

SCENARIO BRIEF 15B
THE TRUE END TO THE NIGHTMARE



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

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

This scenario takes place on the Emergency Train.

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



SPECIAL RULES

EXTRA FIREPOWER

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

- 1x Magnum Rounds
- 1x Grenade Rounds

OPEN CORRIDOR

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

CRUSHED TO DEATH

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

CARD DECKS

STARTING ITEMS

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

ITEM DECK A

- 1x Magnum
- 1x Grenade Launcher

BIRKIN STAGE FIVE BEHAVIOUR DECK

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



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

1

2

A

A

SCENARIO BRIEF 6A

JOURNEY THROUGH THE SEWERS



CARD DECKS

STARTING ITEMS

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

ITEM DECK A

- 2x Handgun Bullets
- 2x Blue Herb
- 1x Eagle Medal
- 1x Wolf Medal

ITEM DECK B

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

TENSION DECK

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

ADDITIONAL CARDS AND TOKENS

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

ENCOUNTER DICE TABLES

YELLOW TILE

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

AMBER TILE

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

ELEVATOR PLATFORM

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

EXTRA FIREPOWER

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

BIRKIN STAGE TWO BEHAVIOUR DECK

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

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

SCENARIO BRIEF 6A UPGRADE
BATTLE ON THE ELEVATOR PLATFORM

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

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

SPECIAL RULES

UPDATED OBJECTIVE

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

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

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

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

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

SPECIAL RULES

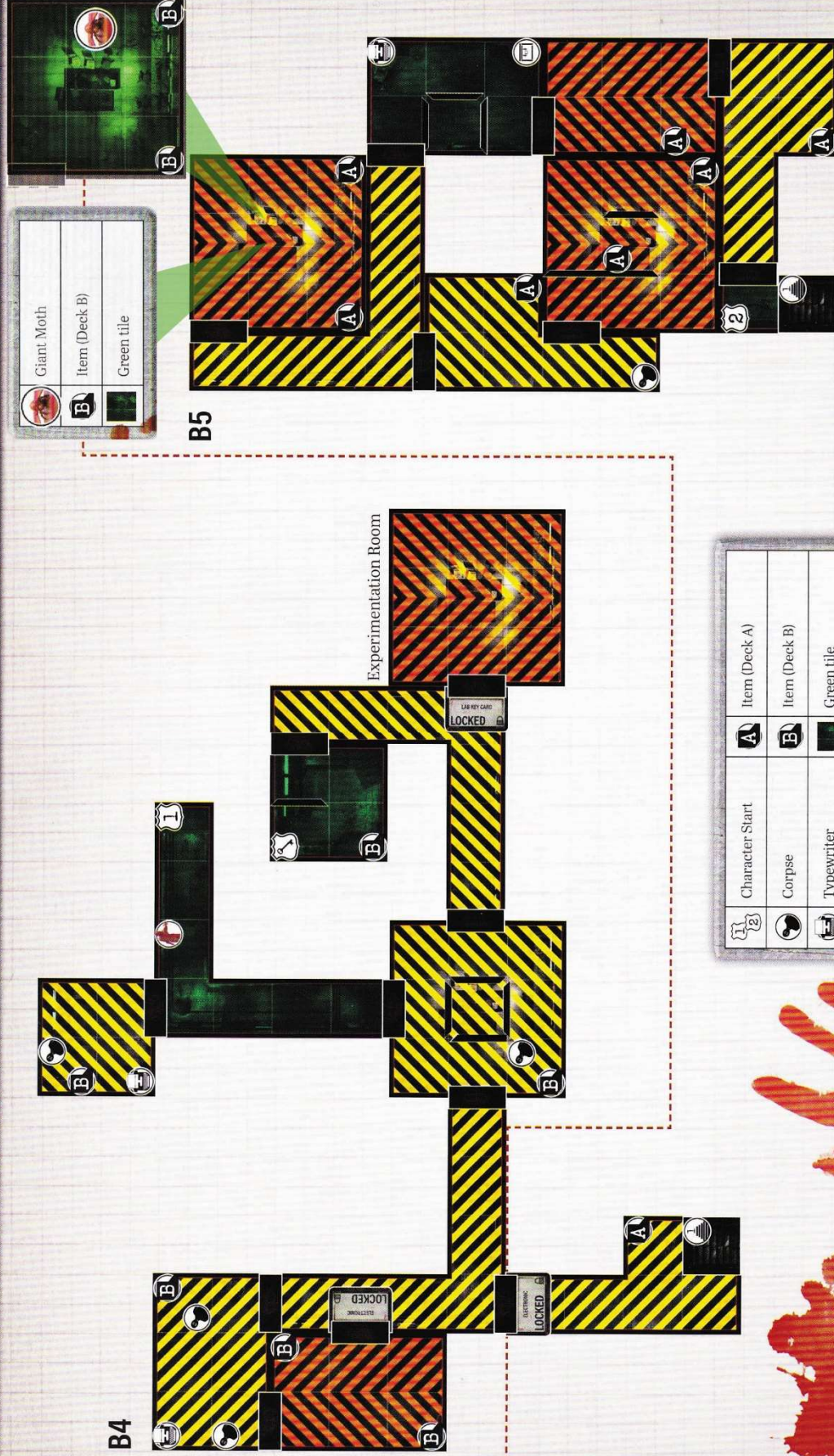
SAFE HAVEN

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



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





THE GIANT MOTH

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

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

SCENARIO BRIEF 14B

IT'S UP TO US TO TAKE OUT UMBRELLA!

EXPERIMENTAL CREATURES

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

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

CARD DECKS

STARTING ITEMS

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

ITEM DECK A

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

ITEM DECK B

1x Platform Key
1x First-Aid Spray

BEHAVIOUR DECK

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

TENSION DECK S1

28x Green card

Amber:

2x No Escape...
2x Prehensile Grasp
1x Unstoppable Tide
1x Crimson Thirst

Red:

1x Entangling Vines
2x Vigour Mortis
1x HIDEOUS SCREECH
1x Undead Ambush

ADDITIONAL CARDS AND TOKENS

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

SELF-DESTRUCT SEQUENCE

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

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

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

YOU LOSE, BIG GUY!

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

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

ENCOUNTER DICE TABLES

YELLOW TILE

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

AMBER TILE

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

