

RESIDENT EVIL

THE BOARD GAME

UNOFFICIAL RE2: TBG EXPANSION

RULES BOOKLET

ORIGINAL RESIDENT EVIL STORY

Featuring Lisa Trevor



CAPCOM

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CREDITS

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Resident Evil™: The Board Game is a fan-made SFG-like expansion that makes use of the elements of *Resident Evil™2: The Board Game* by Steamforged Games LTD. and the *Resident Evil™* video game series by ©CAPCOM. This unofficial expansion adds new rules and assets on top of the *Resident Evil™2: The Board Game*, players are expected to own it and all its expansions, and understand the official game rules very well in order to player this fan-made expansion. This file represents a by fans-for-fans collaboration and it is not intended to be sold or distributed in any form, except as shared freely among the fans of the games. Following these guidelines, fans of *Resident Evil™2: The Board Game* are free to use, modify, erase, or take ownership of this folder as they see it.



INTRODUCTION

Bizarre murder cases have recently occurred in the wilderness surrounding Raccoon City. There are outlandish reports of families being attacked by a group of about ten people. Victims were apparently eaten. Raccoon Police Department sent S.T.A.R.S. Bravo team to investigate, but lost contact shortly thereafter.

Alpha team was flying around the forest situated in the north-west of Raccoon City, where they were searching for the helicopter of their missing compatriots. Upon landing, they discovered Bravo team's derelict helicopter and the body of a pilot, Kevin Dooley. They continued to search for the other S.T.A.R.S. members, but it turned into a nightmare.

While exploring the forest, S.T.A.R.S. member, Joseph Frost was ambushed and killed by a pack of mutilated dog-like creatures, his body was torn apart. His comrades, unable to save him, are soon forced to flee back to their helicopter from the dogs as well. But in the ensuing chaos, pilot Brad Vickers has taken off and already fled the scene, stranding the remaining members of Alpha Team behind.. the team was surrounded.

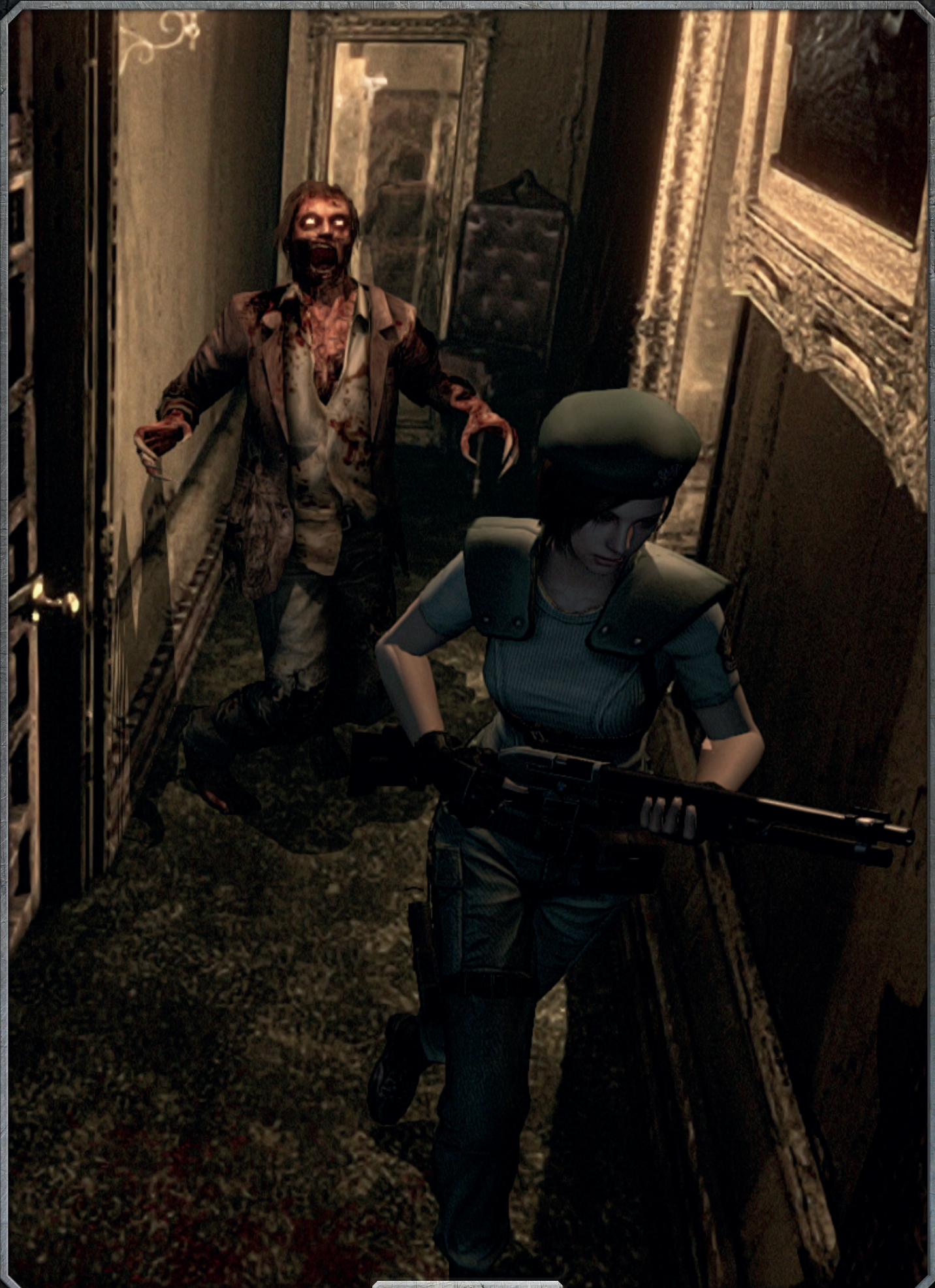
The remaining S.T.A.R.S. members scattered, unable to put up a fight. Spotting a large mansion seen in the distance from afar, at the direction of Captain Albert Wesker, they were forced to run toward it in the hopes of finding shelter - where they thought it was safe. Yet...



Resident Evil™: The Board Game is an unofficial scenario based co-operative game of survival horror for 1-4 players set in the outskirts of Raccoon City, the Arklay Mountains. To survive, players have to work together to complete the objectives of the scenario they are playing, all while evading the attention of the enemies.

The following campaign takes place in and around the Spencer Mansion, approximately three months before Raccoon City's streets became overrun by the undead. These scenarios combine the elements from the original 1998 release and 2002 remake for a new and horrifying experience.

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RESIDENT EVIL™ 2 - THE BOARD GAME

RESIDENT EVIL EXPANSION BOOKLET

The *Resident Evil™: The Board Game* fan-made expansion introduces several new elements and rules to *Resident Evil™ 2: The Board Game*, including brand new characters, weapons and defense items, special campaign items, character costumes, new game modes, new terrain elements and more enemies, together with new thrilling scenarios. Are you ready to escape the Spencer Mansion?

UNLOCKABLE CHARACTERS

At the start of a campaign players may select any of the characters from *Resident Evil™: The Board Game* expansion. Alternatively, we recommend restricting players to the original characters at the start of a campaign - **Chris, Jill, Barry and Rebecca**. During the campaign players must then unlock each new character as they go. The prerequisites and when a player can change to that character are as follows.

UNLOCK REQUIREMENTS



Kenneth J. Sullivan - During Scenario 1, if the Zombie in the Tea Room is defeated with the Knife without leaving the tile, one player may change their character to Kenneth J. Sullivan at the beginning of Scenario 2.



Advanced Jill Valentine - During Scenario 2, if any player complete the *You Were Almost a Sandwich* special rule and successfully pass an evade roll on the Trap Room tile after they acquired the Shotgun, at the beginning of Scenario 3 a player controlling Jill Valentine may change their character to Advanced Jill Valentine.



Forest Speyer - If the Zombie Forest Speyer mini-boss is defeated in Scenario 3 without being hit by his attack, one player may change their character to Forest Speyer at the beginning of Scenario 4.



Richard Aiken - After successfully completing scenario objective 3 during Scenario 3, one player may change their character to Richard Aiken at the beginning of Scenario 5.



Advanced Rebecca Chambers - If the Plant 42 is defeated after any player used V-JOLT during Scenario 5, at the beginning of Scenario 6 a player controlling Rebecca Chambers may change their character to Advanced Rebecca Chambers.



Advanced Chris Redfield - During Scenario 6, if the Hunter in the Small Library is defeated without leaving the tile, at the beginning of Scenario 7 a player controlling Chris Redfield may change their character to Advanced Chris Redfield.



Enrico Marini - If any character obtain the Hex Crank without suffering damage since the Scenario 8 begins, one player may change their character to Enrico Marini at the beginning of Scenario 9.



Albert Wesker OR Superhuman Albert Wesker - If the Prison Cell was opened for the first time in Scenario 9 as part of a campaign, one player may change their character to Albert Wesker OR Superhuman Albert Wesker at the beginning of any scenario in a new campaign.



Joseph Frost - After completing the *Resident Evil™: The Board Game* campaign the first time, one player may pick Joseph Frost at the start of a new campaign.

AMMO COMBINATION TABLE

Kenneth J. Sullivan has a Ph.D. in Chemistry, which enables him to produce ammo. Use the following table to combine Beretta ammunition to create ammo for another weapon. Kenneth may spend an action to reduce any character's Beretta ammunition dial (including his own) by the value shown on the table to increase his or another character's Shotgun, Assault Shotgun, Bazooka (Explosive Rounds), or Colt Python ammunition dial by 1, provided the characters are in the same or an adjacent square.

For example, Kenneth may use one action to reduce his Beretta's ammunition dial by 5 to increase Chris' Colt Python ammunition dial by 1. Or Kenneth may use one action to reduce Barry's Beretta ammunition dial by 3 to increase his Shotgun's ammunition dial by 1. Or also, Kenneth may use one action to reduce Rebecca's Beretta ammunition dial by 4 to increase Jill's Bazooka (Explosive Rounds) ammunition dial by 1.

	SHOTGUN OR ASSAULT SHOTGUN	BAZOOKA (EXPLOSIVE ROUNDS)	COLT PYTHON
BERETTA	3	4	5



NEW WEAPONS

Resident Evil™: The Board Game adds new weaponry to the players arsenal. These weapons may help players to progress through the campaign and greatly increase their chances of survival. Additionally, some weapons are so powerful they have the ability to hit multiple enemies at the same time.

BURST

 - Burst weapons allow the effect of the attack to be applied to every enemy in the same square as the target.



The **Dagger** is an item used during enemies reactions. A character with this item in their inventory may use it to defend themselves when resolving enemy attacks. This item does not count towards a character's inventory limit.



The **Flash Grenade** is an item used during enemies reactions. A character with this item in their inventory may use it to defend themselves when resolving enemy attacks. This item does not count towards a character's inventory limit.



