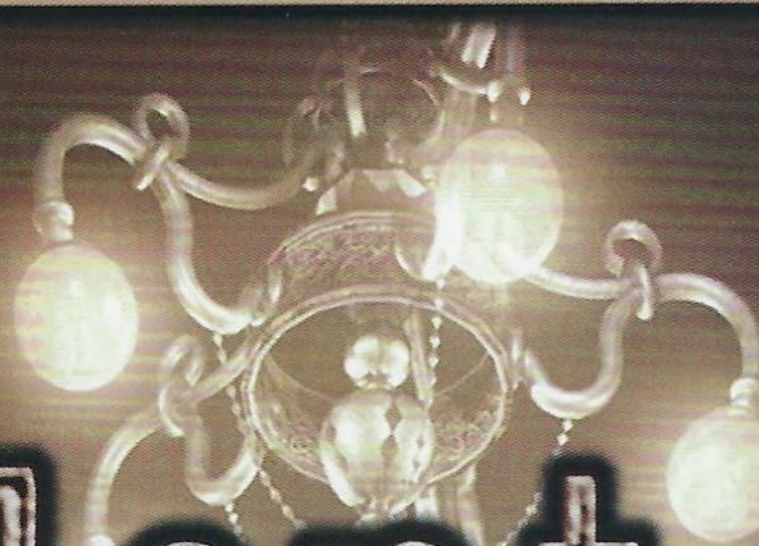




Resident Evil™

The Board Game



BLEAK OUTPOST



CAPCOM

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Resident Evil: The Board Game

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INTRODUCTION

Out in the courtyard beyond the trees, the darkened silhouette of another residence awaits. Smaller than the Spencer Mansion, yet no less imposing, its long shadow points to you like a dagger poised to strike.

Stepping across the threshold, you'll find a grim and desolate place where the remnants of the laboratory's security team roam as mindless zombies, driven only by relentless hunger. In their dormitories they stumble and lash out at the reminders of their former lives, breaking possessions they once held dear, now memories faded and lost.

Yet, the undead unwittingly protect a host of Umbrella's secrets; for this guardhouse contains more mysteries than smashed keepsakes.

Lurking beneath is the Aqua Ring, a second research area where Umbrella conducted experiments upon marine and plant life. Poorly lit by failing lights, and flooded since the outbreak, this location offers as much by way of danger as it does answers to your questions about what happened here.

One thing is clear. If you are to solve this mystery, you must venture out and explore the bleak outpost...

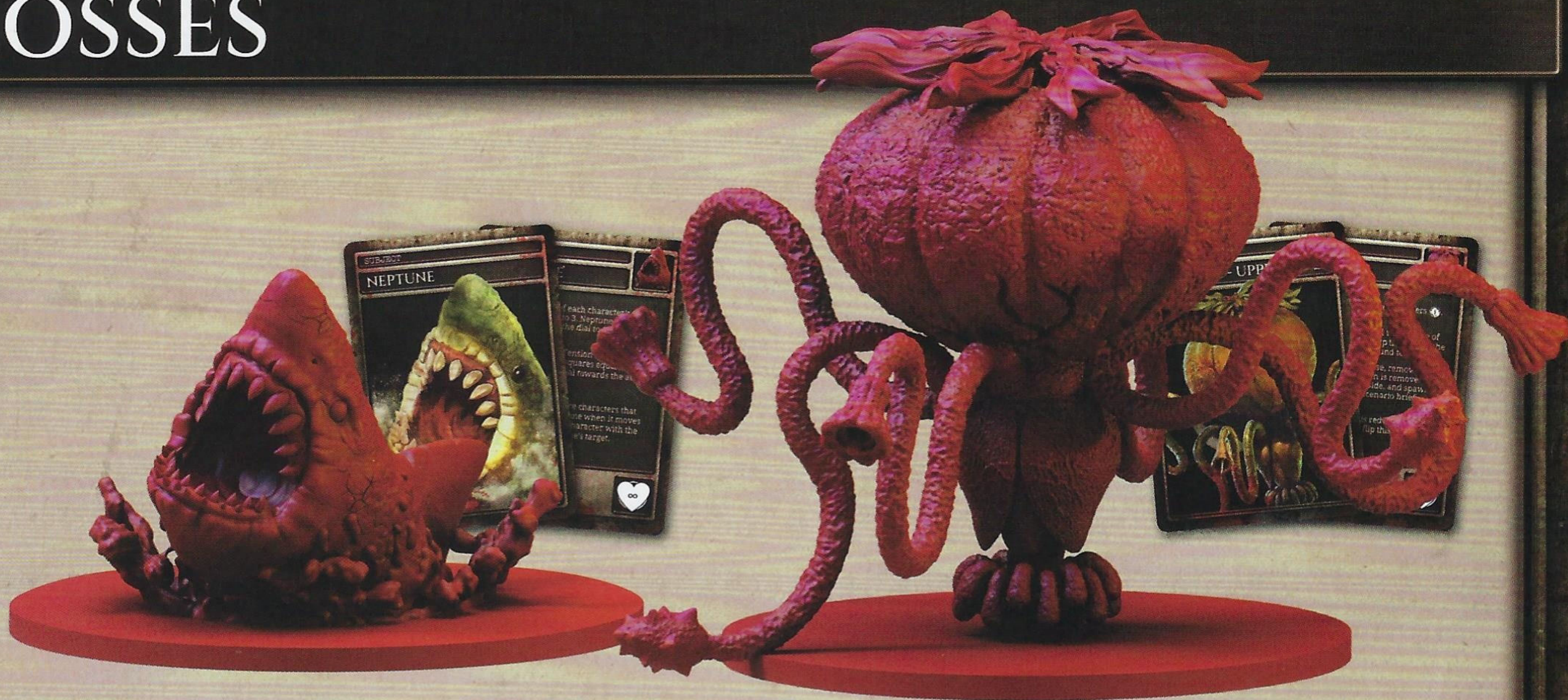
The *Bleak Outpost* expansion expands your *Resident Evil: The Board Game* campaign with six gripping new scenarios. These scenarios are designed to be attempted once players have completed the *Garden A* scenario, allowing the characters to investigate the enigmatic guard house.

During these scenarios, players will visit new locations and encounter two massive new boss enemies. Are you ready to return to *Resident Evil: The Board Game* and explore the *Bleak Outpost*?

Please note that a copy of *Resident Evil: The Board Game* is required in order to play this expansion.

COMPONENTS

BOSSSES



NEPTUNE

1x Miniature
1x Boss Reference card
12x Boss Behaviour cards

PLANT-42

1x Miniature
2x Boss Reference cards
10x Boss Behaviour cards

OTHER GAME ELEMENTS



4x Item A cards



11x Item B cards



2x Locked Door cards



14x Exploration cards



5x Mission cards



16x Narrative cards



20x Tension cards



7x Scenario cards



1x Enemy Reference card



8x Flooded tokens



6x Vine tokens



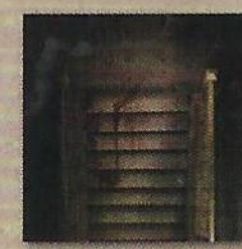
6x Unexplored tokens



5x Sustained Effect tokens



6x Corpse tokens



4x Stairs tokens



1x 5x5 Tile



11x Wound tokens



6x Scenario Complete tokens



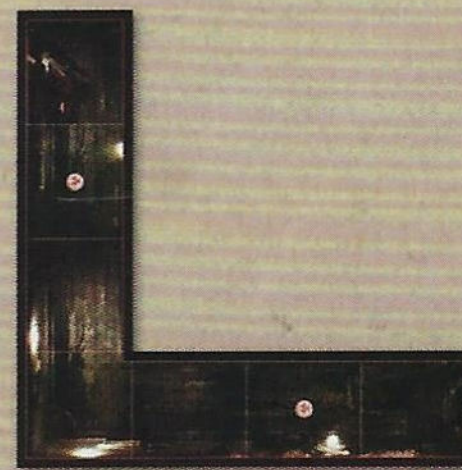
2x 2x2 Tile



2x 2x3 Tile



2x 3x3 Tile



2x L Tile



2x P/Q Tile

EXPANDING THE CAMPAIGN

The first scenario introduced in this booklet can be accessed after the Garden A scenario has been completed. To include this expansion in your campaign, make the following changes.

CAMPAIGN SETUP

Replace the *Garden A* scenario card from the core game with the *Garden A* scenario card included in this expansion. The card from this expansion can be identified by its second connector.

CHANGES TO GARDEN A SCENARIO

During scenario setup, replace the Helmet Key card in the item B deck with the Crank card included with this expansion. Amend the scenario brief as follows:

OBJECTIVE

In this scenario, the characters must find an important item in order to progress.

If the *Crank* is in a character's inventory or the item box, and each character is on the *Garden Shed* tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the *Garden Shed* tile when the scenario is completed, skip step 6 during the End Phase.

AFTER COMPLETING THIS SCENARIO

Add the *Garden B* scenario card to the map.

NEW GAMEPLAY RULES

NEW TENSION CARDS

At the start of your campaign, separate the tension cards with the  symbol, and place them to one side—these will be added to the deck during your campaign.

Separate the remaining green, amber, and red cards. Shuffle the green cards, then randomly add one of them to the tension deck. Next, shuffle the amber cards, then randomly add two of them to the tension deck. Finally, add the red card, and shuffle the tension deck.

