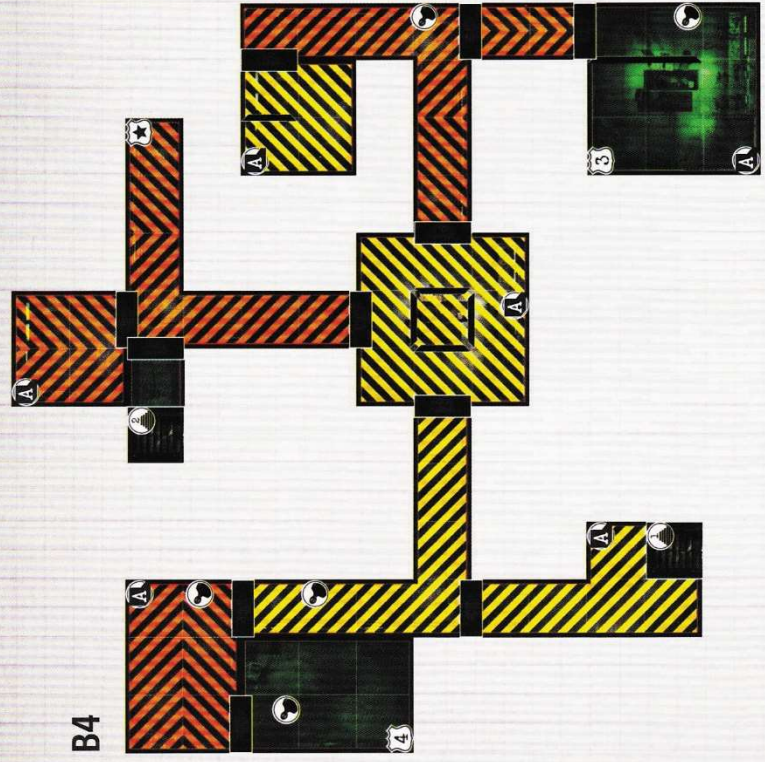
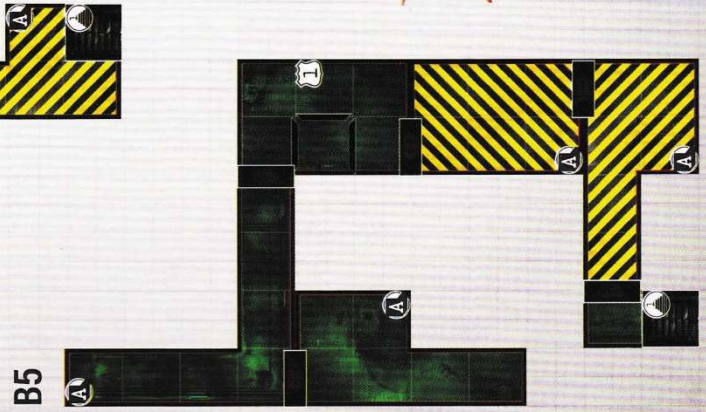


Character Start	1	2	3	4
Corpse	1	2	3	4
Exit	1	2	3	4
Stairwell	1	2	3	4
Item (Deck A)	1	2	3	4
Green tile	1	2	3	4
Yellow tile	1	2	3	4
Amber tile	1	2	3	4



B4

B5



B2



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SCENARIO BRIEF 5A

ESCAPE FROM RPD



With the Police Department above hopelessly overrun, there is no way back. As foreboding as the prospect is, the only hope is to follow the escape route and head towards the sewers. But first, a new horror must be overcome—a monstrous creature the like of which has never been seen before...

In this scenario the characters must defeat the G-Mutant boss blocking their escape from the Police Department. The players successfully complete this scenario once the G-Mutant has been killed.

This scenario takes place in the RPD Basement and the Cesspool.

SPECIAL RULES

INSIDE THE MORGUE

While in the same square as the , a character may spend an action to discard the Blue Key Card and exchange it for the Lockpick.

THE ARMOURY

The Armoury is a special room accessible only during campaign mode if the players collected the Red Key Card during Scenario 4A.

The first character to enter the Armoury may either place the Submachine Gun in their inventory **or** place the Side Pack upgrade token on their profile card. A character with the Side Pack upgrade token increases their inventory limit by two.

Think carefully before taking either the Submachine Gun or the Side Pack, as the choice will have repercussions later on...



