL CARDS AND TOKENS**  
1x Prehensile Grasp token  
1x Swallow card  
1x Wall Smash card  
2x Rush Forward cards  
1x It's Beginning to Flood... card  
1x Rising Waters card

## ENCOUNTER DICE TABLES

### YELLOW TILE

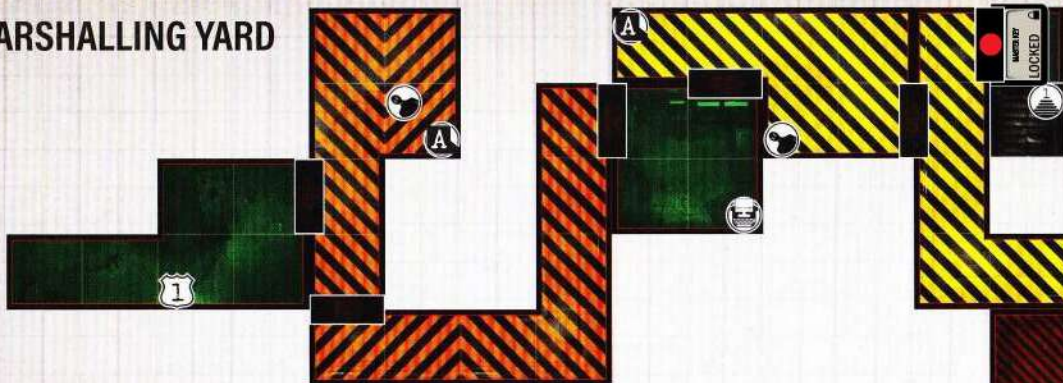
Dice	Enemies / Event Encountered
6	1x corpse, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
5	1x Zombie
4	1x Zombie and 1x corpse at the closest 
3	1x Zombie, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
2	2x Zombie <b>OR</b> No enemies. The Giant Alligator performs a move.
	No enemies. Draw a card from the Giant Alligator behaviour deck.

### AMBER TILE

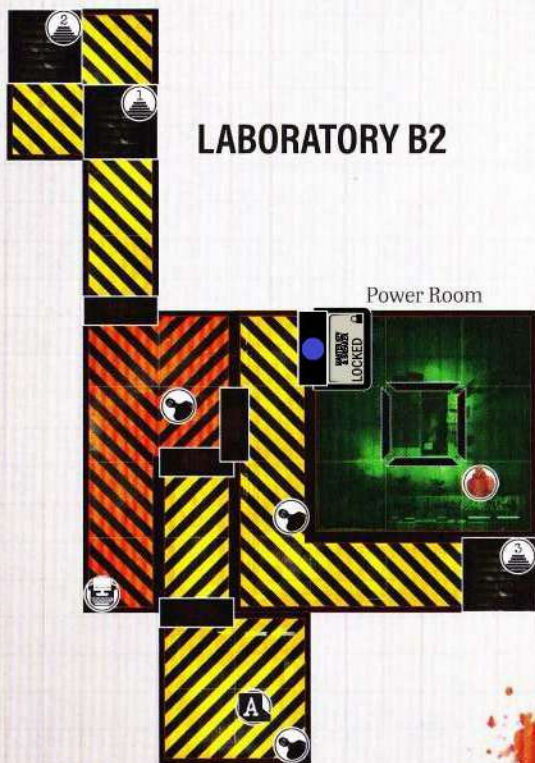
Dice	Enemies / Event Encountered
6	Bestial Roar - In activation order, each character in the Sewers draws a card from the tension deck. When resolving cards, the character that drew the card counts as active.
5	1x Zombie
4	1x Zombie, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
3	2x Zombie
2	1x Licker <b>OR</b> No enemies. The Giant Alligator performs a move.
	2x Licker <b>OR</b> No enemies. Draw a card from the Giant Alligator behaviour deck.



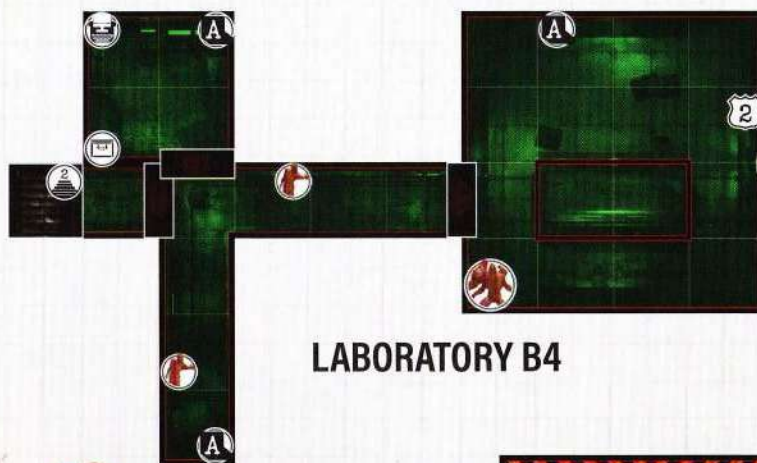
# MARSHALLING YARD



# LABORATORY B2



# LABORATORY B4



# LABORATORY B3



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	T-00 Tyrant
	Birkin Stage Three
	Stairwell
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Master Key
	Locked - Master Key & Breakers

1	0	3
1	5	1
5	2	5
16	6	1

*Metal coats the industrial accessways, amplifying both your footsteps and the hum of machinery. The distant roar of a battle far below echoes in your ears. With the elevator broken down, entry to the Underground Laboratory will not be easy. But now is the time to make a stand, once and for all—the monster stalking you must be stopped!*

In this scenario the characters have been separated due to the elevator platform breaking down. They must rendezvous inside Umbrella's eerie Underground Laboratory and overcome their relentless pursuer. The players successfully complete this scenario if the T-00 Tyrant **boss** is destroyed.

This scenario takes place in the Marshalling Yard and the Underground Laboratory.

## SPECIAL RULES

### LOCK AND LOAD

If the players are playing this scenario as part of a campaign, each character beginning on **2** may reload one of their weapons to full at the start of the game.

### MONSTROUS EVOLUTION

The first time Birkin Stage Three's health dial is reduced to 0 during this scenario, the boss is killed.

*Although not mandatory, it's advisable that a character with the Magnum begin the game on **2**, to give the characters the best chance of survival!*

### SWITCHING THE BREAKERS

In order to use the Master Key to unlock the door to the Power Room, the characters must first make their way to the square marked with the **3** and spend an action to send power to the door.

### EXPERIMENTAL CREATURES

Whenever you encounter certain creatures in this scenario, replace them with Umbrella's more dangerous experimental versions.

- **Evolved Lickers:** All Lickers are Evolved Lickers.
- **Modified Zombies:** All Zombies are Modified Zombies.
- **Poison Ivies:** If you're using the Ivy enemies from the *Survival Horror* expansion, all Ivies encountered during this scenario are Poison Ivies.

## SCENARIO BRIEF 13B

# END OF THE LINE



### FINAL SHOWDOWN

If the T-00 Tyrant is already on a tile when a character first enters the Power Room, remove the T-00 Tyrant from the playing area and spawn it in the T-00 Tyrant starting square. Replace the T-00 Tyrant enemy reference card with the T-00 Tyrant boss reference card and use the T-00 Tyrant behaviour deck to control the T-00 Tyrant.

This now becomes a boss encounter, to finish off this dangerous adversary once and for all!

## CARD DECKS

### STARTING ITEMS

2-4 Knife  
2-4 Handgun  
2x First-Aid Spray  
1x Shotgun  
1x Bowgun  
2x Grenade Launcher  
1x Magnum

### ITEM DECK A

2x Handgun Bullets  
1x Custom Shotgun Parts  
1x Grenade Rounds  
2x Green Herb  
1x Blue Herb

### ITEM DECK B

1x Master Key

### ADDITIONAL CARDS AND TOKENS

1x Echoes in the Darkness token  
1x Rising Fear token  
1x Marked Target token  
2x T-00 Attacks! cards  
1x Marked Target card  
1x Reflex Slash card  
1x Custom Shotgun

### TENSION DECK

■ 25x Green card

#### Amber:

1x Crimson Thirst  
1x Echoes in the Darkness  
1x Something's Out There!  
1x Tough Hide  
1x Grisly Reanimation  
1x Tainted Wounds  
1x No Escape  
1x Unstoppable Tide

#### Red:

1x Entangling Vines  
2x Vigour Mortis

### BIRKIN STAGE THREE BEHAVIOUR DECK

2x Brutal Claws  
2x Berserk Swing  
2x Combo Strikes  
2x Jump Slash  
1x Impale

### T-00 TYRANT BEHAVIOUR DECK

2x Swipe  
2x Shoulder Charge  
2x Overhead Smash  
1x Marked for Death  
1x Knockdown

## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	No enemies.
4	1x Zombie
3	1x Zombie, 1x corpse
2	1x Zombie, Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
	2x Zombie.