Return the remaining cards to the box, as these will not be used during the campaign.

NEW NARRATIVE AND MISSION CARDS

At the start of your campaign, separate any cards with the  or  symbol, and place them to one side—these will be added to the deck during your campaign.

Shuffle the remaining cards into the corresponding decks.

NEW ENEMY TYPE

Vines are a new type of enemy featured in this expansion. Each Vine is represented by a vine token. Each Vine is treated as an enemy with a small base, and uses the Vine profile card. There can only ever be six Vines on the playing area.



POISON

In addition to claws, teeth, and unbridled ferocity, some enemies are able to use deadly poison to hasten their prey's demise. Being poisoned will slowly cripple a character—and if no antidote is found, it can even mean death!

If an enemy attack with the  effect hits a character, that character suffers the poison condition.

When a character suffers poison, flip their health track marker to the poison side. Each time a player draws a card with the  symbol, each character suffering poison suffers .

If a character suffering poison is cured by a *Blue Herb*, becomes unconscious, or the scenario ends, flip their health track marker back to the standard side.

SPECIAL AMMUNITION TYPES

Some weapons have special ammunition types, which look a little different to the standard ammunition cards.

When a character reloads a weapon with a special ammunition card, reset the ammunition dial to the number shown on the ammunition card. Then, place the ammunition card over the weapon card so the ammunition's attack profile covers the weapon's standard profile. When the weapon is used to attack, use the new profile.

Once the ammunition dial reaches 0, or another ammunition card is used to reload the weapon, discard the special ammunition card.



RULES FOR MASSIVE BASES

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

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 attack profile shown 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 or moves and part of its base is in a square occupied by 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 or placement, each character that suffered a collision attack must make an evade roll at the difficulty shown. Each character that fails suffers the listed effects.

UNGAINLY BULK

A model with a massive base occupies four squares. It can't move diagonally and will enter two new squares per point of movement. Models with massive bases can't be pushed.



USING BLEAK OUTPOST AND INTO THE DARKNESS TOGETHER

The Bleak Outpost and Into the Darkness expansions can both be added to the same campaign to create the definitive Resident Evil: The Board Game experience. To include both expansions in your campaign, make the following changes.

CAMPAIGN SETUP

Replace the scenario cards for the *Garden A*, *Crypts A*, *1st Floor East C*, *2nd Floor East B*, and *3rd Floor A* scenarios with the corresponding cards from the expansions.

Remove one *Stone and Metal Object* card from the item C deck, then add in the *Death Mask*, *Stone Ring*, and *Battery* cards from the *Into the Darkness* expansion, taking care to include them in the correct tiers.

CHANGES TO CORE SCENARIOS

The changes to scenarios in both expansions are summarised in this section, for ease of reference.

2ND FLOOR EAST B SCENARIO

After successfully completing the scenario, add the *2nd Floor East C* scenario card to the map.

CRYPTS A SCENARIO

Replace the *Dangerous Escape* special rule with the following:

Dangerous Escape

After all four crest tokens have been removed, unlock both Puzzle locked doors.

GARDEN A SCENARIO

During scenario setup, replace the *Helmet Key* card in the item B deck with the *Crank* card included with this expansion. Amend the scenario brief as follows:

Objective

In this scenario, the characters must find an important item in order to progress.

If the *Crank* is in a character's inventory or the item box, and each character is on the *Garden Shed* tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the *Garden Shed* tile when the scenario is completed, skip step 6 during the End Phase.

After Completing This Scenario

Add the *Garden B* scenario card to the map.

1ST FLOOR EAST C SCENARIO

After successfully completing the scenario, add the *Garden C* scenario card to the map.

3RD FLOOR A SCENARIO

After successfully completing the scenario, add the *3rd Floor B* scenario card to the map.

MAP LEGEND



ITEM A



ITEM B



ITEM C



ITEM BOX



TYPEWRITER



CORPSE



STAIRS



VINES



CHARACTER START



OBJECTIVE



NARRATIVE



EXIT



DOOR



ONE WAY DOOR



LOCKED DOOR



LOCKED DOOR



ZOMBIE



CERBERUS



HUNTER



CRIMSON HEAD PROTOTYPE



NEPTUNE



PLANT 42



MOON CREST



STAR CREST



SUN CREST



WIND CREST



UNEXPLORED YELLOW



UNEXPLORED AMBER



UNEXPLORED RED

GARDEN B

INTRODUCTION

The path leading through the courtyards ends suddenly in a large pool of water, stagnant and pale green under the moonlight. You could easily swim across to the opposite side, but are dissuaded by the foul stench and ripples you see moving through the water below.

Snakes at very least, although you wouldn't be surprised to find something altogether more sinister in there.

A quick search reveals a mechanism for lowering the water, and although turning the rusted crank saps your strength, a waterway opens and water begins to drain. Too late you realise your mistake—you're making so much noise, you're attracting every monster within earshot...

OBJECTIVES

In this scenario, the characters must survive an enemy assault while the water drains, and then escape.

If each character is on the *Exit* tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the *Exit* tile when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Crank Mechanism

At the start of the scenario, after shuffling the tension deck, shuffle the ⑪ tension card into the bottom half of the tension deck.

If all three crest tokens are face up at the start of the Tension Phase, the active character draws two tension cards instead of one. They then choose which card to resolve, and discard the other.

At the end of the Tension Phase, if there are one or more enemies on a tile with a face up crest token on it, and there are no characters on the tile, flip the token face down.

A character in the same square as a face down crest token can spend an action to flip the token face up.

Drawn To The Noise

At the end of each turn, draw an encounter card and then roll ⑥. Resolve the card on the tile corresponding to the result. If the result is 5 or 6, reroll the die.

CARD DECKS

Tension Deck

Shuffle the ⑪ tension card into the tension deck at the start of this scenario.

Item A Deck

If the players have not done so already, shuffle two ① item A cards into the item A deck at the start of this scenario.

Exploration Cards (1)

STANDALONE

When setting up the scenario, add the following cards to the corresponding decks.

Tension Deck: ①, ② x2, ③, ④, ⑤, ⑥, ⑦, ⑨

Encounter Deck: ② x2, ③, ④, ⑤

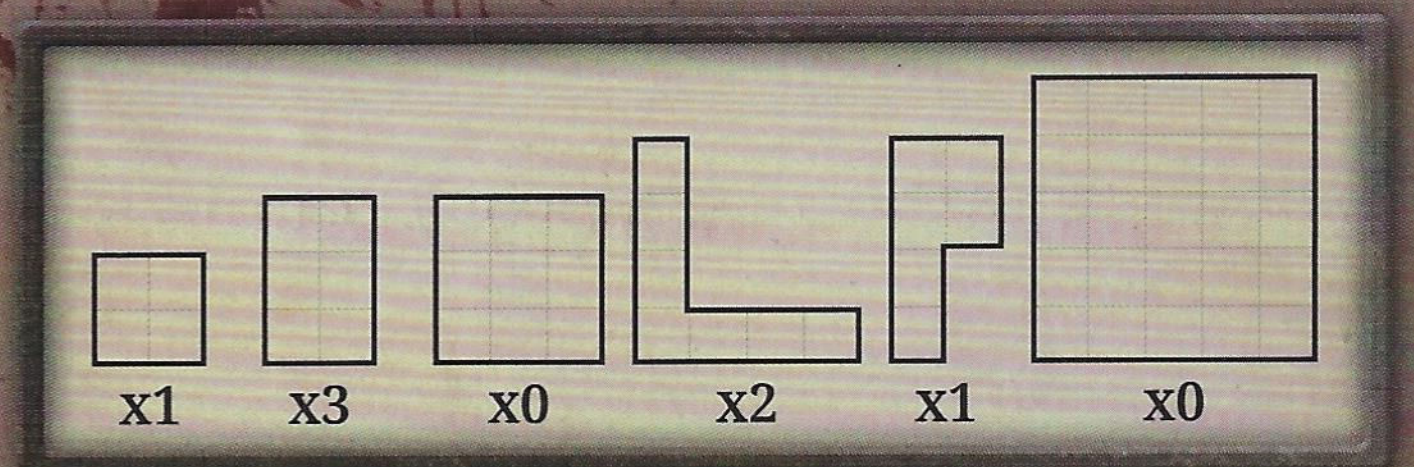
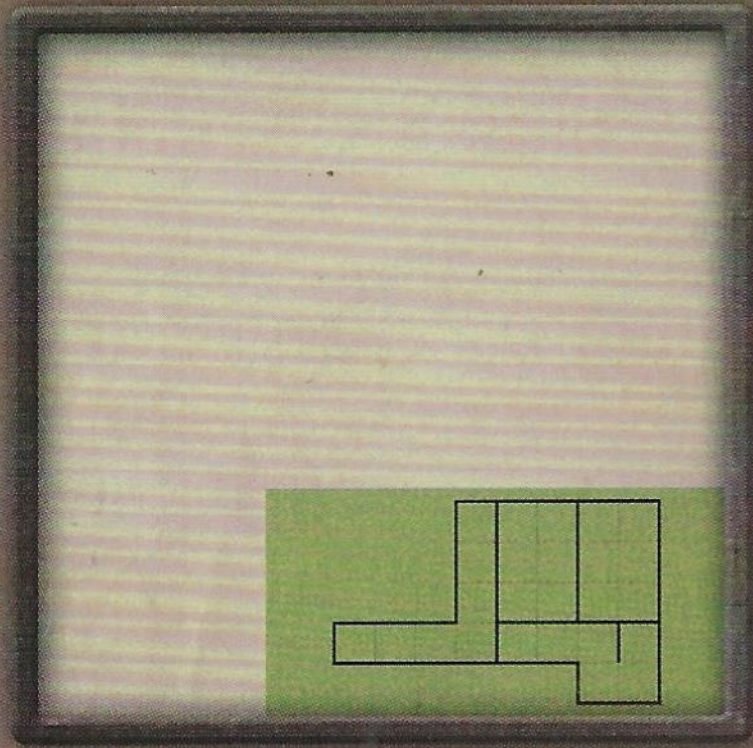
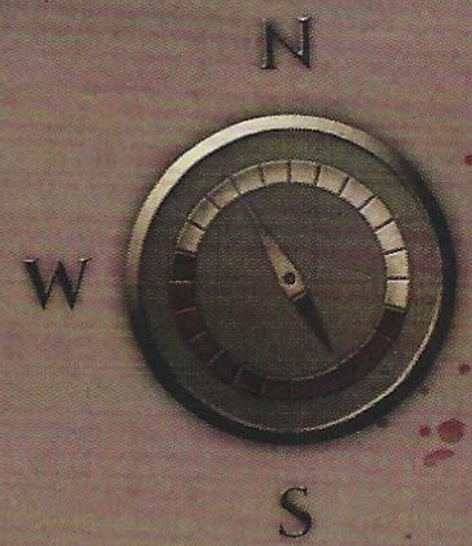
Item A Deck: ① x4, ② x2, ③ x2

Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower

AFTER COMPLETING THIS SCENARIO

Remove the Crank from the game. Then, add the *Guard House A* scenario card to the map.





GUARD HOUSE A

INTRODUCTION

The wind howls outside, a thin draught running under the door and into your frame like a stiletto blade. Despite the warm colouring of your surroundings, there is no heat here, only panels covered in a thin layer of dust, cold from so many days without any source of heat.

Any hopes of respite quickly fade. Behind doors ahead you can hear stumbling footsteps, the undead already stirred by the evening's dismal weather. They growl and snarl as they sense the presence of intruders, sending a chill down your spine.

No matter. Somewhere in the areas ahead lies a clue to what happened here. Time to begin the search.

OBJECTIVES

In this scenario, the characters must explore the Guard House.

If each character is in the same square as the exit token, the players can choose to successfully complete this scenario at any time. If there are any enemies in their square when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Setting the Sequence

A character in the same square as the Puzzle locked door card can spend an action to set the sequence required to unlock the door.

When the sequence is set, shuffle the Moon Crest, Star Crest, and Wind Crest puzzle cards, then deal them face up in a row on the puzzle track from left to right.

Inputting the Sequence

Once the sequence has been set, a character in the same square as a crest token can spend an action to flip the matching puzzle card face down, if the card is the leftmost face up card on the track.

When each puzzle card has been placed face down, discard the Puzzle locked door card.

Obtaining the Aqua Ring Key

The first time a character is placed in the same square as the narrative token, discard the token, then read the following event description aloud.

A corpse hangs from the ceiling in the next room by its neck, as tragic and lonely a sight as you might ever have seen. A diary at your feet reveals his last moments. Infected, fearful, overcome. It's a reminder that you're not the only one that has experienced this nightmare—others came before you.

Suddenly, a loud snapping sound breaks the air, followed by a deep thud. The blood drains from your face, as you hear a familiar but entirely unwelcome snarl...

Replace the corpse on the active character's tile with a Zombie. If there are one or more corpses on the Room 001 tile, replace the closest corpse to the active character with a Crimson Head. Then, retrieve the (V) item B card and place it in either the active character's inventory or the item box.

CARD DECKS

Item B Deck

- Old Key
- Incendiary Rounds
- Kerosene Container

Tension Deck

Shuffle the three (17) tension cards into the tension deck at the start of this scenario.

Exploration Cards (4)

STANDALONE

When setting up the scenario, add the following cards to the corresponding decks.

Tension Deck: (1), (2) x2, (3), (4), (5), (6), (7), (9), (15)

Encounter Deck: (2) x2, (3), (4), (5)

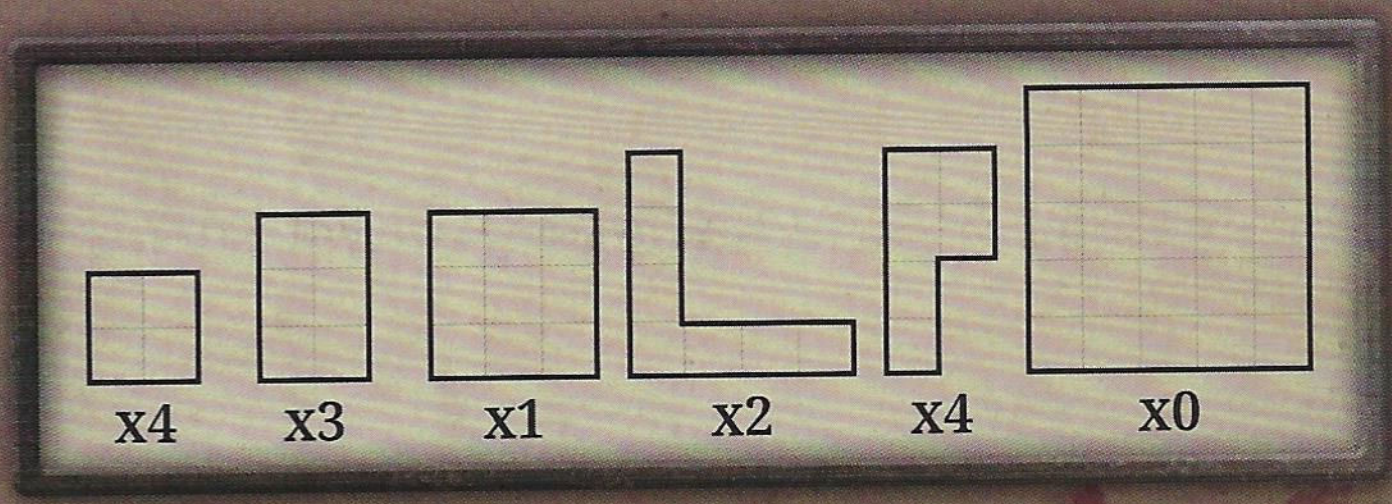
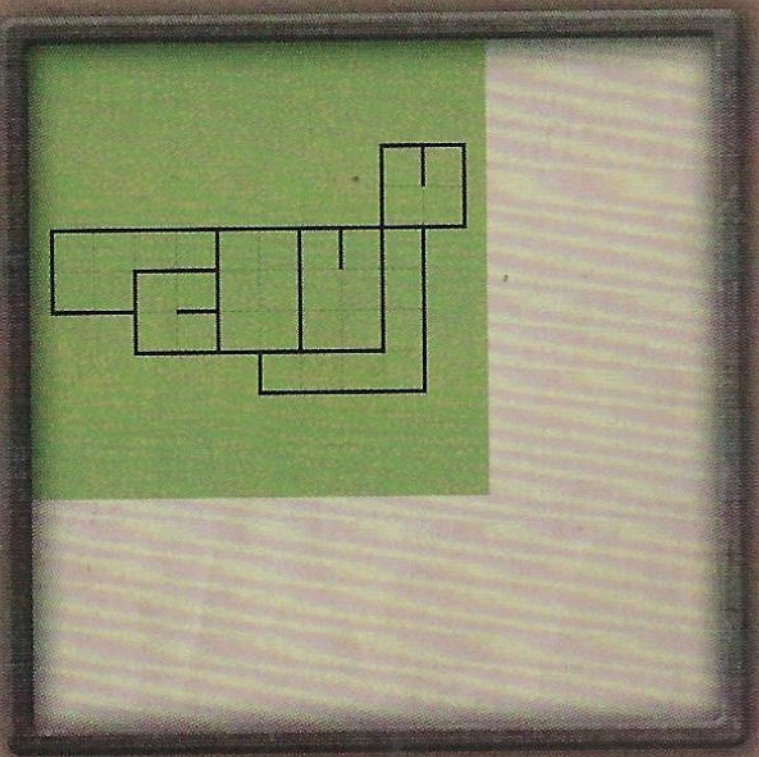
Item A Deck: (A) x4, (B) x2, (C) x2, (D) x2

Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower

AFTER COMPLETING THIS SCENARIO

Search the tension deck for the (15) card, and remove it from the game. Add the *Aqua Ring A* scenario card to the map.





AQUA RING A

INTRODUCTION

Inch-deep water floods every corridor and room, reflecting the overhead light in a blinding white glare. An acidic scent you can't place drifts on the air, doubtless from one of the many chemical containers you see, their contents staining the water in an oily kaleidoscope of colour.

Your boots break the calm with tiny splashes as you move, adding to the sound of a hundred incessant drips, each echoing towards you from deeper inside the installation.

Judging from what you've seen, the most affected areas will need to be drained. You'll just have to hope that there's enough power to activate the system...