The **Bazooka** is a special weapon, which can be reloaded with three types of ammo - Explosive Rounds, Flame Rounds or Acid Rounds. There is a corresponding weapon profile card and ammunition dial for each. The Bazooka (Explosive Rounds) is the basic one and if a character hold it already in their inventory they may obtain and use the other ones. Furthermore, only one type can be active at any time and a player may spend an action to declare which Bazooka weapon is being used during their activation, until the player decides to declare a different type. Each Bazooka counts towards the character's inventory limit. When players successfully complete a scenario in campaign mode, they can only keep Bazooka (Explosive Rounds) weapon. Discard the Bazooka (Flame Rounds) or Bazooka (Acid Rounds) cards, along with the corresponding ammunition dials before a new game begins.

CHARACTER COSTUMES

Resident Evil™: The Board Game adds character costumes. These items are special rewards for beating the campaign. Costumes can be used by characters to alter their profile visuals.



The **Jill's Casual Costume** is an item players can only acquire during Scenario 1 if they finish the campaign for the first time and start a new game. This item does not count towards a character's inventory limit.



The **Chris' Made In Heaven Costume** is an item players can only acquire during Scenario 1 if they finish the campaign for the first time and start a new game. This item does not count towards a character's inventory limit.

DIRECTOR'S CUT GAME MODES

TRAINING MODE

If the players are playing in **training mode**, make the following adjustments to the standard rules:

- Refreshing the tension deck does not require an Ink Ribbon and the Typewriter is not removed from the playing area.
- When using an ammunition item to reload a weapon, restore the weapon to full instead of the printed amount.
- All one-way doors are unlocked at the beginning of the scenario.

ARRANGE MODE

If the players are playing in **arrange mode**, make the following adjustments to the standard rules:

- At the start of a scenario, generate one extra Ink Ribbon to the player pool.
- All non-boss enemies do 1 more damage on their basic attacks when they successfully hit a character.
- Subtract 1 from any encounter die roll (to a minimum of .



TERRAIN ELEMENTS

Resident Evil™: The Board Game contains new terrain elements.



1. ONE-WAY DOORS

Some doors are locked on one side and can only be opened from the opposite side. These doors have a locked card in the same way as a locked door. Orientation of the locked card's text is showing which side of the door is locked. It is important to lay them out as shown on the scenario map to make up the playing area at the beginning of the game. Once a one-way door has been opened, remove the locked card and treat the door as a standard door for the rest of the scenario.



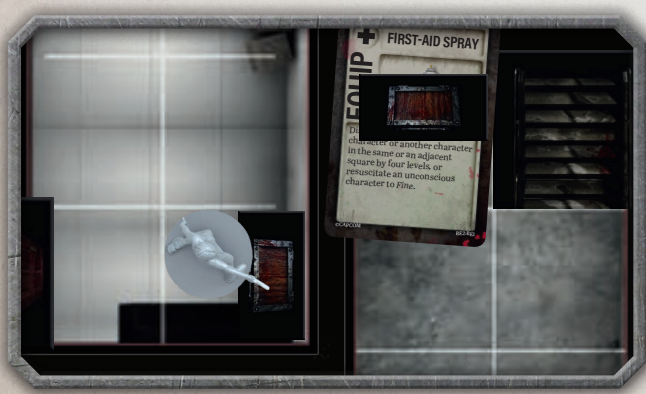
2. LOCKED STAIRWELLS

Some stairwells represent elevators and begin the game locked, as indicated by the scenario brief. They must be unlocked before the characters are allowed to move between floors and require a character to have a specific item in their inventory or to complete a scenario objective in order to use them. These stairwells should have the corresponding locked card beneath them at the beginning of the game. Once unlocked, remove the locked card and treat the stairwell as a standard stairwell for the rest of the scenario.



3. MULTIPLE SCENARIO OBJECTIVES

During some scenarios, players will be able to complete multiple scenario objectives. They are marked as icons with a specific number, such as 1 or 2, etc. Some of them may be optional and it is not needed to complete the them in any order. Players will need to explore for clues and items required to progress and each scenario objective can only be completed once.



4. CONNECTED ITEM BOXES

Item boxes in scenarios are connected and count as one. A character in the same or an adjacent square who has line of sight to an item box may take any number of items from the same or another item box on a different tile into their inventory by making a search action.

Additionally, if a character have reached their inventory limit, at the start of the scenario, they may place any items they hold in the item box before the game begins to obtain these items later during the game. Also all campaign items in the item box are carried throughout all scenarios and players may keep them inside the item box or put them in their character's inventory if they have not reached inventory limit.

MODEL AND DIAL REFERENCE TABLE

The new content models are not part of this expansion. Selecting and placing one or more exact models into the playing area at the start of a scenario is not an option. During gameplay, players can pick any model of their preference from the existing *Resident Evil™ 2: The Board Game* contents, as long as they're the right base. It is important for players to remember this reference and stick with that model of choice, so it is identifiable by them when playing the game. The table below should help players to choose. Players are as well encouraged to explore and create their own designs!

	Icon	Model Base	Advisable RE2BG Model of Choice
Character	N/A	Standard	Any Character
Zombie		Standard	Any Zombie
Hunter		Large	Licker
Adder		Standard	Crows or G-Imago Token
Crimson Head		Standard	Alt RPD Zombie on fire kickstarter exclusive model or any Zombie model of the same design.
Chimera		Large	Ivy
Lisa Trevor		Standard	T-00 Tyrant
Modified Zombie		Standard	Any Modified Zombie
Wasp		Standard	Crows
Web Spinner		Large	Giant Spider
Zombie Forest Speyer		Standard	Zombie Marvin Branagh or Zombie Brad Vickers
Large Neptune		Large	Giant Moth
Small Neptune		Standard	Zombie Dog
Yawn Stage One		Massive	Giant Aligator or RE1BG Yawn Stage One boss token
Yawn Stage Two		Massive	Giant Aligator or RE1BG Yawn Stage Two boss token
Plant 42		Massive	Birkin Stage Four or RE1BG Plant 42 boss token
Black Tiger		Massive	Birkin Stage Four
Tyrant T-002		Large	Birkin Stage One
Super Tyrant		Large	Birkin Stage One

Similarly to how the above model reference sheet is used by players to pick the correct design in the game, use existing dials for any weapons during a scenario setup, provided they have the correct ammunition capacity. Now run for that house!



SCENARIO BRIEF 1 MANSION OF NIGHTMARES



The Alpha team have escaped into the mansion. They didn't know what happened and some survivors are missing! Are they alive? Suddenly, a gunshot is heard. Blood is found and orders are clear to investigate the place to see if there are any other clues. Stay alert! Captain Wesker disappears and there has been no sign of him anywhere. What is this all about?

In this scenario, the characters must search the Spencer Mansion. The players successfully complete this scenario if all characters are on the tile marked as the Main Hall, there are no enemies on that tile and one of the characters has the Star Crest campaign item in their inventory.

This scenario takes place on the first and second floor of the Spencer Mansion.

When playing in campaign mode, at the beginning of the Reaction Phase, some enemies will be able to perform a special attack instead of a basic attack. If there are eligible enemies, the active character's controlling player must roll the encounter die. If a is rolled, the eligible enemy with the highest threat level performs a special attack against the closest character on the same or a linked tile. If there are multiple eligible enemies with the same threat level, choose the one closest to a character. After the special attack is resolved, perform reactions for other enemies. If there are no eligible enemies or the special attack is not performed, all enemies make reactions as normal.

SPECIAL RULES

INTO THE MANSION

Doors marked with the symbol are locked on one side and must be unlocked from the opposite side.

Please notice that the orientation of the Locked From The Other Side locked card's text is important and it represents which side of the doors is locked as shown on the scenario map to make up the playing area and lay them out as shown.

SAFE ZONE

The Main Hall is a secure tile. A character on the secure tile does not have to draw a card during the Tension Phase. Sustained effect tokens already on or placed on a secure tile are immediately discarded without any effect.

SECRET CLOSET

An eerie picture of the Mansion...

CARD DECKS

STARTING ITEMS

- 1-4 Combat Knife
- 1-4 Beretta
- 1-4 First-Aid Spray

ITEM DECK A

- 3x Clip
- 1x Dagger
- 1x Ink Ribbon
- 1x Sword Key

ITEM DECK B

- 3x Clip
- 2x Green Herb
- 1x Star Crest

TENSION DECK

- 34x Green Card
- Amber:

2x Echoes in the Darkness

2x No Escape...

2x Prehensile Grasp

2x Tough Hide

Red:

1x Undead Ambush

1x Murder of Crows

1x Vigour Morris

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Prehensile Grasp token

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.

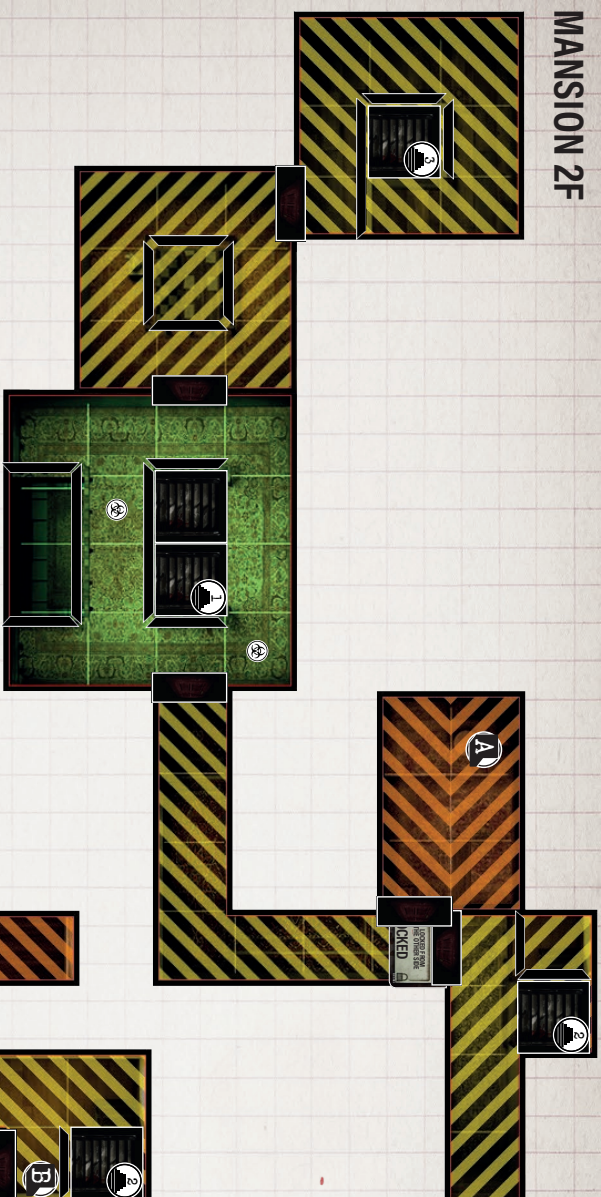
AMBER TILE

Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Zombie, 1x Corpse
4	2x Zombie
3	2x Corpse, Restless Dead - At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
2	2x Zombie at the closest
	3x Zombie