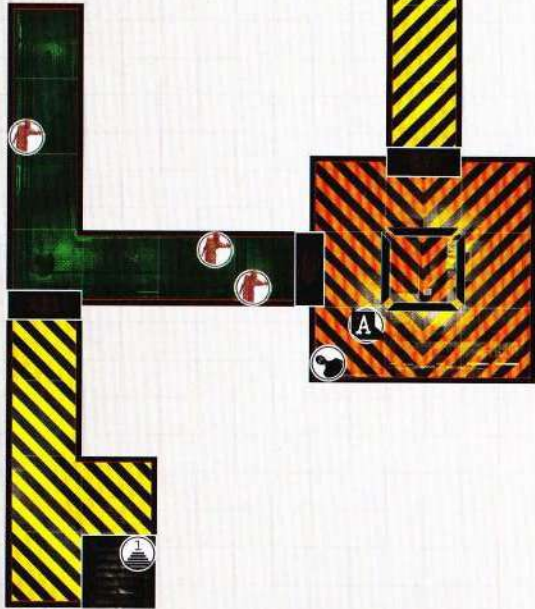
### AMBER TILE

Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Zombie,
4	2x Zombie
3	2x Zombie, Unstoppable Advance – For one round, Zombies cannot be damaged by attacks.
2	3x Zombie
	1x Licker

### RED TILE

Dice	Enemies / Event Encountered
6	Creeping Death – At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	Shuffle two T-00 Attacks! cards into the tension deck. Fearful Scene – Place a Rising Fear token on this tile. (White on the same tile as a Rising Fear token, players must draw an additional card during the Tension Phase.) Marked for Death – Place the Marked Target token on the active character.
4	1x Licker, shuffle two T-00 Attacks! cards and one Marked Target card into the tension deck.
3	2x Licker, shuffle a T-00 Attacks! card into the tension deck
2	Spawn the T-00 Tyrant and shuffle a T-00 Attacks! card and a Marked Target card into the tension deck.
	Spawn the T-00 Tyrant and shuffle a T-00 Attacks! card into the tension deck. Marked for Death – Place the Marked Target token on the active character.

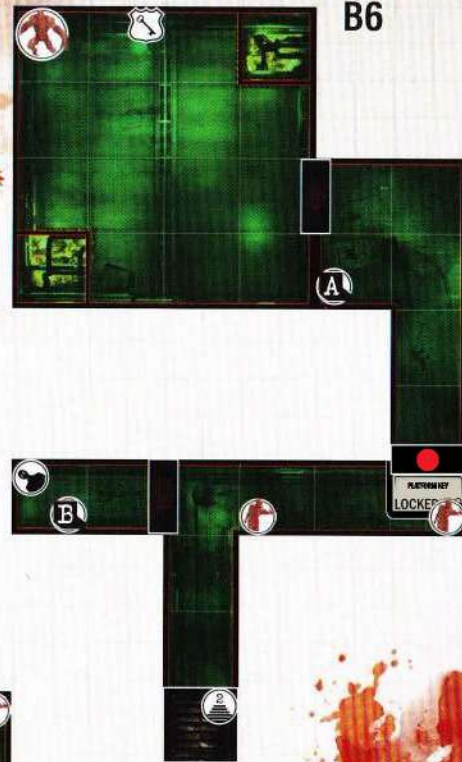
B4



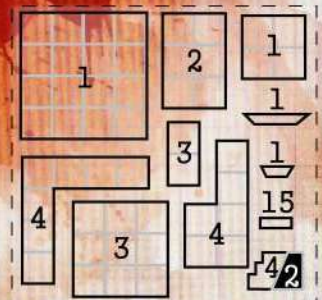
B5



B6



	Character Start
	Corpse
	Item Box
	Zombie
	Licker
	T-103 Tyrant
	Stairwell
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Locked - Platform Key



The T-00 Tyrant lies defeated at last, its tireless hounding finally over. But with the self-destruct timer counting down, rest will have to wait. The only task remaining is to reach the emergency train and evacuate before the countdown reaches zero. The end of this ordeal is near—what else could possibly stand between here and final escape?

The players successfully complete this scenario if the T-103 Tyrant is killed.

This scenario takes place in the Underground Laboratory.

## SPECIAL RULES

### LOCK AND LOAD

If the players are playing this scenario as part of a campaign, each character may reload one of their weapons to full at the start of the game.


### SELF-DESTRUCT SEQUENCE

During this scenario, the Underground Laboratory's self-destruct sequence has been activated and is counting down. If the tension deck is exhausted at any time, the scenario immediately ends in failure for the players as the Laboratory explodes with the characters still inside!

At the start of the scenario after creating and shuffling the tension deck, split the deck in half. Shuffle a Countdown to Explosion card into the bottom half for each Ink Ribbon in the player pool, then place the other half back on top.

*The tension deck will continue to count down during this scenario, even when characters are on the same tile as the boss. Players cannot afford to waste any time searching for non-essential items!*

### YOU LOSE, BIG GUY!

Once the players have reduced the T-103's health dial to 0, add the Eviscerate Charge card to the top of the behaviour deck, and place the Rocket Launcher token on the square marked with the .

A character on this square can spend an action to remove the token and place the Rocket Launcher in their inventory. Although the Rocket Launcher is a scenario item, a character may use it once during their activation to attack in the same way as a weapon.

## SCENARIO BRIEF 14B

# IT'S UP TO US TO TAKE OUT UMBRELLA!



## EXPERIMENTAL CREATURES

Whenever you encounter certain creatures in this scenario, replace them with Umbrella's more dangerous experimental versions.

- **Evolved Lickers:** All Lickers are Evolved Lickers.
- **Modified Zombies:** All Zombies are Modified Zombies.
- **Poison Ivies:** If you're using the Ivy enemies from the *Survival Horror* expansion, all Ivies encountered during this scenario are Poison Ivies.

## CARD DECKS

### STARTING ITEMS

1-4 Knife  
1-4 Handgun  
3x First-Aid Spray  
1x Shotgun  
1x Bowgun  
2x Grenade Launcher  
1x Magnum

### ITEM DECK A

1x Handgun Bullets  
1x Acid Rounds  
1x Flame Rounds  
1x Custom Magnum Parts  
1x First-Aid Spray  
1x Green Herb  
1x Blue Herb  
1x Shotgun Shells

### ITEM DECK B

1x Platform Key  
1x First-Aid Spray

### BEHAVIOUR DECK

3x Sprint Slash  
2x Arcing Claws  
2x Wild Swipe  
2x Disembowel

### TENSION DECK S1

28x Green card  
**Amber:**  
2x No Escape...  
2x Prehensile Grasp  
1x Unstoppable Tide  
1x Crimson Thirst  
2x Echoes in the Darkness

### Red:




1x Entangling Vines  
2x Vigour Mortis  
1x Hideous Screech  
1x Undead Ambush

### ADDITIONAL CARDS AND TOKENS


2x Echoes in the Darkness token  
1x Rocket Launcher token  
1x Rocket Launcher card  
1x Custom Magnum card  
1x Grenade Launcher (Flame Rounds) card  
1x Grenade Launcher (Acid Rounds) card  
1x Eviscerate Charge card  
2x Countdown to Explosion card

## ENCOUNTER DICE TABLES

### YELLOW TILE

Dice	Enemies / Event Encountered
6	1x corpse
5	1x Zombie
4	1x Zombie, 
3	1x Zombie, Snatching Talons – The active character must pass an evade roll or their Action Phase ends immediately.
2	2x Zombie
	2x Zombie at the closest 

### AMBER TILE

Dice	Enemies / Event Encountered
6	1x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	2x Zombie
4	3x corpse, Restless Dead – At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
3	3x Zombie
2	1x Licker
	2x Zombie, Scent of Death – The active player immediately draws two cards from the tension deck.