OBJECTIVES

In this scenario, the characters must drain the flooded areas, and progress deeper into the Aqua Ring.

If each character is on the *Exit* tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the *Exit* tile when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Drainage System

At the start of the scenario, shuffle the puzzle cards and deal them face up in a row on the puzzle track. Then, flip the Wind Crest and Star Crest face down.

If a puzzle card is face up, tiles with a matching name each gain a flooded token.

Any enemies on a tile that gains a flooded token are killed. If a character is on the tile, the players fail the scenario. If there are any archways on a tile with a flooded token, replace them with a closed door.

Models can't be placed on a tile with a flooded token. Closed doors leading to a tile with a flooded token can't be flipped to their open side.



Flood Switches

A character in the same square as a crest token can spend an action to flip the matching puzzle card face up. Place ten wound tokens on the card, then flip either the Sun Crest or Moon Crest card face down and remove the flooded token from the matching tile.

Remember that if a card is placed face up, the matching tile gains a flooded token.

At the end of each character's turn, discard a wound token from each puzzle card. If the final token on a card is removed, flip the card face down, and remove the flooded token from the matching tile. Then, flip either the Sun Crest or Moon Crest card face up.

Master Switch

A character in the same square as the objective token can spend an action to flip any puzzle card face up. If the flipped card is the Wind Crest or the Star Crest, place ten wound tokens on the card, removing them at the end of each character's turn as described above. After flipping a card face up, flip one of the other cards face down and remove the flooded token from the matching tile.

If a flipped card has any wound tokens, they are discarded.

CARD DECKS

Tension Deck

Shuffle the three (18) tension cards into the tension deck at the start of this scenario.

Exploration Cards (4)

STANDALONE

When setting up the scenario, add the following cards to the corresponding decks.

Tension Deck: (1), (2) x2, (3), (4), (5), (6), (7), (9), (15), (17) x3

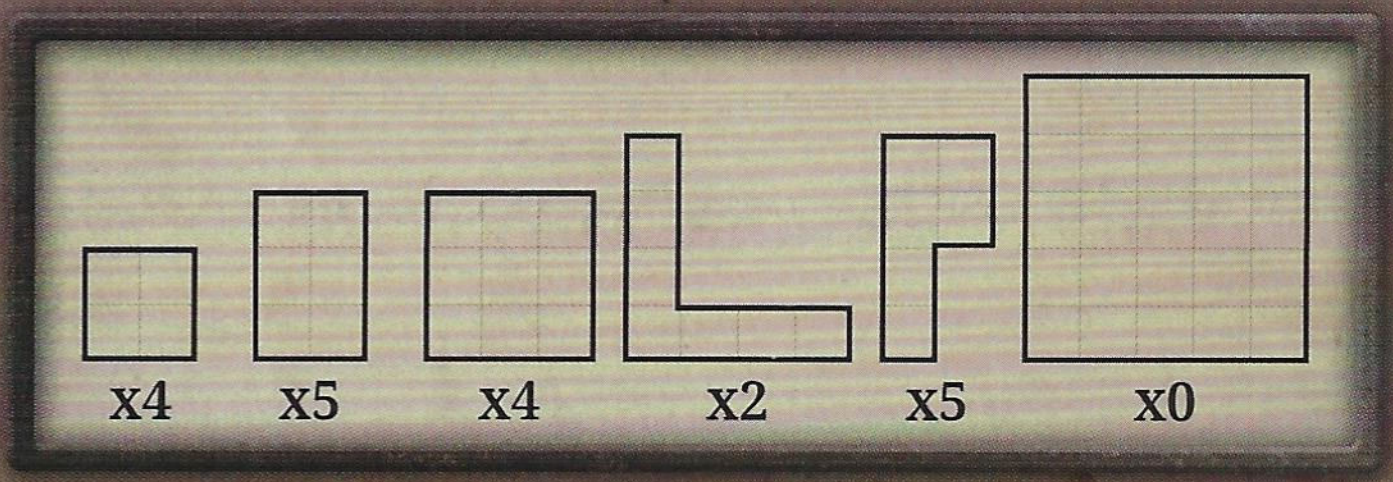
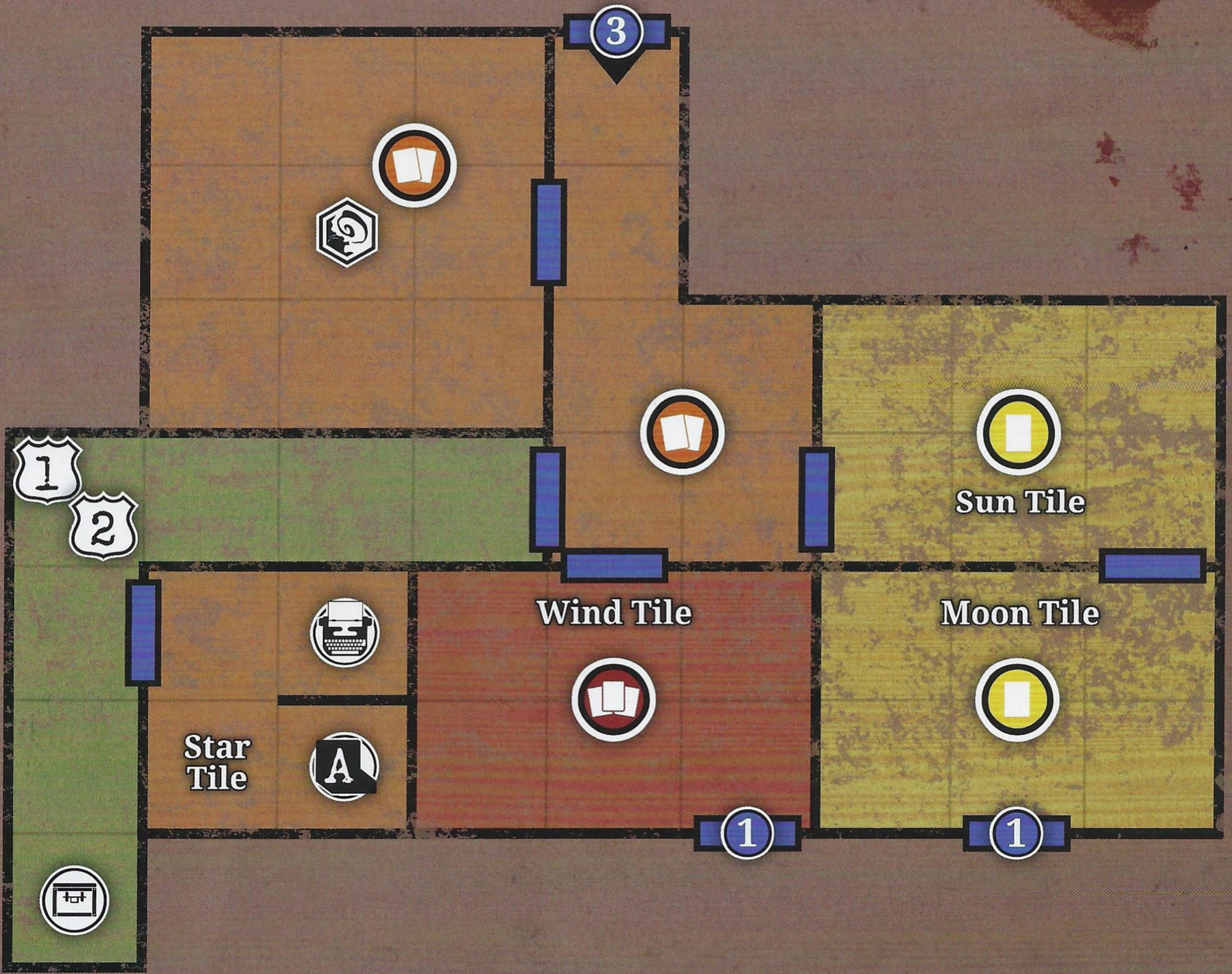
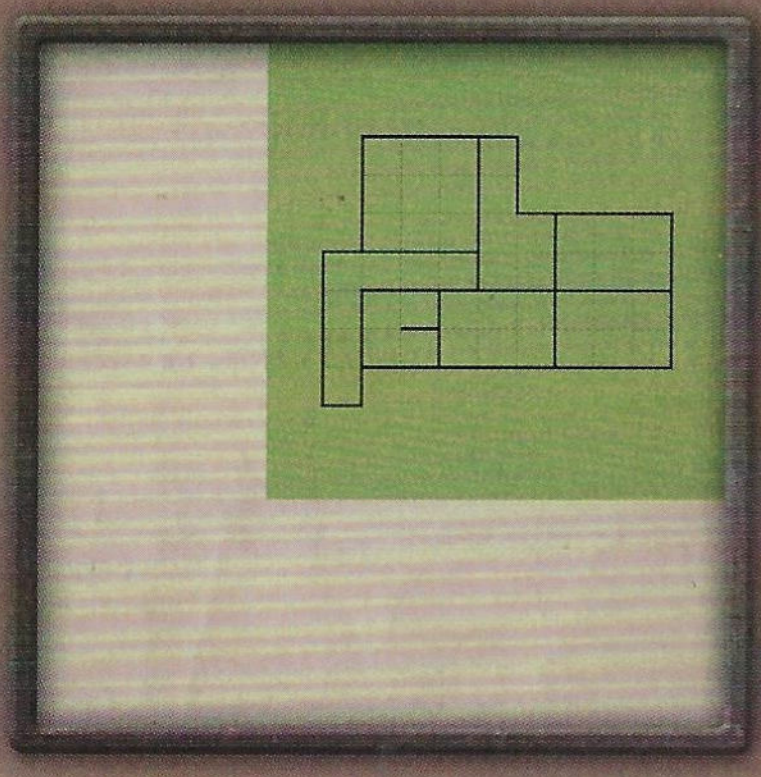
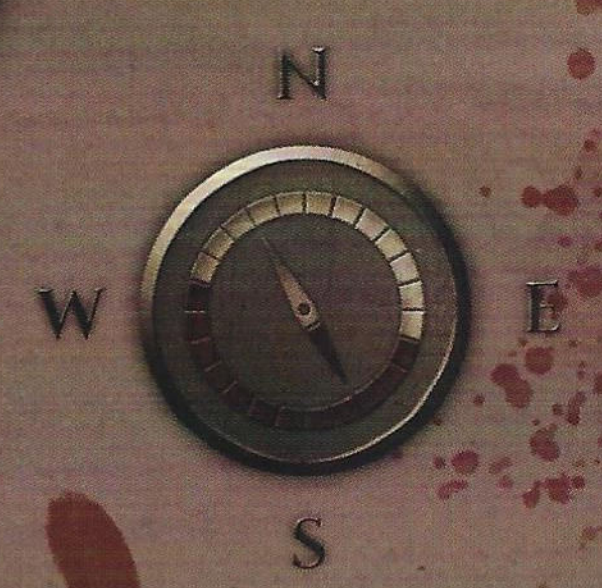
Encounter Deck: (2) x2, (3), (4), (5)