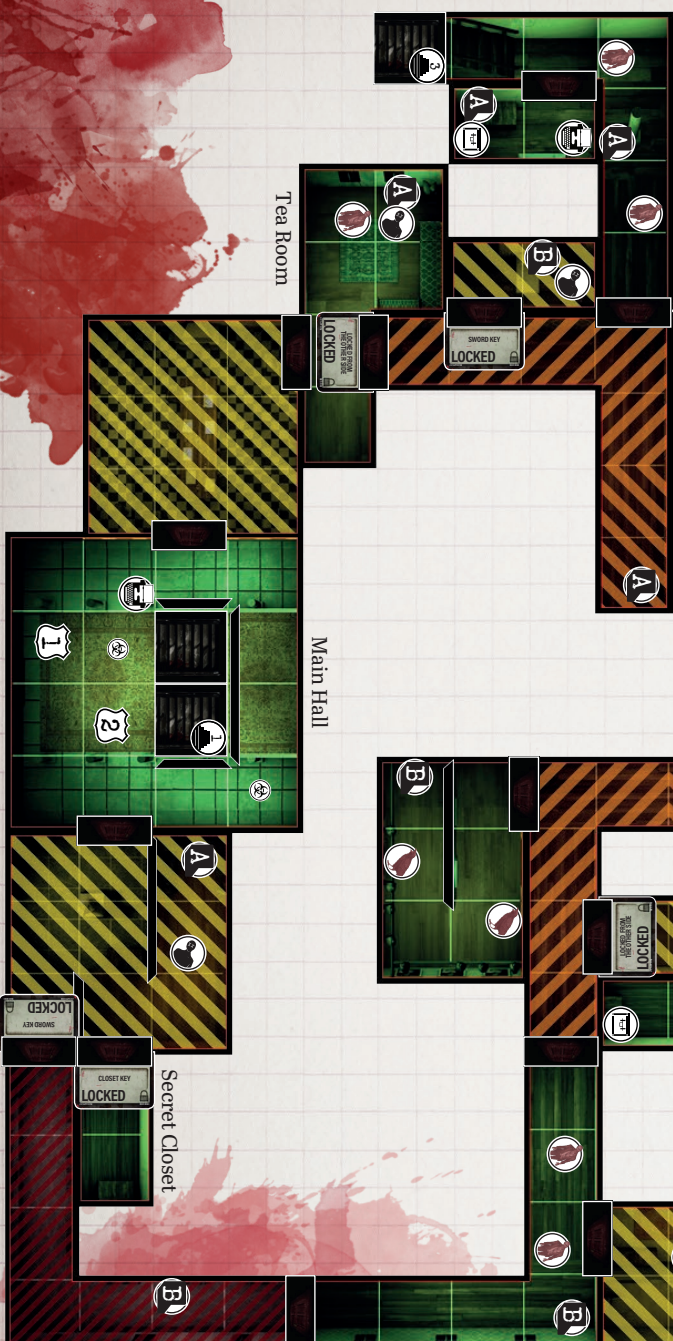
RED TILE

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

MANSION 2F



MANSION 1F



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	Crows
	Stairwell
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Locked On The Other Side
	Locked - Sword Key
	Locked - Closet Key

SCENARIO BRIEF 2 RESCUE MISSION IN PERIL



The bizarre events have occurred since the S.T.A.R.S. members arrival at the Spencer Mansion. The survivors have discovered the body of Bravo team member Kenneth J. Sullivan - killed by one of those "creatures". Now he's become a mere shadow of his former self. Something is wrong with this house and it's ominously quiet outside... This mansion is gigantic and the S.T.A.R.S. members can get in danger if they get lost. The survivors need to figure out what happened to the rest of the team.

In this scenario, the characters must secure their escape route and search for the remaining Crest items. The players successfully complete this scenario if they have the Sun Crest and the Wind Crest campaign items in their inventory, they reach the Main Hall and there are no enemies on that tile.

This scenario takes place on the first and second floor of the Spencer Mansion.

SPECIAL RULES

IT MIGHT BE HANDY

When playing in campaign mode, one player must allocate the Lockpick at the beginning of the game.

The Lockpick does not count towards a character's inventory limit and it can be used to get access to various places or obtain supplies. It might be worth holding on to if you're playing in campaign mode, though! Remember to search for clues.

TIGER'S EYE

While in the same square as the , a character may spend an action to discard the Blue Jewel and exchange it for the Wind Crest.

HIDDEN ITEMS

The characters will have to find some way to get the Armor Key... But How?

INSIDE THE LOCKED DESK DRAWERS

While in the same square marked as the , or , a character may spend an action on each one to use the Lockpick to obtain the Clip.

YOU WERE ALMOST A SANDWICH

While in the same square as the , a character may spend an action to discard the Broken Shotgun and exchange it for the Shotgun. When the Shotgun is placed in a character's inventory, the next time that character is placed on the Trap Room tile from another tile, they must pass an evade roll or their Action Phase ends immediately and the character cannot leave the Trap Room tile during their following activation.

WATCH OUT, IT'S A MONSTER!

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

CARD DECKS

STARTING ITEMS

- 1-4 Combat Knife
- 1-4 Beretta
- 1-4 First-Aid Spray
- 1x Lockpick

ITEM DECK A

- 1x Ink Ribbon
- 3x Clip
- 2x Green Herb
- 1x Blue Jewel
- 1x Herbicide 
- 1x Flash Grenade

ITEM DECK B

- 1x Broken Shotgun
- 1x Shells
- 1x Green Herb
- 1x Red Herb
- 1x Sun Crest 

TENSION DECK

- 34x Green Card
- Amber:
- 2x Echoes in the Darkness
- 1x Persisting Unease
- 2x No Escape...
- 2x Tough Hide
- 1x Grisly Reanimation
- Red:
- 1x Vigour Mortis
- 1x Bloodcurdling Howl

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Persisting Unease token
- 2x Clip card
- 1x Armor Key card
- 1x Wind Crest card
- 1x Shotgun card
- 1x Undead Ambush card

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.
	2x Zombie at the closest 

AMBER TILE

Dice	Enemies / Event Encountered
6	1x Corpse
5	1x Zombie, 1x Corpse
4	2x Zombie
3	Scent of Death - Draw two cards from the tension deck.
2	2x Zombie at the closest 
	Rage Reborn - Replace each corpse on this tile with a Crimson Head.

RED TILE

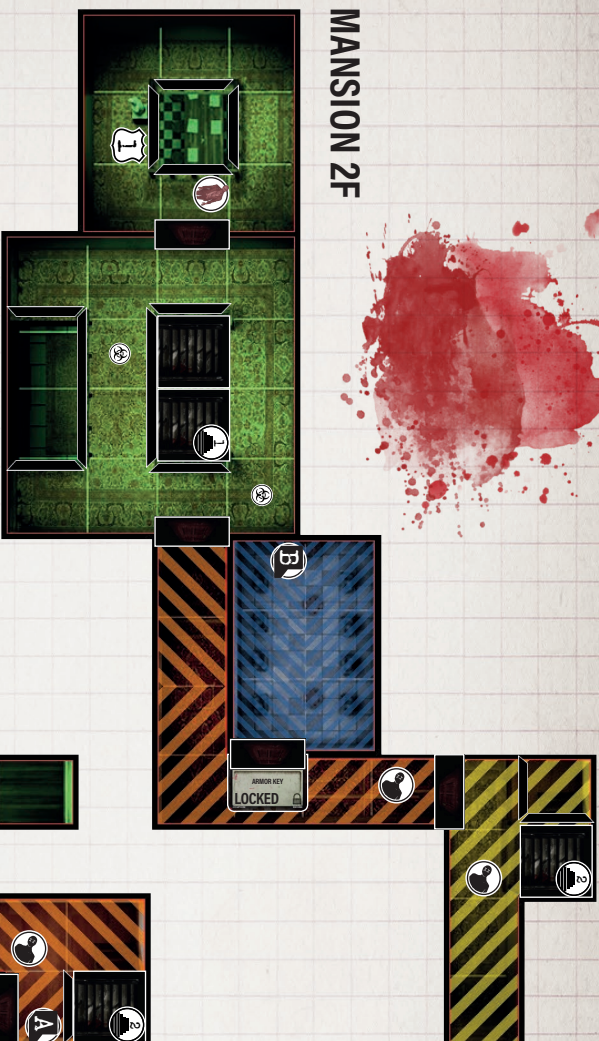
Dice	Enemies / Event Encountered
6	Roll the encounter die again.
5	1x Zombie Dog
4	1x Zombie Dog, 1x Corpse
3	2x Zombie Dog
2	Scent of Death - Draw two cards from the tension deck.
	3x Zombie Dog

BLUE TILE

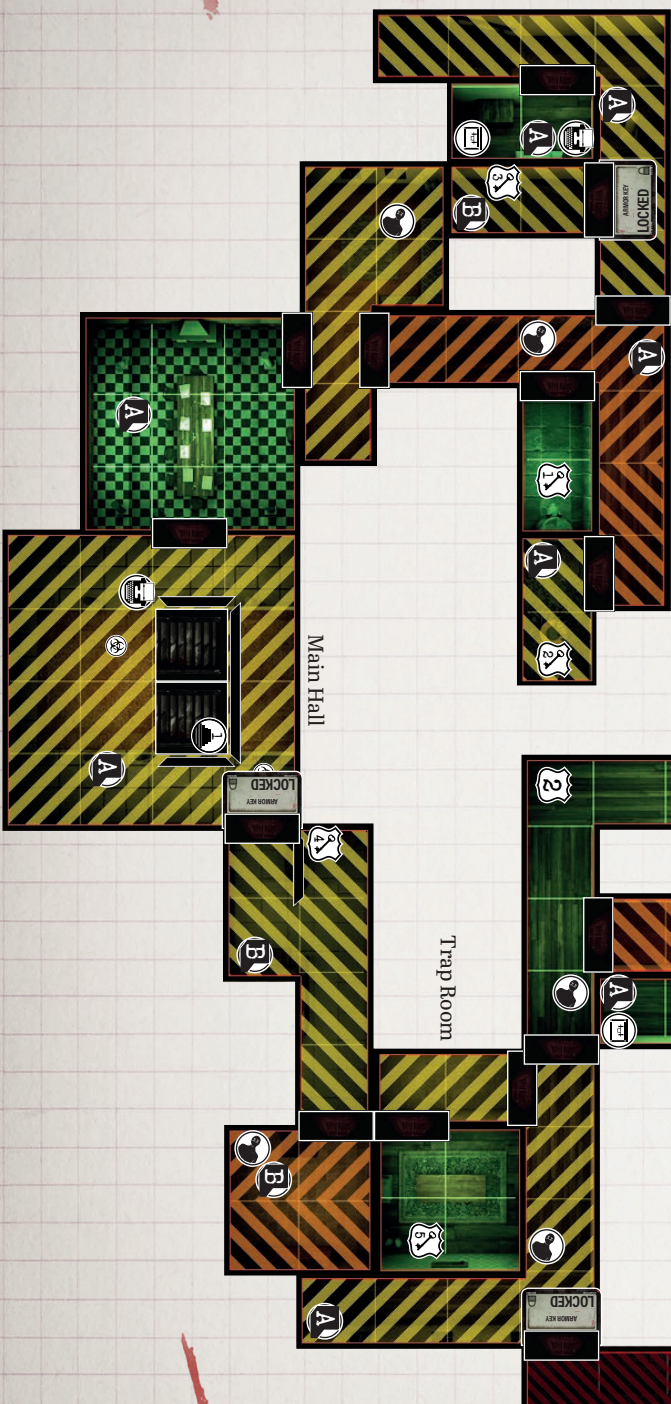
Dice	Enemies / Event Encountered
6	Safe
5	Pass an evade roll or suffer 1 damage due to Noxious Gas.
4	Pass a  evade roll or suffer 1 damage due to Noxious Gas.
3	Pass a  evade roll or suffer 1 damage due to Noxious Gas.
2	Suffer 1 damage due to Noxious Gas.
	Suffer 1 damage due to Noxious Gas and the active character must forfeit their following action.



