QUICK REFERENCE SHEET FOR ACTIVATIONS

ACTIVATION ORDER

1. Action Phase

Characters may take up to four actions during their Action Phase.

- **Move** – Place a model in an adjacent square, without crossing a wall or corner.
- **Attack** – Make an attack with a weapon in the character's inventory.
- **Open/Close Door** – Flip a door token to open or closed.
- **Search** – Remove an item token in the same square and draw an item card.
- **Trade** – Exchange any number of items with another character in the same/adjacent square.
- **Use Item** – Resolve the text on an item card.

2. Reaction Phase

Resolve a reaction for any enemy on the same or linked tiles.

- If a character is in range and line of sight, the enemy will perform a **basic attack**.
- If the enemy model is not in range to attack, it will **move** towards the closest character.

3. Tension Phase

Draw and resolve a card from the tension deck.

Out-of-Sequence Reactions

Reactions which occur during a character's Action Phase.

- **Making an Attack** – Each enemy on the same or linked tiles performs a move reaction.
- **Making an Action in the Same Square as an Enemy** – Enemy performs an attack. If the evade roll fails, the action is not resolved.
- **Attacking an Enemy in the Same Square** – If the attack is not successful, the character is automatically hit by the target's basic attack.

EVADE ROLLS

Target results vs. models in the character's square.

Dice Roll	⬡	⬡	⬡
Successful Against	Standard Base	Large Base OR Two Standard Bases	Three Standard Bases OR Large Base and Standard Base

WEAPON ICONS

Common icons used when resolving attacks and reading weapon cards.

- **Push** – Target may be placed in an adjacent square.
- **Damage** – Target suffers damage equal to the number shown.
- **Rapid Fire** – Player may spend 1 additional ammunition point to roll an extra 🎲 or 2 additional ammunition points to roll an extra 🎲.
- **Fire** – Weapon inflicts fire damage.
- **Blast** – Player may apply effects amongst multiple enemies in the same square.
- **Cumbersome** – Weapon takes up two inventory slots.
- **Universal** – Weapon may be used by any character.

ENEMY ATTACK EFFECT ICONS

Common icons used when resolving enemy attacks.

- **Damage** – Target character suffers damage equal to the number shown.
- **Push** – Target character must be pushed into an adjacent square of their choice.
- **Poison** – Target character suffers the Poison condition.
- **Unconscious** – Target character is rendered unconscious.
- **Killed** – Target character is killed.

RESIDENT EVIL 2
THE BOARD GAME

Collected Scenarios

Core Game & Expansions

NEW CHARACTERS

This expansion includes five new survivor characters for your games. Each character represents one of the survivors encountered by the original characters during their escape from Raccoon City, offering unique special abilities and gameplay.

Also returning as new characters are alternate versions of Leon S. Kennedy and Claire Redfield. These advanced characters are designed to be less forgiving than the versions found in *Resident Evil™ 2: The Board Game* and offer veteran players the choice to use a more challenging version of their favourite character with a different style of gameplay.

Players cannot play both versions of a named character during a scenario—there is, after all, only one Leon S. Kennedy and one Claire Redfield!

CAMPAIGN MODE

At the start of a campaign players may select any of the characters from *Resident Evil™ 2: The Board Game* and this expansion.

Alternatively, for those looking for the most immersive experience, we recommend restricting players to the original characters from *Resident Evil™ 2: The Board Game* at the start of a campaign. During the campaign players must then unlock each *Survival Horror* character as they go. Unlocking a character allows a player to change their character to a new character.

CHANGING CHARACTERS

Whenever a player changes character they replace their existing profile card with the profile card for the new character. They retain the same ammunition dial and health track levels as their previous character and may transfer all items between the two character's inventories. If the new character does not have the capacity to hold all of the previous character's items, the player must trade excess items with other players, or discard them.

The prerequisites for unlocking each character and when a player can change to that character are as follows.

When changing characters, remember to change the model you're using unless you're changing to Advanced Claire or Advanced Leon.

UNLOCK REQUIREMENTS

Advanced Leon S. Kennedy – If the player controlling Leon S. Kennedy begins Scenario 12B on ① they may change their character to Advanced Leon S. Kennedy.

Advanced Claire Redfield – If the Zombie Brad Vickers mini-boss is defeated in Scenario 1A, at the beginning of Scenario 2A a player controlling Claire Redfield may change their character to Advanced Claire Redfield.

Sherry Birkin – One player beginning Scenario 9B on ② may change their character to Sherry Birkin.

Ben Bertolucci – One player beginning Scenario 10B on ① may change their character to Ben Bertolucci.

Marvin Branagh – During Scenario 3A any character on the same tile as Zombie Marvin Branagh may choose to discard a can of First-Aid Spray to remove the mini-boss from the playing area. If the mini-boss is removed in this way, one player may change their character to Marvin Branagh at the beginning of Scenario 4A.

Brad Vickers – If the Zombie Brad Vickers mini-boss is not encountered during Scenario 1A, one player may change their character to Brad Vickers at the beginning of Scenario 2A.

Annette Birkin – After completing any scenario featuring a Birkin boss encounter, one player may change their character to Annette Birkin at the start of the next scenario. If a player changes their character to Annette Birkin during the *Resident Evil™ 2: The Board Game* campaign, she cannot be unlocked during the *B-Files* campaign playthrough.

PLAYER VERSUS PLAYER (PVP) CHARACTERS

The survivors are not the only characters still left among the living. Dangerous and unhinged individuals hide in the shadows, the Raccoon City disaster an opportunity to further their own sinister agendas. Playing one of these characters is a very different experience than playing one of the other survivors—one not recommended for beginner players.

PvP characters follow the same activation rules as other characters, with the following exceptions:

- PvP characters skip the Tension Phase during their activation. If an in-game effect would require them to draw additional cards (e.g., Echoes in the Darkness), place the effect on the next character to activate after the PvP character.
- PvP characters do not count towards the total number of characters when generating the Ink Ribbon pool.

- A PvP character cannot trade, search for, or place items in their inventory unless noted in the scenario brief.
- A PvP character cannot use a typewriter.

Unless stated, characters cannot attack or be attacked by PvP characters. As far as the other survivors are concerned, these figures are just like them, trying to escape the infested city. Note that a PvP character may still be attacked by enemies—to the infected monsters, they are just another foe!

If the players wish to play a PvP game, they must play one of the special scenarios on the following pages. PvP scenarios and characters are not compatible with campaign mode.

CAMPAIGN MODE TRACKER

SCENARIO	PLAYER 1		PLAYER 2		PLAYER 3		PLAYER 4	
	CHARACTER	NOTES	CHARACTER	NOTES	CHARACTER	NOTES	CHARACTER	NOTES
	ITEM CARDS		ITEM CARDS		ITEM CARDS		ITEM CARDS	
	AMMUNITION TRACK 1		AMMUNITION TRACK 1		AMMUNITION TRACK 1		AMMUNITION TRACK 1	
	AMMUNITION TRACK 2		AMMUNITION TRACK 2		AMMUNITION TRACK 2		AMMUNITION TRACK 2	
	AMMUNITION TRACK 3		AMMUNITION TRACK 3		AMMUNITION TRACK 3		AMMUNITION TRACK 3	