

At last the desperate flight through the sewers is over, but at what cost? Even as the prospect of salvation dawns on the horizon comes the bitter realisation that a journey into the Underground Laboratory must be made in order to find a vaccine for the deadly G-Virus...

In this scenario the characters have made their way to the Underground Laboratory and must now find the base vaccine for the G-Virus and mix it using the VAM Machine. The players successfully complete this scenario if all characters are on the tile marked as the Experimentation Room and one of the characters has the Vaccine Cartridge scenario item in their inventory.

io takes place in the Underground Laboratory

SPECIAL RULES

EXPERIMENTAL CREATURES

nenever you encounter certain creatures in this scenario em with Umbrella's more dangerous experimental versio

Evolved Lickers: All Lickers are Evolved Lickers

POWERED DOWN

At the start of this scenario the Underground Laboratory is power down and several doors are electronically locked. To unlock them the characters will have to find some way restore the power... but how?

SPLIT SCENARIO

Each starting square has its own tension deck for characters beginning the game there to use, which is the tension deck for that area. Effects from each deck will only affect the area in which the starting point is located (e.g., drawing Tough Hide from the (1) tension deck would not affect Zombies in the area containing the (2). Players still have a shared Ink Ribbon pool, but using an Ink Ribbon will reset only the tension deck for the area in which the Ink Ribbon is used. If there are only two characters in this scenario, increase the Ink Ribbon pool by 1. At the beginning of this scenario characters are isolated in two separate areas by their starting squares and will not be able to interact with each other until the power is restored. sented on the scenario brief by

out, the players lose!

er is restored, both areas are connected again and the ea returns to normal. Shuffle the two tension deck draw her to create a single draw pile and combine both tensioned placing them next to the draw pile.

FINDING THE VACCINE SCENARIO BRIEF 7A

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CARD DECKS

- STARTING ITEMS
 2-4 Knife
 2-4 Handgun
 2x First-Aid Spray
 1x Shotgun
 1x Bowgun
 1x Grenade Launcher
 - ITEM DECK A

1x Entangling Vino 1x Vigour Mortis 1x Rising Fear

1x Blue Herb 1x Lab Key Card (★) 1x Ink Ribbon 1x Handgun Bullets 1x Shotgun Shells 1x Bowgun Bolts 2x Green Herb

- 2x Handgun bun 1x Green Herb 1x Blue Herb 1x Fuse Case 1x Vaccine Cartr

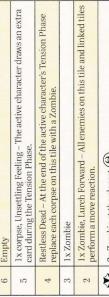
ITEM DECK B 2x Handgun Bul

1x Crimson Thirst 1x Unnatural Strength

artridge 🖈

TENSION DECK (Î) 1 15x Green card Amber: 1 1x No Escape... 1 x Echoes in the Darkm 1 x Tough Hide 1 x Persisting Unease Red:

ENCOUNTER DICE TABLES YELLOW TILE



2x Zombie at the closest 🛞

AMBER TILE

TENSION DECK (2)

0	o zx corpses
5	5 Scent of Death - Draw two cards from the tension deck.
4	4 1x Zombie, 1x corpse
3	3 2x Zombie
2	2x Zombie, Tainted Wounds – For one round enemy attacks cause the Poison condition in addition to any other effects.
*	1x Licker









Metal coats the industrial accessways, amplifying both your footsteps and the hum of machinery. The distant roar of a battle far below echoes in your ears. With the elevator broken down, entry to the Underground Laboratory will not be easy. But now is the time to make a stand, once and for all—the monster stalking you must be stopped!

In this scenario the characters have been separated due to the elevator platform breaking down. They must rendezvous inside Umbrella's eerie Underground Laboratory and overcome their relentless pursuer. The players successfully complete this scena if the T-00 Tyrant **boss** is destroyed.

This scenario takes place in the Marshalling Yard and the Underground Laboratory.

SPECIAL RULES

LOCK AND LOAD

character beginning on (B) may reload one of their weapons to full at the start of the game.

MONSTROUS EVOLUTION

The first time Birkin Stage Three's health dial is reduced to 0 during this scenario, the boss is killed.

Although not mandatory, it's advisable that a character with the Magnum begin the game on (\mathbf{Z}) , to give the characters the best chance of survival!

SWITCHING THE BREAKERS In order to use the Master Key to

In order to use the Master Key to unlock the door to the Power Room, the characters must first make their way to the square marked with the 🖎 and spend an action to send power to the

EXPERIMENTAL CREATURES

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

- Evolved Lickers: All Lickers are Evolved Lickers.
 Modified Zombies: All Zombies are Modified Zombies.
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END OF THE LINE

FINAL SHOWDOWN

If the T-00 Tyrant is already on a tile when a character first enters the Power Room, remove the T-00 Tyrant from the playing area and spawn it in the T-00 Tyrant starting square. Replace the T-00 Tyrant enemy reference card with the T-00 Tyrant boss reference card and use the T-00 Tyrant behaviour deck to control the T-00 Tyrant.

This now becomes a boss encounter, to finish off this dangerous adversary once and for all!

CARD DECKS

TENSION DECK

25x Green card

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

Amber:

1 X Crimson Thirst

1 X Crimson Thirst

1 X Echoes in the Darkness

1 X Something's Out There!

1 X Tough Hide

1 X Grisly Reanimation

1 X Tainted Wounds

1 X No Escape

1 X Unstoppable Tide

Red:

- Landingun Bullets
 Landingun Bullets
 Landingun Sarts
 Landingun Barts
 Landingun ITEM DECK A

1x Entangling Vin 2x Vigour Mortis

ITEM DECK B 1x Master Key

BIRKIN STAGE THREE BEHAVIOUR DECK

ADDITIONAL CARDS AND TOKENS

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

T-00 TYRANT BEHAVIOUR DECK 2x Swipe 2x Shoulder Charge 2x Overhead Smash 1x Marked for Death 1x Knockdown

ENCOUNTER DICE TABLES YELLOW TILE

9	Unsettling Feeling – The active character draws an extra card during the Tension Phase.
2	No enemies, 🕘
4	1x Zombie
3	1x Zombie, 1x corpse
2	1x Zombie, Restless Dead - At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
X	9x Zombie

AMBER TILE

RED TILE

Dice	Enemies / Event Encountered
U	Creeping Death - At the end of the Tension Phase roll again
0	subtracting 2 from the roll.

- If two T-OO Attacks! cards into the tension deck.

 iul Scene Place a Rising Fear token on this tile. (While on the tile as a Rising Fear token, players must draw an additional during the Tension Phase.)

 ed for Death Place the Marked Target token on the active
- iffle two T-00 Attacks! cards and one Marked Target ension deck
 - Spawn the T-00 Tyrant and shuffle a T-00 Attacks! card and a Marked Target card into the tension deck.
 Spawn the T-00 Tyrant and shuffle a T-00 Attacks! card into the
- Spawn the Troconstruction of the Alace the Marked Target token on the active Marked for Death Place the Marked Target token on the active *