MANSION 2F



MANSION 1F



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

SCENARIO BRIEF 3 ESCAPE FROM MANSION



The survivors found mixed success in their search at the Spencer Mansion. Their discovery of two additional crests and the body of another S.T.A.R.S. member made their objective clear - get out of the Spencer Mansion! There must be a back door somewhere!

While searching for the final crest on the second floor, the team was surprised to discover a survivor! Richard Aiken, Bravo Team communications expert, was badly injured after being attacked by a "terrible demon" in the Attic. His report of a venomous snake matches his wounds, and without treatment he will surely die. The survivors recall seeing a serum somewhere in the Spencer Mansion and quickly split up to search the area.

In this scenario, the characters must search for the final Crest and try to save Richard with the Serum. The players successfully complete this scenario once the Yawn Stage One is defeated, they have found the Moon Crest scenario item and all of the characters leave the playing area via the door marked as the Shed Entrance on the map.

This scenario takes place on the first and second floor of the Spencer Mansion.

If the players are playing in campaign mode, from this scenario onwards, if a Zombie is killed, roll an additional 1 to see if the Zombie was critically hit. If no hits are rolled, replace it with a corpse. Furthermore, if a character ends an action in the same square as one or more corpses, after the action is resolved, their controlling player must roll the encounter die. If a 1 is rolled, replace each corpse in the square with a Crimson Head! To prevent a Zombie to be "reborn" as a Crimson Head, players may dispose of any corpse using the Lighter to burn its remains. The Lighter does not count towards a character's inventory limit.

SPECIAL RULES

TERRIBLE DEMONS!

Richard is wounded and to save him from dying to potent venom, the characters must find the Serum somewhere in the Mansion.

MOONLIGHT SONATA

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

TOO DARK TO SEE ANYTHING

In order to see better, a character may use the Lighter while in the square marked with the 3 to lit a candle and get the Acid Rounds.

PECKED TO DEATH

Forest Speyer is now one of the living dead. A character may spend an action while in the square marked with the 3 to obtain the Bazooka (Explosive Rounds). Afterwards, spawn Zombie Forest Speyer in the same square. If Zombie Forest Speyer is already in play, it performs a special attack instead.

CARD DECKS

STARTING ITEMS

- 1-4 Combat Knife
- 1-4 Beretta
- 1-4 First-Aid Spray
- 1x Shotgun
- 1x Star Crest
- 1x Sun Crest
- 1x Wind Crest
- 1x Lockpick

ITEM DECK A

- 2x Clip
- 1x Green Herb
- 1x Red Herb
- 2x Blue Herb
- 1x Ink Ribbon
- 1x Serum
- 1x Emblem (★)
- 1x Lighter
- 1x Music Notes (★)

YAWN STAGE ONE BEHAVIOUR DECK

- 2x Venomous Bite
- 2x Slithering Speed
- 2x Injuring Swipe
- 1x Tangled

TENSION DECK

- 3x Green Card
- Amber:
- 2x Echoes in the Darkness
- 1x Persisting Unease
- 1x Crimson Thirst
- 2x Tainted Wounds
- 2x Tough Hide
- 2x No Escape...

Red:

- 1x Undead Ambush
- 2x Rage Reborn
- 1x Vigour Morris

ITEM DECK B

- 1x Shells
- 1x Explosive Rounds
- 1x Moon Crest (★)

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Persisting Unease token
- 1x Shells card
- 1x Acid Rounds card
- 1x Shield Key card
- 1x Bazooka (Explosive Rounds) card
- 1x Bazooka (Acid Rounds) card

ENCOUNTER DICE TABLES

YELLOW TILE

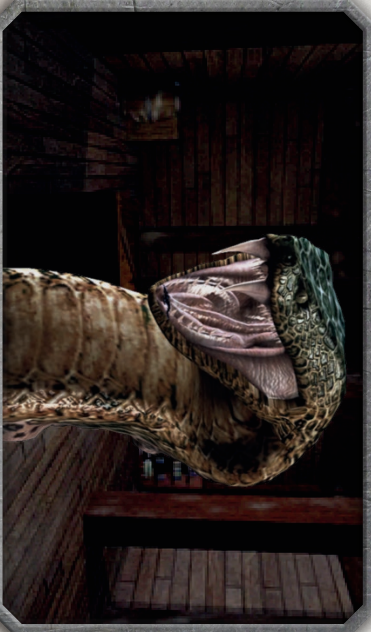
Dice	Enemies / Event Encountered
6	Empty
5	Safe for Now - Place a Persisting Unease token on this tile (The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table).
4	1x Corpse, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
3	1x Zombie, (1A)
2	1x Zombie, 1x Corpse
★	Scent of Death - Draw two cards from the tension deck.

AMBER TILE

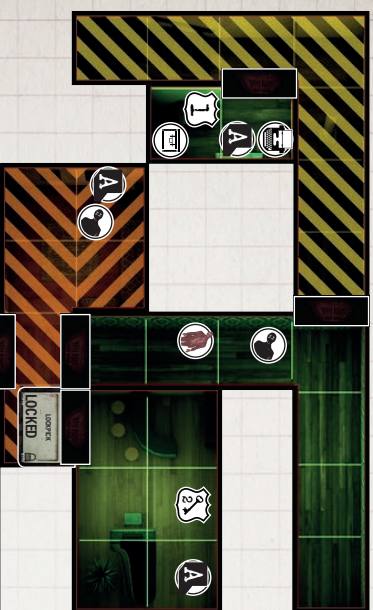
Dice	Enemies / Event Encountered
6	2x Corpse, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
5	1x Zombie, (1A)
4	1x Zombie, 1x Corpse
3	2x Zombie
2	2x Zombie at the closest (2B)
★	Rage Reborn - Replace each corpse on this tile with a Crimson Head.

RED TILE

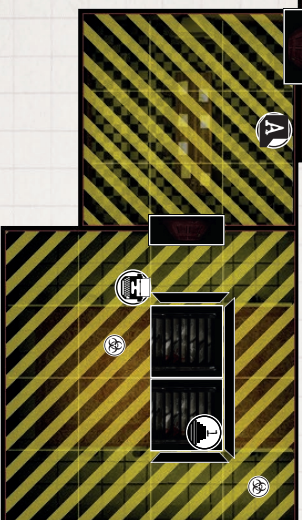
Dice	Enemies / Event Encountered
6	Unsettling Feeling - The active character draws an extra card during the Tension Phase.
5	Murder of Crows - All characters on this tile must pass an evade roll or suffer 1 damage. After this is resolved spawn a Crows enemy on the same tile as the active character.
4	Spawn Zombie Forest Speyer.
3	Spawn Zombie Forest Speyer, Murder of Crows - All characters on this tile must pass an evade roll or suffer 1 damage. After this is resolved spawn a Crows enemy on the same tile as the active character.
2	2x Crows, spawn Zombie Forest Speyer.
★	Spawn Zombie Forest Speyer and it performs a special attack.



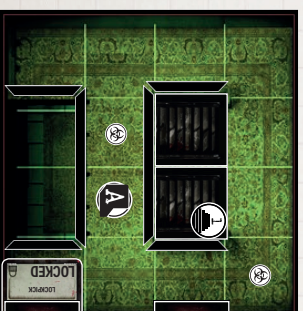
MANSION 1F



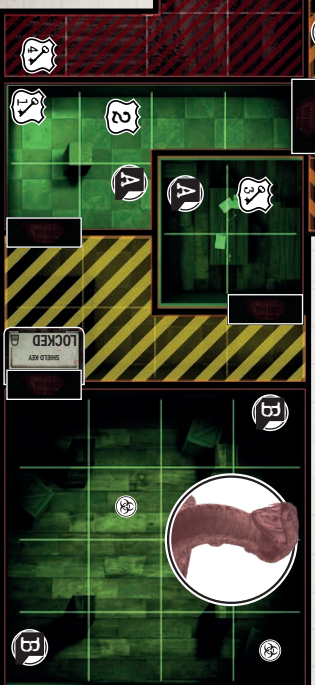
Main Hall



MANSION 2F



Attic



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	Zombie Dog
	Yawn Stage One
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Lockpick
	Locked - Shield Key
	Locked - Shed Entrance

SCENARIO BRIEF 4

STAY AWAY... THE FOREST!



After finding all 4 cressis, a way out of the dangerous Mansion has been found through the small Shed. It is lit by a light on the ceiling and it leads to the Courtyard. Taking the Cemetery path, a garbled warning break in via the radio about a monster in chains located in the woods...

In this scenario, the players must escape the Courtyard depths and woods - but somewhere in the shadow Lisa Trevor wanders, mentally disturbed as a side effect due to her virus mutation. The players successfully complete this scenario if they collect the Square Crank campaign item, discover who the monster is by finding the Family Picture scenario item, all characters are on the tile marked as the Shed and there are no enemies on that tile.

This scenario takes place in the Courtyard and the Underground.

SPECIAL RULES

GUARD DOG'S DESIRE

To unlock the door marked as the Cemetery Gate, the characters need to spend an action to roll the encounter die on the same tile. If they roll a 4 or higher two times in one Action Phase, remove the locked card and treat the door as a standard door for the rest of the scenario.

AT THE BACK OF THE CABIN

A character may spend an action while in the square marked with the to obtain the Square Crank. Afterwards, spawn Lisa Trevor on the same tile as the active character. If Lisa Trevor is already in play, place her in the same square as the active character, then perform a special attack.

