



SCENARIOS



CAPCOM

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CREDITS

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Resident Evil: The Board Game

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GAMEPLAY

You crash across the threshold at pace, and slam the doors shut behind you—not a moment too soon, as something heavy throws itself at the opposite side, causing the aged wood to rattle on its hinges.

Thankfully it holds.

What happened out there? What were those creatures?

It's all just a frenetic blur in your mind. Gunfire, screaming, bestial roaring, chaos all around you. You might have seen someone get dragged down by one of the shapes in the gloom, although you couldn't be sure. You definitely heard shouting, followed by a series of gunshots. Suddenly you were running in a headlong chase through the trees, pursued by snapping teeth and ragged snarls. As though joining your rout, the helicopter passed overhead, rapidly ascending.

You're snapped out of your thoughts by the rumble of thunder, deep and foreboding. A storm is gathering on the horizon.

Having recovered your breath, you take a moment to survey your surroundings. You stand in a wide hallway with a high ceiling, the true height hidden by a mezzanine floor hugging the walls above.

Warm light bathes the room from an overhead chandelier, banishing the shadows to each corner. A cursory glance is all that's needed to appreciate the opulence of the furnishings, every surface rich wood, or bright marble stone. A deep crimson carpet stretches underfoot, leading up a wide set of stairs ahead. You notice several lit candles, flickering as they slowly burn down, and wonder who left them.

Your eyes stray to your companions and a sinking feeling takes root. Several of your comrades are missing. You start for the door, only to pull up a moment later as lightning illuminates the scene in bright relief. By the time the accompanying thunder crashes, you've accepted the truth. You barely escaped as it was. Charging back outside would be a suicide mission.

A muffled gunshot echoes from behind the nearest set of doors.

No time to waste. You need to investigate.

Resident Evil: The Board Game is a cooperative survival horror campaign game for 1-4 players in which each scenario represents the continuing narrative story of survival in the desolate Spencer Mansion.

In true survival horror tradition, most scenario descriptions for *Resident Evil: The Board Game* tell players how to successfully complete the scenario but leave other details for the players to work out themselves. Certain scenarios won't even be that forthcoming...or the objectives will change as the game goes on, keeping players guessing.

Players must explore in order to advance through the campaign, finding missing keys and hidden entryways to new areas, and never daring to spend too long in one place in case they are overwhelmed.

Although the scenarios introduced in this booklet are designed as part of a larger campaign, they can also be played as standalone games. To find out more about this game mode, see page 35 of the *Resident Evil: The Board Game* rulebook.

THE START OF THE CAMPAIGN

At the beginning of the campaign, follow the setup steps found on page 30 of the rulebook. Once this has been done, the players are ready to begin.

There isn't a correct order in which to play scenarios during the campaign. Each campaign will be different, and players will be able to choose which scenario they want to play from several options, depending on what they've added to the mansion map.

If a scenario isn't on the map, or is locked, it can't be attempted. The players will have to search for a way to access it by completing the scenarios that are available to them.

Initially, the players can choose from four scenarios—1st Floor West A, 2nd Floor West A, 1st Floor East A, and 2nd Floor East A. If the players are new to the world of tabletop survival horror, we recommend starting with 1st Floor West A.

Once the players have decided which scenario they'd like to attempt first, they should set up the playing area as shown in the corresponding scenario brief in this book.

SCENARIO BRIEFS

This book contains scenario briefs for every scenario in the core game.

Each scenario brief includes an introduction to set the scene, then sections detailing the scenario's objectives, special rules, item B deck, and any scenario cards which are added to the mansion map after it has been successfully completed.

At the start of a scenario, there might be cards left over in the item B and exploration slots. Discard these cards before adding any new cards during set up.

Each scenario brief also includes a map of the starting area.

Each map includes a legend detailing the quantity of each tile shape that will be needed, and a suggested position for where to place the starting area on the table, ensuring players won't need to reposition tiles when exploring.

When setting up a scenario, players should place each tile, model, and token shown on the starting area, remembering to slide any locked door cards under the corresponding door tokens.

Remember, when placing tiles, the artwork and position of spawn points isn't important, only the orientation and any walls which are present on the tile.

PROGRESSING AND COMPLETING THE CAMPAIGN

At the end of each scenario, after resolving the End Phase, the players return to the mansion map, and choose which scenario they'd like to play next.

The objective of the campaign is to successfully complete the *Helipad* scenario. If the players can achieve this, they have won the campaign and escaped the Spencer Mansion!

If you fail a scenario, the campaign will continue... but always keep an eye on the mansion danger level! If the mansion danger level goes all the way around and returns to the starting position, the mansion has been completely overrun and the campaign has been lost!



MAP LEGEND

 ITEM A	 CHARACTER START	 ZOMBIE	 MOON CREST
 ITEM B	 OBJECTIVE	 CERBERUS	 SUN CREST
 ITEM C	 NARRATIVE	 HUNTER	 STAR CREST
 ITEM BOX	 EXIT	 CRIMSON HEAD PROTOTYPE	 WIND CREST
 TYPEWRITER	 DOOR	 LISA TREVOR	 UNEXPLORED YELLOW
 CORPSE	 ONE WAY DOOR	 T-002 TYRANT	 UNEXPLORED AMBER
 STAIRS	 LOCKED DOOR		 UNEXPLORED RED
	 LOCKED DOOR		

1ST FLOOR WEST A

INTRODUCTION

The wind lashes the trees outside, leaves and branches scratching against the windowpanes like nails from some unseen assailant. A flash of lightning paints your surroundings, and for a moment, you're sure you see the shadow of a figure on the opposite side of the window, hands pawing at the glass—yet, when your eyes find the frame, there's nothing to be seen. Perhaps your imagination.

Perhaps not.

Finding a secure place feels like your first objective. Somewhere you don't have to watch the shadows for movement, and can establish a base of operations.

OBJECTIVES

In this scenario, the characters must find and secure the safe room.

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

SPECIAL RULES

Quiet Area

If the tension deck runs out during this scenario, shuffle the discard pile and place it face down to refresh the deck. Additionally, if the scenario is successfully completed, skip step 2 during the End Phase.

Safe Haven

A character on the *Safe Room* tile does not have to draw a card during the Tension Phase.

CARD DECKS

Item A Deck

Shuffle one (A) item A card into the item A deck at the start of this scenario.

Item B Deck

- Old Key
- Lighter
- First-Aid Spray
- Kerosene Container

Tension Deck

Shuffle the (T) tension card into the tension deck at the start of this scenario.

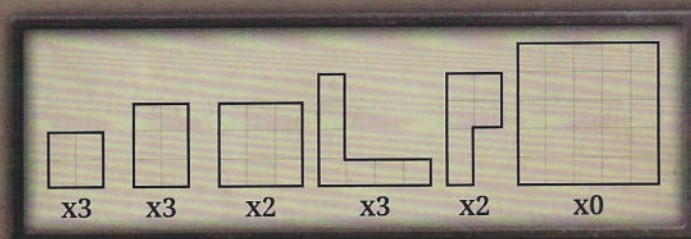
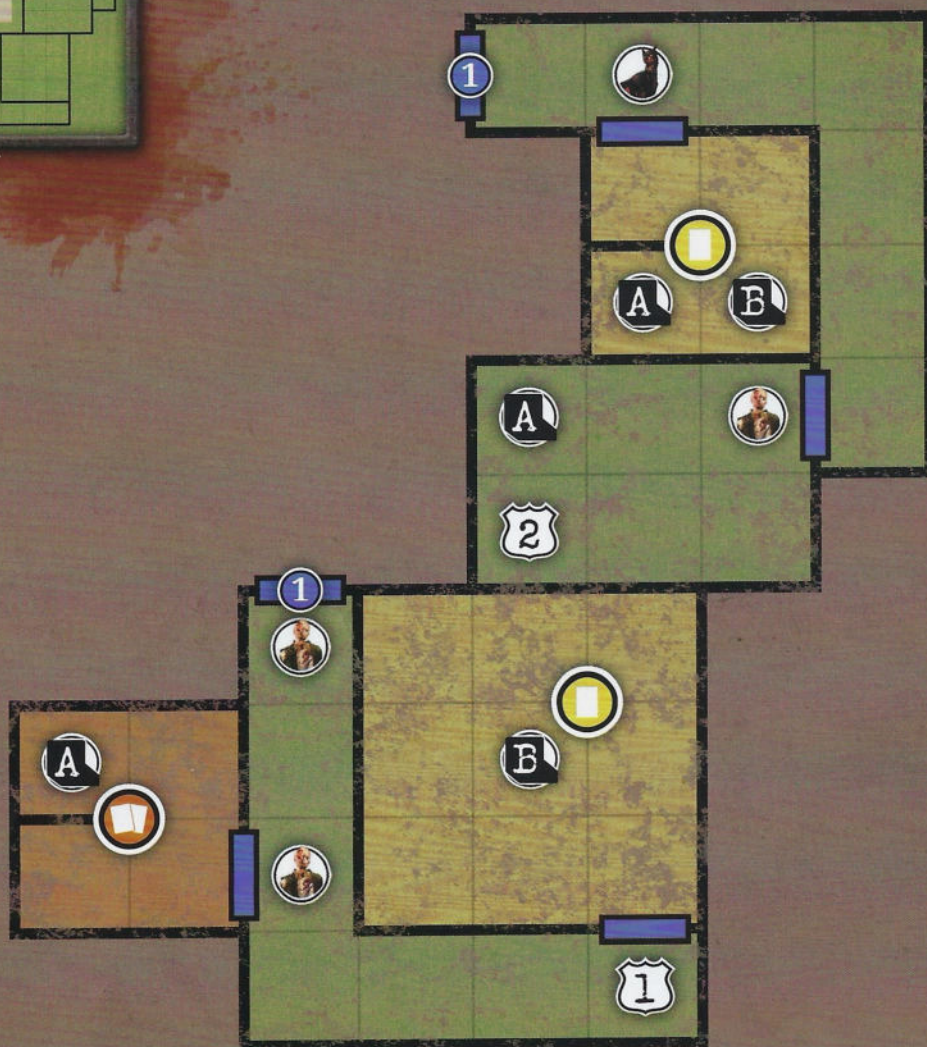
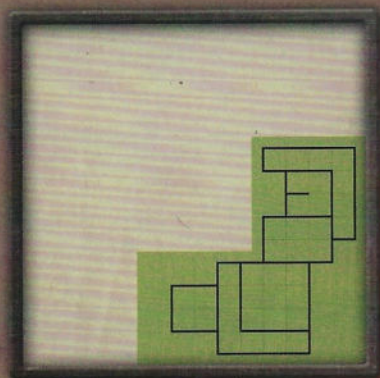
Exploration Cards (2)

AFTER COMPLETING THIS SCENARIO

Add the *1st Floor West B* scenario card to the map.



1st Floor West A



7

2ND FLOOR WEST A

INTRODUCTION

Eerie silence awaits beyond the door, your only welcome to this part of the mansion. Could the gunshot you heard really have come from up here? You strain your ears, but can't make anything out.

You can't decide whether that's good or bad, in truth. Your mind strays to your lost teammates, and any sense of relief is quickly replaced by shame.

At least silence means you're unlikely to be attacked by something. Best explore while you can, before one of those creatures finds you again. If any of your comrades are holed up in these rooms, it's up to you to find them.

OBJECTIVES

In this scenario, the characters must explore their surroundings.

If each exploration card has been drawn, all unexplored tokens have been discarded, and the item C card for this scenario has been collected, the players can choose to successfully complete this scenario at any time.

SPECIAL RULES

Quiet Area

If the tension deck runs out during this scenario, shuffle the discard pile and place it face down to refresh the deck. Additionally, if the scenario is successfully completed, skip step 2 during the End Phase.

