

STORY MODE

Surviving the Umbrella Apocalypse in Raccoon City can be extremely disorienting. The pathways to escape have been documented, yet some survivors hunger for a more satisfying narrative. A story beginning as the first zombie shambles toward you. The horror concluding only after the countdown reaches zero and the gruesome stowaway is consumed by the pursuing fireball. What follows is a single survivor's interpretation of the sequence of events as they transpired in the twilight of a city of nightmares.

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| 1. 1A ~ pg 04 | 8. 5A ~ pg 11-12 | 12. 12B ~ pg 27-28 |
| 2. 2A ~ pg 05-06 | --- OR --- | 13. 12B+ ~ pg 29-30 |
| 3. 9B ~ pg 21-22 | 11B ~ pg 25-26 | 14. 7A ~ pg 17-18 |
| 4. 3A ~ pg 07-08 | (Do NOT include Birkin Form 1) | 15. 13B ~ pg 31-32 |
| 5. 10B ~ pg 23-24 | 9. 5A+ ~ pg 13-14 | 16. 8A ~ pg 19-20 |
| 6. PvP1 ~ pg 45-46 | 10. PvP2 ~ pg 47-48 | 17. 14B ~ pg 33-34 |
| 7. 4A ~ pg 09-10 | 11. 6A ~ pg 15-16 | 18. 15B ~ pg 35 |

THANK YOU

Before I begin, let me clarify. I take no credit for any of the hard work poured into the creation of Resident Evil 2 – the Board Game, nor the materials contained within this manual. This project was solely a labor of love, created to enhance the experience of playing the game for myself by (hopefully) gathering all the necessary information from the multiple resources provided by Steamforged Games. All my work was performed to foster quick setup, easy reference, and smooth playthrough of any scenario designed by the game's creators.

Immense appreciation to Steamforged Games and its employees for their collaboration with Capcom to engineer an experience capable of capturing much of the feel from the original video game. I, as well as many backers, am grateful for the dedication they show to the craft as well as their participation in consistent, open communication with investors. Some may find fault in aspects of

the game or various portions of the journey from announcement to tabletop, but I would hope the issues haven't ruined your gaming experience.

Lastly, thank you to the amazing community of BoardGameGeek.com. You have shared advice, answers, creativity, and ideas about Resident Evil 2 – the Board Game. While nothing is ever perfect upon conception, I truly believe we have helped one another tailor our gaming preferences for the best possible enjoyment.

Enough of the sentiment. Let's dive into this monster the Birkins would be proud to claim as their own.

Herbs are scarce, the bullets won't last, and creatures are everywhere in Raccoon City. So, take the advice of decorated S.T.A.R.S. member Brad Vickers...

"It's okay to run away."

CREDITS

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Special Thanks to Stefano Barolo, Ayaka Segami and David Haddon at ©CAPCOM Europe
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NEW WEAPONS

The *Survival Horror* expansion adds three new weapons to your games of *Resident Evil™ 2: The Board Game*. Each is a formidable addition to the players arsenal but must be used carefully due to lack of available ammunition...

LIMITED AMMUNITION
☹ – **Limited ammo** weapons do not use an ammunition dial. When making an attack with a limited ammo weapon, roll the encounter die as part of the attack roll. If the ☹ is rolled, the weapon has run out of ammunition and cannot be used again. **Limited ammo** weapons cannot be reloaded.

FINDING THE NEW WEAPONS

To add the **Flamethrower** into your games, replace the Bowgun Bolts card in Item Deck A with the Flamethrower card during deck construction for Scenario 7A.

A character entering the Armoury during Scenario 5A or 10B may choose to take the **Gatling Gun** instead of the Submachine Gun or the Side Pack. Use the Submachine Gun ammunition dial for the Gatling Gun.

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.

HARD MODE

This expansion adds an optional difficulty setting for *Resident Evil™ 2: The Board Game*, designed for veteran players who want to be challenged. Hard mode is compatible with both standalone play and campaign mode.

Use the following rules for hard mode.