HIDDEN INSIDE A CRATE

The access to Lisa's Room is locked by a weapon latch. The characters must first make their way to the square marked with the and spend an action to move the crate down the underground water stream to the Garbage Compactor in order to collect the Broken Flamethrower while in the square marked with the .

MONSTER IN CHAINS

Lisa Trevor is a hideous indestructible monster looking for her family. Everytime she collapses after enough ammunition has been unloaded into her body, remove her from the playing area.

FAMOUS FAMILY

Once a character has found the Family Picture, spawn Lisa Trevor on the same tile as the active character. If Lisa Trevor is already in play, place her in the same square as the active character, then perform a special attack. Lisa Trevor cannot be removed from the playing area anymore and remains in play for the rest of the scenario. From this point on, Lisa's movement value is doubled. The players need to take the opportunity to escape and retreat to the tile marked as the Shed before they run out of ammo since weapons are ineffective against Lisa! Make a run for it!

CARD DECKS

STARTING ITEMS

- 2-4 Combat Knife
- 2-4 Beretta
- 2-4 First-Aid Spray
- 1x Shotgun
- 1x Bazooka (Explosive Rounds)

ITEM DECK A

- 3x Clip
- 2x Green Herb
- 1x Red Herb
- 1x Shells
- 1x Explosive Rounds
- 1x Ink Ribbon

ITEM DECK B

- 2x Clip
- 1x Shells
- 1x Blue Herb
- 1x Family Picture

TENSION DECK

- 34x Green Card

Amber:

- 2x Something's Out There!
- 2x No Escape...
- 2x Tough Hide
- 2x Mounting Trepidation
- 2x Tainted Wounds

Red:

- 2x Harrowing Wails
- 1x Murder of Crows
- 1x Vigour Mortis

ADDITIONAL CARDS AND TOKENS

- 2x Persisting Unease token
- 2x Rising Fear token
- 1x Square Crank card
- 1x Broken Flamethrower card

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	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 they yellow encounter table.)
5	2x Adder
4	1x Zombie. Unless there are no enemies on this tile, at the end of the Tension Phase roll again, subtracting 2 from the roll.
3	2x Corpse, Restless Dead - At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
2	2x Zombie, Snatching Talons - The active character must pass an evade roll or their Action Phase ends immediately.
	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 they yellow encounter table.)

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 Web Spinner
3	1x Web Spinner, Lunch Forward - All enemies on this tile and linked tiles perform a move reaction.
2	Spawn Lisa Trevor. If Lisa Trevor is already in play and on the same tile as another character, she performs a special attack instead and does not spawn on this tile.
	Spawn Lisa Trevor in the same square as the active character and resolve a special attack. If Lisa Trevor is already in play, place her in the same square as the active character, then perform a special attack.



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Broken Flamethrower
	Locked - Cemetery Gate

COURTYARD

Lisa's Room

Cemetery

Garbage Compactor

Shed

UNDERGROUND

SCENARIO BRIEF 5 PLANT ISSUE!



The S.T.A.R.S. members retreated from Lisa Trevor and took the other path leading to the Guardhouse, but the passage was blocked by a large water pool. You can hear the sound of a waterfall in the distance..

The players successfully complete this scenario once the Plant 42 is defeated and the Helmet Key is placed in a character's inventory.

This scenario takes place in the Courtyard and the Guardhouse.

SPECIAL RULES

SQUARE-SHAPED

The character with the Square Crank begins the game on (1). If this scenario is not being played in campaign mode, a character beginning on (1) must allocate the Square Crank before the game begins.

WATER GATE

While in the square marked with the (3), a character may spend an action to discard the Square Crank to access the Stone Waterpool.

INSIDE THE LOCKED DESK DRAWERS

While in the same square marked as the (2) or (3), a character may spend an action on each one to use the Lockpick to obtain the Shells.

CODENAME NEPTUNE

The broken water tank has flooded the Aqua Ring area, inadvertently releasing a mother Neptune and her spawn. Until the water is drained, other enemies cannot enter this tile, characters inside can only take two actions during their Action Phase, they don't have to draw tension cards and sustained effect tokens placed on this tile are immediately discarded without effect. The sharks only react to the characters inside the Aqua Ring and they cannot be attacked from outside. To return the playing area to normal, while in the square marked with the (3), a character may spend an action to drain the water. Afterwards, the sharks cannot perform any more reactions.

MAXIMUM SAFETY

The Storeroom door has an automatic emergency Pressure Lock. To unlock the doors, the characters must first find a way to activate the water draining system. Then, while in the square marked with the (3), a character may spend an action to obtain the 003 Key.

UMB NO.16 (V-JOLT)

While in the square marked with the (3), a character needs to spend an action to roll the encounter die. If a 4 or higher is rolled, discard the "V-JOLT" Report to obtain the V-JOLT. (If a 5 is rolled, the character is poisoned.) Discard the V-JOLT on the plant roots while in the square marked with the (3) to reduce the health dial of the Plant 42 from 28 to 20 before the boss encounter begins.

I WANT YOU TO CHECK THEM OUT

There are still locked up rooms survivors couldn't get in to be explored for clues in the Spencer Mansion. When the Plant 42 is exterminated, one of the characters may obtain the Helmet Key.

CARD DECKS

STARTING ITEMS

- 1-4 Combat Knife
- 1-4 Beretta
- 1-4 First-Aid Spray
- 1x Shotgun
- 1x Bazooka (Explosive Rounds)
- 1x Square Crank
- 1x Lockpick

ITEM DECK A

- 1x Clip
- 1x Green Herb
- 1x Blue Herb
- 1x Red Herb
- 1x Ink Ribbon
- 1x Control Room Key
- 1x Passcode
- 1x 002 Key
- 1x Blank Book

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Persisting Unease token
- 1x V-JOLT card
- 2x Shells card
- 1x 003 Key card
- 1x Helmet Key card
- 1x Bazooka (Flame Rounds) card

TENSION DECK

- 34x Green Card
- Amber:
- 2x Echoes in the Darkness
- 2x No Escape...
- 2x Tough Hide
- 1x Persisting Unease
- 1x Mounting Trepidation
- 1x Tainted Wounds

Red:

- 1x Horrifying Surprise
- 1x Undead Ambush
- 1x Vines Attack
- 2x Vigour Morits

ITEM DECK B

- 1x Clip
- 1x Green Herb
- 1x Flame Rounds
- 1x Assault Shotgun
- 1x "V-JOLT" Report

PLANT 42 BEHAVIOUR DECK

- 1x Acid Spray
- 1x Tendril Lash
- 1x Vine Twine
- 6x Pattern

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, (1)
4	1x Zombie
3	1x Zombie, 1x Corpse
2	2x Zombie
(1)	Roll on the amber encounter table instead.

AMBER TILE

Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Zombie, (1)
4	1x Zombie, 1x Corpse
3	2x Zombie
2	2x Zombie Dogs
(1)	2x Zombie Dogs at the closest (2)

RED TILE

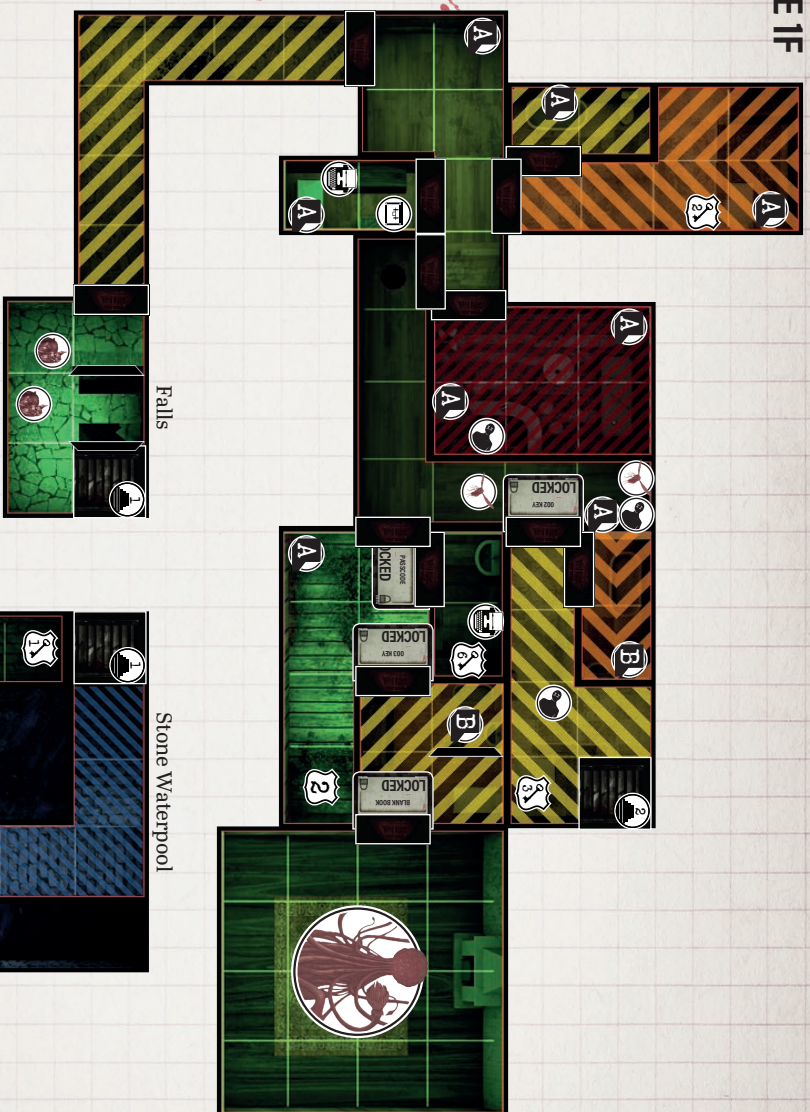
Dice	Enemies / Event Encountered
6	Creeping Death - At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	3x Zombie
4	1x Web Spinner
3	1x Web Spinner, 1x Corpse
2	2x Web Spinner
(1)	2x Web Spinner at the closest (2)

BLUE TILE

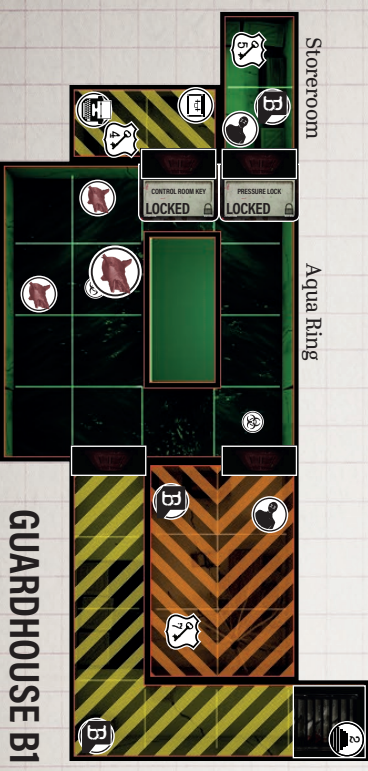
Dice	Enemies / Event Encountered
6	Empty
5	Roll encounter die again.
4	1x Adder
3	1x Adder
2	2x Adder
(1)	2x Adder at the closest (2)



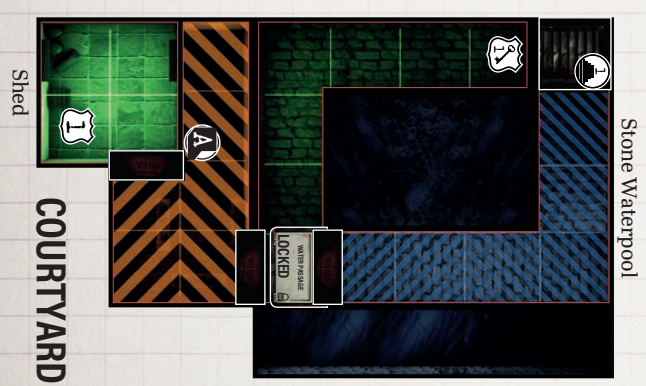
GUARDHOUSE 1F



GUARDHOUSE B1



COURTYARD



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie Dog
	Wasp
	Small Neptune
	Large Neptune
	Plant 42
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Blue tile
	Locked - Water Passage
	Locked - 002 Key
	Locked - 003 Key
	Locked - Passcode
	Locked - Blank Book
	Locked - Pressure Lock
	Locked - Control Room Key

SCENARIO BRIEF 6 HUNTED



After destroying the large mutated plant and discovering that many of the researches in this house are connected to Umbrella, the Helmet Key was recovered too. It unlocks more doors in the Spencer Mansion.