CARD DECKS

Item A Deck

Shuffle one (1) item A card into the item A deck at the start of this scenario.

Item B Deck

- Lighter
- First-Aid Spray
- Dagger

Tension Deck

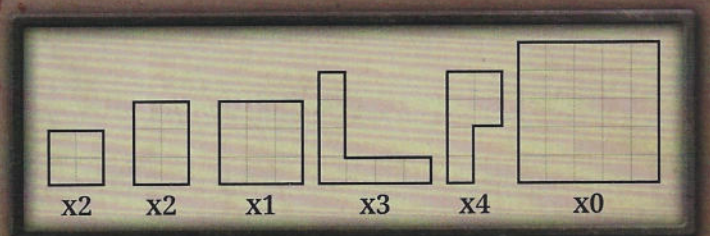
Shuffle two (2) tension cards into the tension deck at the start of this scenario.

Exploration Cards (3)

AFTER COMPLETING THIS SCENARIO

Add the *2nd Floor West B* scenario card to the map, then shuffle the (3) tension card into the tension deck.





1ST FLOOR EAST A

INTRODUCTION

A brisk chill has taken root in this area, chasing down the long corridors through windows that have been smashed in from outside. As if the sight weren't disturbing enough, you detect traces of dried blood on the jagged glass and floor beneath, only slowly washing away with the patter of rain from outside.

Despite your sense of trepidation, you can't turn back. Doubtless you'll find important clues if you explore, and possibly even another way out of the mansion. You'll just have to hope whatever came in through the windows doesn't find you first...

OBJECTIVES

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

If the item C card for this scenario has been collected and each character is on the same tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the same tile as the characters when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Quiet Area

If the tension deck runs out during this scenario, shuffle the discard pile and place it face down to refresh the deck. Additionally, if the scenario is successfully completed, skip step 2 during the End Phase.

Shotgun Trap

During setup, retrieve the (V) item B card and place it face up in the dashboard's first puzzle card slot. Then, place the Sun Crest puzzle card face up on top of it.

A character in the same square as the sun crest token can spend an action to remove the card beneath the Sun Crest puzzle card and add it to their inventory, then flip the puzzle card face down. When the card is flipped face down, place a Puzzle locked door card under the door marked as the exit door. If the door is open, flip it to closed.

Disarming the Trap

If the Sun Crest puzzle card is face down, a character in the same square as the sun crest token can spend an action to place either the Shotgun or Broken Shotgun beneath the puzzle card from their inventory, then flip the puzzle card face up, and discard the Puzzle locked door card.

CARD DECKS

Item A Deck

Shuffle one (A) item A card, and two (B) item A cards into the item A deck at the start of this scenario.

Item B Deck

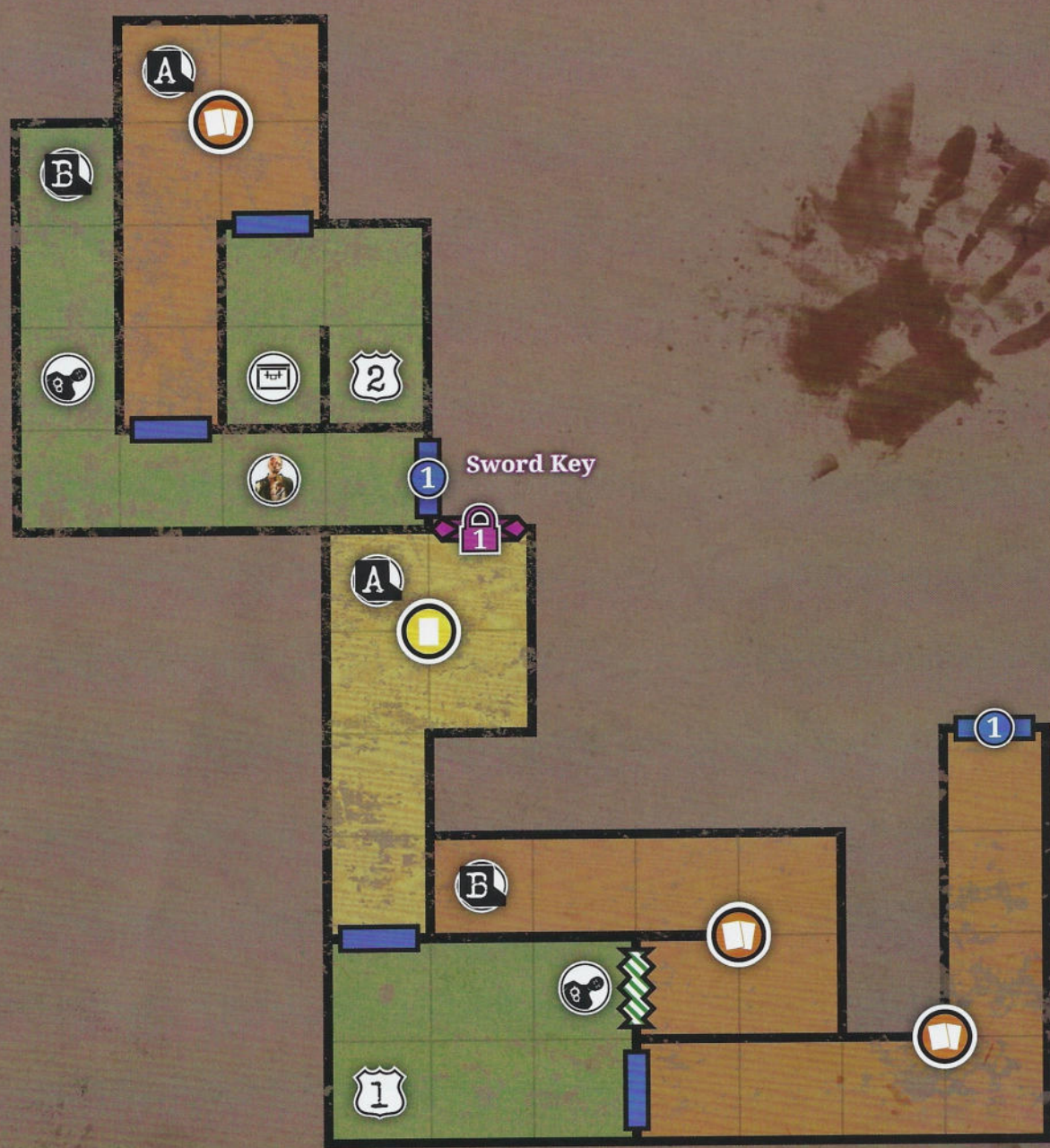
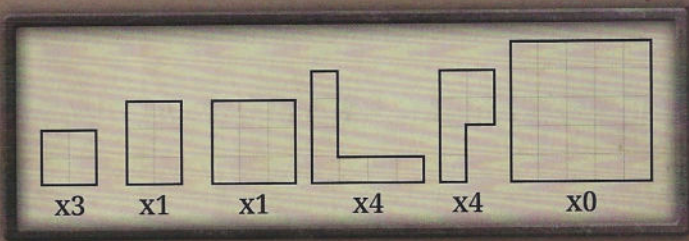
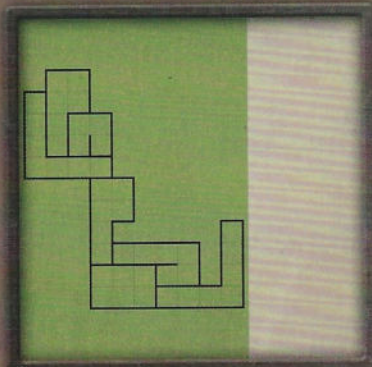
- Old Key
- Broken Shotgun
- Stun Gun

Exploration Cards (3)

AFTER COMPLETING THIS SCENARIO

Add the 1st Floor East B scenario card to the map.





2ND FLOOR EAST A

INTRODUCTION

Unnatural groans echo through the hallways, accompanied by the scrape of stumbling and uncertain footsteps. Where you might have experienced calm before, this place won't offer the same assurance or sanctuary. If you don't want this wing to be overrun, you'll need to do something, and quick.

A corpse lies nearby, and as you watch in incredulous terror, it begins to twitch and writhe. Its eyes open, frantically staring about before your boot crushes the creature's skull. Resolve fills your veins. You don't have enough firepower to defeat every foe, but you can certainly ensure that those already down will never rise again!

OBJECTIVES

In this scenario, the characters must eliminate the threat to the east wing of the mansion.

If both item C cards for this scenario have been collected and there are no corpse tokens on the playing area, the players can choose to successfully complete this scenario at any time.

SPECIAL RULES

Quiet Area

If the tension deck runs out during this scenario, shuffle the discard pile and place it face down to refresh the deck. Additionally, if the scenario is successfully completed, skip step 2 during the End Phase.

Where Did They Come From?

If a character performs a search action and removes an item C token, replace all corpses on their tile with Zombies.

Large Kerosene Containers

A character in the same square as a crest token can spend an action to gain kerosene tokens up to their maximum limit.

CARD DECKS

Item A Deck

Shuffle one (A) item A card into the item A deck at the start of this scenario.

Item B Deck

- Lighter
- Lighter
- Dagger

Tension Deck

Shuffle the (4) tension card into the tension deck at the start of this scenario.

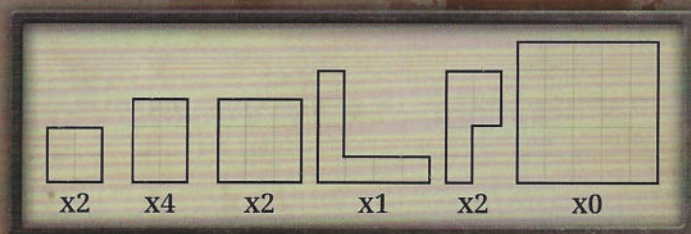
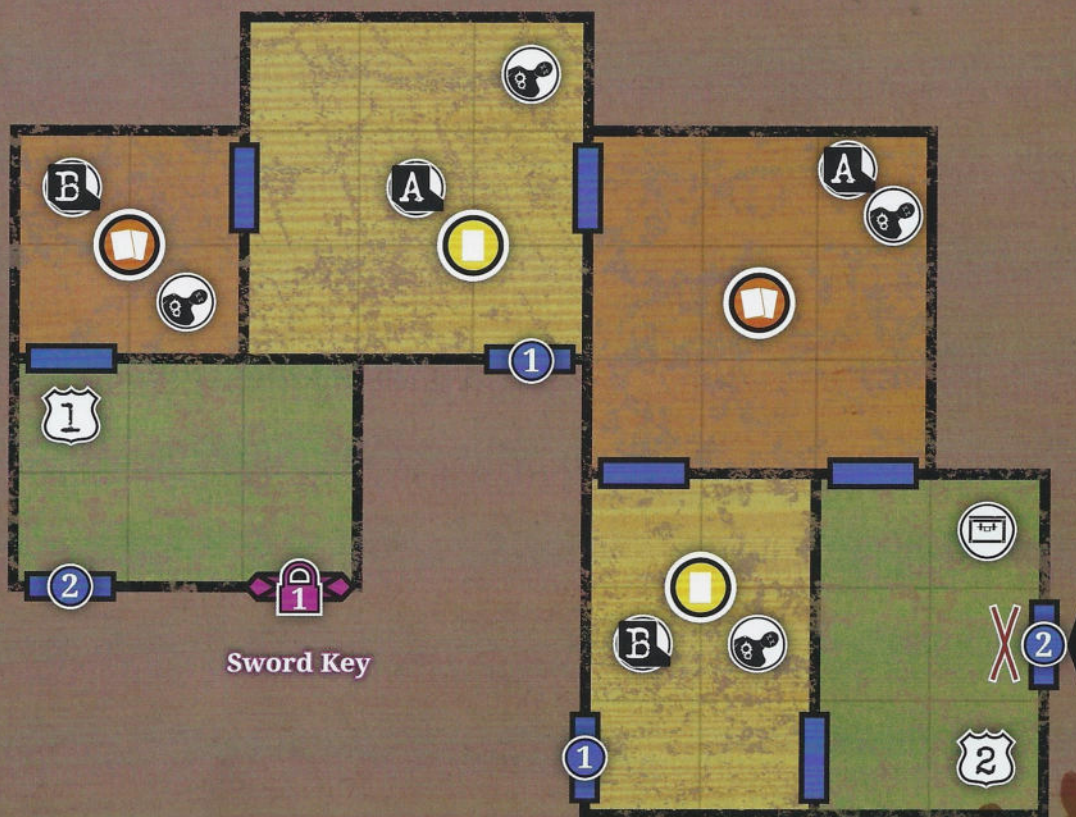
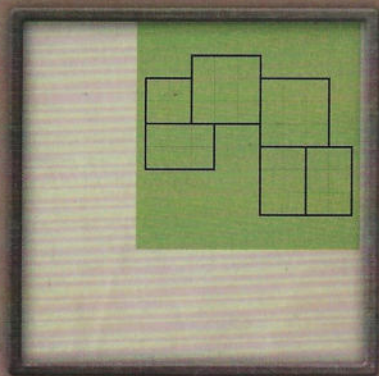
Exploration Cards (2)

AFTER COMPLETING THIS SCENARIO

Add the 2nd Floor East B scenario card to the map.