# SCENARIO BRIEF 15B THE TRUE END TO THE NIGHTMARE



The emergency train races away from the Underground Laboratory, detonations from the expired self-destruct sequence puncturing the air. A klaxon sounds as the entire train shudders violently and William Birkin appears, tearing through the steel carriages. Now is time to see the true end of Resident Evil™ 2: The Board Game!

The players successfully complete this scenario if Birkin Stage Five is killed.

This scenario takes place on the Emergency Train.

*Birkin's final malformation is defeated only once the behaviour deck runs out—it will keep coming for the characters until then. Don't stop attacking if the threshold for the final card has been reached!*



## SPECIAL RULES

### EXTRA FIREPOWER

If this scenario is being played in campaign mode, replace the Item Deck A list with the following:

- 1x Magnum Rounds
- 1x Grenade Rounds

### OPEN CORRIDOR

Each of the tiles forming the Underground Train location count as a single tile. Models can move freely between tiles and do not require doors. Line of sight may be drawn between tiles.

### CRUSHED TO DEATH

During this scenario, Birkin Stage Five moves from the left of the playing area to the right. If the boss reaches the far right edge and the players run out of squares, they are killed and fail the scenario!

## CARD DECKS

### STARTING ITEMS

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

### ITEM DECK A

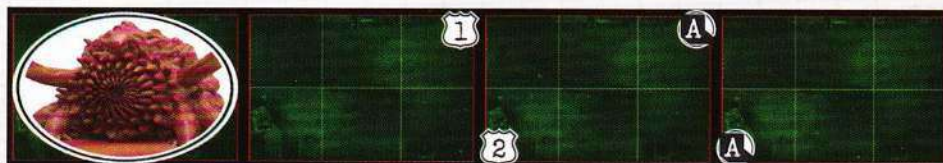
- 1x Magnum
- 1x Grenade Launcher

### BIRKIN STAGE FIVE BEHAVIOUR DECK

- 4x Tentacle Lash
- 1x Snapjaw
- 1x Hurl Wreckage
- 1x Massive Bite



	Character Start		Item (Deck B)
	Birkin Stage Five		Green tile



# RESIDENT EVIL™ 2 - THE BOARD GAME

## 4<sup>TH</sup> SURVIVOR EXPANSION BOOKLET

*'Alpha Team here—mission accomplished. Rendezvous at the meeting point.'*

*Not all of Raccoon City's survivors stepped into the light at the journey's end. For some, the destruction of the city of ruin was only a path deeper into the darkness, their hearts already hardened to the suffering caused by the incident.*

*The name of the fourth survivor shall never be known, but the infamy of his dark deeds shall live on well past his time. Without his efforts, the secrets of the G-Virus would be lost forever—and the world might have been spared much torment in the years yet to come.*


The 4<sup>th</sup> Survivor expansion introduces two exciting new play modes for *Resident Evil™ 2: The Board Game* and four action-packed scenarios. Although perfectly playable with only *Resident Evil™ 2: The Board Game*, for the best experience we recommend trying these scenarios with the enemies and models from the *Survival Horror* and *B-Files* expansions.

The 4<sup>th</sup> Survivor scenario is a gauntlet run which pits a single player against an unrelenting tide of enemies, with no way back. Extreme Battle is a race against time for up to four players, returning to the overrun RPD building as they desperately try to prevent an imminent biohazardous outbreak.

*This expansion introduces two new characters for your games of the 4<sup>th</sup> Survivor scenario. Players should be aware that although these characters are perfectly usable in standard games, they are designed to be stronger than regular characters to survive the challenge of 4<sup>th</sup> Survivor. Think carefully before adding them to regular games in case they unbalance your survival-horror experience!*

## EXTREME BATTLE

In Extreme Battle, the players are competing against one another in a race to be the first to collect the bombs hidden inside of the Raccoon City Police Department!

During Scenarios EX1 and EX2, when a character is placed on the square marked with the  they have successfully made it through the location and their model is removed from the playing area.

Extreme Battle has several rules exceptions to a standard game, which are detailed below. Each of the three Extreme Battle scenarios are designed to be played in sequential order and are not playable as standalone games. If a character dies in Extreme Battle the other players do not lose the scenario.

### TENSION DECKS

Ink Ribbons and Typewriters are not used in Extreme Battle.

During Extreme Battle scenarios each player has their own tension deck. At the start of Scenario EX1, deal each player seven green cards, two random amber cards, and one random red card. Players shuffle these cards to create their own ten-card decks.

If a player draws an amber card during an Extreme Battle scenario, instead of the printed effect on the card, perform a move reaction for each enemy on the same tile as their character. Once these reactions are resolved, one enemy on the character's tile makes a basic attack. The enemy must be able to attack a character. If there are no eligible enemies, place a Zombie in the same square as the active character and resolve a basic attack.

If a player draws a red card, remove the top card from their tension deck discard pile from play, then shuffle the draw and discard piles together (including the red tension card) to refresh the deck. If there are no cards in the discard pile, shuffle the red card back into the deck and draw a replacement. If the player has no cards left in their deck other than the red tension card at any time, they lose the scenario!

### ITEMS

When a character searches for an item in Extreme Battle, they may choose to either take a card from the item deck as normal or place the item marker on their profile card. At the end of the scenario characters may spend each token on their profile card for one of the following effects:

- Heal their health track to *Fine*.
- Reset the ammunition dial for a weapon to full.
- Shuffle a card which has been removed from their tension deck back into the deck.

Any tokens which are not spent (because a character cannot spend them) are discarded. If a character is killed during a scenario discard any tokens on their profile card.

Items found by characters during Extreme Battle are carried over to the next scenario.

### THEY KEEP COMING!

If at any point during an Extreme Battle scenario a player is unable to spawn the appropriate number of enemies, they should remove any models required from a tile which has previously been explored and does not have another character on it. If there are still insufficient enemies, spawn as many models as are available.

### CHARACTER DEATH

If a character is rendered unconscious or dies during an Extreme Battle scenario, they are removed from the game and cannot return. They begin the next scenario with their health track on *Caution*.

If a character is eliminated during an Extreme Battle scenario by their tension deck running out, they are removed from the game and cannot return. They begin the next scenario with a refreshed tension deck consisting of three green cards, three amber cards, and one red card.

### CESSPOOL

### BASEMENT

### FIRST FLOOR

### SECOND FLOOR


	Character Start
	Stairwell
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Blue tile



1	3	1
1		1
	5	4
		20
6	3	5
		64

Your head clears slowly, darkness retreating to the corners of your eyes. Aching limbs protest as you haul yourself up and take in the bleak surroundings. Beyond the next door you can hear the undead, their low groans accompanied by hands pawing at the metal. The path to the extraction point promises only more horrors to overcome.

Your fingers close around the sample. No matter what, you will survive this nightmare. The death cannot die.

In this scenario, the player takes control of either HUNK or Tofu and makes a desperate escape through the overrun Raccoon City Police Department. The player successfully completes this scenario if their character reaches the square marked with the .


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

## SPECIAL RULES

The 4<sup>th</sup> Survivor scenario is the ultimate *Resident Evil™ 2: The Board Game* challenge, intended for hardcore players only! It has several rules exceptions to a standard game, which are detailed below.

### SPAWNING ENEMIES

This scenario does not use encounter tables for spawning enemies.

During setup, take each available enemy reference card (excluding any mini-boss cards) and separate them into four piles based on their threat levels. Shuffle the Level 1 cards and place them face down next to the playing area. When the character enters a yellow tile, draw a card from this deck to see what type of enemy is waiting and roll the encounter die to see how many enemies spawn. When placing enemies use the  as normal. Once the draw pile is exhausted shuffle the discard pile and return it face down once more.

When entering a new colour of tile, add the next threat level of enemies to the draw pile as shown below. Once added, cards remain in the deck for the remainder of the scenario, making each area increasingly dangerous for the player.