Item A Deck: (1) x4, (2) x2, (3) x2, (8) x2

Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower

AFTER COMPLETING THIS SCENARIO

Add the *Aqua Ring B* scenario card to the map.



AQUA RING B

INTRODUCTION

The water is far deeper at the bottom level, risen to your waist and forcing you to slowly wade. Here and there, you see a raised platform that will allow you to step above the water line for a moment, but nothing more than a couple of metres long. Most end in sheared and jagged metal, torn into pieces by some unknown creature you'd rather not find.

Suddenly, movement catches your eye, as a large fin breaks the surface of the water, gliding towards you. As it draws closer you feel fear quickly rush up and take hold; an immense shark, far larger than seems possible, races through the water towards you, its huge maw opening like a bottomless chasm to swallow you whole!

OBJECTIVES

In this scenario, the characters must kill Neptune.

If Neptune is killed, the players successfully complete the scenario.

NEPTUNE

At the start of this scenario, shuffle two *Feeding Frenzy*, two *Drag Below*, two *Gnashing Teeth*, and the *Undertow* and *Whirlpool* behaviour cards together, then place them face down to create Neptune's behaviour deck.

Place the remaining behaviour cards to one side, as they'll be needed during the encounter.

SPECIAL RULES

Open Area

During this scenario, all tiles are considered linked. Models can move freely between tiles without using doors or archways, and ignore walls when determining line of sight. Neptune can be placed with its base sitting across a wall that connects two tiles together.

Electrify

A character in the same square as a crest token can spend an action to place the matching puzzle card face up on the puzzle track, with five wound tokens on it. Then, shuffle the Neptune behaviour card with the matching symbol on it into the deck.

At the end of each character's turn, discard a wound token from each puzzle card. If the final token on a card is removed, remove the tile with the matching crest token from the playing area. If any characters are on the tile, the players fail the scenario. If Neptune is on the tile, place it in the starting position shown on the brief opposite.

Stranded

If a tile ceases to be connected to the *Aqua Ring* tile, remove it from the playing area.

If any characters are on a tile that is removed, the players fail the scenario. If Neptune is on the tile, place it in the starting position shown on the brief opposite.

Electrocution

If each crest token has been removed and Neptune is on the *Aqua Ring* tile, a character in the same square as the objective token can spend an action to kill Neptune.

