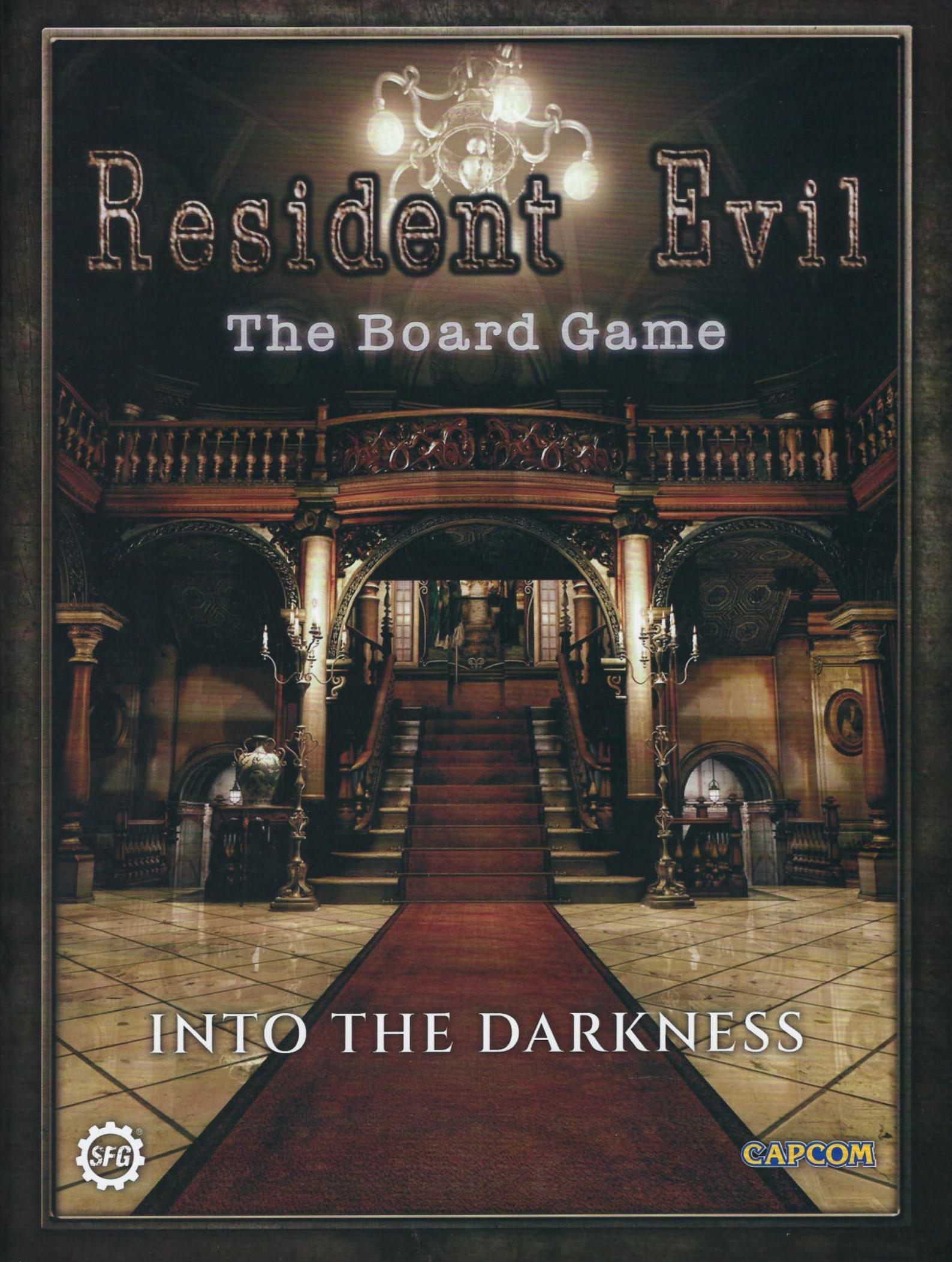


The background of the cover is a detailed illustration of a grand, gothic-style mansion interior. A long, dark red carpet runs down the center of a polished, light-colored tiled floor, leading towards a wide wooden staircase. The staircase is flanked by ornate wooden railings and is illuminated by a large, multi-bulb chandelier hanging from the ceiling. The walls are adorned with arched doorways, decorative columns, and a balcony with a dark wooden railing. The overall atmosphere is dark and mysterious, fitting the 'Resident Evil' theme.

Resident Evil

The Board Game

INTO THE DARKNESS



CAPCOM

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INTRODUCTION

The Spencer Mansion holds more secrets than can be found in its rooms and corridors. To truly witness the horrors of Umbrella's research and learn the truth of what transpired here, you must dare to search the shadowy places of this haunted nightmare.

Look to the abandoned 3rd floor, where the dust lays thick and the undead are yet to tread—although do so at your peril. The monsters you've seen so far might be absent, but here the most dangerous and unfathomable of foes has claimed its dominion, and it will not take your trespass lightly.

And forget not the realm underfoot, a sprawling network of natural caves and mined tunnels. In these depths you shall surely find the artefacts and clues you search for, hidden behind traps both lethal and bizarre. Tread carefully in this place, for ingenious contraptions are not the only threat, and the snake is not the only creature to have carved out a nest for itself in the gloom.

Beware, and keep your wits about you, for it falls to you now to step into the darkness.

The *Into The Darkness* expansion expands your *Resident Evil: The Board Game* campaign with six gripping new scenarios. These scenarios are integrated at various points within the campaign, introducing encounters with the fearsome Yawn and exploration of the caves beneath the Spencer Mansion.

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 tunnels beneath the mansion?