Tile Colour	Enemy Threat Cards
Yellow	Threat Level 1 Cards
Amber	Threat Level 1 and 2 Cards
Red	Threat Level 1, 2, and 3 Cards
Blue	Threat Level 1, 2, 3, and 4 Cards

## SCENARIO BRIEF

# 4<sup>TH</sup> SURVIVOR

If at any point the player is unable to spawn the appropriate number of enemies, remove any models required from a tile which has previously been explored. If there are still insufficient enemies, spawn as many models as are available.

### NO GOING BACK!

In 4<sup>th</sup> Survivor, once a character leaves a tile, they cannot return. There's no time to waste!

### TENSION DECK

The 4<sup>th</sup> Survivor scenario brief is divided into four different sections: the Cesspool, RPD Basement, RPD 1<sup>st</sup> Floor, and RPD 2<sup>nd</sup> Floor. When the character is first placed on a new section, remove two green tension deck cards from the game, then shuffle the discard and draw piles together to refresh the tension deck.

If the tension deck runs out, the extraction helicopter leaves without the character and it is game over!

## CARD DECKS

### STARTING ITEMS

HUNK begins with the following equipment:

- Handgun
- Shotgun
- Magnum
- Handgun Bullets
- Shotgun Shells
- Magnum Rounds
- 2x Green Herb
- 2x Blue Herb

Tofu begins with the following equipment:

- Knife
- 2x Green Herb
- Blue Herb

### ITEM DECK A AND B

There are no item decks for 4th Survivor—the character must survive with what they have!

### TENSION DECK

■ 20x Green Card

#### Amber:

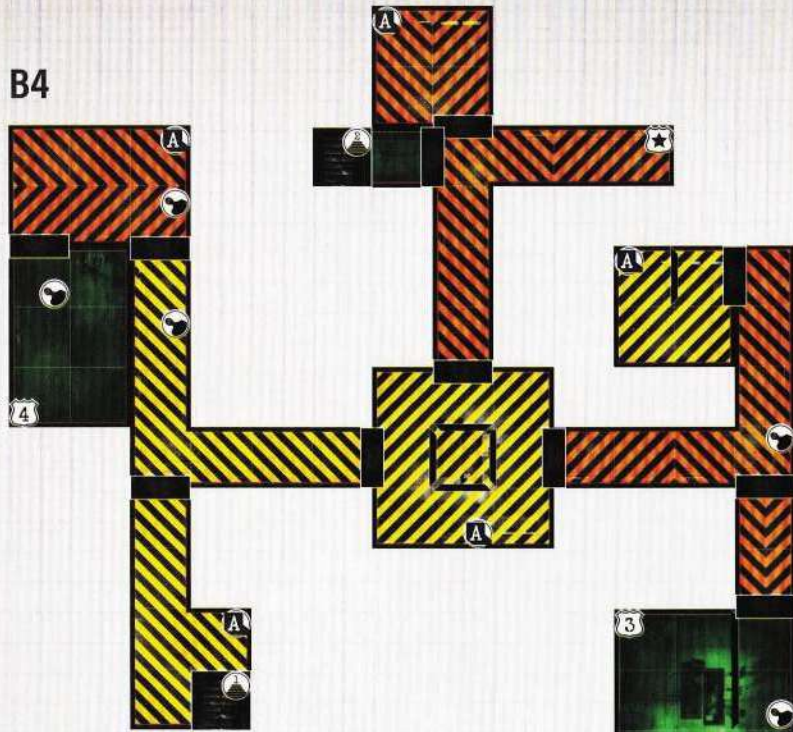
- 2x Tainted Wounds
- 1x Unnatural Strength
- 1x Crimson Thirst

#### Red:

- 1x Undead Ambush
- 2x Vigour Mortis
- 1x Bloodcurdling Howl



B4



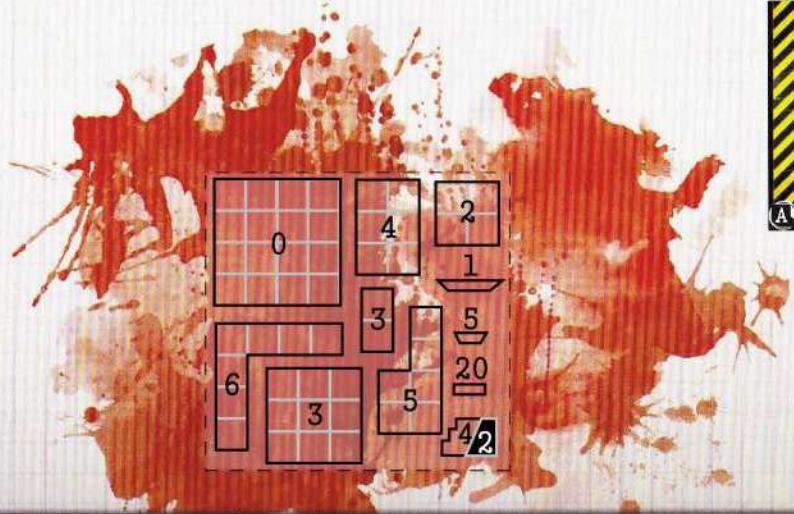
B5



B2




	Character Start
	Corpse
	Exit
	Stairwell
	Item (Deck A)
	Green tile
	Yellow tile
	Amber tile



The route back to the RPD building is daunting, but you have no other choice. The fate of a nation—no, the world lies with you. If the biohazard outbreak isn't contained here, the future can only end in disaster...

In this scenario the players must race through the Underground Laboratory, thinking carefully about how to progress. Items carry over into the next scenarios, and the less time each player spends here, the more time they'll have later on!

This scenario takes place in the Underground Laboratory.

Each player successfully completes this scenario if their character leaves the playing area via the square marked with the .

## SPECIAL RULES

### DEPLOYMENT

After setup, each character rolls the encounter die, rerolling ties. The player who rolls the highest 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.

## SCENARIO BRIEF

# EX1

## CARD DECKS

### STARTING ITEMS

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

### ITEM DECK A


The item deck in Extreme Battle is constructed with both Item Deck A and Item Deck B cards. All weapons gain the  special rule during Extreme Battle.

1x Magnum  
2x Grenade Launcher  
1x Submachine Gun  
1x Shotgun  
1x Bowgun  
2x First-Aid Spray