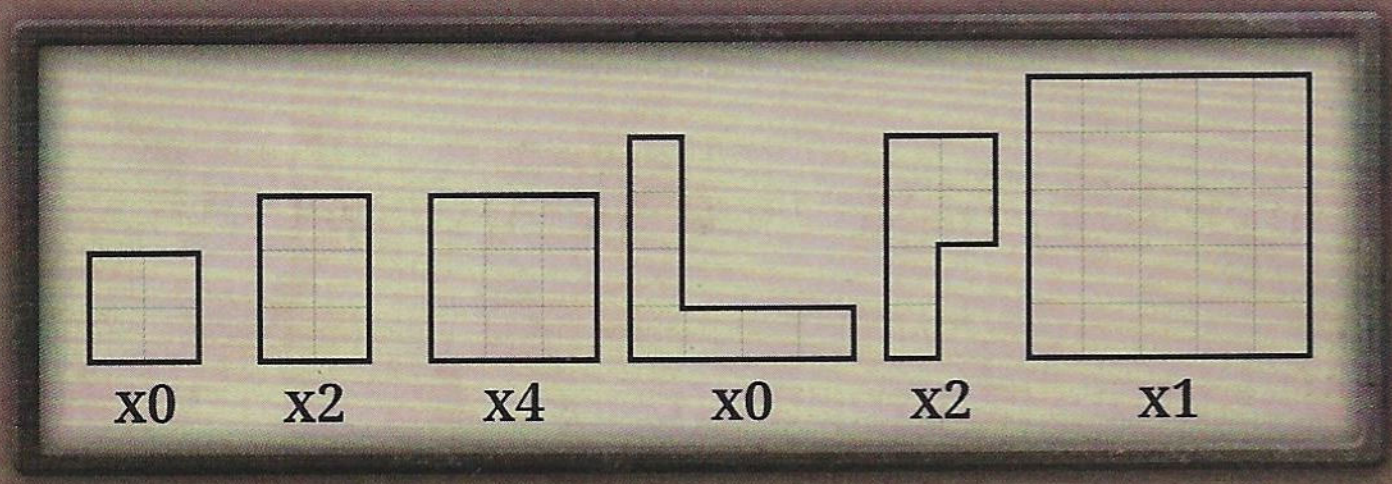
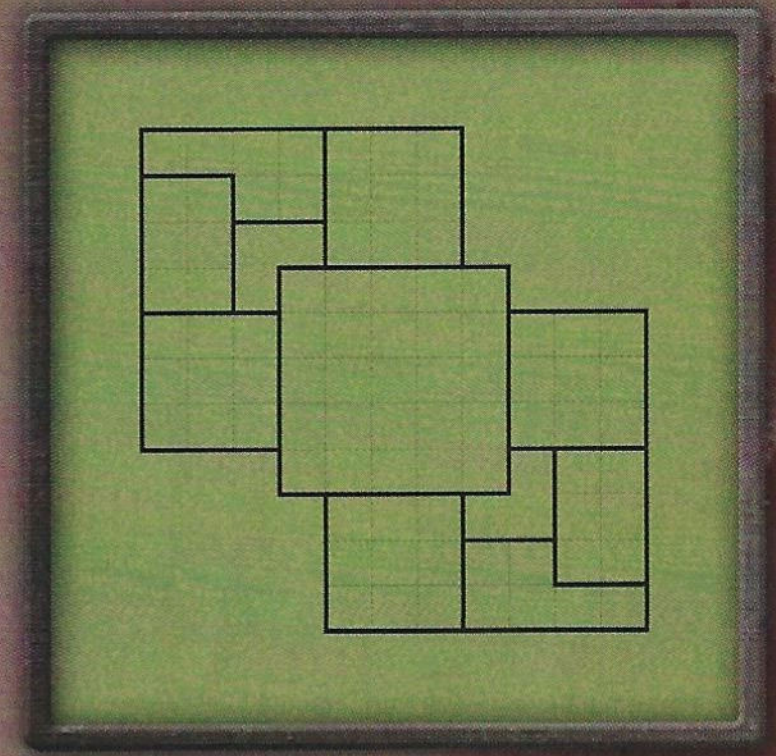
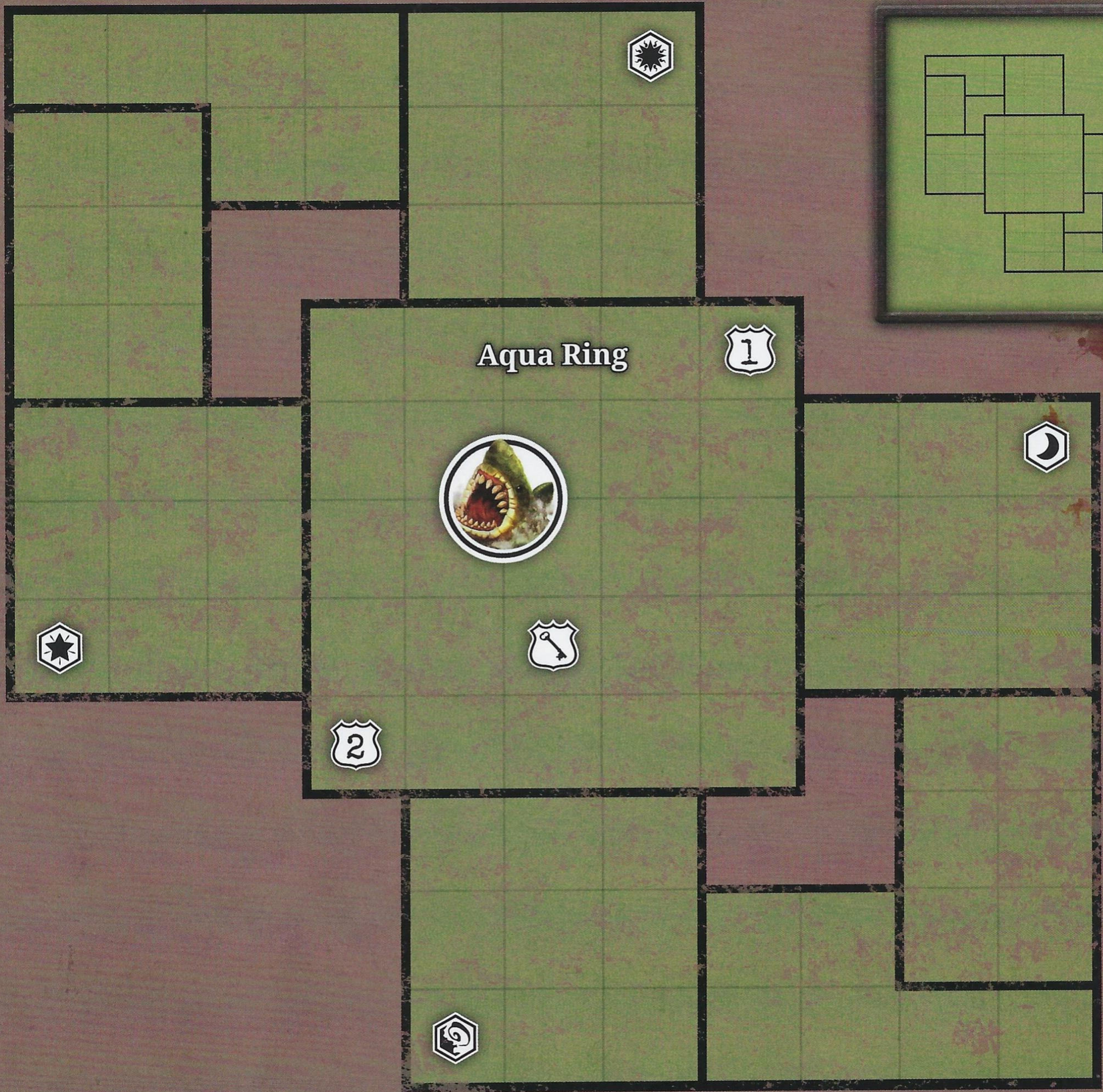
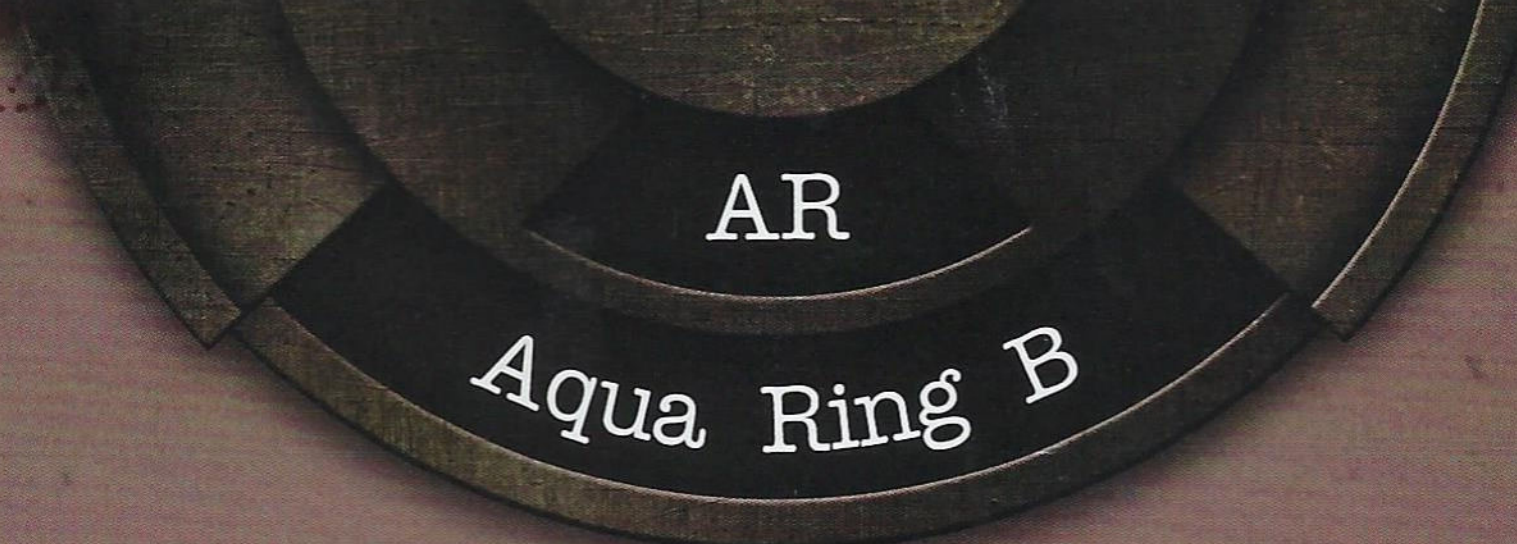
STANDALONE

Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower

AFTER COMPLETING THIS SCENARIO

Reduce the mansion danger level by 3. Search the tension deck for the three 18 cards, and remove them from the game. Then, add the *Guard House B* scenario card to the map.





GUARD HOUSE B

INTRODUCTION

The escape from Neptune still vivid in your mind, you clamber free from the Aqua Ring, emerging once again into the guardhouse. Where once it seemed cold and hard, after your ordeals below the structure feels all too welcoming. You'd vow to never delve underground again, if you weren't so sure you'll be forced to do so once more before the night is out.

Looking around, you realise this part of the guardhouse is unknown to you, with no immediately obvious exits. You still haven't found what you came here for either. Time to shake off your wet clothes, and explore.

OBJECTIVES

In this scenario, the characters must finish exploring their surroundings.

If the Strange Lock locked door card has been discarded, the players can choose to successfully complete this scenario at any time.

SPECIAL RULES

Ivies' Domain

At the end of each character's turn, spawn a Vine in their square. If there are already six Vine tokens in play, remove the closest token that isn't in the same square as a character, then spawn that token in the character's square.

Mixing The V-JOLT

At the start of this scenario, shuffle the puzzle cards and deal them face down in a row on the puzzle track.

A character in the same square as the star crest token can spend an action to perform one of the following:

- Flip the first and second puzzle cards
- Flip the first, second, and fourth puzzle cards
- Flip the first and third puzzle cards
- Flip the first and fourth puzzle cards
- Flip the second, third, and fourth puzzle cards
- Flip all of the puzzle cards face down

If each puzzle card is placed face up, retrieve the (V) item B card and place it in either the active character's inventory or the item box.

Roots Of Plant 42

A character with the *V-jolt* in their inventory and in the same square as the objective token can spend an action to discard the card and remove each Vine token from the playing area. After discarding the *V-jolt* card in this way, for the rest of the scenario, ignore the Ivies' Domain special rule.

Bee Hive

A character with the *Insect Spray* in their inventory and in the same square as the sun crest token can spend an action to discard the card and draw a card from the item B deck. Then, search the tension deck draw and discard piles for each *Bee Swarm* and *Infestation* card, and remove them from the game.

CARD DECKS

Item B Deck

- Unprinted Book
- Self-Defence Gun
- Insect Spray
- 003 Key
- Incendiary Rounds

Tension Deck

Shuffle both (19) tension cards into the tension deck at the start of this scenario.

Exploration Cards (5)

STANDALONE

When setting up the scenario, add the following cards to the corresponding decks.