1. Each time the tension deck is reset during a scenario, remove two green cards and shuffle in a Vigour Mortis card.
2. Subtract 1 from any encounter die roll (to a minimum of ☹).
3. During campaign mode, continues are not permitted.

For those of you who are brave enough to attempt the game this way, we salute you—it won't be easy!

NEW ENEMIES

The *Survival Horror* expansion includes rules and enemy reference cards for upgrading your games of *Resident Evil™ 2: The Board Game* to include three new enemy types.

To include **Giant Spiders** in your game, replace the original Venomous Spray card in *Resident Evil™ 2: The Board Game* with the Venomous Spray card from this expansion.

To include **Ivies** in your game, replace the original Entangling Vines card in *Resident Evil™ 2: The Board Game* with the Entangling Vines card from this expansion.

To include **Poison Ivies** in your game, replace the original Entangling Vines card in *Resident Evil™ 2: The Board Game* with the updated Entangling Vines card from this expansion during Scenarios 13B and 14B.

THE T-00 TYRANT

Players will frequently encounter the T-00 Tyrant during scenarios from this expansion. Use the T-00 Tyrant enemy reference card for these scenarios instead of the boss reference card. The only time the T-00 Tyrant is encountered as a boss is during Scenario 13B.



Enemy Reference Card

To include Crow enemies in your games, replace the original Murder of Crows card from *Resident Evil™ 2: The Board Game* with the Murder of Crows card from the *Murder from Above* expansion.

RESIDENT EVIL™ 2 - THE BOARD GAME

MALFORMATIONS OF G: CORE GAME & B-FILES GAME EXPANSION

The William Birkin Malformation bosses in this expansion are designed to expand upon the depth and gameplay of your games of *Resident Evil™ 2: The Board Game*.

The boss encounters introduced in this booklet may either be experienced as part of standalone games or as part of a narrative campaign. If played in campaign mode, for the best and most immersive experience we recommend playing Scenario 15B as the final game of the campaign, after Scenario 14B.

Birkin Stage One is an upgrade to Scenario 11B, offering players a final obstacle to overcome as they flee the RPD building. Birkin Stage Five is encountered in a special scenario as the characters speed away from Raccoon City.

Birkin Stage Two and Birkin Stage Four are both upgrades to existing scenarios from the core game, offering players additional challenges to overcome as they make their escape.



MODELS WITH MASSIVE BASES

This expansion introduces a new base size to *Resident Evil™ 2: The Board Game*—one so large it takes up multiple squares! Use the following rules for this intimidating new foe.

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 profile 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.



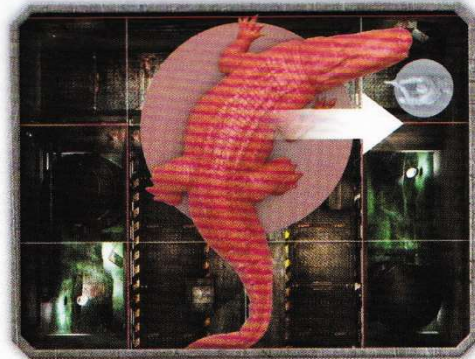
When a model with a massive base moves towards a character, it will always attempt to enter the square that character occupies. If a model with a massive base is placed in the same square as a character, that character suffers a collision attack. Resolve a push against the character, moving their model to the closest square with available space.

After the model with the massive base has finished its movement, any character which suffered a collision attack must make an evade roll to avoid suffering the listed effects.

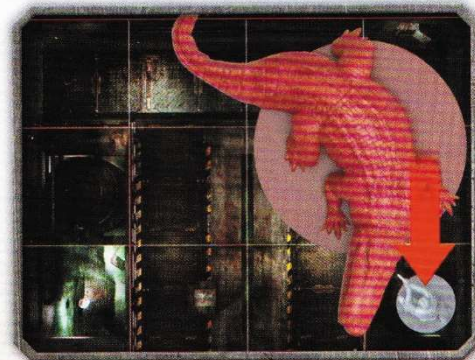
UNGAINLY BULK

A model with a massive base occupies four squares. It cannot move diagonally and will enter two new squares per point of movement.