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

CREDITS

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Resident Evil: The Board Game

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COMPONENTS

BOSSSES



YAWN

1x Miniature
2x Boss Reference cards
1x Boss Direction card
12x Boss Behaviour cards



BLACK TIGER

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

OTHER GAME ELEMENTS



3x Item A cards



10x Item B cards



3x Item C cards



2x Locked Door cards



19x Charging cards



23x Exploration cards



3x Tension cards



10x Scenario cards



20x Web tokens



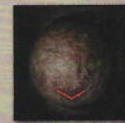
6x Unexplored tokens



16x Wound tokens



6x Scenario Complete tokens



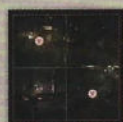
1x Boulder token



3x Stairs tokens



1x 5x5 Tile



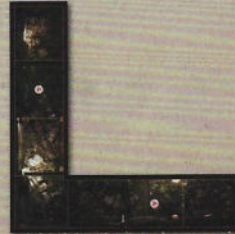
2x 2x2 Tile



2x 2x3 Tile



2x 3x3 Tile



2x L Tile



2x P/Q Tile

EXPANDING THE CAMPAIGN

The scenarios introduced in this booklet appear at various points in the campaign. To include this expansion in your campaign, make the following changes.

CAMPAIGN SETUP

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

Replace the scenario cards for the *Crypts A*, *1st Floor East C*, *2nd Floor East B*, and *3rd Floor A* scenarios with the corresponding cards from this expansion. The *Crypts A* card can be identified by the fourth *Death Mask*, and the other cards can be identified by their additional connectors.

CHANGES TO CORE SCENARIOS

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.

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.

NEW GAMEPLAY RULES

NEW TENSION DECK CARDS

This expansion includes new tension deck cards. Don't shuffle them into the deck at the start of the campaign—they'll be added to the deck during your campaign.

CHARGING CARDS

This expansion includes a deck of **charging** cards, that are used during a specific encounter.

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 tension card with the ☠️ symbol, each character suffering poison suffers ①.

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.



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

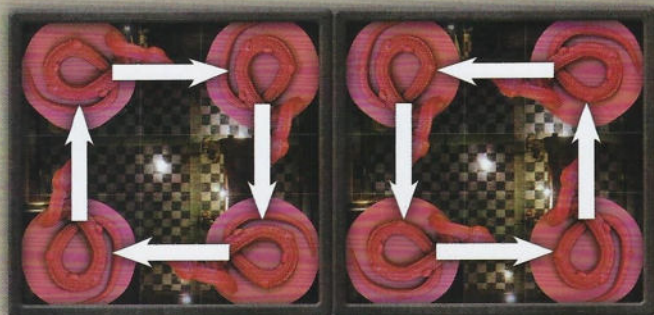
A model with a massive base occupies four squares. It can't move diagonally and will enter two new squares per point of movement. Models with massive bases can't be pushed.



MOVING YAWN

This expansion includes Yawn, a terrifying snake boss, with unique movement mechanics.

Unlike other bosses, Yawn's movement is measured in corners rather than squares.

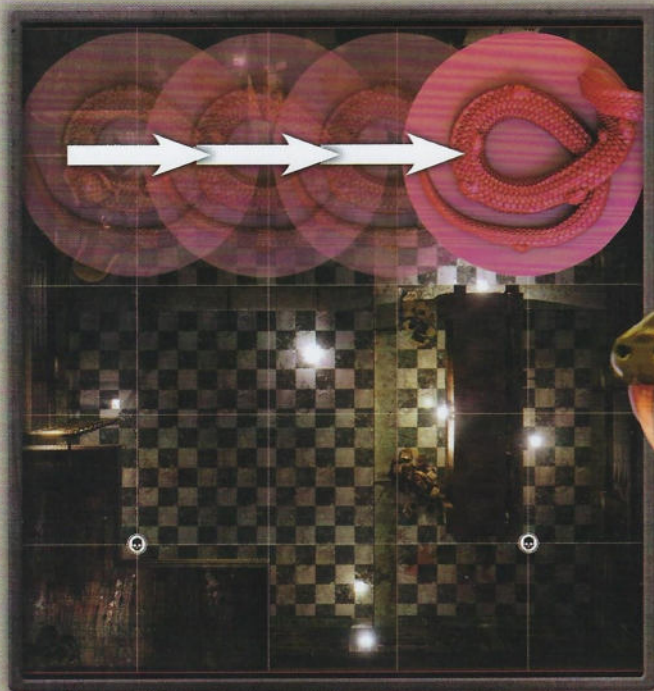


Clockwise movement

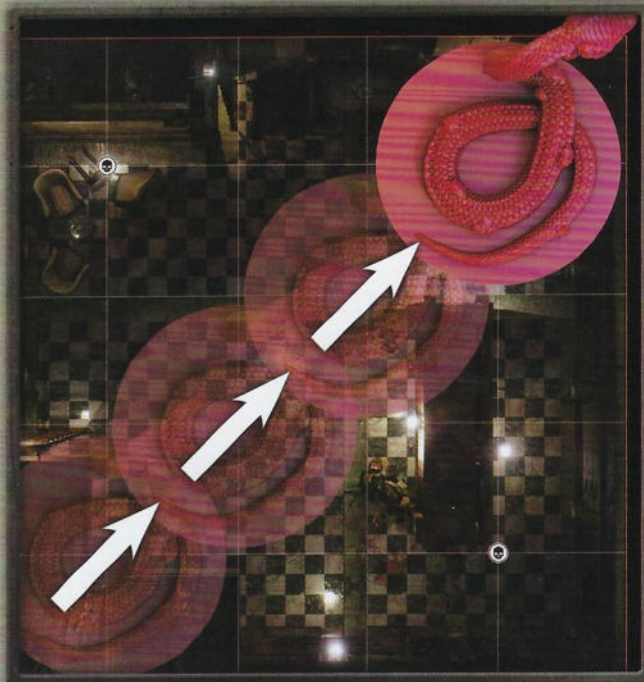
Anti-clockwise movement

The direction of this movement is determined by a **direction card**. At the start of an encounter featuring Yawn, place the card with the clockwise side face up.