2F
2nd Floor East A



1ST FLOOR WEST B

INTRODUCTION

The ticking of a proud grandfather clock slowly drums away, strangely commonplace and reassuring in the eerie quiet. The storm outside has calmed, leaving a surreal absence of sound in its wake.

Suddenly, the calm is broken, as a loud crash echoes from above, soon followed by the thump of heavy footsteps. Nervously holding your breath and watching a line of dust trail from the ceiling to the floor, you wonder whether the faint groans you hear from upstairs are getting louder, or it's just your imagination.

Earlier, you thought you might have found refuge here, but that seems to have been hopelessly optimistic...

OBJECTIVES

In this scenario, the characters must solve the mystery of the grandfather clock.

If the players have used the Golden Emblem to collect an item C card, and each character is on the same tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the same tile as the characters when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Piano

A character in the same square as the moon crest token can spend an action to discard the *Music Notes* and activate the piano puzzle. When the piano puzzle is activated, set the boss health dial to 15 and place it next to the token.

After the puzzle has been activated, a character in the same square as the token can spend an action to roll a number of  equal to their evade value. Reduce the value of the boss dial by 1 for each  result, 2 for each  result, and 3 for each  result. If one or more  results are rolled, the character draws a tension card.

When the boss dial reaches 0, remove the Puzzle locked door card, and replace the door token with an archway.

Defeating the Fountain Plant

A character in the same square as the wind crest token can spend an action to discard the *Herbicide* and draw an item C card.

CARD DECKS

Item B Deck

- First-Aid Spray
- Dagger
- Stun Gun
- Wooden Emblem

Tension Deck

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

Encounter Deck

Shuffle one  encounter card into the encounter deck at the start of this scenario.

Exploration Cards (6)

STANDALONE

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

Tension Deck:   x2, 

Item A Deck:  x2

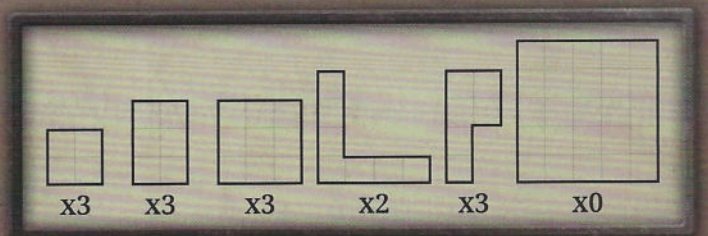
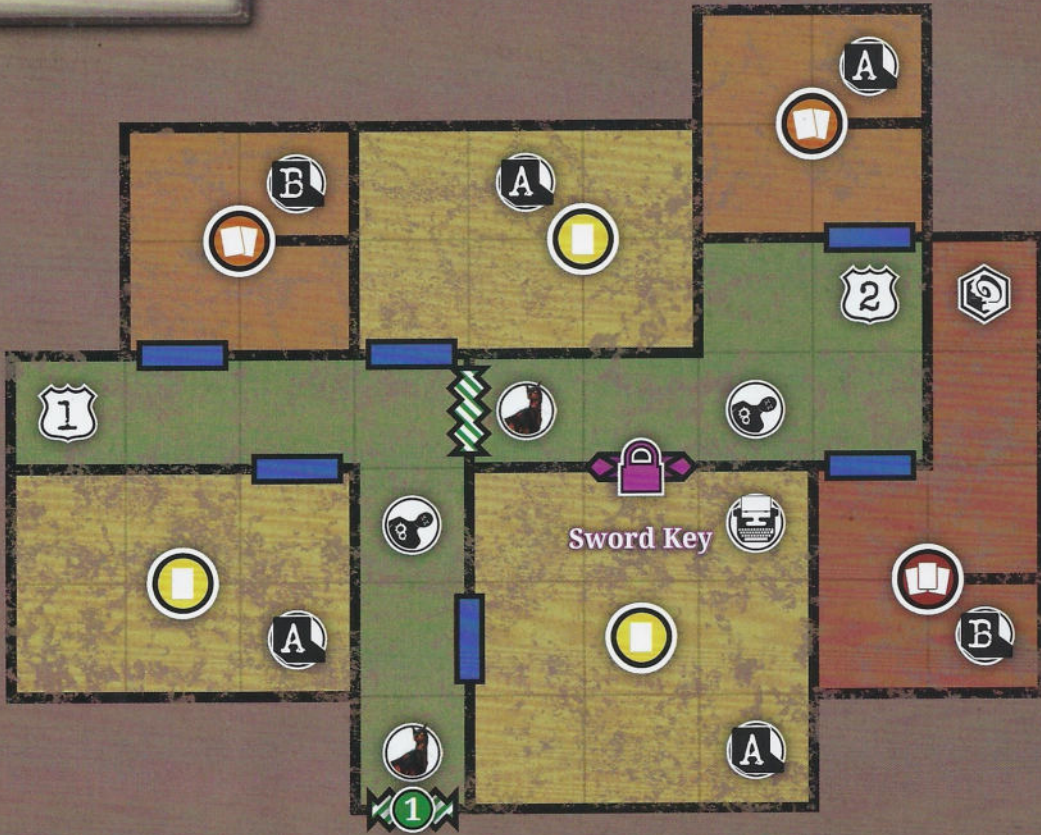
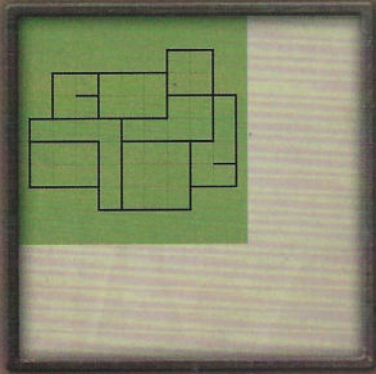
Distribute these items among the characters:
Lighter x2, Music Notes, Herbicide

AFTER COMPLETING THIS SCENARIO

Add the *Basement* and *1st Floor West C* scenario cards to the map.



1F
1st Floor West B



2ND FLOOR WEST B

INTRODUCTION

The time when this was a blessedly quiet part of the mansion is a forlorn memory. Growls echo through the corridors and bleed from behind closed doors, ragged breathing all too easy to imagine within the depths of every shadow. At the edge of earshot, you hear handles rattle, and doors creaking open and shut. Hopefully only the wind, although you doubt you'll be so lucky.

The note that directed you here mentioned a key, something which could be essential to progress through the mansion, or even gain access to the gardens outside. There's no time to waste. Find what you came for and get away to safety again.

OBJECTIVES

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

If the item C card for this scenario has been collected and each character is on the *Escape Route* tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the *Escape Route* tile when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Outside Balcony

A character on the *Balcony* tile can spend an action to discard the Dog Whistle, and spawn two Cerberus enemies on the tile. Then, shuffle the moon crest token and sun crest token, and randomly place a token face down under the base of both Cerberus.

If each Cerberus is in play when the *Dog Whistle* is discarded, remove the two closest Cerberus to the active character and spawn them on the *Balcony* tile.

When a Cerberus moves or is pushed, move the crest token with the model. If a Cerberus is killed, after removing the model, flip its token face up and leave it in its current square. A character in the same square as the moon crest token can spend an action to discard the token, then add the (V) item B card to their inventory.

CARD DECKS

Item B Deck

- Grenade
- Flamethrower

Tension Deck

Shuffle the (6) tension card into the tension deck at the start of this scenario.

Encounter Deck

Shuffle the (3) encounter card into the encounter deck at the start of this scenario.

Exploration Cards (7)

STANDALONE

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

Tension Deck: (2) x2, (3)

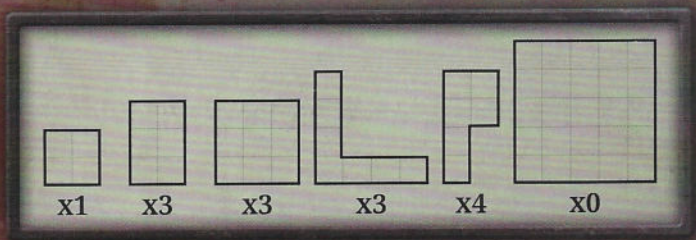
Item A Deck: (A)

Distribute these items among the characters:
Lighter x2, Dog Whistle

AFTER COMPLETING THIS SCENARIO

Add the *3rd Floor A* scenario card to the map.





1ST FLOOR EAST B

INTRODUCTION

You find yourself in a small gallery. Stained glass panels surround you, each depicting a proud medieval figure, and painted a primary colour by a bright spotlight above. Staring at the rigging, you see several filters that look like they'll change the colour of the lights, although there are no controls here to do so.

A large painting of a maiden dominates the room. Examining it more closely, you're surprised to see the maiden's necklace, crown, and bracelet are in fact glass, each reflecting the same light as one of the panels. It must be another of the mansion's strange puzzles, waiting for you to solve it.

OBJECTIVES

In this scenario, the characters must solve the mystery of the maiden painting.

If the item C card for this scenario has been collected and each character is on the *Gallery* tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the *Gallery* tile when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Gallery Puzzle

At the start of the scenario, shuffle all four puzzle cards, and deal them face down in a row on the puzzle track. Then, discard the rightmost card without looking at it.

A character in the same square as a crest token can spend an action to look at the face down puzzle cards one by one, from left to right. If they find a card that matches the crest token in their square, the card is flipped face up, and the character doesn't look at the remaining cards.

If none of the cards match the crest token in their square, the puzzle is reset. Shuffle all four puzzle cards, and deal them face down in a row on the puzzle track. Then, discard the rightmost card without looking at it.

If all three cards on the puzzle track are face up, discard the Puzzle locked door card.

The Solution

A character in the same square as the objective token can spend an action to look at each of the face down puzzle cards on the track.

CARD DECKS

Tension Deck

Shuffle the ⑦ tension card into the tension deck at the start of this scenario.

Encounter Deck

Shuffle one ② encounter card into the encounter deck at the start of this scenario.