## ENCOUNTER DICE TABLES

### YELLOW TILE

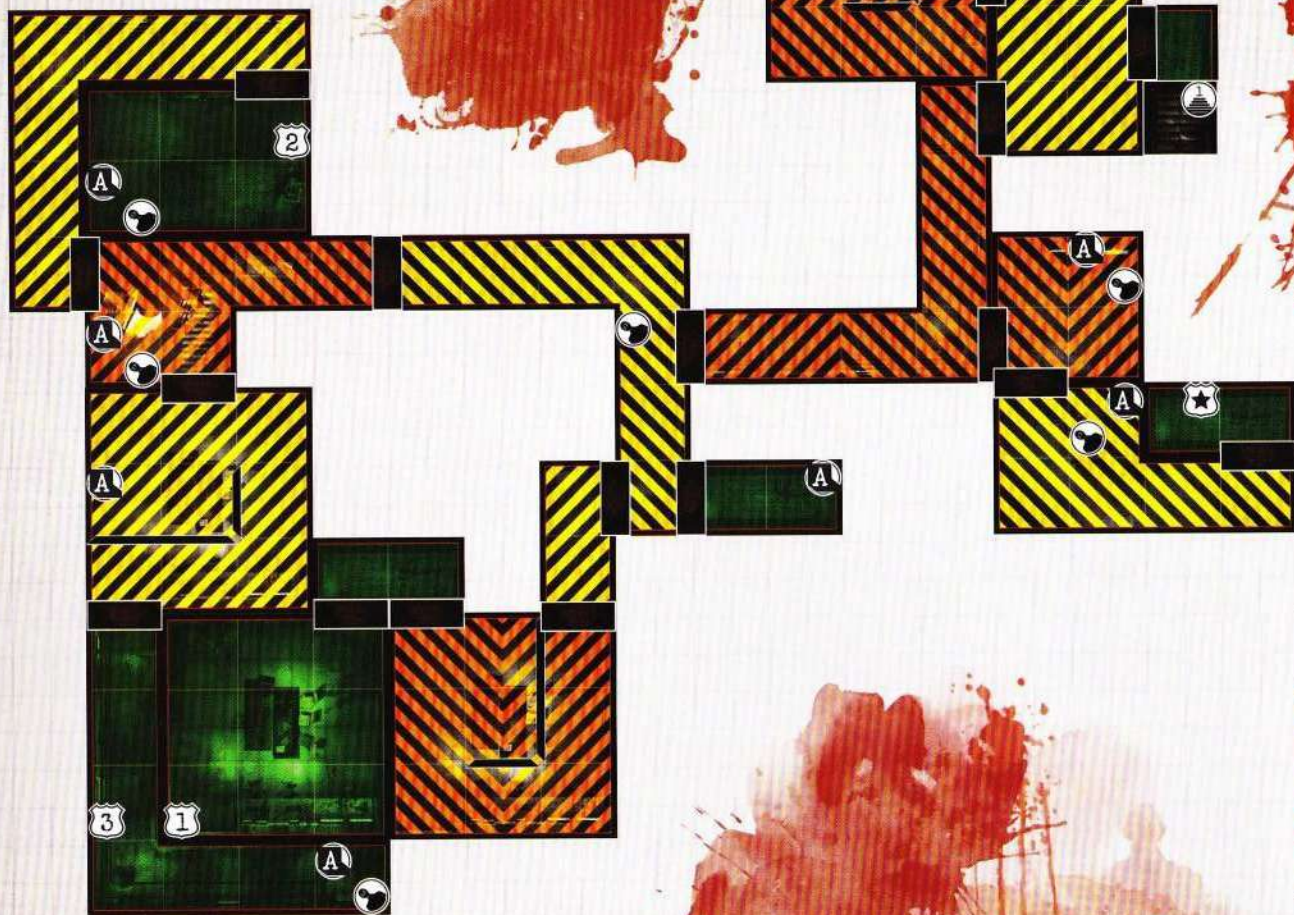
Dice	Enemies / Event Encountered
6	Creeping Death – At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	2x corpse
4	1x Zombie
3	1x Zombie, 1x corpse
2	1x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
	Roll on the amber encounter table.

### AMBER TILE

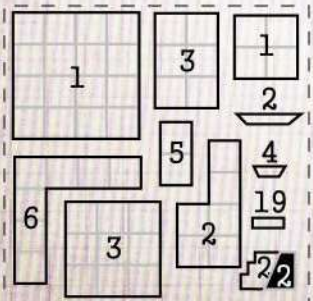
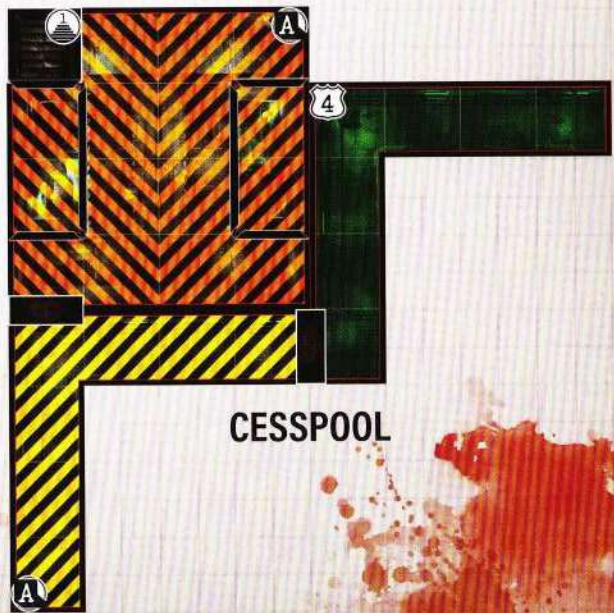
Dice	Enemies / Event Encountered
6	Creeping Death – At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	1x Zombie
4	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
3	2x Zombie
2	2x Zombie Dog
	1x Licker



# SEWERS



	Character Start
	Corpse
	Exit
	Stairwell
	Item (Deck A)
	Green tile
	Yellow tile
	Amber tile



The Underground Laboratory behind you, the miserable sewers will be your next challenge. The ordeals of the battle through these depths are still fresh in your mind, but you sweep them aside. Now is not the time for fear.

In this scenario the players must race through the Sewers, only stopping to pick up essential equipment on their way through. The less time each of them spends here, the more they'll have later on!

This scenario takes place in the Sewers.

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.

Each player successfully completes this scenario if their character leaves the playing area via the square marked with the ☒.

## 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.

Remember, if a player's deck is ever reduced to only the red card, they lose the scenario!

### 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.

## SCENARIO BRIEF

# EX2



## CARD DECKS

### ITEM DECKS

Keep the existing item deck with the remaining cards from the previous scenario.



## ENCOUNTER DICE TABLES

### YELLOW TILE

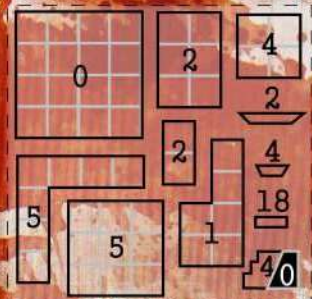
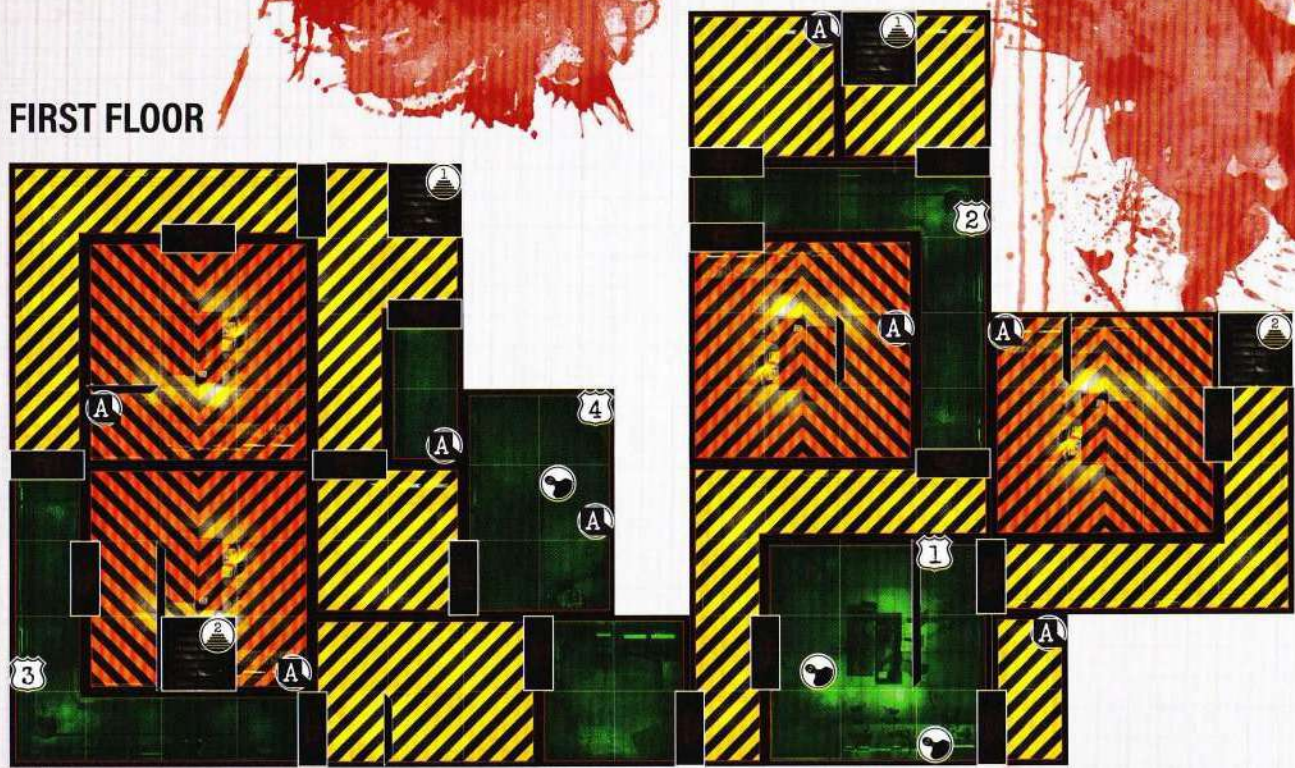
Dice	Enemies / Event Encountered
6	Creeping Death – At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	2x corpse
4	1x Zombie
3	1x Zombie, 1x corpse
2	1x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
☒	Roll on the amber encounter 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

	Character Start
	Corpse
	Stairwell
	Item (Deck A)
	Green tile
	Yellow tile
	Amber tile

FIRST FLOOR



*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.