Example



The Giant Alligator moves one square towards Leon.



The Giant Alligator ends its movement, occupying Leon's square. Leon suffers a collision attack and is pushed to the closest available square. He must now make an evade roll to avoid suffering damage.

SCENARIO BRIEF PVP2

THE G-VIRUS

DESPERATE HUNT

While in his human form, William Birkin may spend an action to search for items in the same way as a survivor character. When doing so, his controlling player should keep the discovered card hidden from the other players. The only item which William Birkin may take into his inventory is the G-Virus. Any other item must be returned to the bottom of the item deck. William Birkin cannot search an item token more than once.

CARD DECKS

STARTING ITEMS

See special rules.

ITEM DECK A

1x Grenade Launcher
1x Handgun Bullets
2x Green Herb
1x Blue Herb
1x G-Virus Sample
1x Sherry's Photo
1x Eagle Medal

TENSION DECK

30x Green Card

Amber:

1x Echoes in the Darkness
1x Unnatural Strength
2x Prehensile Grasp
2x Tainted Wounds
2x No Escape

Red:

2x Vigour Mortis
1x Venomous Spray
1x Malformation of G

ADDITIONAL CARDS AND TOKENS

1x Echoes in the Darkness token
2x Prehensile Grasp token
2x Persisting Unease token

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	Safe for Now – Place a Persisting Unease token on this tile. (The next time a character is placed on this tile, from another tile, remove the token and roll on the yellow encounter table.)
5	1x corpse, Safe for Now – Place a Persisting Unease token on this tile. (The next time a character is placed on this tile, from another tile, remove the token and roll on the yellow encounter table.)
4	1x Zombie
3	1x Zombie, 1x Zombie
2	2x Zombie
✱	William Birkin may take a bonus activation after the current activation ends. Roll again and add 1 to the roll (to a maximum of 6).

AMBER TILE

Dice	Enemies / Event Encountered
6	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase
5	1x Zombie, 1x Zombie
4	2x Zombie at the closest
3	1x Licker
2	1x Giant Spider, Snatching Talons – The active character must pass an evade roll or their Action Phase ends immediately.
✱	William Birkin may take a bonus activation after the current activation ends. Roll again and add 1 to the roll (to a maximum of 6).

Onwards he staggered through the wretched depths, his feet and ankles soaked from the disgusting sewer water. His wounds burned like fire, but he could already feel the virus coursing through him, mutating his body. Soon, he would have his revenge and reclaim his masterpiece from those thieves!

In this scenario the players must escape the shadowy depths of the sewers—but somewhere in the gloom William Birkin wanders, mortally wounded by Umbrella operatives sent to obtain his research. Will the genius behind this deadly virus be able to escape with the stolen sample, or will the other survivors stumble across it first?

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

SPECIAL RULES

EQUIPMENT AND OBJECTIVES

Each survivor character begins this scenario with a Knife and a Handgun. Additionally, players may allocate a Shotgun, a Bowgun, and two cans of First-Aid Spray among the characters as they wish. The players controlling the survivors successfully complete this scenario if all of their characters leave the playing area via the square marked EXIT 1.

In this scenario one player takes the role of a special PvP character, William Birkin. Birkin begins the scenario with a Handgun. The player controlling Birkin in his human form successfully completes the scenario if William Birkin has the G-Virus Sample in his inventory and leaves the playing area via the square marked EXIT 2. If William Birkin has mutated into Birkin Stage One, the player controlling William Birkin successfully completes the scenario if one of the other characters dies or the tension deck runs out.

William Birkin begins the game in his human form in the square marked ①.

For those who really want to immerse themselves in the role of William Birkin, once their character mutates replace it with the Birkin Stage One model from the Malformations of G expansion!

HIDDEN IDENTITY

Once a survivor character has found Sherry's Photo, the characters discover who the stranger in their midst really is and may target him with attacks.