Exploration Cards (7)

STANDALONE

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

Tension Deck: ①, ② x2, ③, ④, ⑤

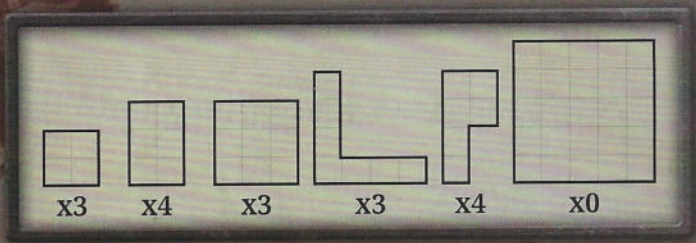
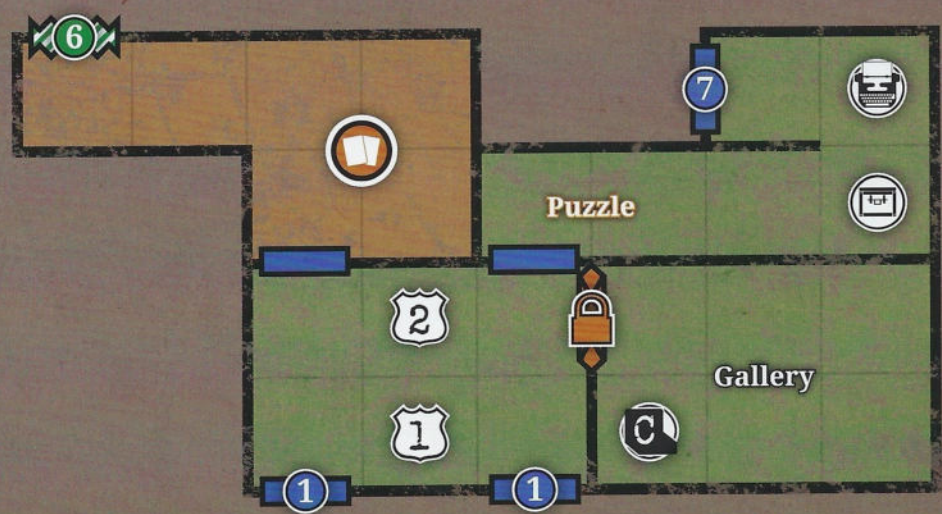
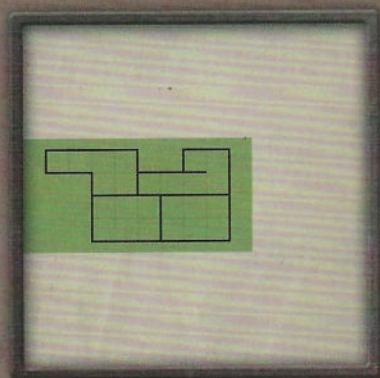
Encounter Deck: ②

Item A Deck: ① x4, ② x2

Distribute these items among the characters:
Lighter x4, Armour Key, Sword Key, Shotgun

AFTER COMPLETING THIS SCENARIO

Add the *1st Floor East C* scenario card to the map.



2ND FLOOR EAST B

INTRODUCTION

By now the storm outside is all but passed, not even the gentle patter of rain remaining, yet the horrors within the mansion persist. Your senses are shot after so many shocks and scares, your limbs tired from fighting off the monsters that prowl the rooms and corridors. Everything tells you the outlook is bleak, and the likelihood of surviving this nightmare is painfully low.

Yet that won't stop you from fighting until your last breath. It's up to you and no one else to rescue your missing teammates and conquer this nightmare.

OBJECTIVES

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

If the item C card for this scenario has been collected, the players can choose to successfully complete this scenario at any time.

SPECIAL RULES

Statue Puzzle

A character in the same square as a crest token can spend an action to place the token in an adjacent square on the same tile.

If all three file cards have been collected, and each crest token is in the position indicated by the corresponding card, a character in the same square as the objective token can spend an action to draw a card from the item C deck.

CARD DECKS

Item A Deck

Shuffle two (3) item A cards into the item A deck at the start of this scenario.

Item B Deck

- Moon File
- Star File
- Sun File
- Grenade Launcher

Encounter Cards

Shuffle the (4) encounter card into the encounter deck at the start of this scenario.

Exploration Cards (4)

STANDALONE

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

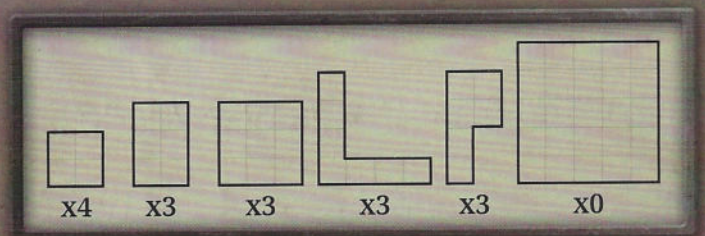
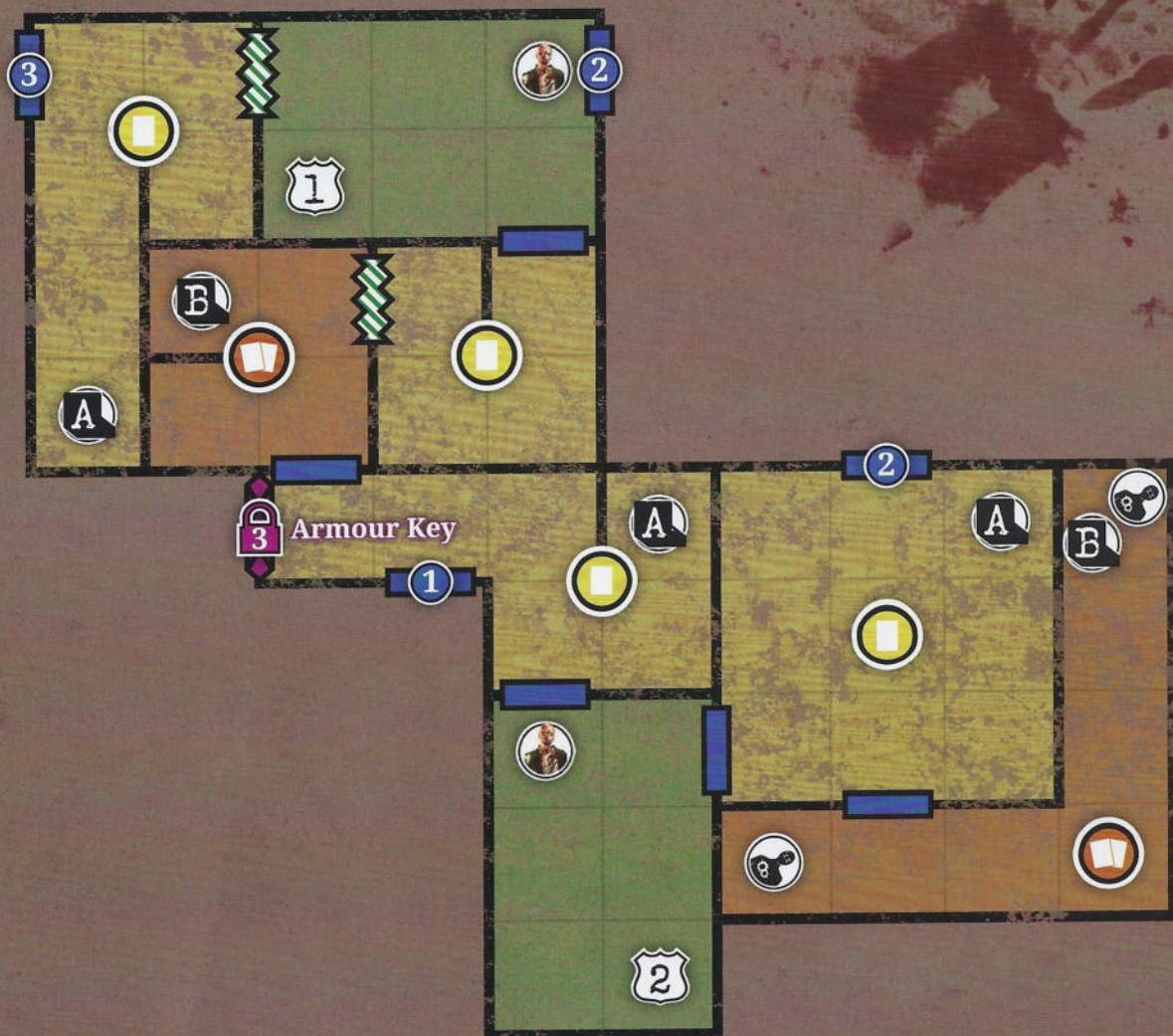
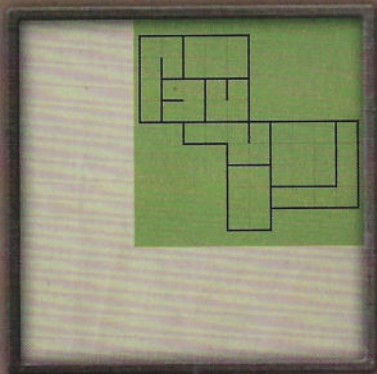
Tension Deck: (1), (2) x2, (3), (4), (5)

Encounter Deck: (2)

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

Distribute these items among the characters:
Lighter x4, Armour Key, Shield Key, Sword Key, Shotgun





CRYPTS A

INTRODUCTION

The air is chill and stale beneath the earth, and stained by the rank scent of blood. You've long realised this must be the resting place of the grotesque masks you carry, although the knowledge offers as little happiness as descending the rough steps into this desolate realm.

A portcullis suddenly slams down behind, spinning you around on the spot. Yet, the unyielding metal will be the least of your concerns; a wretched ghoul watches you from a hidden alcove, blank eyes somehow possessed of a terrifying malevolence. The creature snarls and wipes its maw, never once breaking its baleful stare, before lunging into frantic action, charging straight at you!

OBJECTIVES

In this scenario, the characters must escape from the Crimson Head Prototype!

If each character is on the *Exit* tile and the Crimson Head Prototype is on another tile, the players successfully complete the scenario.

SPECIAL RULES

Unnatural Regeneration

If the Crimson Head Prototype suffers four or more wounds, place the model on its side in its current square. While on its side, the Crimson Head Prototype still occupies the same space in a square, but doesn't perform any reactions or out-of-sequence reactions.

If the Crimson Head Prototype is on its side at the end of a character's turn, remove a wound token from it. When the last token is removed, the Crimson Head Prototype is immediately stood up, and can resume performing reactions.

Returning The Death Masks

At the start of the scenario, shuffle all four crest tokens and place them face down to one side of the playing area. When a crest token is revealed by an exploration card, place one of the tokens face down in the indicated square.

If a character is placed in the same square as a face down crest token, flip the token.

A character in the same square as a crest token can spend an action to discard a *Death Mask* with a symbol on it that matches the token, and then discard the token.

Dangerous Escape

After three crest tokens have been discarded, unlock both Puzzle locked doors.

CARD DECKS

Tension Deck

Shuffle two (8) tension cards into the tension deck at the start of this scenario.