In this scenario, the characters must kill the Yawn boss. The players successfully complete this scenario if the Yawn Stage Two has been killed, all characters are on the tile marked as the Lesson Room and one of the characters has the Eagle Medal in their inventory.

This scenario takes place in the Spencer Mansion.

SPECIAL RULES

LOCKED ROOMS

The character with the Helmet Key begins the game on 1. If this scenario is not being played in campaign mode, a character beginning on 1 must allocate the Helmet Key before the game begins.

WHAT A WEAPON!

While in the same square as the 1, a character may spend an action to discard the Red Jewel to obtain the Colt Python.

CARD DECKS

STARTING ITEMS

- 1-4 Combat Knife
- 1-4 Beretta
- 1-4 First-Aid Spray
- 1x Shotgun
- 1x Assault Shotgun
- 1x Bazooka (Explosive Rounds)
- 1x Helmet Key

ITEM DECK A

- 2x Clip
- 2x Green Herb
- 1x Red Herb
- 1x First-Aid Spray
- 1x Shells
- 1x Explosive Rounds
- 1x Acid Rounds
- 1x Magnum Rounds

ITEM DECK B

- 1x Ink Ribbon
- 1x Shells
- 1x Red Jewel
- 1x Eagle Medal (★)

TENSION DECK

- 34x Green Card

Amber:

- 2x No Escape...
- 2x Tough Hide
- 2x Echoes in the Darkness
- 2x Something's Out There
- 1x Persisting Unease
- 1x Crimson Thirst

Red:

- 1x Murder of Crows
- 2x Deadly Foolsteps
- 2x Vigour Mortis

YAWN STAGE TWO BEHAVIOUR DECK

- 2x Ferocious Bite
- 2x Demonic Speed
- 2x Terrible Swipe
- 1x Tangled

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Persisting Unease token
- 1x Colt Python card
- 1x Bazooka (Acid Rounds) 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
★	1x Hunter

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	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 Hunter, Lurch Forward - All enemies on this tile and linked tiles perform a move reaction.
★	2x Hunter





	Character Start
	Corpse
	Typewriter
	Item Box
	Hunter
	Yawn Stage Two
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Locked - Helmet Key

SCENARIO BRIEF 7 UNDER THE WATERFALL



With the hideous Yaum at last defeated, a passage to the basement appears. There might be a clue about an underground escape route.

In this scenario, the characters must make their way through the Shed into the Underground Caves and leave the Spenced Mansion behind. The players successfully complete this scenario if they have found the MO Disk campaign item and all characters have escaped the playing area via the square marked with the  on the Falls tile.

This scenario takes place in the Spencer Mansion and the Courtyard.

SPECIAL RULES

LET'S HURRY!

Ink Ribbons and Typewriters are not used in this scenario.

If the tension deck runs out, remove two green tension deck cards, then reset it as normally and shuffle in a Deadly Footsteps card. There is one Deadly Footsteps card available for each Ink Ribbon in the player pool. If the tension deck is exhausted at any time and there are no more Deadly Footsteps cards left, the scenario immediately ends in failure for the players as they are overrun by enemies...

INSIDE THE LOCKED DESK DRAWER

While in the same square marked as the , a character may spend an action to use the Lockpick to obtain the Magnum Rounds.

CARD DECKS

STARTING ITEMS

- 2-4 Combat Knife
- 2-4 Beretta
- 2-4 First-Aid Spray
- 1x Shotgun
- 1x Assault Shotgun
- 1x Bazooka (Explosive Rounds)
- 1x Colt Python
- 1x Lockpick

ITEM DECK A

- 1x Clip
- 2x Green Herb
- 2x Blue Herb
- 1x Red Herb
- 1x Shells
- 1x Acid Rounds

ITEM DECK B

- 2x Clip
- 1x Battery 
- 1x Shells
- 1x Explosive Rounds
- 1x MO Disk

TENSION DECK

- 34x Green Card
- Amber:

- 2x Echoes in the Darkness
- 2x No Escape
- 2x Tough Hide
- 1x Crimson Thirst
- 1x Grisly Reanimation
- 2x Tainted Wounds
- 2x Mounting Trepidation

Red:

- 1x Horrifying Surprise
- 1x Rising Fear
- 1x Bloodcurdling Howl
- 1x Rage Reborn
- 2x Vigour Mortis

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Rising Fear token
- 1x Magnum Rounds card
- 1x Bazooka (Acid Rounds) card
- 2x Deadly Footsteps card

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	1x Zombie, 
3	1x Zombie, Lurch Forward - All enemies on this tile and linked tiles perform a move reaction.
2	2x Zombie Dog
	1x Corpse, At the end of the active character's Tension Phase replace each corpse on this tile with a Crimson Head.

AMBER TILE

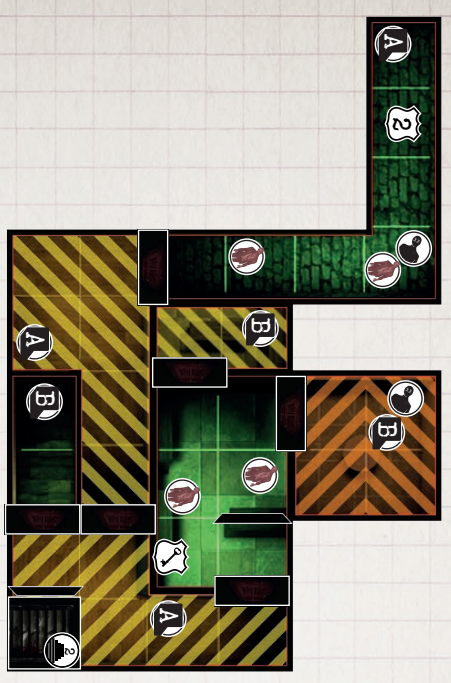
Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Corpse, At the end of the active character's Tension Phase replace each corpse on this tile with a Crimson Head.
4	1x Zombie, Snatching Talons - The active character must pass an evade roll or their Action Phase ends immediately.
3	2x Zombie
2	1x Hunter, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
	1x Hunter, Scent of Death - Draw two cards from the tension deck.

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 Web Spinner
3	1x Web Spinner, 1x Corpse
2	2x Web Spinner
	2x Web Spinner at the closest 



MANSION 2F



COURTYARD



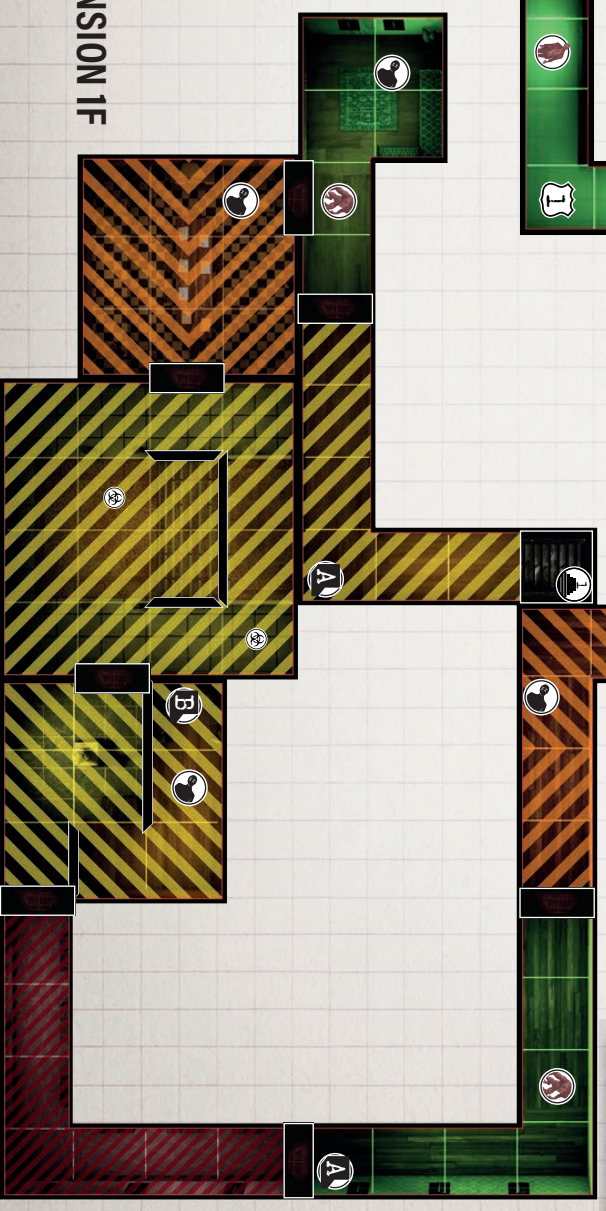
Shed



MANSION B1



MANSION 1F



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

SCENARIO BRIEF 8 THE UNDERGROUND CAVES



After finding the secret passage behind the waterfall, the way to escape is through the dangers of the Underground Caves. With the Mansion compromised by the T-virus outbreak, what horrific threats are allowed to reside below?

In this scenario, the characters have made their way to the Underground Caves, where they must find the secret lab entrance through the Fountain. The players successfully complete this scenario if they have found the MO Disk campaign item, all characters are on the tile marked as the Fountain, they discarded both the Eagle Medal and Wolf Medal to gain access to the Laboratory, and there are no enemies on that tile.

This scenario takes place in the Courtyard and the Underground Caves.