Tension Deck: (1), (2) x2, (3), (4), (5), (6), (7), (9), (15)

Encounter Deck: (2) x2, (3), (4), (5)

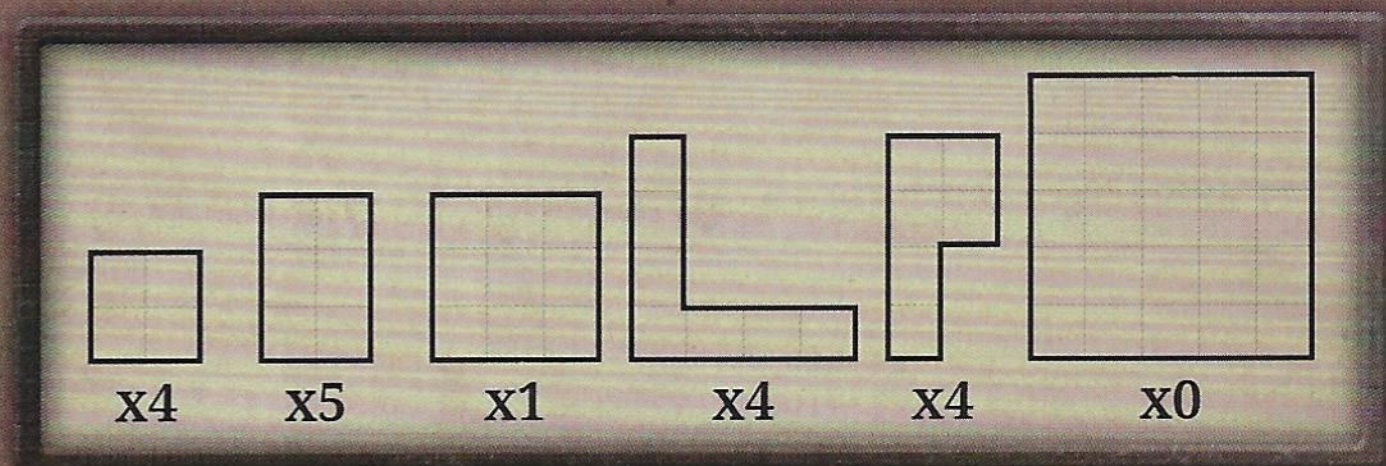
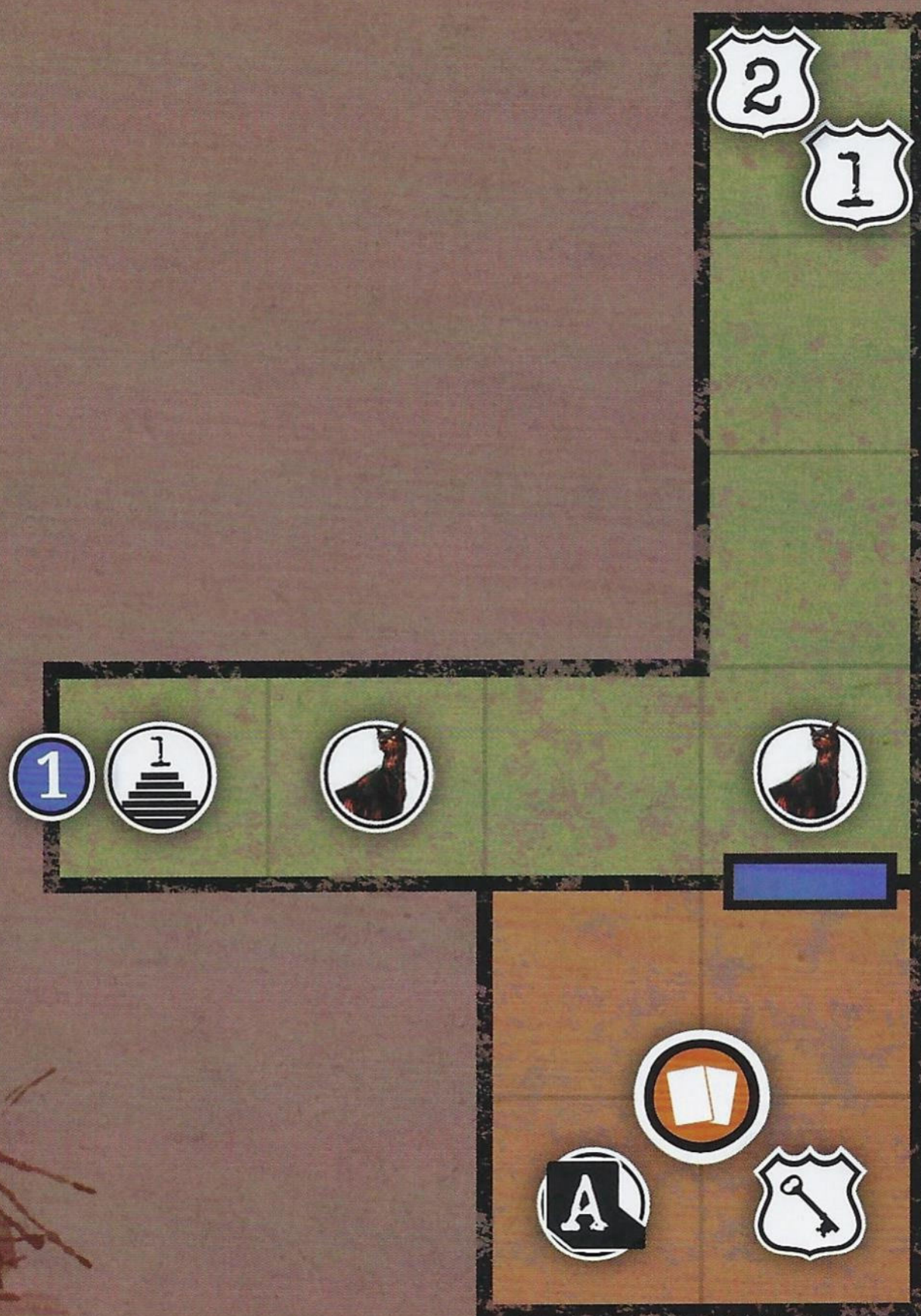
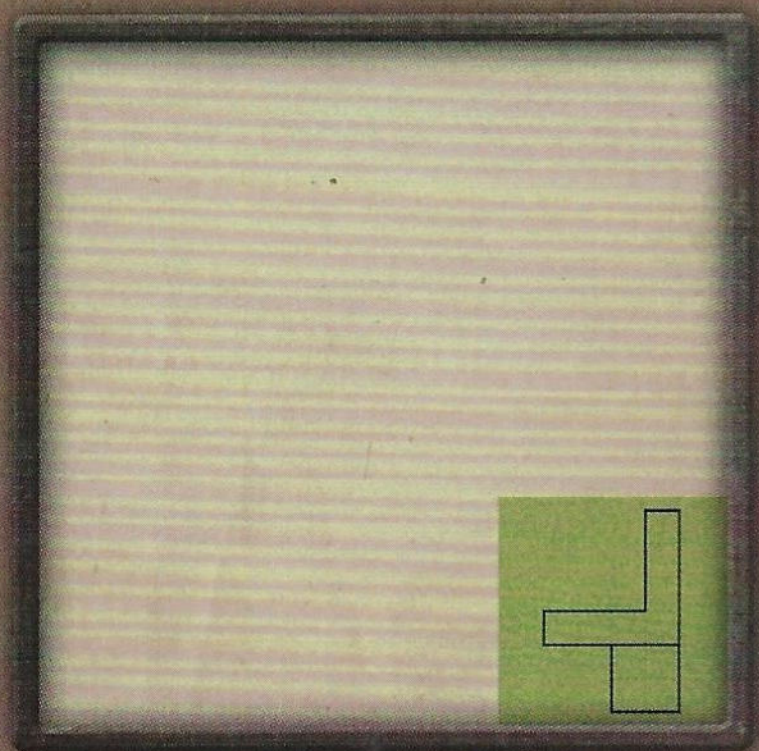
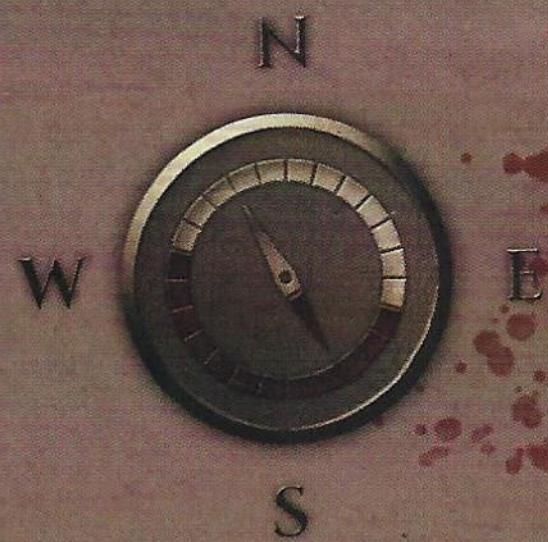
Item A Deck: (A) x4, (A) x2, (B) x2, (B) x2

Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower

AFTER COMPLETING THIS SCENARIO

Search the tension deck for the three (17) and two (19) cards, and remove them from the game. Add the *Guard House C* scenario card to the map.





GUARD HOUSE C

INTRODUCTION

The doors open into a tall function room, the ceiling lost to the murky darkness above. To your right, a staircase leads upwards into the gloom, and you take a step towards it before noticing the sickly scent of pollen in the air. A shower of spores falls from the ceiling towards you, borne by a stream of acid, forcing you to dive out of the way.

As you make your feet you can only stare in horror at the creature that expands to fill this chamber; an immense plant, its heavy vines whipping through the air towards you with lethal intent. You realise now what sent the tendrils you've been burning, and wonder whether this bizarre mutant is merely protecting its lair, or the malevolence you sense is from a conscious mind...

OBJECTIVES

In this scenario, the characters must kill Plant 42.

If Plant 42 is killed, the players successfully complete the scenario.

SPECIAL RULES

Little Deck of Horrors

At the start of the scenario, separate Plant 42's behaviour cards into a lower level deck and an upper level deck, then shuffle each deck.

Place the petal card next to the behaviour decks, with the closed side face up.

Place the Plant 42 reference card with the Weakened side face down. If the players discarded the *V-jolt* card to remove the Vine tokens during the *Guard House B* scenario, place the reference card with the Weakened side face up instead.

Flailing Tendrils

At the start of this scenario, place Plant 42 with its base centred on the ☠ symbol.