Exploration Cards (3)

STANDALONE

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

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

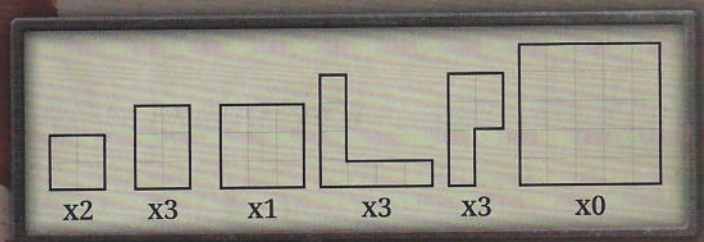
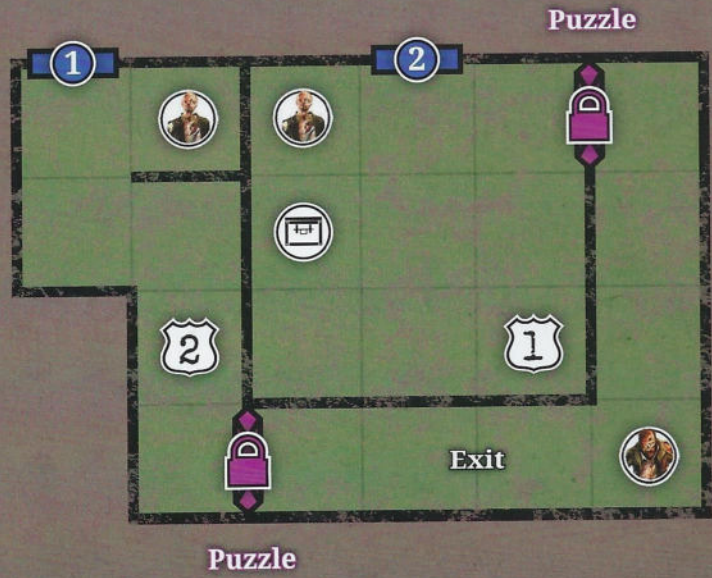
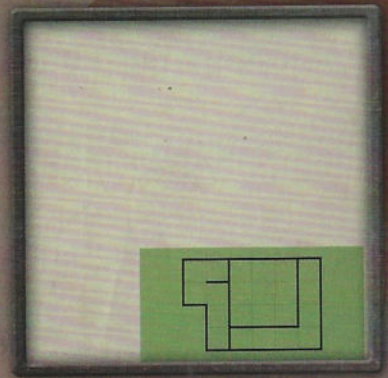
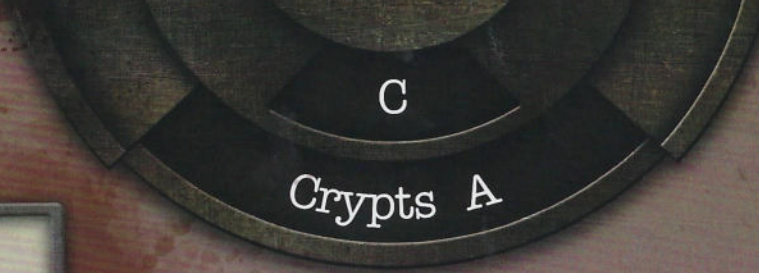
Encounter Deck: (2) x2, (3), (4)

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

Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower,
Death Masks x3

AFTER COMPLETING THIS SCENARIO

Add the *Garden A* scenario card to the map, then remove both (8) cards from the tension deck.



GARDEN A

INTRODUCTION

At last you've escaped the clutches of the claustrophobic mansion, although with a sinking heart, you realise the grounds offer little by way of respite. Ominous shadows betray the presence of undead fiends, lurching over the muddy ground and pale cobblestones. Thankfully, your presence is unknown for the moment, but that surely can't last long in the bright moonlight.

The silhouette of a lonely shack awaits in the distance, and you allow your heart a glimmer of hope. Perhaps inside you can find a way to signal the S.T.A.R.S. helicopter circling high above, and establish an extraction point for you and your teammates.

OBJECTIVES

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

If the *Helmet Key* 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.

SPECIAL RULES

Weather Vanes Gates

At the start of the scenario, shuffle the puzzle cards and place them face down to create a deck.

If a character is in the same square as a Puzzle locked door card and there isn't a puzzle card next to it, draw the top card from the puzzle deck and place it next to the locked door card.

A character in the same square as a crest token can spend an action to flip the matching puzzle card face down, and discard the locked door card next to it.

Dragged Shackles

If a character performs a search action and removes the item B token, shuffle the ⑨ tension card into the tension deck and shuffle the ⑤ encounter card into the encounter deck.

Then, replace all unexplored tokens for the tiles currently in play, and spawn Lisa Trevor on the *Shack Exterior* tile, on the closest ⑩ to the active character.

Undying

If Lisa Trevor is killed, place her wound tokens on her reference card, then remove her model from the playing area. At the end of each character's turn, remove a token from the card. When the last token is removed, spawn Lisa Trevor on the closest ⑩ to the next active character.

CARD DECKS

Item B Deck

- Helmet Key

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

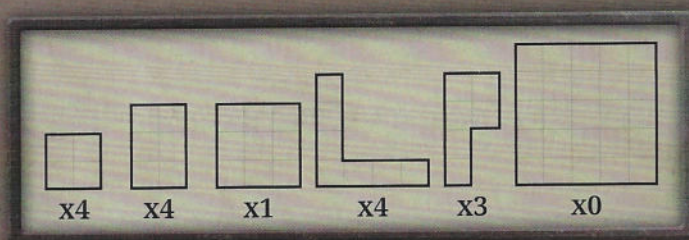
Encounter Deck: ② x2, ③, ④

Item A Deck: ① x4, ② x2, ③ x2

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



Puzzle



1ST FLOOR WEST C

INTRODUCTION

Inhuman screeching rends the air, as the strange reptilian creatures chase up and down the corridors in search of you. Where your foes were once slow and predictable, these impossibly agile adversaries are neither. Each is a lethal killing machine, a terrifying apex predator let loose upon an unsuspecting world.

Every moment you remain here could be your last, yet now you have means to explore the final few locked rooms, you're possessed with new resolve not to leave any clue behind, no matter how insignificant. Leave no stone unturned, but make haste in your search, lest the hunters find their prey.

OBJECTIVES

In this scenario, the characters must search for every item they can.

If each exploration card has been drawn, each item token has been collected, and each character is on the same tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the same tile as the characters when the scenario is completed, skip step 6 during the End Phase.

CARD DECKS

Item B Deck

- Shotgun Shells
- Dagger
- Green Herb

Narrative Deck

If the players have not already done so during the campaign, shuffle the ①, ②, and ③ narrative cards into the narrative deck at the start of this scenario.

Tension Deck

Shuffle ⑩ tension card into the tension deck at the start of this scenario.

Encounter Deck

Shuffle one ⑥ encounter card into the encounter deck at the start of this scenario.

Exploration Cards (5)

STANDALONE

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

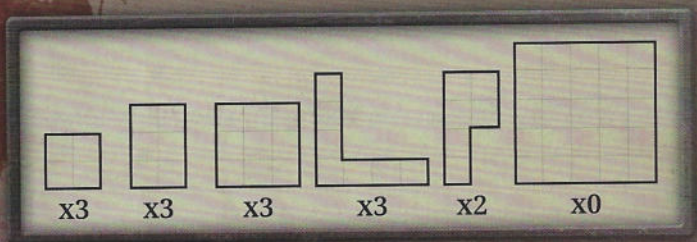
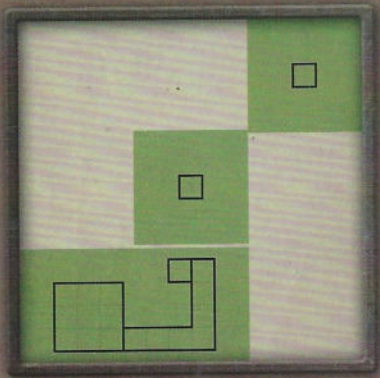
Tension Deck: ①, ② x2, ③, ④, ⑤, ⑥, ⑦, ⑧

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





3RD FLOOR A

INTRODUCTION

Each step feels increasingly heavy, the echoes of your ascent deeply foreboding. This bloody evening has taken a worrisome toll upon you, your mind in a tormented and restless state. You fear every sound could herald a tide of undead foes, every shadow conceal a foe waiting to strike. Your nerves are ragged, and your actions uncertain.

Such dark thoughts are doubtlessly influenced by your heightened sense of trepidation, but one bright glimmer of hope breaks through the haunted mire; if access to this attic was previously locked, then surely the monsters stalking the floors below won't await in the areas ahead...

OBJECTIVES

In this scenario, the characters must investigate the 3rd floor.

If the item C card for this scenario has been collected and each character is on the *Library* tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the *Library* tile when the scenario is completed, skip step 6 during the End Phase.

CARD DECKS

Item B Deck

- Assault Shotgun
- Dagger

Narrative Deck

If the players have not already done so during the campaign, shuffle the ⑪, ⑫, and ⑬ narrative cards into the narrative deck at the start of this scenario.

Encounter Deck

Shuffle one ⑧ encounter card into the encounter deck at the start of this scenario.

Exploration Cards (7)

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

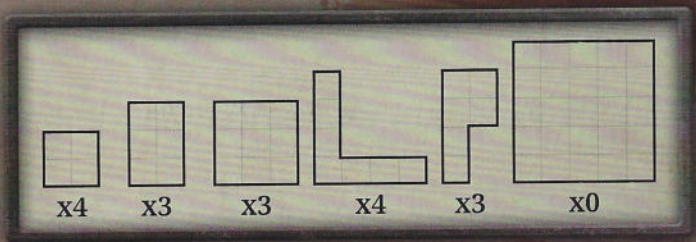
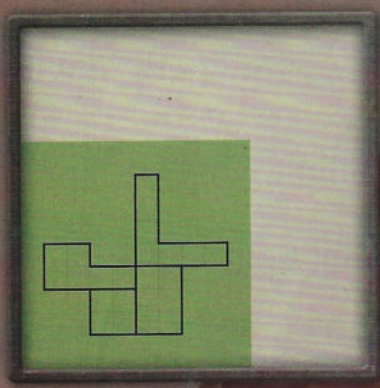
Encounter Deck: ② x2, ③, ④, ⑤

Item A Deck: ① x4, ② x2, ③ x2

Distribute these items among the characters:

Lighter x4, Shotgun, Grenade Launcher, Flamethrower





1ST FLOOR EAST C

INTRODUCTION

Now you can access the remaining locked rooms, you have free run of the mansion—or, at least, at first you thought so. From what clues you've found, it seems the item you're looking for awaits in the east office, behind the door with the engraved emblem on it.

Yet your newfound key won't turn in this lock, and once more you find yourself frantically searching through the surrounding rooms for a solution to this new puzzle, one eye always watching the shadows. Your new adversaries are far more dangerous than those you faced before, evidenced by both their animal cunning and unbridled ferocity.

OBJECTIVES

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

If the item C card for this scenario has been collected and each character is on the same tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the same tile as the characters when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Emblem Office

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 small jewellery box sits atop a table before you, a row of metal crests glinting along the top edge. After a quick glance around for foes, you tilt the box in search of a way to open it, but are dismayed to hear a clattering sound as the crests fall out of the box and land heavily on the floor.

No matter how you slot them back in place, it doesn't seem to work. There is an inscription along the back though—it might be a clue.

When the sun sets in the west and the moon rises in the east, the stars will begin to appear in the sky and wind

Sadly, the rest is scuffed and unintelligible. You'll just have to search for more clues...

Shuffle the puzzle cards and deal them face up in a row on the puzzle track.

A character on this tile can spend an action to reorder any number of puzzle cards on the track. If the cards are placed in the same order shown on the *Solution* item card, draw the top card from the item C deck.

CARD DECKS

Narrative Deck

If the players have not already done so during the campaign, shuffle the ①, ②, and ③ narrative cards into the narrative deck at the start of this scenario.

Item A Deck

Shuffle the ④ item A card into the item A deck at the start of this scenario.

Item B Deck

- Emblem Key
- Old Key
- Solution
- Wind Crest

Tension Deck

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

Encounter Cards

Shuffle the ⑦ encounter card into the encounter deck at the start of this scenario.