When Yawn moves, it moves directly towards the corresponding corner, entering multiple squares until it has reached its destination. If Yawn's behaviour card specifies it moves multiple corners, it moves to each corner sequentially, until it has moved the corresponding number of corners.



Some cards require Yawn to move diagonally. If Yawn moves diagonally, it enters multiple squares as shown below, until it has reached the diagonally opposite corner of the tile.



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



CHARACTER START



ZOMBIE



MOON CREST



ITEM B



OBJECTIVE



CERBERUS



STAR CREST



ITEM C



NARRATIVE



HUNTER



SUN CREST



ITEM BOX



EXIT



CRIMSON HEAD PROTOTYPE



WIND CREST



TYPEWRITER



DOOR



YAWN



UNEXPLORED YELLOW



CORPSE



ONE WAY DOOR



BLACK TIGER



UNEXPLORED AMBER



STAIRS



LOCKED DOOR



UNEXPLORED RED



BOULDER



LOCKED DOOR

2ND FLOOR EAST C

INTRODUCTION

The door opens to a dusty and long disused attic, ancient brown cobwebs covering near every surface. The air hangs heavy and musty, but thankfully without the bloody copper wash you've become all too used to.

You scarcely take three steps in, when a sinister hiss breaks the silence.

Suddenly, a monstrous snake slithers in from an open window in the eaves, its trunk impossibly long, scales punctured with hideous tumour-like growths. So large is the creature that despite the speed at which it moves, it still takes several long and terrifying moments to squeeze its full body through.

As it rears its head and lets its mouth yawn open, you see only death awaiting...

OBJECTIVES

In this scenario, the characters must drive off Yawn.

If Yawn is removed from the playing area, the players successfully complete the scenario.

SPECIAL RULES

The First Encounter

During this scenario, use the Yawn reference card.

Shuffle the *Snakebite*, *Coiled Grasp*, *Slither*, *Venom Spit*, *Rapid Lunge*, and *Bodyslam* behaviour cards together, then place them face down to create Yawn's behaviour deck.

The remaining Yawn behaviour cards are not needed during this encounter.

Finally, place the Yawn direction card next to the deck.

Driving Off Yawn

Each Yawn behaviour card has a threshold value in the bottom right-hand corner. If a card is drawn with a threshold value equal to or higher than Yawn's health dial, after resolving the card, remove it from the deck.

Then, roll . If the result is equal to or greater than the number of remaining behaviour cards in the draw and discard piles combined, or is , Yawn has been driven off and the scenario has been successfully completed.

STANDALONE

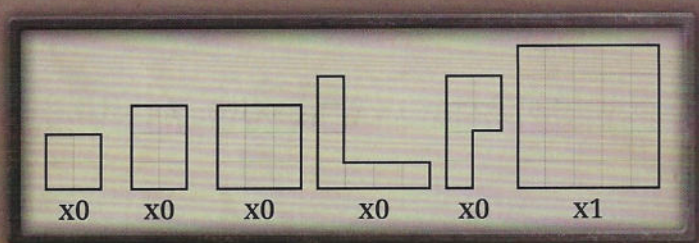
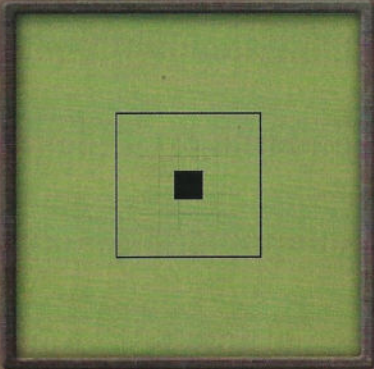
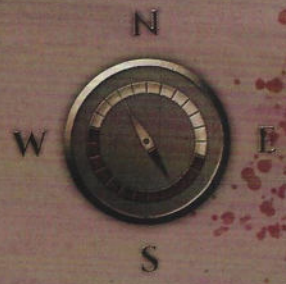
Distribute these items among the characters:

Lighter x4, Shotgun, Grenade Launcher, Flamethrower

AFTER COMPLETING THIS SCENARIO

Draw an item C card and place it in the item box.





3RD FLOOR B

INTRODUCTION

From the clues you've found, the mansion's library is the resting place for the artefact you seek. Surveying the room, you can't help a sigh of relief. Silence reigns, and from the dusty clouds that burst underfoot, you can tell the undead do not roam this place.

When your eyes better adjust to the gloom, you realise a fatal error in judgement—you may be safe from the undead, but have instead fallen foul of a far greater adversary. A grimy trail leads over the checked stone flooring, dust drawn into long lines by the passing of some huge creature.

A spiteful hiss sounds from one corner as the giant serpent lunges forward, maw once again yawning open—and your feet are rooted in place as your worst fears are realised once more...

OBJECTIVES

In this scenario, the characters must kill Yawn.

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

SPECIAL RULES

Yawn Final Encounter

During this scenario, use the Yawn (2nd Encounter) reference card.

Shuffle the *Snakebite*, *Coiled Grasp*, *Slither*, *Venom Spit*, *Rapid Lunge*, and *Bodyslam* behaviour cards together, then place them face down to create Yawn's behaviour deck.

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

Finally, place the Yawn direction card next to the deck.

Serpent Spiral

At the start of each Reaction Phase, check Yawn's health dial and then consult the table below.