SPECIAL RULES

ORDERS TO BETRAY THE TEAM

S.T.A.R.S. Bravo Team leader Enrico Marini was badly shot and his last word was "Um...brel...la". There is an old hex-shaped crank with a wooden handle next to his body. A character may spend an action while in the square marked with the  to obtain the Hex Crank. When the Hex Crank is placed in a character's inventory, spawn two Hunters on the South Passage tile.

MOUNTING RACK

To open the door marked as the Flamethrower and remove the locked card, a character needs to discard the Flamethrower weapon while in the same square as the door.

CARD DECKS

STARTING ITEMS

- 1-4 Combat Knife
- 1-4 Beretta
- 1-4 First-Aid Spray
- 1x Shotgun
- 1x Assault Shotgun
- 1x Bazooka (Explosive Rounds)
- 1x Colt Python
- 1x Eagle Medal

ITEM DECK A

- 2x Clip
- 1x Green Herb
- 1x Shells
- 1x Explosive Rounds
- 1x Flamethrower
- 1x First-Aid Spray

ITEM DECK B

- 1x Green Herb
- 1x Blue Herb
- 1x Shells
- 1x Flame Rounds
- 1x Magnum Rounds
- 1x Wolf Medal 
- 1x MO Disk

TENSION DECK

- 30x Green Card

Amber:

- 1x Echoes in the Darkness
- 2x Prehensile Grasp
- 2x Tough Hide
- 1x Crimson Thirst
- 1x Tainted Wounds
- 1x Unnatural Strength
- 2x Something's out There!

Red:

- 1x Dead End
- 1x Uncovered Secret
- 1x Horrifying Surprise
- 2x Vigour Moris
- 2x Deadly Footsteps

BLACK TIGER BEHAVIOUR DECK

- 2x Jump Slash
- 2x Poison Rupture
- 1x Itching Bite
- 1x Spinning Impact

ADDITIONAL CARDS AND TOKENS

- 1x Echoes in the Darkness token
- 2x Prehensile Grasp token
- 1x Hex Crank card
- 1x Bazooka (Flame Rounds) card

ENCOUNTER DICE TABLES

YELLOW 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	1x Hunter
	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	1x Zombie, 
3	Scent of Death - Draw two cards from the tension deck.
2	1x Hunter
	2x Hunter

RED TILE

Dice	Enemies / Event Encountered
6	Creeping Death - At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	Scent of Death - Draw two cards from the tension deck.
4	1x Hunter
3	Uncovered Secret - Pass an evade roll or suffer 1 damage.
2	2x Hunter
	2x Hunter at the closest 

BLUE TILE

Dice	Enemies / Event Encountered
6	Safe - The boulder crashes upon the wall straight ahead.
5	Roll encounter die again.
4	Run - The active character must forfeit their following action.
3	Boulder Roll - Pass an evade roll or suffer 1 damage.
2	Run Away - The active character's Action Phase ends immediately.
	Dead End - Pass an evade roll or draw two cards from the tension deck.



UNDERGROUND CAVES



1, 2	Character Start
Corpse	
Typewriter	
Item Box	
Adder	
Black Tiger	
Stairwell	
Scenario Objective	
Item (Deck A)	
Item (Deck B)	
Green tile	
Yellow tile	
Amber tile	
Red tile	
Blue tile	
Locked - Hex Crank	
Locked - Flamethrower	

Enrico was murdered by the traitor in S.T.A.R.S. What could he have known? One of the survivors is missing and the others have reached the Underground Laboratory. Will they find a way out?

The characters must discover the truth about Umbrella and try to open the Prison Cell to rescue the missing S.T.A.R.S. member. The players successfully complete this scenario if the Tyrant T-002 is killed and all characters are on the tile marked as the Heliport.

This scenario takes place in the Courtyard and the Underground Laboratory.

SPECIAL RULES

EXPERIMENTAL CREATURES

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

Modified Zombies: All Zombies are Modified Zombies.

CENTRAL CLOISTER

Both of the green tiles forming the 'O' Room count as a single tile. Models can move freely between tiles and do not require doors. Line of sight may be drawn between tiles. Additionally, when the Power Room Key is placed in a character's inventory, spawn two Zombies on this tile.

THERE'S NO REACTION

To power on the elevator to go down to the Main Lab, the characters must first make their way to the square marked with the  and spend an action to unlock the stairwell marked as the No Power.

FIRST CLASS EMERGENCY

Once the players defeat the T-002 in the Main Lab, they obtain the Master Key. Additionally, the first time a character is placed on the B3 floor again, spawn two Chimeras on the 'O' Room, remove the remaining Ink Ribbons from the game, then reset the tension deck by shuffling the draw and discard piles together, and split the deck in half. Shuffle a Countdown to Explosion card into the bottom half, then place the other half back on top. When the elevator to the Heliport is unlocked in the Emergency Tunnel, reset the tension deck for the last time, and from this point on don't resolve any text on the tension card when drawn because the time is running out. If ever the tension deck is exhausted, the scenario immediately ends in failure for the players as the whole place explodes with the characters still inside! Don't give up!

KILL THAT MONSTER

Once the players have reduced the T-002's health dial to 0 on the Heliport, 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. A character may use it once during their activation to attack the boss.

SCENARIO BRIEF 9

ESCAPING THE LABORATORY



CARD DECKS

STARTING ITEMS

- 1-4 Combat Knife
- 1-4 Beretta
- 1-4x First-Aid Spray
- 1x Shotgun
- 1x Assault Shotgun
- 1x Bazooka (Explosive Rounds)
- 1x Colt Python
- 2x MO Disk

ITEM DECK A

- 1x Clip
- 1x Shells
- 1x Slides
- 1x MO Disk
- 1x Researcher's Letter

ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 1x Password card
- 1x Power Room Key card
- 1x Master Key card
- 1x Rocket Launcher token
- 1x Rocket Launcher card
- 1x Bazooka (Flame Rounds) card
- 2x Stalk cards
- 2x Dash Punch cards
- 1x Impale card
- 1x Countdown to Explosion card

TENSION DECK

- 34x Green Card

Amber:

- 1x Unstoppable Tide
- 1x Crimson Thirst
- 2x Echoes in the Darkness
- 2x No Escape...
- 2x Tough Hide
- 2x Mounting Trepidation
- 1x Grisly Reanimation

Red:

- 1x Scary Screams
- 2x Vigour Moris
- 1x Undead Ambush

ITEM DECK B

- 1x Clip
- 1x Green Herb
- 1x Red Herb
- 1x First-Aid Spray
- 1x Shells
- 1x Explosive Rounds
- 1x Flame Rounds
- 1x Magnum Rounds
- 1x Battery 

TYRANT T-002

BEHAVIOUR DECK

- 2x Claw Attack
- 2x Talon Strike
- 2x Thrust Attack

ENCOUNTER DICE TABLES

YELLOW TILE

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

AMBER TILE

Dice	Enemies / Event Encountered
6	1x Zombie
5	1x Zombie, 1x Corpse
4	2x Zombie
3	1x Chimera
2	2x Zombie, Scent of Death - Draw two cards from the tension deck.
	3x Corpse, Restless Dead - At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.

RED TILE

Dice	Enemies / Event Encountered
6	Creeping Death - At the end of the Tension Phase roll again, subtracting 2 from the roll.
5	Scent of Death - Draw two cards from the tension deck.
4	1x Chimera
3	Spawn a Chimera and it performs a special attack.
2	2x Chimera
	Spawn two Chimeras and choose one to perform a special attack.

BLUE TILE

Dice	Enemies / Event Encountered
6	Safe
5	Pass an evade roll or suffer 1 damage due to Noxious Gas.
4	Pass a  evade roll or suffer 1 damage due to Noxious Gas.
3	Pass a  evade roll or suffer 1 damage due to Noxious Gas.
2	Suffer 1 damage due to Noxious Gas.
	Suffer 1 damage due to Noxious Gas and the active character must forfeit their following action.



COURTYARD



Helipoint

Prison cell



LABORATORY B3



O' Room



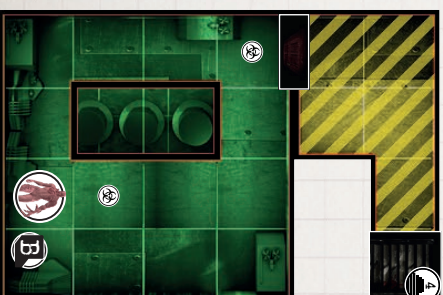
Emergency Tunnel



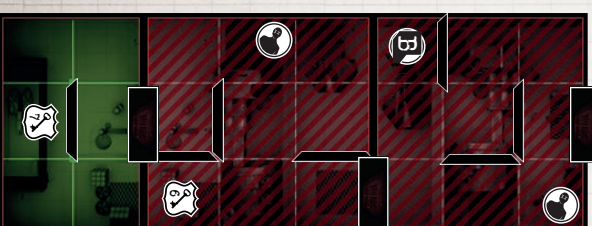
LABORATORY B1



LABORATORY B2



Main Lab



Power Room

	Character Start
	Corpse
	Typewriter
	Item Box
	Modified Zombie
	Tyrant T-002
	Super Tyrant
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Blue tile
	Locked - Electronic Lock
	Locked - Power Room Key
	Locked - Locked From The Other Side
	Locked - Security Lock
	Locked - No Power
	Locked - Master Key
	Locked - Battery

CONGRATULATIONS!!

Captain Wesker was cornered on level B4 of the main lab by the remaining S.T.A.R.S. members and confessed his role in Umbrella's conspiracy before ordering the Tyrant to attack them. However, T-002 recognized Wesker as a participant in the Tyrant Project, and stabbed him through the chest before going after the other survivors. With the Tyrant apparently defeated in the culture room, the laboratory's self-destruct system was activated and the rest of team rushed to the heliport to contact Brad for extraction. Soon after they were confronted again by the Syper Tyrant jumping out through the concrete ceiling. With its power limiter disabled, the Tyrant was able to mutate further, increasing its physical strength and agility. After it is finally destroyed by a direct hit from a rocket launcher, they flew away over the mountains as the Spencer Mansion explodes.

RANKING

S

CLEAR GAME

RESIDENT EVIL™
THE BOARD GAME

TOTAL TIME

14 DAYS

NUMBER OF SAVES

0

YOU GOT THE NEW ITEMS!



Players may allocate these items among their characters before the beginning of a new game.

BONUS SCENARIOS UNLOCKED!

Wesker's Rebirth and *No Time to Play*

In this short campaign, learn what happened to Wesker after the fight with Tyrant minutes before the destruction of the mansion.

BONUS SCENARIO BRIEF 1 WESKER'S REBIRTH



You died once. You will never forget the cold, dark fingers of death reaching out for you. You were reborn like a phoenix emerging from the flame. However, even that death was a necessary component of the big picture. The virus in your body brought you back from the brink of annihilation as it had succeeded in mutating you to possess powerful regenerative abilities. When you woke up in an empty room, hatred became your master.