Exploration Cards (5)

STANDALONE

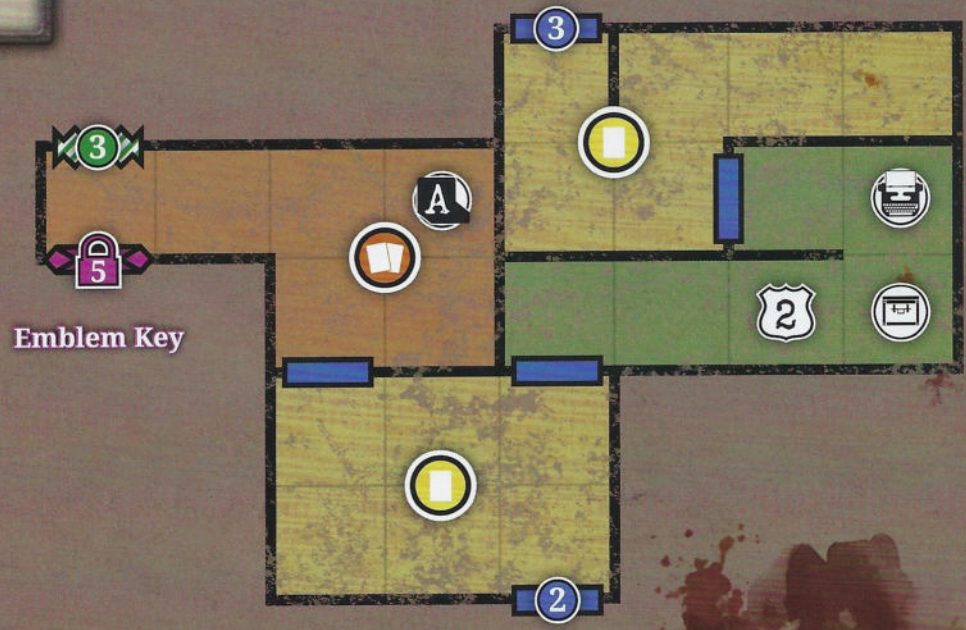
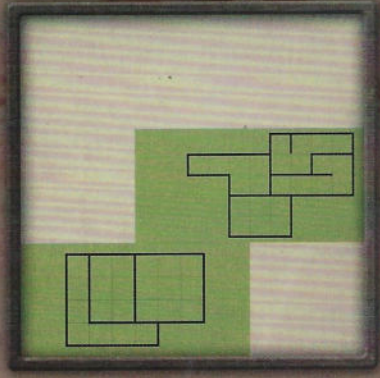
When setting up the scenario, add the following cards to the corresponding decks.

Tension Deck: ①, ② x2, ③, ④, ⑤, ⑥, ⑦, ⑧

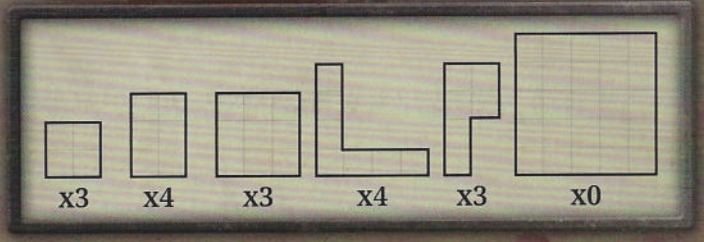
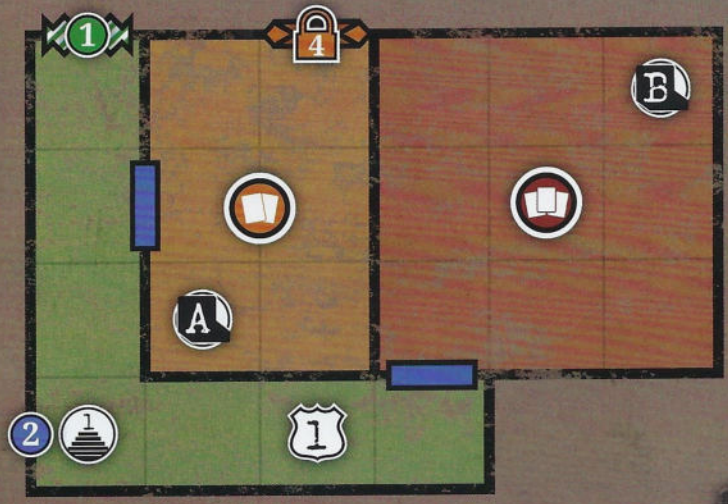
Encounter Deck: ② x2, ③, ④, ⑤

Item A Deck: ① x4, ② x2, ③ x2

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



Simple Lock



BASEMENT

INTRODUCTION

The stench of decay and rotting meat assaults your nostrils, yet you have more to be concerned about than the sorry state of the mansion's kitchens. A horde of foes lurch unsteadily through the gloom, their low growls threatening and causing your heart to race.

The doors ahead seem to be operated by archaic panels, heavy with rust and grime. They work, but operating one to open a path ahead seems to close another elsewhere. You'll have to think carefully about how to proceed. A single fiend you can put down—isolate yourself in an enclosed space with several, however, and you'll quickly be overcome.

OBJECTIVES

In this scenario, the characters must investigate the basement.

If the item C card for this scenario 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

Pathway Doors

This scenario uses unique door cards, with a locked and unlocked side. Characters can't perform open or close door actions on these doors. If a door card shows its unlocked face, it is treated as an archway.

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

If a puzzle card is face up, each A door card with a matching crest is unlocked, and each B door card with a matching crest is locked.

If a puzzle card is face down, each A door card with a matching crest is locked, and each B door card with a matching crest is unlocked.

Door Panels

A character in the same square as a crest token can spend an action to flip the matching puzzle card. When a card is flipped, adjust the corresponding door cards to locked and unlocked as described above.

Collapsing Ceiling

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.

Loud footsteps have persistently dogged your journey through these cold corridors and rooms. They come not from your surroundings, however, but overhead, accompanied by ominous creaking. You'd hoped to escape before anything more came of them, but you won't be so lucky. The ceiling suddenly falls in with a loud splintering sound, and a horde of fiends crashes down all around you!

Replace all unexplored tokens for the tiles currently in play.

CARD DECKS

Narrative Deck

If the players have not already done so during the campaign, shuffle the (1), (2), and (3) narrative cards into the narrative deck at the start of this scenario.

Item B Deck

- First-Aid Spray
- Grenade

Encounter Cards

Shuffle one (6) encounter card into the encounter deck at the start of this scenario.

Exploration Cards (2)

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: (A) x4, (B) x2, (C) x2

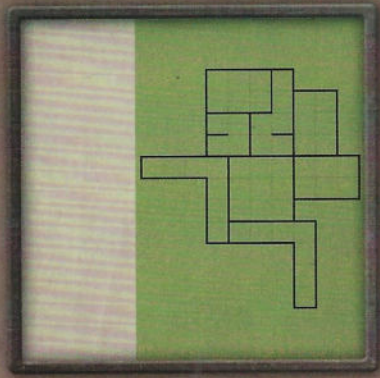
Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower

SOLO

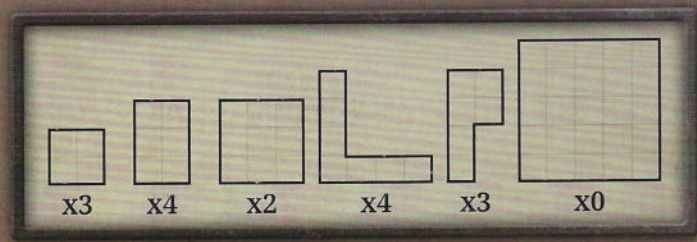
During this scenario, the player must control a second main character. Choose this character from the reserve, placing the starting items shown on their card in their inventory. If there are no main characters in the reserve, draw from the survivor deck until a main character is found, and place that character in the reserve, then shuffle the deck.



B
Basement



Star B



CRYPTS B

INTRODUCTION

Once more you enter the depths. As you cautiously descend, you're relieved to see better lit surroundings than your previous journey into the crypts, and thankfully, no trace of the inhuman Crimson Head that held court before.

Alas, your good fortune doesn't hold. The tunnel ends in a large chamber with rough-hewn walls, and the moment you enter, a harrowing cry draws your attention to the sight of the hideously mutated woman that has relentlessly pursued you these last hours. She seems to be protecting a large coffin, the lid held in place by several chains that disappear into the darkness above and reappear in each corner, where they're attached to a large stone weight.

Perhaps your fate is bound to revealing the contents of the coffin somehow?

OBJECTIVES

In this scenario, the characters must defeat Lisa Trevor.

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

SPECIAL RULES

Lisa Trevor Final Encounter

During this scenario, Lisa Trevor is a **boss**. During this scenario use the Lisa Trevor boss reference card.

Shuffle the *Agonised Screech*, *Shackle Sweep*, *Bludgeon*, *Snapping Tendrils*, and four *Leap* behaviour cards together, then place them face down to create Lisa Trevor's behaviour deck.

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

Chained Stones

A character in the same square as a crest token can spend an action to place the token in an adjacent square. If a crest token is placed in the square containing the  symbol, remove the token from the playing area.

When a crest token is removed from the playing area, search the behaviour deck draw and discard piles for any cards that match the crest token, and remove them from the game.

After two crest tokens have been removed from the playing area, shuffle the *Chain Lash* and *Furious Charge* cards into the behaviour deck draw pile.

If all four crest tokens are removed from the playing area, Lisa Trevor is removed from the playing area.

STANDALONE

Distribute these items among the characters:

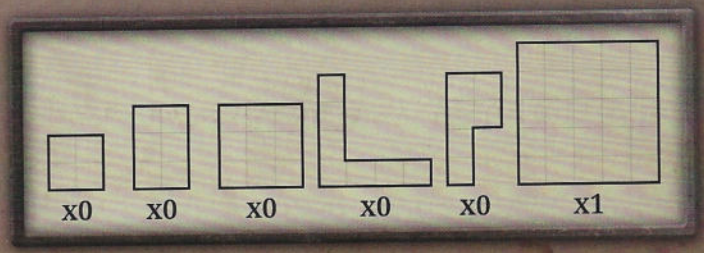
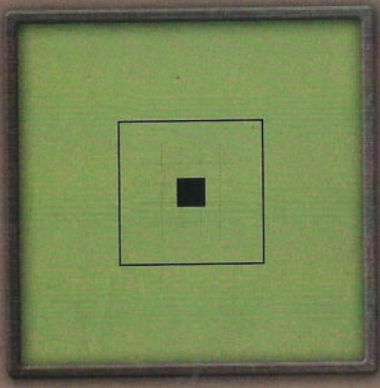
Lighter x4, Shotgun, Grenade Launcher, Flamethrower, Assault Shotgun, Magnum

AFTER COMPLETING THIS SCENARIO

Reduce the mansion danger level by 2.

Add the *Laboratory A* scenario card to the map, then remove the  card from the tension deck, the  card from the narrative deck, and the  card from the encounter deck.





LABORATORY A

INTRODUCTION

You weren't sure what to expect of the laboratory, but it wasn't the dirty and bloodstained sight before you now. The documents you've found had established this as the site of the outbreak, but had little prepared you for how devastated it might be. The consoles are lifeless; power has apparently failed, leaving only the grainy hue of the emergency lights. Steam floods from a burst pipe overhead, adding to the murky gloom and distracting you with a loud hissing sound.

Your first goal is to restore power. Without it, this will be your tomb, just as it is that of the researchers that created the virus...

OBJECTIVES

In this scenario, the characters must gain access to the laboratory's power area.

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

SPECIAL RULES

X-Ray Sequence

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 objective token can spend an action to attempt to guess the sequence of puzzle cards. The player declares the order from left to right, then flips the cards.

