

## MARSHALLING YARD



## LABORATORY B2

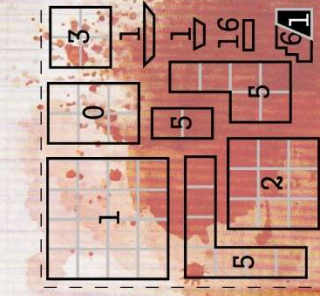


Power Room

## LABORATORY B4



## LABORATORY B3



Character Start
Corpse
Typewriter
Item Box
Zombie
T-00 Tyrant
Birkin Stage Three
Stairwell
Item (Deck A)
Item (Deck B)
Green tile
Yellow tile
Amber tile
Red tile
Locked - Master Key
Locked - Master Key & Breakers

### SCENARIO BRIEF 8A

## ESCAPING THE LABORATORY



### CARD DECKS

#### STARTING ITEMS

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

#### ITEM DECK A

- 1x Magnum Rounds
- 1x Grenade Rounds
- 1x Shotgun Shells
- 1x Grenade Launcher
- 1x First-Aid Spray
- 2x Green Herb
- 1x Red Herb

#### ITEM DECK B

- 1x Handgun Bullets
- 1x First-Aid Spray
- 1x M.O. Disc

#### TENSION DECK

- 30x Green Card

#### Amber:

- 2x No Escape...
- 2x Prehensile Grasp
- 1x Crimson Thirst
- 2x Echoes in the Darkness

#### Red:

- 1x Entangling Vines
- 2x Vigour Mortis
- 1x Hideous Screech

#### BIRKIN STAGE THREE BEHAVIOUR DECK

- 2x Brutal Claws
- 2x Berserk Swing
- 2x Combo Strikes
- 2x Jump Slash
- 1x Impale

#### ADDITIONAL CARDS AND TOKENS

- 2x Echoes in the Darkness token
- 2x Prehensile Grasp token
- 2x Persisting Unease token
- 1x Rising Fear token
- 1x Decapitation card
- 1x Reflex Slash card
- 2x Countdown to Explosion card

### SCENARIO BRIEF 8A UPGRADE

#### UNCONTROLLABLE MONSTROSITY

Towering above even the most formidable foe, William Birkin's third malformation is the most terrifying yet, an enormous creature born of nightmares. Bullets punch into his indomitable form with little effect, and a seemingly tireless reserve of strength drives him ever forward. What could possibly be worse than this?

This is an additional boss encounter for Scenario 8A. See the rules below for which additional tile is used and how the boss model enters the playing area.

Think carefully about how to manage this latest and most deadly malformation of William Birkin. Due to its size and mobility, it can attack all of the players at once during a single activation!

#### ELEVATOR CONTROL ROOM

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

#### UNCONTROLLABLE MUTATION

When playing with this expansion, the first time Birkin Stage Three's health dial is reduced to 0, remove Birkin Stage Three from play and replace it with Birkin Stage Four, with part of the new model's base in the same square as Birkin Stage Three's last position.

#### BIRKIN STAGE FOUR BEHAVIOUR DECK

- 3x Trample
- 1x Savage Bite
- 2x Rending Claws
- 2x Predatory Leap

### ENCOUNTER DICE TABLES

#### YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	1x corpse, 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, 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.)

#### AMBER 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 Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
4	2x Zombie
3	2x Zombie at the closest
2	1x Licker
✖	Scent of Death – Draw two cards from the tension deck.

#### RED 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	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	Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
3	Replace each corpse on this tile with a Zombie
2	2x Zombie
✖	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.)

The computer's mechanical, unfeeling voice is nearly drowned out by the shrieks of the monsters and the warning klaxons. Time is running out, with the self-destruct sequence activated and relentlessly counting down. Only one last hurdle remains—the malformed creature that once was William Birkin.

In this scenario the end is finally in sight, and escape is nigh! The players successfully complete this scenario once Birkin Stage Three has been killed and all characters are on the tile marked as the Elevator Control Room.

This scenario takes place in the Underground Laboratory.