Threshold	Card to Remove	Replacement Card
20	Snakebite	Snapping Jaws
15	Venom Spit	Lunge and Recoil
10	Bodyslam	Tail Smash
7	Slither	Blind Fury
4	Coiled Grasp	Swallow
1	Rapid Lunge	Run Amuck

If Yawn's health dial is equal to or lower than a value in the left-hand column, and the entry has not already been resolved, search the behaviour deck draw and discard piles for the card indicated and remove it from the game. Then, shuffle in the indicated replacement card.

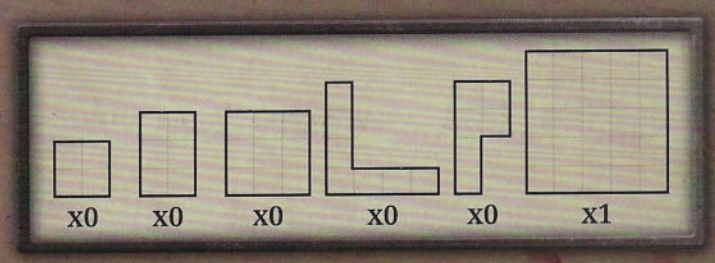
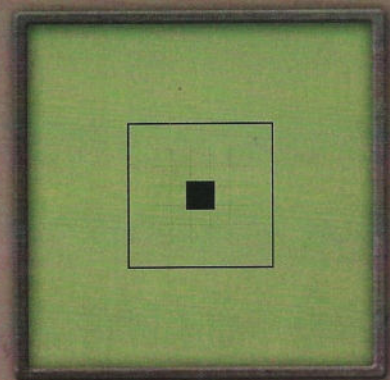
STANDALONE

Distribute these items among the characters:
Shotgun, Grenade Launcher, Flamethrower, Assault Shotgun, Magnum

AFTER COMPLETING THIS SCENARIO

Draw an item C card and place it in the item box, then reduce the mansion danger level by 3.





GARDEN C

INTRODUCTION

As you work your way across the courtyards, the sound of running water grows ever louder, soon masking the sound of your boots over the gravel, and the eerie howling in the distance. As you reach the entrance to the caves you see why. Where a waterway has opened above, a heavy torrent of water cascades over the path, seemingly blocking the way forward.

A quick glance is enough to see you'd rather find a way to lessen the tide; the water is easily dense enough to dash you from the path. You spy an outhouse, with a power sign hanging outside. Perhaps an answer can be found there?

OBJECTIVES

In this scenario, the characters must gain entry to the cave network beneath the Spencer Mansion.

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

SPECIAL RULES

Power Generator

A character with the *Battery* in their inventory and in the same square as the objective token can spend an action to start charging the battery. Place the *Battery* card in the same square as the objective token, then shuffle the charging cards and place them face down to create a deck.

If the battery is charging, draw a card from the charging deck at the end of each Tension Phase. If each enemy on the charging card is in play already, remove the corresponding enemies that are furthest away from the active character so that models are available to spawn.

If three *Gaining Charge* cards have been revealed, the battery is charged and players no longer draw from the charging deck during the tension phase. A character in the same square as the objective token can spend an action to discard the battery card and add the *Charged Battery* card to their inventory.

Feeding The Generator

A character in the same square as the objective token can spend an action to remove any number of kerosene tokens from their profile card and place them in the square. The maximum number of kerosene tokens that can be in the square at any time is four.

When a charging card is drawn at the end of each Tension Phase, draw an additional card for each kerosene token in the objective square. Choose one card to resolve, then return the others to the bottom of the deck in an order of the player's choice.

After the chosen card is resolved, discard a kerosene token from the objective square.

Starting the Mechanism and Flooding the Waterway

A character in the same square as the moon crest token can spend an action to remove the crest.

When the crest is removed, place the Moon Crest puzzle card in the first space on the puzzle track, with ten wound tokens on it. Then, shuffle both (20) tension deck cards into the tension deck.

At the end of each Tension Phase, discard a wound token from the Moon crest puzzle card. When the final token has been removed, discard the Waterfall Gate locked door card.

CARD DECKS

Item B Deck

- Kerosene Container
- Kerosene Container
- Kerosene Container
- Kerosene Container
- Acid Rounds

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), (10), (11)