## SCENARIO BRIEF

# EX3

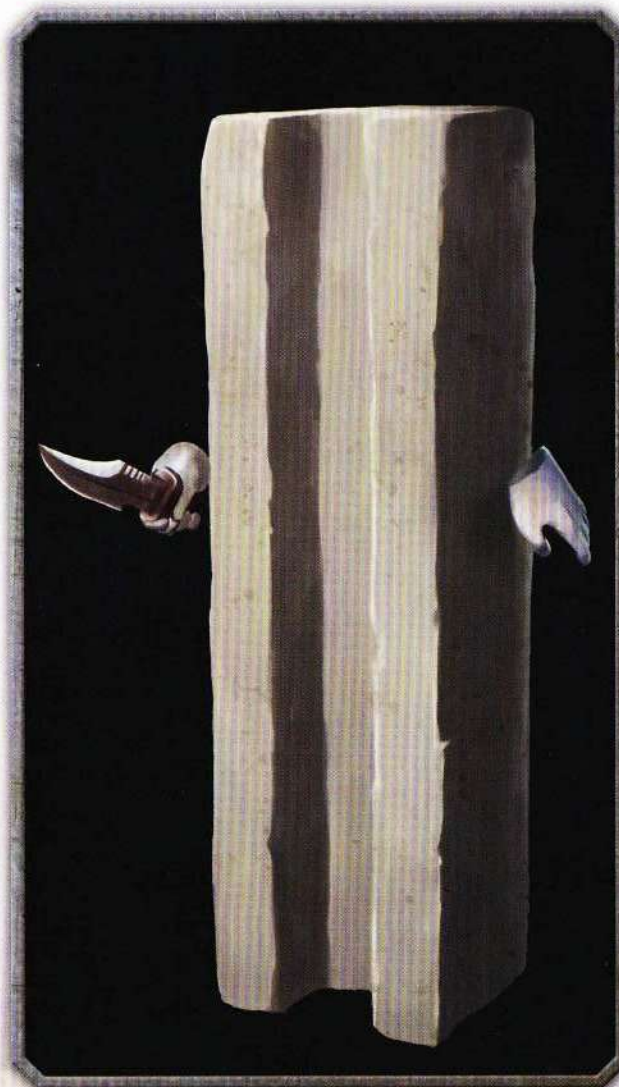
## CARD DECKS

### ITEM DECK A

4x Bomb  
4x Better Luck Next Time!

### ADDITIONAL CARDS AND TOKENS

13x Bomb token



## 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



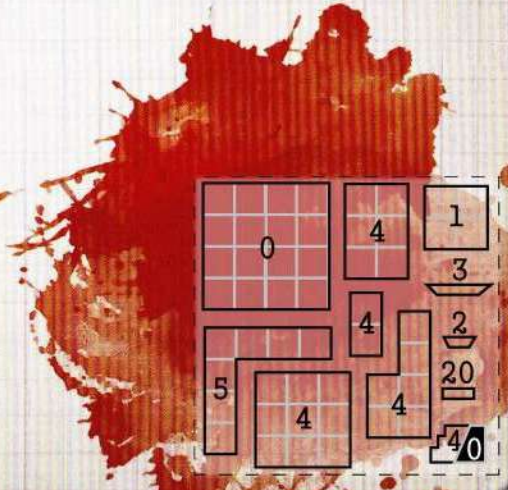
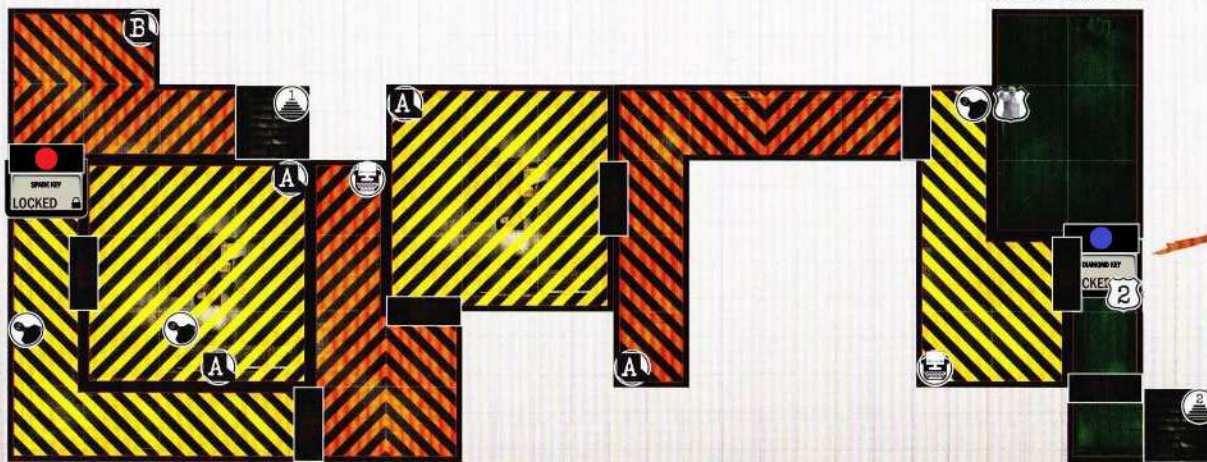
# FIRST FLOOR



	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



0	4	1
		3
	4	2
		20
5	4	4
		40

The light from the braziers lends this place a barbaric and uncomfortable feel, their warmth rich and sickly. The RPD Chief's voice echoes across the dim chamber, tainted by a dark and morbid chuckle. 'So, you've made it this far? Not bad... but I'm not letting anyone leave my town! Everyone's gonna die!'


In this scenario the players must gain access to the RPD Police Chief's Office and discover the truth behind his sinister agenda in the weeks leading up to the outbreak.

This scenario takes place in the Raccoon City Police Department.

## SPECIAL RULES

### EQUIPMENT AND OBJECTIVES

Each survivor character begins this scenario with a Knife and a Handgun. Additionally, players may allocate a Shotgun, a Bowgun, and two cans of First-Aid Spray among the characters as they wish. The players controlling the survivors successfully complete this scenario if all of their characters are on the tile marked as the Chief's Office or if Brian Irons is killed.

In this scenario one player takes the role of a special PvP character, Brian Irons, the RPD Police Chief. Irons begins the scenario with a Handgun. The player controlling Irons successfully completes the scenario if one of the other characters dies, or if the Tension Deck runs out. Irons begins the game in the square marked .

*Patience is a virtue! The player controlling the Police Chief will have to think carefully during this scenario. Although Finisher is an extremely powerful ability, it is usable only when another character's health track is reduced to Danger; in order to weaken characters first, the player will have to manipulate enemies and use the trap cards to best effect.*

### I'LL WAIT FOR THE BEAUTIFUL BEAST

Not sure how to obtain the Diamond Key? Try searching the item deck for clues...

### THE RPD CHIEF'S TRAPS

The player controlling the PvP character begins the game with a hand of trap cards. Once per other player's activation, they may play a trap card in an attempt to hinder or even eliminate the survivors. Once a card has been played, it is removed from the game.

## SCENARIO BRIEF PVPI

# THE POLICE CHIEF



## CARD DECKS

### STARTING ITEMS

See special rules.