### SPECIAL RULES

#### 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.

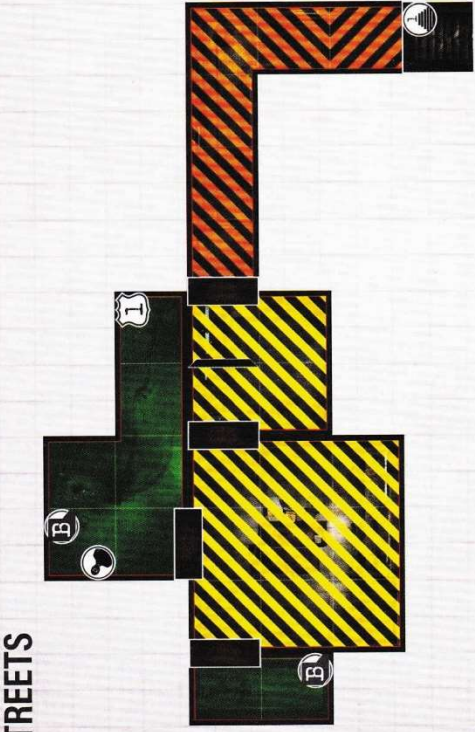
#### SELF-DESTRUCT SEQUENCE

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



STREETS

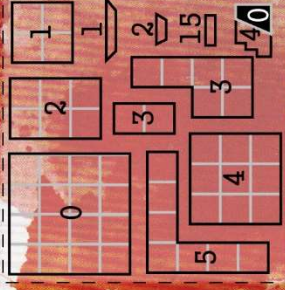
FIRST FLOOR



	Character Start
	Corpse
	Typewriter
	Item Box
	Zombie
	Stairwell
	Scenario Objective
	Raging Fire Token
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Locked - Spade Key

SECOND FLOOR

S.T.A.R.S. Office



Bestial and wild, the beast advances, gunfire driving it back only momentarily. The hatch once used to escape this hulking monster has been smashed into jagged shards, and there can be no fleeing this time. All that remains is to finish off this adversary once and for all... but how?!

In this scenario one of the characters has been dragged into the lair of the Giant Alligator, and the other survivors must find a way to kill this fearsome monster. The players successfully complete this scenario if the Giant Alligator is killed.

This scenario takes place in the Sewers, Marshalling Yard, and Garbage Dump.

SPECIAL RULES

SPECIAL DEPLOYMENT

Only one character may begin the game on (2).

OPEN CORRIDOR

Each of the tiles forming the Garbage Dump 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.

RUNNING OUT OF TIME!

Players begin this scenario without any Ink Ribbons.

FUEL CANISTER

A character may use the Sewer Manager's Key while in the square marked with the (S) to release a fuel canister in the Garbage Dump. This is quickly caught in the Giant Alligator's maw; any attack resulting in a \* or \* after this will kill the boss.

THE WATER IS RISING!

During this scenario the water level in the Garbage Dump is slowly rising, forcing the character trapped inside to wade through dirty waste. If ever the tension deck is exhausted, the scenario immediately ends in failure for the players as the water level rises high enough to drown the trapped character!

At the start of the scenario after creating and shuffling the tension deck, split the deck in half. Shuffle the It's Beginning to Flood... card into the bottom half, then replace the top half once again.

If only two characters are playing this scenario, heavy flooding is already underway at the start of the scenario. Shuffle in the Rising Waters card instead, and add two Rush Forward cards to the Giant Alligator behaviour deck.

SCENARIO BRIEF 12B+

DEFEATING THE GIANT ALLIGATOR



CHOOSE YOUR POISON...

During this scenario, some encounter table results will allow players to choose between two different effects. Players are free to choose either option, provided they can fully resolve the chosen effect.

CARD DECKS

STARTING ITEMS

- 2-4 Knife
- 2-4 Handgun
- 2x First-Aid Spray
- 1x Shotgun
- 1x Bowgun

ITEM DECK A

- 2x Handgun Bullets
- 1x Shotgun Shells
- 1x Green Herb
- 1x Lockpick
- 1x Sewer Manager's Key

ITEM DECK B

- 2x Handgun Bullets
- 1x First-Aid Spray

TENSION DECK

- 26x Green Card

Amber:

- 1x Unnatural Strength
- 1x No Escape
- 1x Crimson Thirst
- 1x Tainted Wounds
- 2x Terror Below
- 1x Prehensile Grasp

Red:

- 2x Vigour Mortis

GIANT ALLIGATOR BEHAVIOUR DECK

- 3x Crush
- 1x Rush Forward
- 1x Terrifying Roar
- 1x Wall Smash

ADDITIONAL CARDS AND TOKENS

- 1x Prehensile Grasp token
- 1x Swallow card
- 1x Wall Smash card
- 2x Rush Forward cards
- 1x It's Beginning to Flood... card
- 1x Rising Waters card

ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	1x corpse, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
5	1x Zombie
4	1x Zombie and 1x corpse at the closest
3	1x Zombie, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
2	2x Zombie OR No enemies. The Giant Alligator performs a move.
*	No enemies. Draw a card from the Giant Alligator behaviour deck.

AMBER TILE

Dice	Enemies / Event Encountered
6	Bestial Roar - In activation order, each character in the Sewers draws a card from the tension deck. When resolving cards, the character that drew the card counts as active.
5	1x Zombie
4	1x Zombie, Unsettling Feeling - The active character draws an extra card during the Tension Phase.
3	2x Zombie
2	1x Licker OR No enemies. The Giant Alligator performs a move.
*	2x Licker OR No enemies. Draw a card from the Giant Alligator behaviour deck.