You found the Tyrant that killed you was dead and the facility was just moments away from self-destruction. You did not have time to enjoy your newfound life, you had to grab the data and get out. It's time to take the virus for a test drive.

In this scenario, the player takes control of Superhuman Albert Wesker and must secure his escape through the Underground Laboratory before it explodes. The player successfully complete this scenario if their character reaches the square marked with the .

This scenario takes place in the Underground Caves, the Courtyard and the Underground Laboratory.

Superhuman Albert Wesker character is unlocked by opening the Prison Cell during the Scenario 9 in the main campaign. His health track has 6 levels from Fine to Danger and player can use Hulk's or Tofu's Health Track from the 4 Survivor expansion.

SPECIAL RULES

When players complete the main Resident Evil™, The Board Game campaign, they can play the bonus scenarios. The Wesker's Rebirth is the first scenario and it is the ultimate challenge, intended for hardcore players only! It has several rules exceptions to a standard game, which are detailed below.

CENTRAL CLOISTER

Both of the amber tiles forming the 'O' Room count as a single tile. Models can move freely between tiles and do not require doors. Line of sight may be drawn between tiles.

SPAWNING ENEMIES

This scenario does not use encounter tables for spawning enemies.

During setup, take each available enemy reference card from Resident Evil™, The Board Game expansion (excluding Small and Large Neptune cards), plus Zombie Dog and Crows cards from Resident Evil™ 2: The Board Game, 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, amber, red or blue 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

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 Wesker's Rebirth, once a character leaves a tile, they cannot return. There's no time to waste!

TENSION DECK

The Wesker's Rebirth scenario brief is divided into six different sections: Laboratory B1, B2, B3, B4, Underground Caves and Courtyard. 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 Laboratory explodes and it is game over, because Wesker couldn't escape the destruction of the mansion!

I THOUGHT WE DISPOSED OF YOU!

Lisa Trevor is not making any reactions until the character is first placed on Laboratory B1 section. Her movement value is doubled.

CARD DECKS

STARTING ITEMS

Wesker begins with the following equipment:

- Combat Knife
- Beretta
- Assault Shotgun
- Colt Python
- Shells
- Magnum Rounds
- Flash Grenade
- First-Aid Spray
- Blue Herb

ITEM DECK A AND B

There are no item decks for Wesker's Rebirth - the character must survive with what they have at the start of a new game!

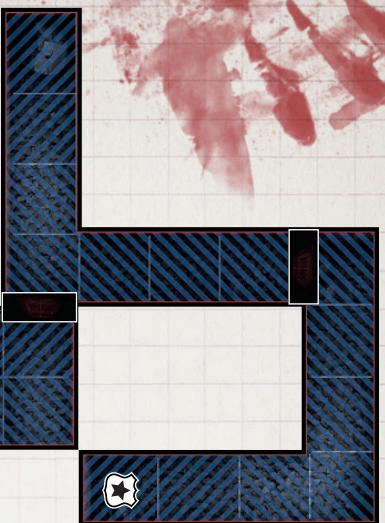
TENSION DECK

- 20x Green Card
- 2x Tainted Wounds
- 2x No Escape
- 1x Crimson Thirst
- 1x Undead Ambush
- 1x Deadly Footsteps
- 2x Vigour Mortis
- 1x Blooding Howl

When completing this scenario as part of the bonus campaign, don't discard any remaining ammunition or recovery items.



UNDERGROUND CAVES



LABORATORY B2



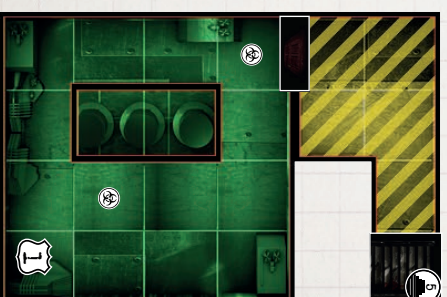
LABORATORY B3



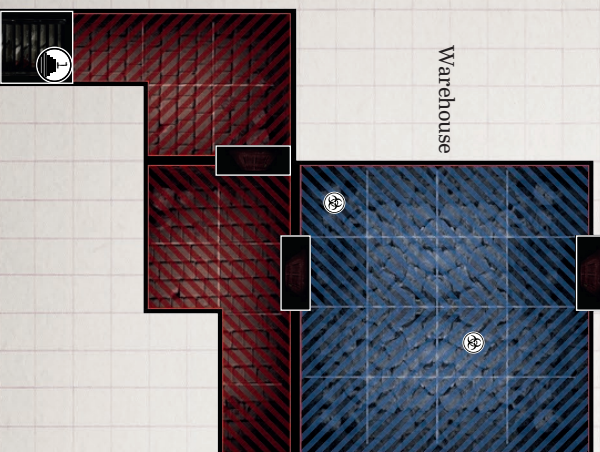
LABORATORY B1



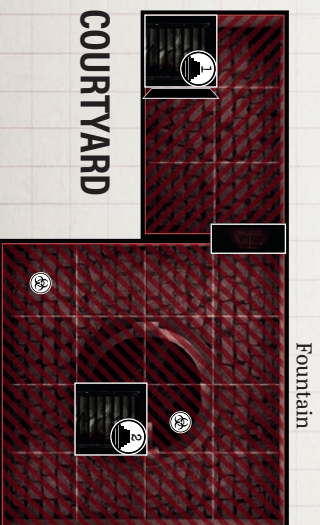
LABORATORY B4



Warehouse



COURTYARD



Fountain

Main Lab



	Character Start
	Exit
	Lisa Trevor
	Stairwell
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Blue tile

BONUS SCENARIO BRIEF 2

NO TIME TO PLAY



You avoided the fatal grasp of Lisa Trevor, what an amazing power! You no longer need Umbrella, a new horizon stretch out before you. You had risen beyond the human race and cheated death itself, leaving nothing to oppose you. Hopefully Chris and Jill will survive long enough for you to have your tear-filled reunion. The hourglass is running low and only minutes remain until the entire building is engulfed in flames. Time to pick up the pace, the exit should be close..

Unfortunately it appears Lisa is now stalking and pursuing you. She would not die. She reached the Main Hall entrance. The end has come and you are only a few feet away from safely escaping the explosion.

In this scenario, the player continue to control Superhuman Albert Wesker. Stairs to the Main Hall are already on fire and collapsed, so he needs to find the route back to the entrance through the East Wing Stairway, the Dining Room Balcony and the Tea Room. The player successfully complete this scenario once Lisa Trevor boss has been incapacitated in the Main Hall and the character leaves the playing area via the door marked as the Entrance on the map.

This scenario takes place in the Courtyard and the Spencer Mansion.

SPECIAL RULES

The *No Time To Play* is the second bonus scenario players can try after they complete the main campaign. It follows the story of Albert Wesker and his escape from Spencer Mansion. As before, it is again the ultimate *Resident Evil™: 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 from *Resident Evil™: The Board Game* expansion (excluding Small and Large Neptune cards), plus Zombie Dog and Crows cards from *Resident Evil™ 2: The Board Game*, 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, amber, red or blue 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

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 *No Time To Play*, once a character leaves a tile, they cannot return. Keep running!

TENSION DECK

The *No Time To Play* scenario brief is divided into four different sections: Courtyard, Mansion 1F East and West, and Mansion 2F. 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 Spencer Mansion explodes and it is game over, because Wesker couldn't escape the destruction of the house!

SHE MUST LIKE YOU

Lisa's movement value is doubled. If she is already on a tile when a character first enters the Main Hall, remove her from the playing area and spawn Lisa Trevor in her starting square. Replace the Lisa Trevor enemy reference card with the Lisa Trevor boss reference card and use the Lisa Trevor behaviour deck to control Lisa.

This now becomes a boss encounter, to finally stop her hunt. Her desire for eternal slumber shall be granted!

NOBODY'S PERFECT, NOT EVEN YOU LISA

Lisa cannot die and once the player have reduced Lisa's health dial to 0, they must lure Lisa on one of the squares marked with the ★. If Wesker has line of sight to that square, he can spend an action to make an attack to cause damage and pin down Lisa by a falling chandelier, allowing Wesker to narrowly escape.

CARD DECKS

STARTING ITEMS

Wesker begins with the following equipment:

- Combat Knife
- Beretta
- Assault Shotgun
- Colt Python
- Shells
- Magnum Rounds
- Flash Grenade
- First-Aid Spray
- Blue Herb

ITEM DECK A AND B

There are no item decks for *No Time To Play* - the character must survive with what they have at the start of a new game or from previous scenario when playing in campaign mode!

TENSION DECK

16x Green Card
Amber:

- 2x Tainted Wounds
- 2x No Escape
- 1x Crimson Thirst

Red:

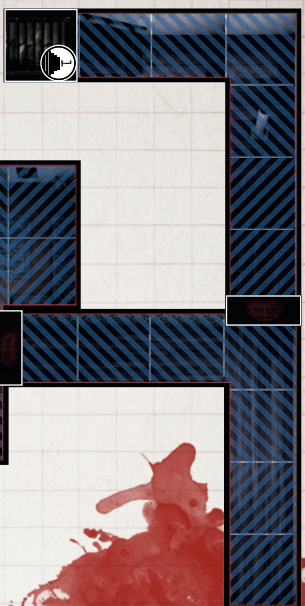
- 1x Undead Ambush
- 1x Deadly Footsteps
- 2x Vigour Morits
- 1x Bloodcurdling Howl
- 1x Harrowing Wails

LISA TREVOR BEHAVIOUR DECK

- 2x Violent Attack
- 2x Sorrow Moans
- 1x Tentacles Burst
- 1x Manacles Swing



MANSION 1F WEST

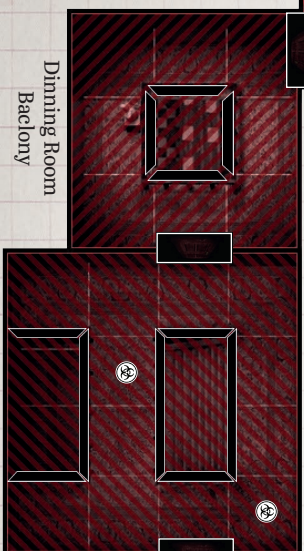


Tee Room

Main Hall

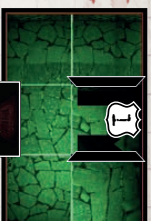
Entrance

MANSION 2F

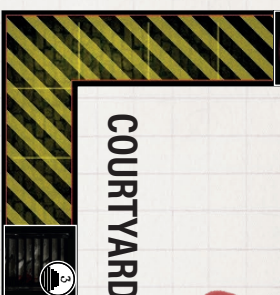


Dinning Room
Baclony

Falls



COURTYARD



East Wing
Stairway

MANSION 1F EAST



	Character Start
	Mansion Chandelier
	Lisa Trevor
	Stairwell
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Blue tile