### ITEM DECK A

2x Handgun Bullets  
1x Bowgun Bolts  
1x Green Herb  
1x Blue Herb  
1x Spade Key

### ITEM DECK B

1x Handgun Bullets  
1x Green Herb  
1x Grenade Launcher  
1x Unicorn Medal   
1x Blue Herb  
1x Ink Ribbon

### TRAP CARDS

1x Wait—These Aren't Real Bullets!  
1x Obscure Puzzles  
2x Flickering Lights  
2x Smashed Barricades  
2x Broken Handle

### TENSION DECK

■ 30x Green Card

#### Amber:

1x Echoes in the Darkness  
1x Unnatural Strength  
1x Prehensile Grasp  
1x Persisting Unease  
2x Tainted Wounds  
1x Crimson Thirst  
1x No Escape

#### Red:



1x Hideous Screech  
2x Vigour Mortis  
1x Murder of Crows

### ADDITIONAL CARDS AND TOKENS




1x Echoes in the Darkness token  
2x Prehensile Grasp token  
2x Persisting Unease token  
1x Diamond Key card

## ENCOUNTER DICE TABLES

### YELLOW TILE

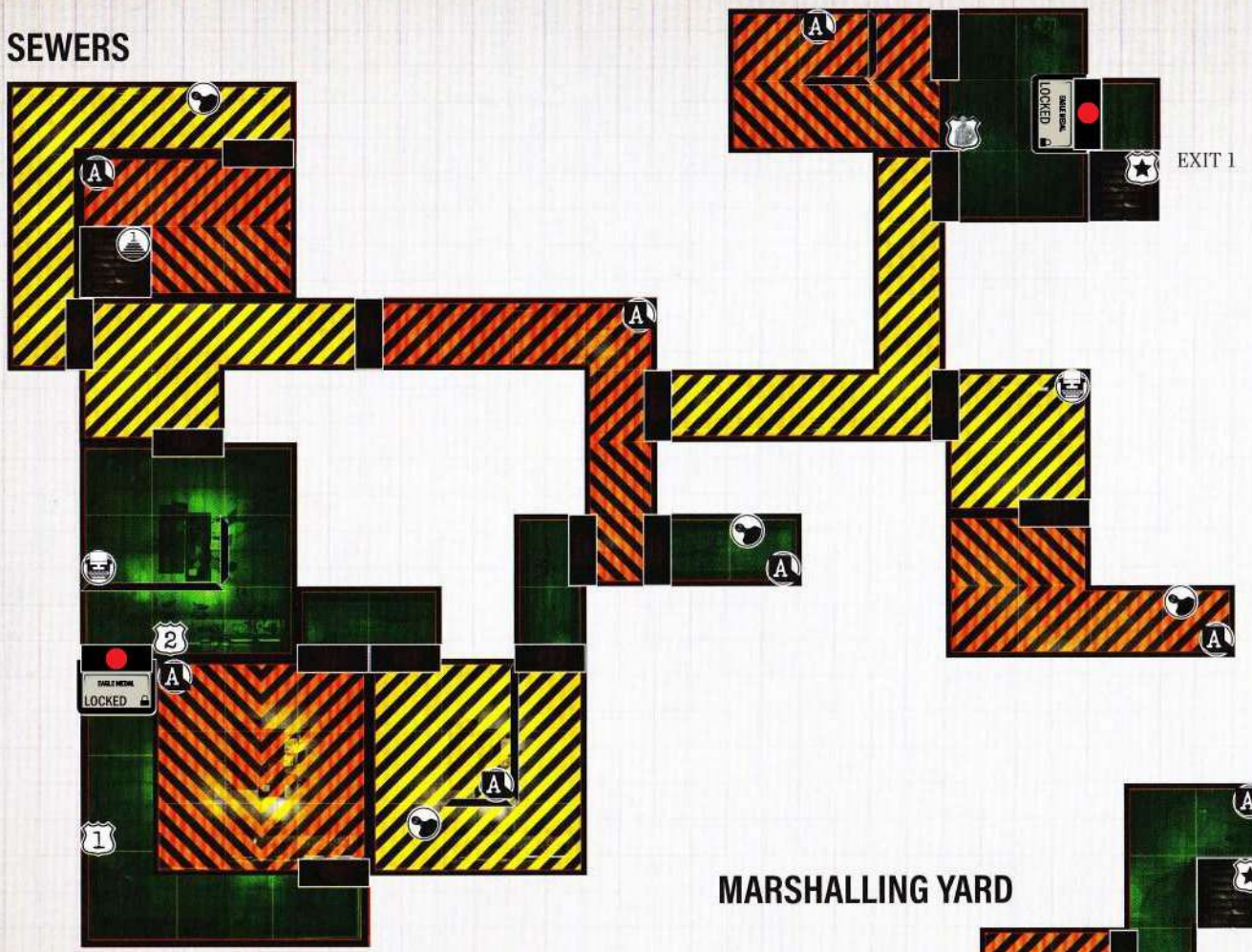
Dice	Enemies / Event Encountered
6	Safe for Now – Place a Persisting Unease token on this tile. (The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table.)
5	1x corpse, Safe for Now – Place a Persisting Unease token on this tile. (The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table.)
4	1x corpse, 
3	1x Zombie
2	2x Zombie
	Roll on the amber encounter table instead.

### AMBER TILE

Dice	Enemies / Event Encountered
6	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	2x Zombie
4	1x Zombie 
3	2x Zombie at the closest 
2	1x Licker
	1x Giant Spider, Snatching Talons – The active character must pass an evade roll or their Action Phase ends immediately.



# SEWERS



	Character Start
	Exit 1
	Exit 2
	Corpse
	Typewriter
	PvP Start
	Stairwell
	Item (Deck A)
	Green tile
	Yellow tile
	Amber tile
	Locked - Eagle Medal

0	3	1
		2
	4	4
4		18
	3	4
		40


*Onwards he staggered through the wretched depths, his feet and ankles soaked from the disgusting sewer water. His wounds burned like fire, but he could already feel the virus coursing through him, mutating his body. Soon, he would have his revenge and reclaim his masterpiece from those thieves!*


In this scenario the players must escape the shadowy depths of the sewers—but somewhere in the gloom William Birkin wanders, mortally wounded by Umbrella operatives sent to obtain his research. Will the genius behind this deadly virus be able to escape with the stolen sample, or will the other survivors stumble across it first?


This scenario takes place in the Sewers and the Marshalling Yard.

## SPECIAL RULES

### EQUIPMENT AND OBJECTIVES

Each survivor character begins this scenario with a Knife and a Handgun. Additionally, players may allocate a Shotgun, a Bowgun, and two cans of First-Aid Spray among the characters as they wish. The players controlling the survivors successfully complete this scenario if all of their characters leave the playing area via the square marked EXIT 1 .

In this scenario one player takes the role of a special PvP character, William Birkin. Birkin begins the scenario with a Handgun. The player controlling Birkin in his **human** form successfully completes the scenario if William Birkin has the G-Virus Sample in his inventory and leaves the playing area via the square marked EXIT 2 . If William Birkin has mutated into **Birkin Stage One**, the player controlling William Birkin successfully completes the scenario if one of the other characters dies or the tension deck runs out.

William Birkin begins the game in his human form in the square marked .

*For those who really want to immerse themselves in the role of William Birkin, once their character mutates replace it with the Birkin Stage One model from the Malformations of G expansion!*

### HIDDEN IDENTITY

Once a survivor character has found Sherry's Photo, the characters discover who the stranger in their midst really is and may target him with attacks.

## SCENARIO BRIEF PVP2

# THE G-VIRUS



### DESPERATE HUNT

While in his human form, William Birkin may spend an action to search for items in the same way as a survivor character. When doing so, his controlling player should keep the discovered card hidden from the other players. The only item which William Birkin may take into his inventory is the G-Virus. Any other item must be returned to the bottom of the item deck. William Birkin cannot search an item token more than once.

## CARD DECKS

### STARTING ITEMS

See special rules.

### ITEM DECK A

1x Grenade Launcher  
1x Handgun Bullets  
2x Green Herb  
1x Blue Herb  
1x G-Virus Sample  
1x Sherry's Photo  
1x Eagle Medal

### TENSION DECK

■ 30x Green Card

#### Amber:

1x Echoes in the Darkness  
1x Unnatural Strength  
2x Prehensile Grasp  
2x Tainted Wounds  
2x No Escape

#### Red:



2x Vigour Mortis  
1x Venomous Spray  
1x Malformation of G

### ADDITIONAL CARDS AND TOKENS




1x Echoes in the Darkness token  
2x Prehensile Grasp token  
2x Persisting Unease token

## ENCOUNTER DICE TABLES

### YELLOW 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	1x 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.)
4	1x Zombie
3	1x Zombie, 
2	2x Zombie
	William Birkin may take a bonus activation after the current activation ends. Roll again and add 1 to the roll (to a maximum of 6).