If the sequence was correct, leave each puzzle card face up. If the sequence was incorrect, the puzzle is reset. Shuffle all four puzzle cards, and deal them face down in a row on the puzzle track.

X-Ray Examination

A character in the same square as a crest token can spend an action to look at a puzzle card in the position indicated below, then return it face down.

Wind - Look at the first card in the row.

Sun - Look at the second card in the row.

Moon - Look at the third card in the row.

Star - Look at the fourth card in the row.

Lab Doors

If each puzzle card is face up, discard any Puzzle locked door cards on the playing area. If an encounter card is revealed that shows a Puzzle locked door and each puzzle card is face up, don't place the locked door card on the playing area.

Safe Haven

A character on the *Power Area* tile does not have to draw a card during the Tension Phase.

CARD DECKS

Item A Deck

Shuffle the ⑤ and the ⑥ item A cards into the item A deck at the start of this scenario.

Item B Deck

- Power Key
- Grenade Launcher

Tension Deck

If it hasn't already been removed, remove the ⑦ card from the tension deck. Then, shuffle the ⑫ tension card into the deck at the start of this scenario.

Encounter Decks

Remove both ⑪ cards from the encounter deck, then shuffle the remaining ⑧, ⑨, ⑩, and ⑪ encounter cards into the deck at the start of this scenario.

Exploration Cards (10)

STANDALONE

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

Tension Deck: ①, ② x2, ③, ④, ⑤, ⑥, ⑩, ⑪

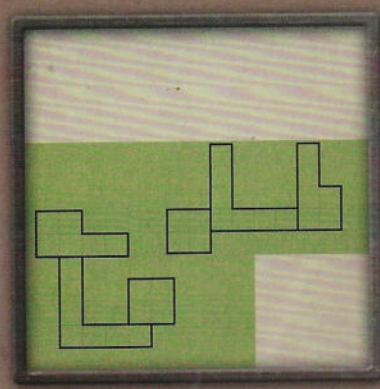
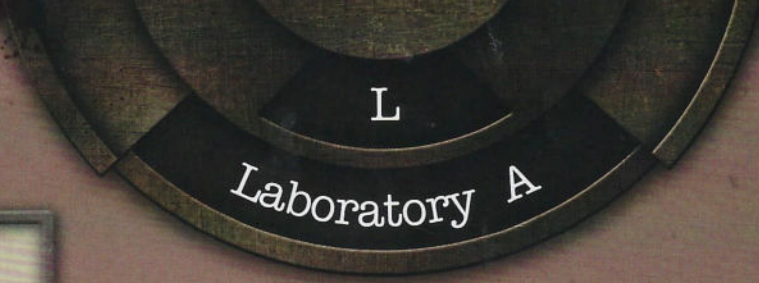
Encounter Deck: ② x2, ③, ④, ⑥ x2, ⑦, ⑧

Item A Deck: ① x4, ② x2, ③ x2, ④

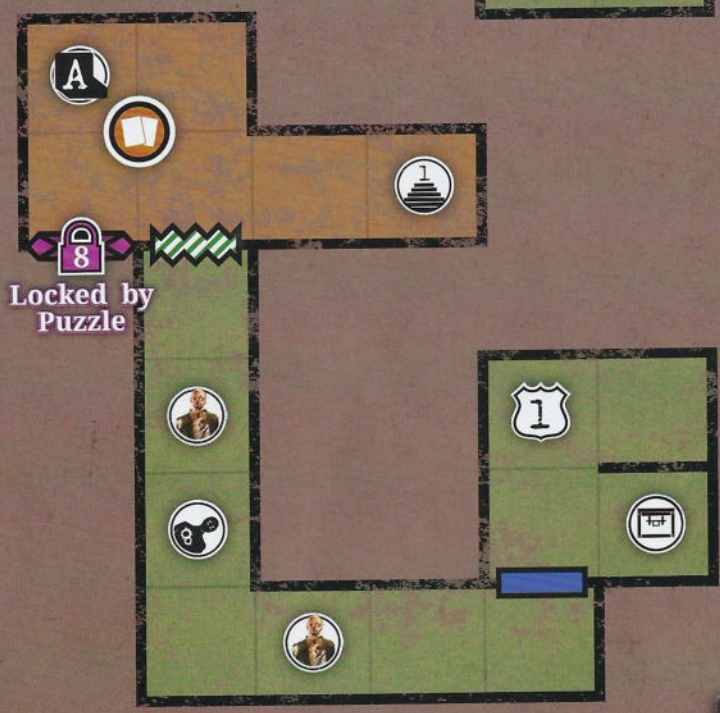
Distribute these items among the characters:
Lighter x4, Shotgun, Grenade Launcher, Flamethrower, Assault Shotgun, Magnum

AFTER COMPLETING THIS SCENARIO

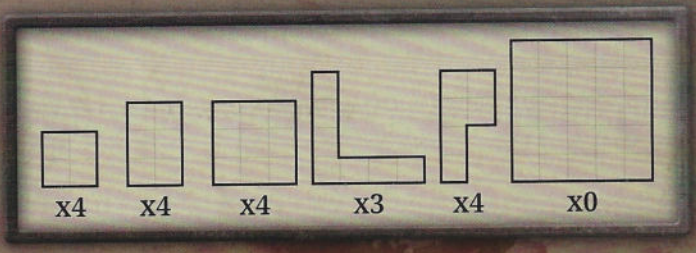
Add the *Laboratory B* scenario card to the map.



Locked by
Power Key



Locked by
Puzzle



x4



x4



x4



x3



x4



x0



LABORATORY B

INTRODUCTION

You nervously stare at the fuel capsule, painfully aware that the slightest jolt could upset the volatile liquids inside and cause a catastrophic explosion. Without it, you can't restore power enough to activate the elevator and access the lower levels—but that doesn't make carrying it any less concerning.

Worse still, escaped mutants and the reanimated corpses of Umbrella's researchers wander the corridors, unforgiving of your measured pace. From the darkness they lunge, claws swiping the air, teeth snapping at your throat.

Of every challenge you've faced so far, this will perhaps be the most difficult to overcome, and carry the highest stakes.

OBJECTIVES

In this scenario, the characters must carry the fuel capsule to the generator and restore power to the laboratory.

If power has been restored and each character is on the same tile, the players can choose to successfully complete this scenario at any time. If there are any enemies on the same tile as the characters when the scenario is completed, skip step 6 during the End Phase.

SPECIAL RULES

Unstable Capsule

At the start of this scenario, choose a character and place the *Fuel Capsule* item card in their inventory.

Be extremely careful when carrying the Fuel Capsule! If you take all four actions, or spend three actions and then are hit during the Reaction Phase, you'll detonate the fuel inside and fail the scenario...

Restoring Power

A character in the same square as the objective token can spend an action to discard the *Fuel Capsule* and restore power to the laboratory. When power is restored, discard all locked door cards.

Pathway Doors

This scenario uses unique door cards, with a locked and unlocked side. Characters can't perform open or close door actions on these doors. If a door card shows its unlocked face, it is treated as an archway.

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

If a puzzle card is face up, each A door card with a matching crest is unlocked, and each B door card with a matching crest is locked.

If a puzzle card is face down, each A door card with a matching crest is locked, and each B door card with a matching crest is unlocked.

Door Panels

A character in the same square as a crest token can spend an action to flip the matching puzzle card. When a card is flipped, adjust the corresponding door cards to locked and unlocked as described above.

CARD DECKS

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, ⑩, ⑪, ⑫

Encounter Deck: ② x2, ③, ④, ⑥ x2, ⑦, ⑧ x2, ⑨, ⑩, ⑪

Item A Deck: ① x4, ② x2, ③ x2, ④, ⑤, ⑥

Distribute these items among the characters:

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

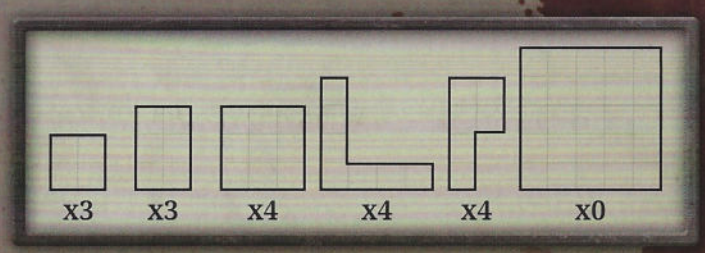
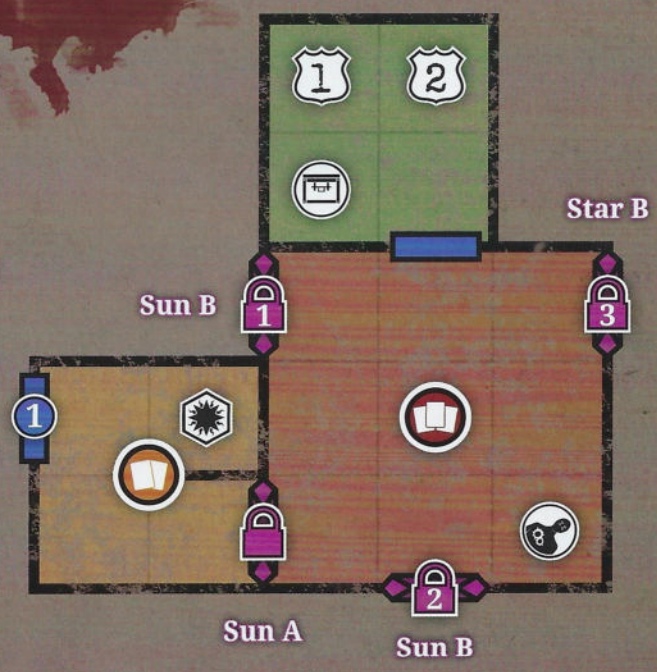
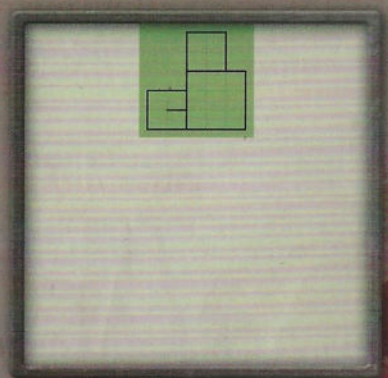
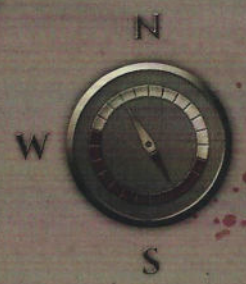
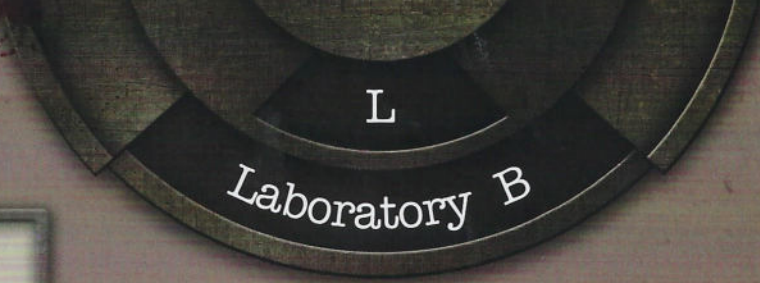
SOLO

During this scenario, the player must control a second main character. Choose this character from the reserve, placing the starting items shown on their card in their inventory. If there are no main characters in the reserve, draw from the survivor deck until a main character is found, and place that character in the reserve, then shuffle the deck.

AFTER COMPLETING THIS SCENARIO

Add the *Laboratory C* scenario card to the map.