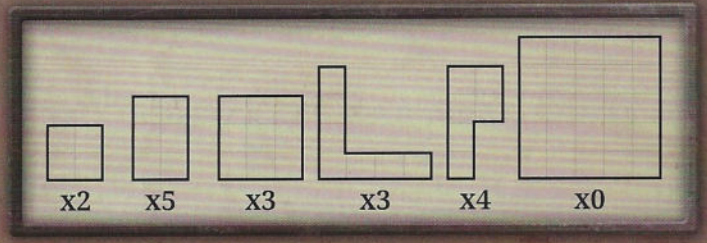
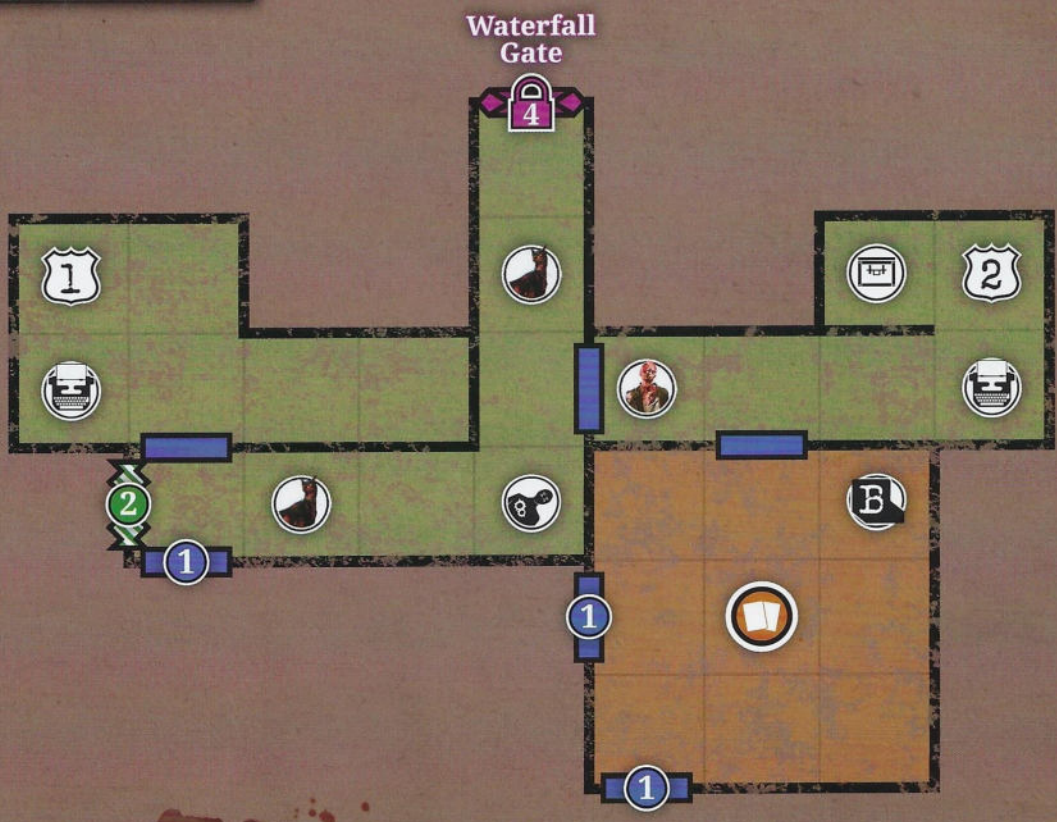
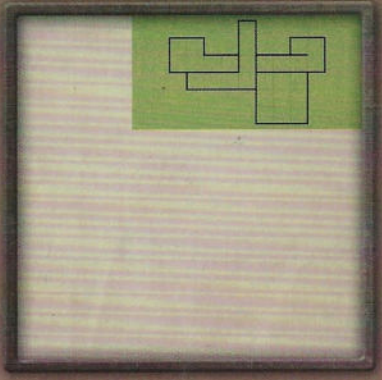
Encounter Deck: (2) x2, (3), (4), (5), (6) x2, (7), (8)

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

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

AFTER COMPLETING THIS SCENARIO

Add the *Caves A* scenario card to the map.



CAVES A

INTRODUCTION

A simple metal ladder has been hammered into the wall and leads downwards, through a narrow crawlspace. Climbing down feels like descending into the depths of hell itself. It's near enough pitch black, and a sense of claustrophobia stubbornly refuses to leave until the very bottom.

The chamber you've entered seems to be man-made rather than natural, bore marks scored into the walls by whatever machinery was used to cut them. The ground is uneven, your feet splashing through several muddy puddles as you investigate the length of the room.

You're alone, for the moment. Pray it remains that way as you explore.

OBJECTIVES

In this scenario, the characters must solve the mystery of the rotating tiles.

If the objective token has been removed from the playing area, the players can choose to successfully complete this scenario at any time.

SPECIAL RULES

Rotating Tiles

During setup, separate the 1B, 1C, 3B, 3C, 4B, and 4C exploration cards and place them to one side.

When a character draws the 1, 3, or 4 exploration card, always use the A version of the card.

A character in the same square as a crest token can spend an action to rotate their current tile. When a character rotates their tile, they choose one of the tile's A, B, or C variants and move the tile to the position shown on the card.

If a tile is rotated, models on the tile remain in their current squares.

Dead-Ends

If a door leads off the playing area and doesn't have an exploration card number, or the numbered exploration card has already been drawn, it is flipped to closed, and can't be opened until it connects two tiles.

Rotating Puzzle

If all three *tome* cards have been collected, and each rotating tile is in the position indicated by the corresponding card, a character in the same square as the objective token can spend an action to remove the token from the playing area.

CARD DECKS

Item B Deck

- Moon Tome
- Star Tome
- Sun Tome

Exploration Cards (13)

STANDALONE

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

Tension Deck: ①, ② x2, ③, ④, ⑤, ⑥, ⑦, ⑧, ⑨, ⑩, ⑪, ⑫ x2

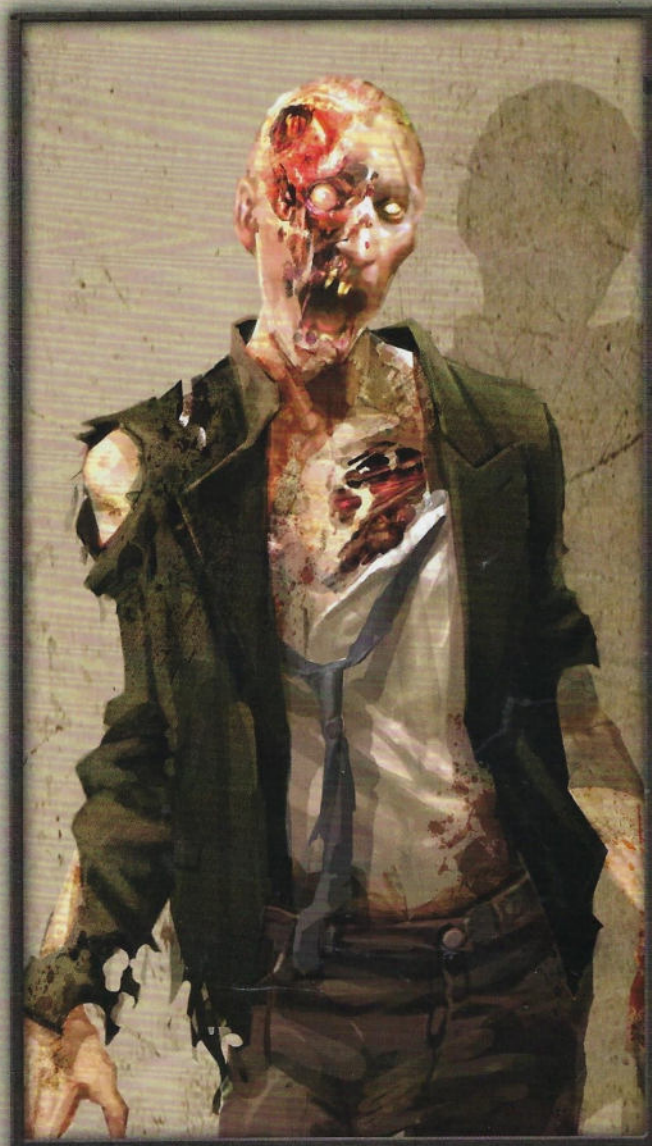
Encounter Deck: ② x2, ③, ④, ⑤, ⑥ x2, ⑦, ⑧