If a character starts their turn on, or moves onto a square containing part of Plant 42's base, they suffer a collision attack and are moved to the closest square that doesn't contain part of Plant 42's base.

Multiple Level Tile

This tile has an upper level and lower level as shown opposite.

Intervening walls between levels don't block line of sight. Models can't move across intervening walls, but can be pushed across them by Plant 42's attacks.

At the start of each Tension Phase, draw a card from the behaviour deck that corresponds to the level the active character is on.

Characters in squares on the lower level can't target Plant 42 with attacks.

Vantage Points

If a character is in a square with a +1 or +2 symbol and performs a successful attack that inflicts 1 or more damage, increase the damage suffered by Plant 42 by the value shown on the symbol.

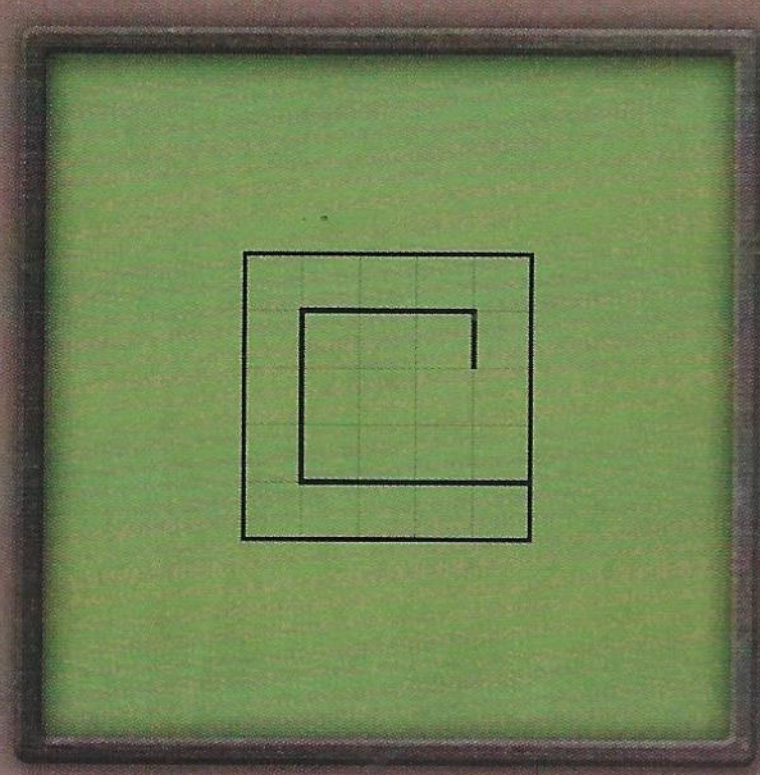
STANDALONE

Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower

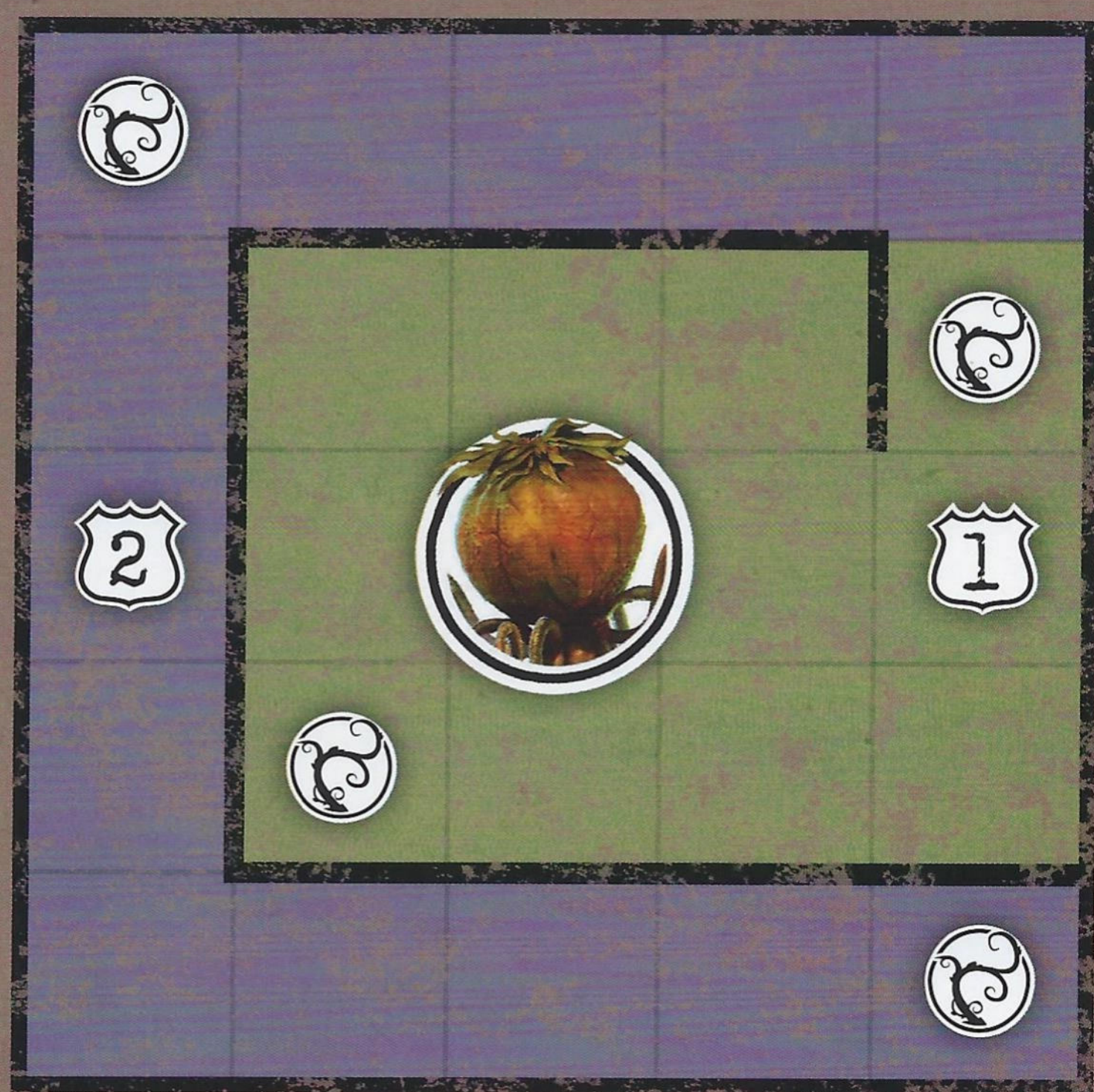
AFTER COMPLETING THIS SCENARIO

Reduce the mansion danger level by 3, then place the *Helmet Key* card in the item box.

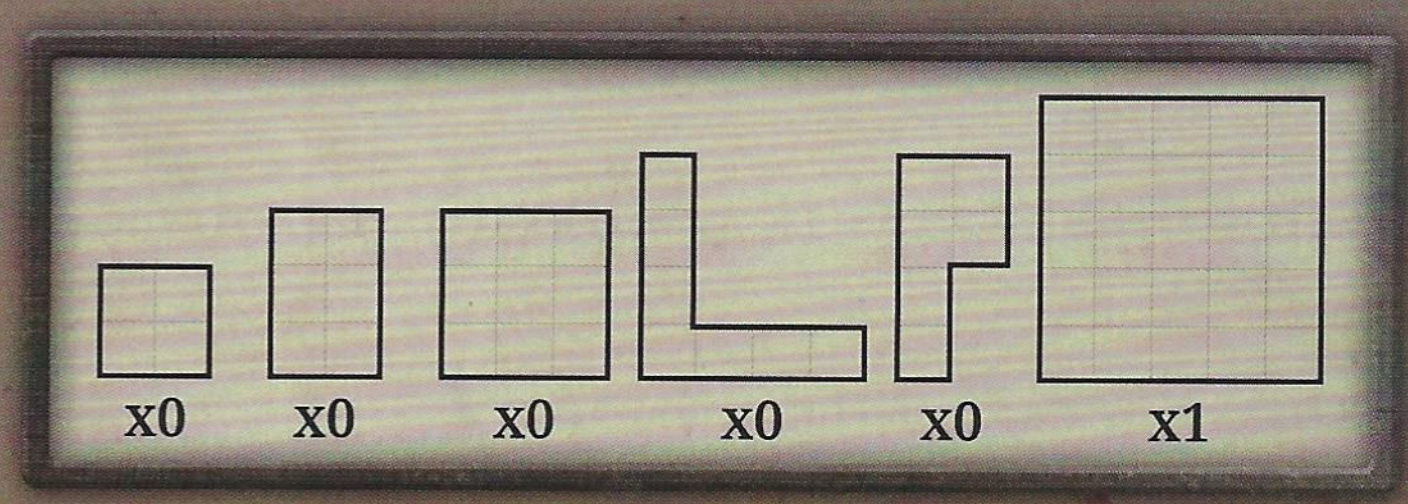




Upper Level



Lower Level



CAMPAIGN TRACKER

CHARACTER	HEALTH TRACK					INVENTORY

ITEM BOX

SCENARIOS

LOCATION	LOCKED	UNLOCKED	COMPLETED
Garden B			
Guard House A			
Aqua Ring A			
Aqua Ring B			
Guard House B			
Guard House C			