LABORATORY C

INTRODUCTION

Here in the bowels of the laboratory, you at last see the horrific culmination of Umbrella's twisted experiments. A towering humanoid figure floats in a tank before you, suspended on tubes that run into its skin. Immense claws protrude from the end of one arm, replacing its fingers. It is a horrific tyrant, master of a kingdom of nightmares.

A klaxon sounds overhead, accompanied by a warning. "The self-destruct system has been activated. All personnel must evacuate immediately. Deactivating and releasing all locks."

You gasp as the fluid in the tank begins to slowly drain, the lights on the surrounding consoles turning red. The creature awakens and responds, smashing violently at the glass. Cracks quickly appear across the surface, and moments later the tank shatters completely, freeing the creature within...

OBJECTIVES

In this scenario, the characters must defeat the Tyrant and escape before the mansion self-destructs.

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

Awakened Tyrant

During this scenario, use the Awakened Tyrant reference card.

Shuffle two *Claw Rake*, two *Wide Slash*, two *Unsteady Cleave*, and the *Rapid Swipes* behaviour cards together, then place them face down to create the Awakened Tyrant's behaviour deck.

The remaining T-002 Tyrant behaviour cards are not needed during this encounter.

Facility Detonation

After resolving each Awakened Tyrant behaviour card, draw and discard the top card from the tension deck without resolving it. If a *Countdown to Explosion* card is drawn, resolve it before discarding.

If the tension deck runs out, the mansion explodes, and the players fail the scenario.

Defeating the Tyrant

If the Awakened Tyrant's health dial is reduced to 0, remove the Tyrant from the playing area. Any unconscious characters are stood up, and their health track markers are placed on *Danger*. Then, discard the Puzzle locked door card.

Prison Break

If a character is placed on the *Prison Cell* tile and the *Captured* narrative card is in play, discard the card and place any profile cards underneath in the reserve.

Safe Haven

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

CARD DECKS

Tension Deck

If playing with 1, 2 or 3 players, shuffle one ⑪ tension card into the bottom half of the deck. If playing with 4 players, shuffle two ⑬ cards into the deck instead.

Item B Deck

- Shotgun Shells
- Magnum Bullets
- Grenade Rounds
- First-Aid Spray

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, ⑩, ⑪, ⑫

Encounter Deck: ② x2, ③, ④, ⑥ x2, ⑦, ⑧ x2, ⑨, ⑩, ⑪

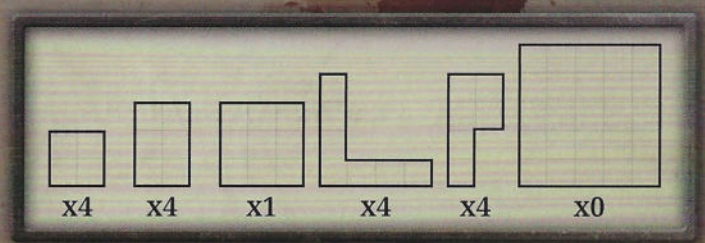
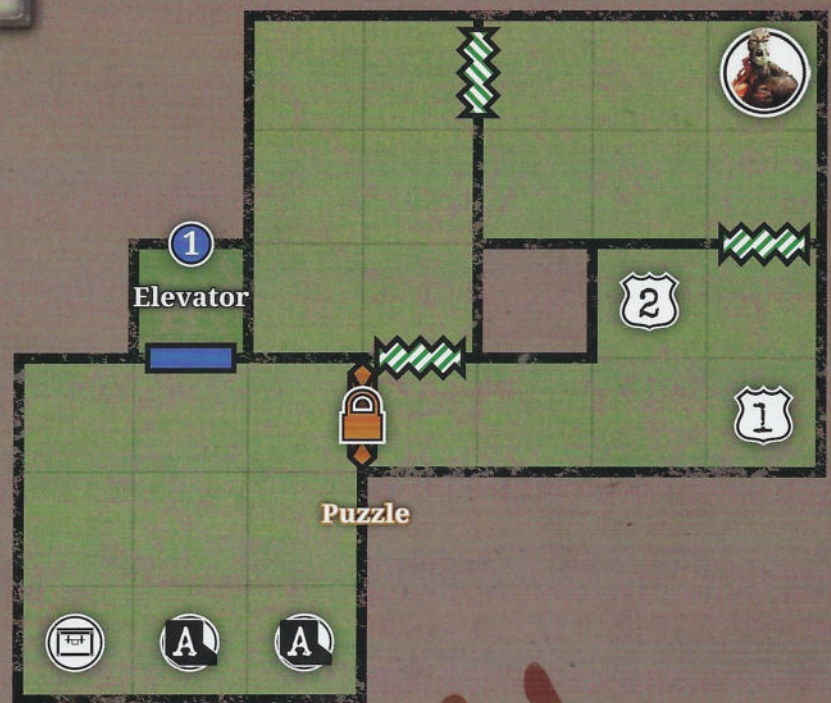
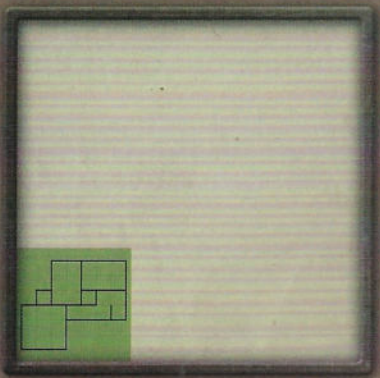
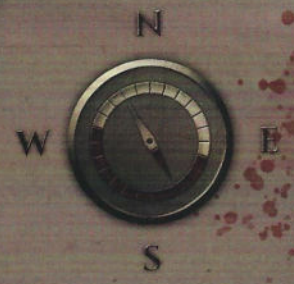
Item A Deck: ① x4, ② x2, ③ x2, ④, ⑤, ⑥

Distribute these items among the characters:

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

AFTER COMPLETING THIS SCENARIO

Add the *Helipad* scenario card to the map.



HELIPAD

INTRODUCTION

Wind lashes your body and deafens your ears as you break the surface. Panting with exertion, you survey your surroundings and realise you've reached a helipad, a wide circle marked by yellow paint on the ground. Hope flares in your heart, but that star doesn't rise far before sinking like a stone. If there was a helicopter here, it's long gone.

The ground shakes and buckles, long cracks snaking their way towards you across the hard grey surface. A muted roar sounds from below, and seconds later several chunks of asphalt are tossed high in the sky, pelting the ground as they return to the earth once more.

An ashen hand appears from the void, grasping at the jagged and ruined ground, a creature pulling itself up.

The Tyrant comes into view. In the open space it seems even larger than before, finally able to rise to its full height and stretch its arms wide. Blood still stains its claws, a haunting and visceral reminder of what has already come to pass, and might yet await you.

The Tyrant throws its head back and roars defiantly like a gladiator in an arena, before launching itself forward, long legs quickly covering the ground between you...

OBJECTIVES

In this scenario, the characters must signal the S.T.A.R.S. helicopter and defeat the Tyrant before the mansion self-destructs.

The players successfully complete this scenario and the campaign if the Tyrant is killed.

SPECIAL RULES

The Final Battle

During this scenario, use the T-002 Tyrant reference card.

Shuffle the *Brutal Charge*, *Backslash*, *Claw Thrust*, *Wild Swipe*, three *Sprint Slash*, and two *Death Grip* behaviour cards together, then place them face down to create the T-002 Tyrant's behaviour deck.

Place the *Impale* and *Delayed Strike* T-002 Tyrant behaviour cards to one side with the *Enraged Tyrant* reference card, as they'll be needed during the encounter.

Facility Detonation

Each T-002 Tyrant behaviour card has a discard value in the bottom right-hand corner. After resolving each card, draw and discard that many cards from the tension deck without resolving them. If the *Three Minutes Until Explosion* card is drawn, resolve it before discarding.

If the tension deck runs out the mansion explodes, and the players fail the scenario.

Marked Target

At the start of the scenario, choose a character. That character gains the Marked Target token.

If a character with the Marked Target token becomes unconscious, choose another character to gain the token.

Signal Flares

At the start of the scenario, each crest token is placed face down.

A character in the same square as a crest token can spend **three actions** to flip the token face up. That character then gains the Marked Target token.

If all crest tokens have been flipped face up, shuffle the ⑭ tension deck card into the tension deck.

Once per turn, a character in the same square as a face up crest token can spend an action to look at the top three tension cards, then return each to the top or bottom of the deck in an order of their choice.

Rocket Launcher

A character in the same square as the objective token can spend an action to discard the token and retrieve the ⑤ item B card, then add it to their inventory. That character then gains the Marked Target token.

STANDALONE

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

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

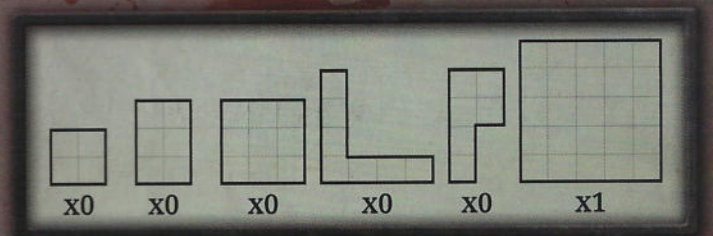
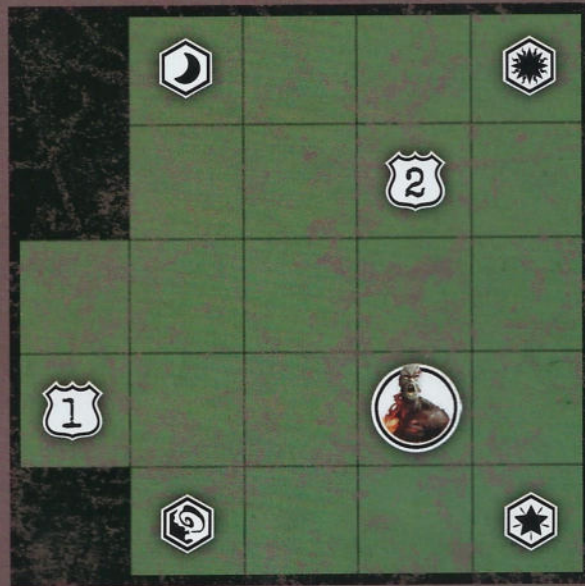
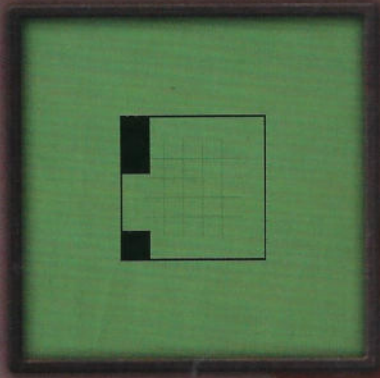
Distribute these items among the characters:

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

SOLO MODE

During this scenario, the player must control a second main character. Choose this character from the reserve, placing the starting items shown on their card in their inventory. If there are no main characters in the reserve, draw from the survivor deck until a main character is found, and place that character in the reserve, then shuffle the deck.

H
Helipad



CAMPAIGN TRACKER

CHARACTER	HEALTH TRACK					INVENTORY

ITEM BOX

SCENARIOS

LOCATION	LOCKED	UNLOCKED	COMPLETED
1st Floor West A			
2nd Floor West A			
1st Floor East A			
2nd Floor East A			
1st Floor West B			
2nd Floor West B			
1st Floor East B			
2nd Floor East B			
Crypts A			
Garden A			
1st Floor West C			
3rd Floor			
1st Floor East C			
Basement			
Crypts B			
Laboratory A			
Laboratory B			
Laboratory C			
Helipad			