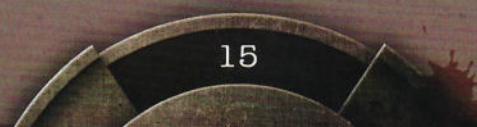
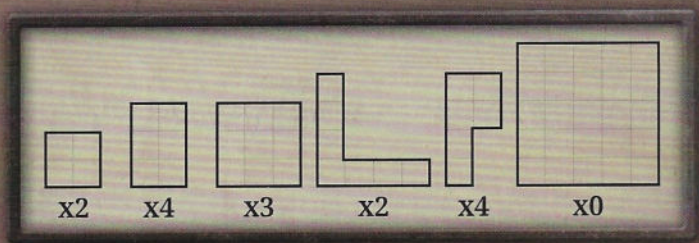
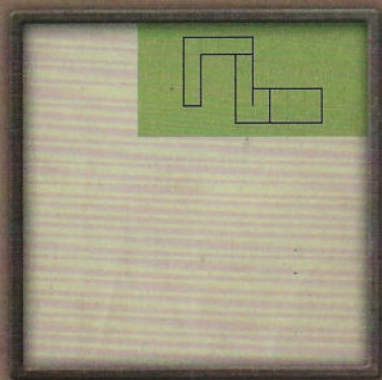
Item A Deck: ① x4, ② x2, ③ x2, ④, ⑤

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

AFTER COMPLETING THIS SCENARIO

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





CAVES B

INTRODUCTION

As you approach, you sense a strange vibration running through the ground, and quickly discover the source. A generator shudders softly in the chamber ahead, emanating a metallic grinding sound. Opposite, you see an elevator, the lights bright.

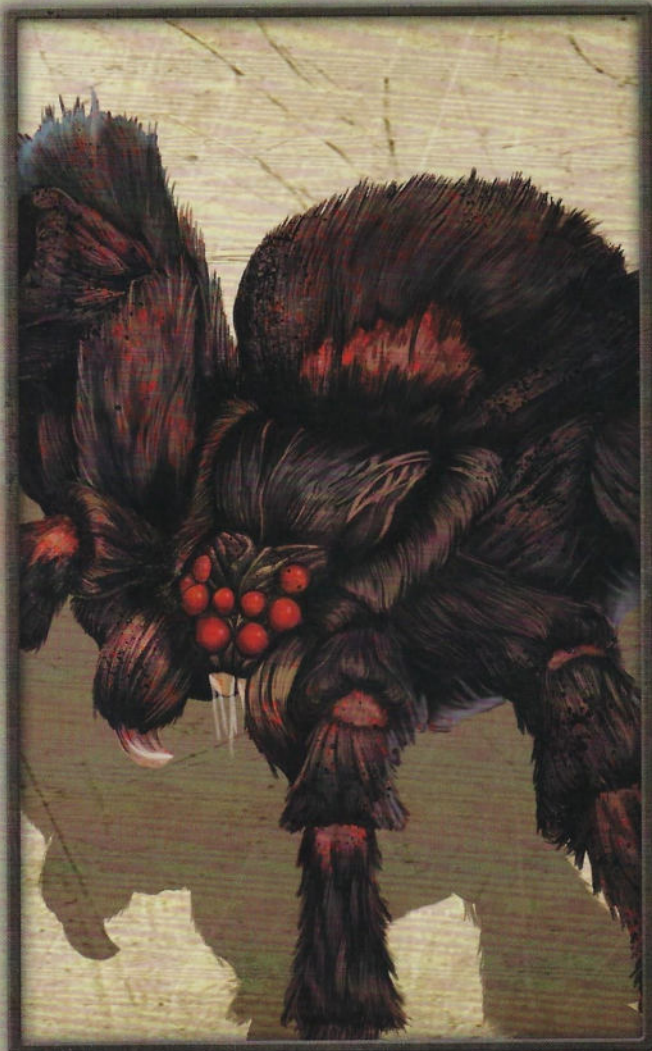
You're about to step towards it when you catch movement in the corner of your eye and hesitate. Your caution saves you, as viscous fluid darts across you and strikes the wall. You stare in bewilderment as the rock hisses and corrodes under the assault of the acidic spray, replaced by horror as you turn to face this new threat.

A monstrosity crawls into sight, propelled from the gloom on eight legs. Mandibles snap and writhe as it shrieks, nails down a chalkboard that force you to wince from the pain. It doesn't leave you chance to recover as it charges suddenly forward...

OBJECTIVES

In this scenario, the characters must kill Black Tiger.

If Black Tiger is killed, the players successfully complete the scenario.



SPECIAL RULES

Black Tiger

At the start of the scenario, separate Black Tiger's behaviour cards into a floor deck and a ceiling deck, then shuffle each deck.