### AMBER TILE

Dice	Enemies / Event Encountered
6	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	1x Zombie, 
4	2x Zombie at the closest 
3	1x Licker
2	1x Giant Spider, Snatching Talons – The active character must pass an evade roll or their Action Phase ends immediately.
	William Birkin may take a bonus activation after the current activation ends. Roll again and add 1 to the roll (to a maximum of 6).

# STORY MODE

Surviving the Umbrella Apocalypse in Raccoon City can be extremely disorienting. The pathways to escape have been documented, yet some survivors hunger for a more satisfying narrative. A story beginning as the first zombie shambles toward you. The horror concluding only after the countdown reaches zero and the gruesome stowaway is consumed by the pursuing fireball. What follows is a single survivor's interpretation of the sequence of events as they transpired in the twilight of a city of nightmares.

- |                           |                                       |                            |
|---------------------------|---------------------------------------|----------------------------|
| 1. <b>1A</b> ~ pg 04      | 8. <b>5A</b> ~ pg 11-12               | 12. <b>12B</b> ~ pg 27-28  |
| 2. <b>2A</b> ~ pg 05-06   | --- OR ---                            | 13. <b>12B+</b> ~ pg 29-30 |
| 3. <b>9B</b> ~ pg 21-22   | <b>11B</b> ~ pg 25-26                 | 14. <b>7A</b> ~ pg 17-18   |
| 4. <b>3A</b> ~ pg 07-08   | (Do <b>NOT</b> include Birkin Form 1) | 15. <b>13B</b> ~ pg 31-32  |
| 5. <b>10B</b> ~ pg 23-24  | 9. <b>5A+</b> ~ pg 13-14              | 16. <b>8A</b> ~ pg 19-20   |
| 6. <b>PvP1</b> ~ pg 45-46 | 10. <b>PvP2</b> ~ pg 47-48            | 17. <b>14B</b> ~ pg 33-34  |
| 7. <b>4A</b> ~ pg 09-10   | 11. <b>6A</b> ~ pg 15-16              | 18. <b>15B</b> ~ pg 35     |

# THANK YOU

Before I begin, let me clarify. I take no credit for any of the hard work poured into the creation of Resident Evil 2 – the Board Game, nor the materials contained within this manual. This project was solely a labor of love, created to enhance the experience of playing the game for myself by (hopefully) gathering all the necessary information from the multiple resources provided by Steamforged Games. All my work was performed to foster quick setup, easy reference, and smooth playthrough of any scenario designed by the game's creators.

Immense appreciation to Steamforged Games and its employees for their collaboration with Capcom to engineer an experience capable of capturing much of the feel from the original video game. I, as well as many backers, am grateful for the dedication they show to the craft as well as their participation in consistent, open communication with investors. Some may find fault in aspects of

the game or various portions of the journey from announcement to tabletop, but I would hope the issues haven't ruined your gaming experience.

Lastly, thank you to the amazing community of BoardGameGeek.com. You have shared advice, answers, creativity, and ideas about Resident Evil 2 – the Board Game. While nothing is ever perfect upon conception, I truly believe we have helped one another tailor our gaming preferences for the best possible enjoyment.

Enough of the sentiment. Let's dive into this monster the Birkins would be proud to claim as their own.

Herbs are scarce, the bullets won't last, and creatures are everywhere in Raccoon City. So, take the advice of decorated S.T.A.R.S. member Brad Vickers...

"It's okay to run away."



## CREDITS

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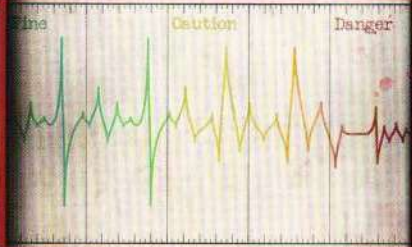
**Special Thanks** to Stefano Barolo, Ayaka Segami and David Haddon at

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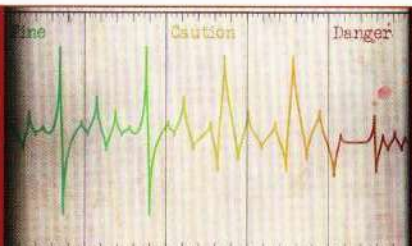
**Extra Special Thanks** to all of our Kickstarter Backers and Late Pledgers!

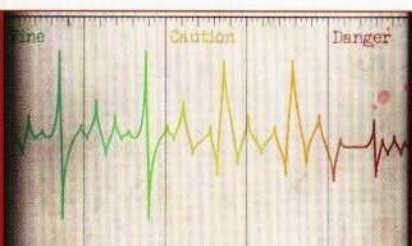
SCENARIO

# CAMPAIGN MODE TRACKER

PLAYER 1	CHARACTER		AMMUNITION TRACK 1	ITEM CARDS	NOTES
			AMMUNITION TRACK 2		
			AMMUNITION TRACK 3		

PLAYER 2	CHARACTER		AMMUNITION TRACK 1	ITEM CARDS	NOTES
			AMMUNITION TRACK 2		
			AMMUNITION TRACK 3		

PLAYER 3	CHARACTER		AMMUNITION TRACK 1	ITEM CARDS	NOTES
			AMMUNITION TRACK 2		
			AMMUNITION TRACK 3		

PLAYER 4	CHARACTER		AMMUNITION TRACK 1	ITEM CARDS	NOTES
			AMMUNITION TRACK 2		
			AMMUNITION TRACK 3		

# QUICK REFERENCE SHEET FOR ACTIVATIONS

## ACTIVATION ORDER

### 1. Action Phase

Characters may take up to four actions during their Action Phase.

- **Move** – Place a model in an adjacent square, without crossing a wall or corner.
- **Attack** – Make an attack with a weapon in the character's inventory.
- **Open/Close Door** – Flip a door token to open or closed.
- **Search** – Remove an item token in the same square and draw an item card.
- **Trade** – Exchange any number of items with another character in the same/adjacent square.
- **Use Item** – Resolve the text on an item card.

### 2. Reaction Phase

Resolve a reaction for any enemy on the same or linked tiles.

- If a character is in range and line of sight, the enemy will perform a **basic attack**.
- If the enemy model is not in range to attack, it will **move** towards the closest character.

### 3. Tension Phase

Draw and resolve a card from the tension deck.




### Out-of-Sequence Reactions

Reactions which occur during a character's Action Phase.

- **Making an Attack** – Each enemy on the same or linked tiles performs a move reaction.
- **Making an Action in the Same Square as an Enemy** – Enemy performs an attack. If the evade roll fails, the action is not resolved.
- **Attacking an Enemy in the Same Square** – If the attack is not successful, the character is automatically hit by the target's basic attack.

## EVADE ROLLS

Target results vs. models in the character's square.

Dice Roll			
Successful Against	Standard Base	Large Base OR Two Standard Bases	Three Standard Bases OR Large Base and Standard Base

## WEAPON ICONS

Common icons used when resolving attacks and reading weapon cards.





**Push** – Target may be placed in an adjacent square.



**Damage** – Target suffers damage equal to the number shown.



**Rapid Fire** – Player may spend 1 additional ammunition point to roll an extra  or 2 additional ammunition points to roll an extra .



**Fire** – Weapon inflicts fire damage.



**Blast** – Player may apply effects amongst multiple enemies in the same square.



**Cumbersome** – Weapon takes up two inventory slots.



**Universal** – Weapon may be used by any character.

## ENEMY ATTACK EFFECT ICONS

Common icons used when resolving enemy attacks.



**Damage** – Target character suffers damage equal to the number shown.



**Push** – Target character must be pushed into an adjacent square of their choice.



**Poison** – Target character suffers the Poison condition.



**Unconscious** – Target character is rendered unconscious.



**Killed** – Target character is killed.