At the start of the Tension Phase, if Black Tiger is on the playing area, draw a card from the floor deck. If Black Tiger isn't on the playing area, draw a card from the ceiling deck instead.



Webbing

This scenario introduces a unique attack effect, used by Black Tiger to ensnare its victims.



A character hit by this attack gains a web token. Use the table below to see the effects a character with one or more web tokens suffers, dependent upon how many tokens they have.

Web Tokens	Effect
1	Ignore any  this character rolls.
2	Ignore any  or  this character rolls.
3	The character can't make move or attack actions. Ignore any  or  this character rolls.

A character can have a maximum of three tokens. During their Action Phase, a character can spend an action to discard one of their tokens, or a token from another character in the same or an adjacent square.

Webbed Walls

When a character in a square adjacent to the edge of the tile is pushed, they gain a web token.

Poison Behaviour Cards

When a behaviour card with the  symbol is drawn, each character suffering poison suffers .

Lucky Find

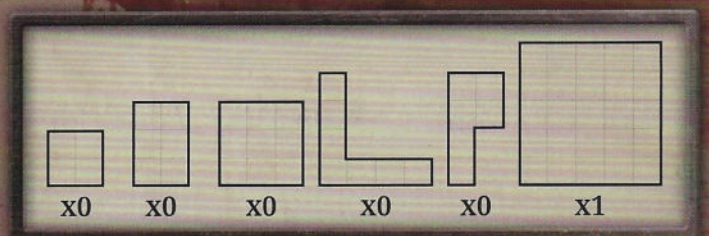
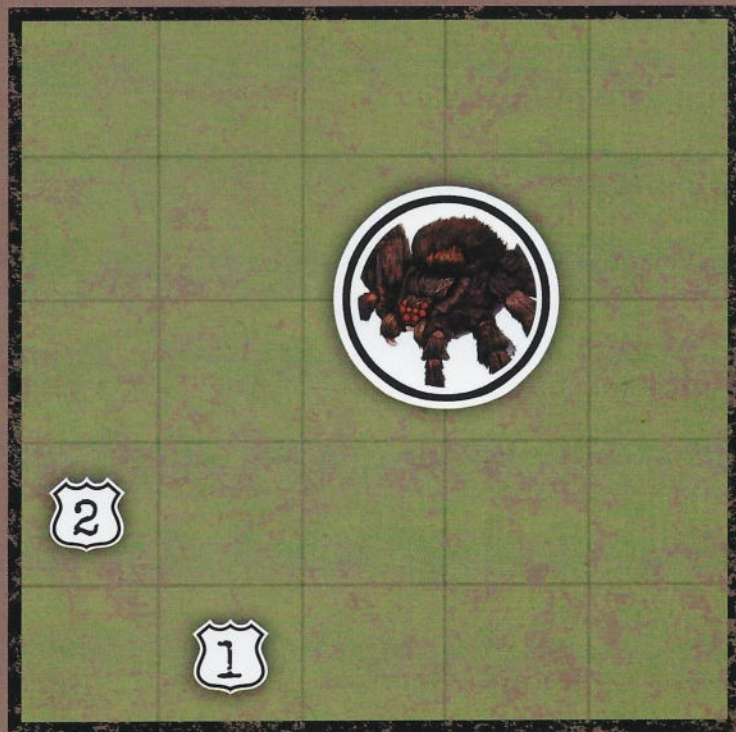
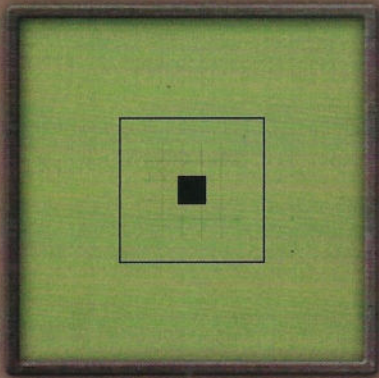
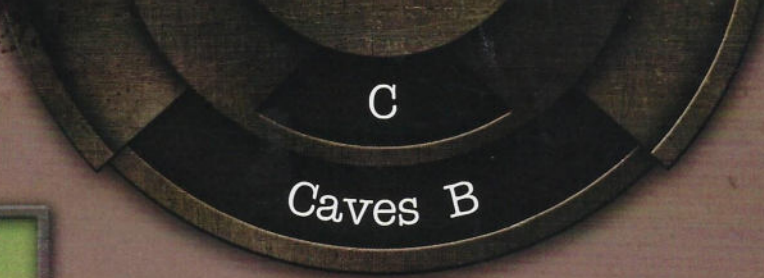
At the start of this scenario, choose a character and place two  item A cards in their inventory.

STANDALONE

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

AFTER COMPLETING THIS SCENARIO

Reduce the mansion danger level by 3, then add the *Caves C* scenario card to the map.



CAVES C

INTRODUCTION

The elevator descends smoothly enough, despite the flakes of rust that fall from the cage. You've never felt so exhausted. This evening has long since driven you to the edge. In the low light, you imagine you scarcely look better than one of the zombies.

Eventually your descent ends. You quietly disembark, ears strained for any hint of sound, eyes peeled for movement. Nothing but a bleak void awaits.

A dirt path leads away from you, lit by a series of portable lights. Soft mist coats the ground and mutes their glare, but the way is clear enough. Time to shrug off your fatigue, and get moving once more.

OBJECTIVES

In this scenario, the characters must complete their investigation of the cave network.

If the *Metal Object* has been collected and 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

Rolling Boulder

The boulder is a new type of terrain element, introduced during this scenario.

At the start of the scenario, place the boulder in the square marked on the brief by the  symbol. At the start of each Tension Phase, move the boulder two squares along the path indicated by the dotted line. Use the indicator on the boulder to show which direction the boulder is moving.

If the boulder is placed in the same square as an arrow, it reverses direction, and in subsequent turns moves along the path back towards the opposite arrow. Repeat this process each time the boulder reaches an arrow.

Models can't move into the same square as the boulder. If the boulder moves into the same square as an enemy, the enemy is killed. If the boulder moves into the same square as a character, the players fail the scenario.

Revealing The Path

A character in the same square as a crest token can spend an action to remove the crest token.

If all four crest tokens have been removed from the playing area, draw exploration card 6 and place it face up to one side of the playing area. After the card has been revealed, a character in the same square as the objective token can spend an action to change the orientation of the L-shape tile in the starting area as shown on the card, or return the orientation of the tile to the position shown on the scenario brief.

When the tile is rotated, models on the tile remain in their current squares.

Dead-Ends

If a door leads off the playing area and doesn't have an exploration card number, or the numbered exploration card has already been drawn, it is flipped to closed, and can't be opened until it connects two tiles.

The Sealed Passage

If the boulder is placed in the same square as the Sealed Passage locked door card, discard the card and replace it with an archway, then remove the boulder from the playing area.

CARD DECKS

Item B Deck

- Metal Object

Exploration Cards (6)

STANDALONE

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

Tension Deck: ①, ② x2, ③, ④, ⑤, ⑥, ⑦, ⑧, ⑨, ⑩, ⑪, ⑫ x2, ⑬

Encounter Deck: ② x2, ③, ④, ⑤, ⑥ x2, ⑦, ⑧

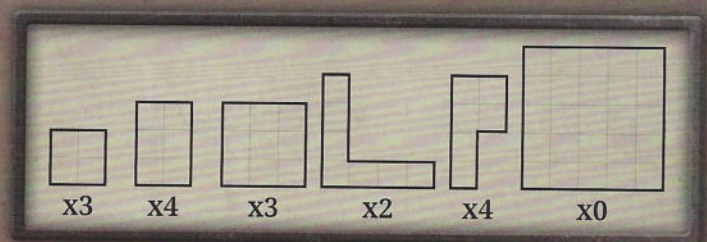
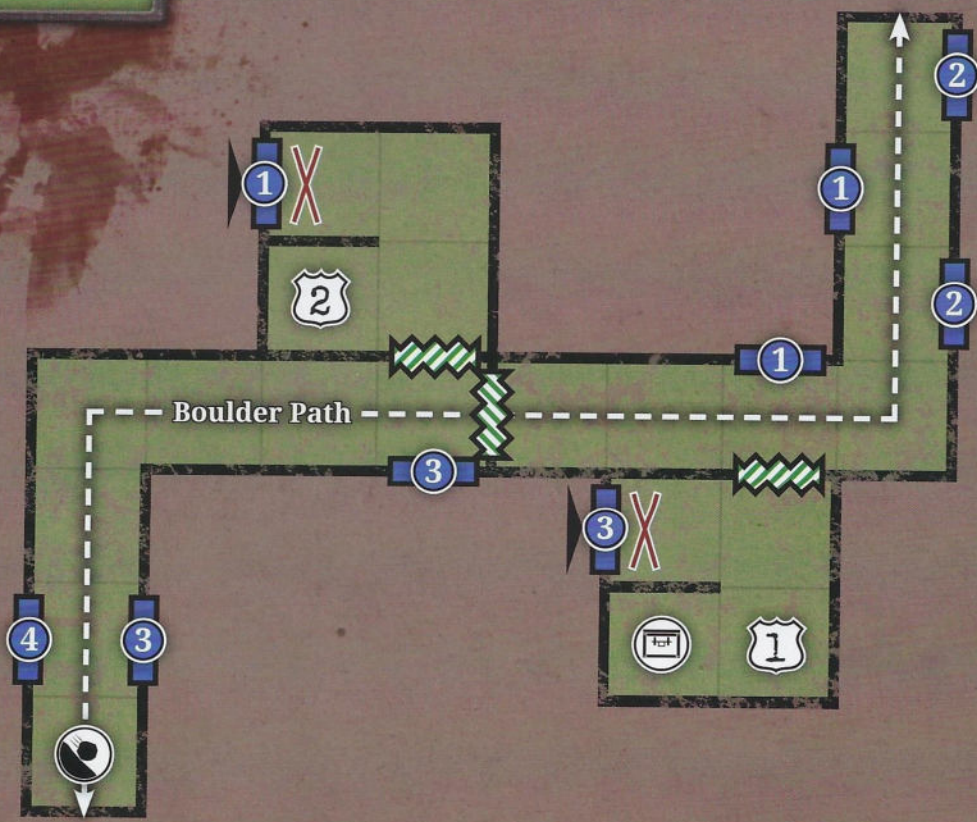
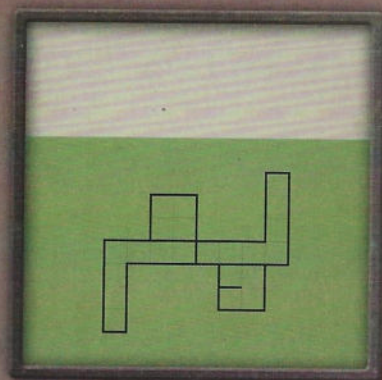
Item A Deck:  x4,  x2,  x2,  x2

Distribute these items among the characters:

Lighter x4, Shotgun, Grenade Launcher, Flamethrower, Assault Shotgun, Magnum

AFTER COMPLETING THIS SCENARIO

Shuffle the ⑬ tension card into the tension deck.



CAMPAIGN TRACKER

CHARACTER	HEALTH TRACK					INVENTORY

ITEM BOX

SCENARIOS

LOCATION	LOCKED	UNLOCKED	COMPLETED
2nd Floor East C			
3rd Floor B			
Garden C			
Caves A			
Caves B			
Caves C			