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ENCOUNTER DICE TABLES

YELLOW TILE

Dice	Enemies / Event Encountered
6	Empty
5	Safe for Now – Place a Persisting Unease token on this tile. <i>(The next time a character is placed on this tile from another tile, remove the token and roll on the yellow encounter table).</i>
4	1x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
3	1x Zombie
2	1x Zombie, 1x corpse
	2x Zombie

AMBER TILE

Dice	Enemies / Event Encountered
6	2x corpse, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
5	1x Zombie
4	1x Zombie, Snatching Talons – The active character must pass an evade roll or their Action Phase ends immediately.
3	2x Zombie at the closest
2	1x Zombie, Lurch Forward – All enemies on this tile and linked tiles perform a move reaction.
	1x Licker

RED TILE

Dice	Enemies / Event Encountered
6	Deepening Unease – The active character draws two extra cards during the Tension Phase.
5	At the start of the active character's next activation replace each corpse on this tile with a Zombie.
4	At the end of the active character's Tension Phase replace each corpse on this tile with a Zombie.
3	2x Zombies
2	Replace each corpse on this tile with a Zombie.
	1x Licker

CARD DECKS

STARTING ITEMS

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

ITEM DECK A

- 1x Green Herb
- 3x Handgun Bullets
- 1x Shotgun Shells
- 1x Bowgun Bolts
- 1x Grenade Rounds
- 1x Magnum

ITEM DECK B

- 1x Ink Ribbon
- 1x Red Herb
- 1x First-Aid Spray
- 1x Blue Key Card

TENSION DECK

- 30x Green Card

Amber:

- 1x Echoes in the Darkness
- 1x Persisting Unease
- 1x Crimson Thirst
- 2x Tough Hide
- 2x No Escape...

Red:

- 1x Undead Ambush
- 1x Hideous Screech
- 1x Rising Fear
- 2x Vigour Mortis

G-MUTANT BEHAVIOUR DECK

- 2x Spawn G-Imago
- 2x Lurch Forward
- 2x Acidic Bile
- 2x Monstrous Sweep

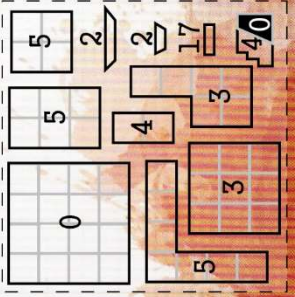
ADDITIONAL CARDS

AND TOKENS

- 1x Echoes in the Darkness token
- 2x Persisting Unease token
- 1x Side Pack token
- 8x G-Imago token
- 1x Lockpick card
- 1x Submachine Gun card

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.

	Character Start
	Corpse
	Item Box
	Zombie
	Giant Alligator
	Stairwell
	Scenario Objective
	Item (Deck A)
	Item (Deck B)
	Green tile
	Yellow tile
	Amber tile
	Locked - Escape Hatch
	Locked - Lockpick



GARBAGE DUMP

SCENARIO BRIEF 4TH SURVIVOR

Your head clears slowly, darkness retreating to the corners of your eyes. Aching limbs protest as you haul yourself up and take in the bleak surroundings. Beyond the next door you can hear the undead, their low groans accompanied by hands pawing at the metal. The path to the extraction point promises only more horrors to overcome.

Your fingers close around the sample. No matter what, you will survive this nightmare. The death cannot die.

In this scenario, the player takes control of either HUNK or Tofu and makes a desperate escape through the overrun Raccoon City Police Department. The player successfully completes this scenario if their character reaches the square marked with the .

This scenario takes place in the Raccoon City Police Department, RPD Basement, and Cesspool.

SPECIAL RULES

The 4th Survivor scenario is the ultimate Resident Evil™ 2: The Board Game challenge, intended for hardcore players only! It has several rules exceptions to a standard game, which are detailed below.

SPAWNING ENEMIES

This scenario does not use encounter tables for spawning enemies.

During setup, take each available enemy reference card (excluding any mini-boss cards) and separate them into four piles based on their threat levels. Shuffle the Level 1 cards and place them face down next to the playing area. When the character enters a yellow tile, draw a card from this deck to see what type of enemy is waiting and roll the encounter die to see how many enemies spawn. When placing enemies use the as normal. Once the draw pile is exhausted shuffle the discard pile and return it face down once more.

When entering a new colour of tile, add the next threat level of enemies to the draw pile as shown below. Once added, cards remain in the deck for the remainder of the scenario, making each area increasingly dangerous for the player.

Tile Colour	Enemy Threat Cards
Yellow	Threat Level 1 Cards
Amber	Threat Level 1 and 2 Cards
Red	Threat Level 1, 2, and 3 Cards
Blue	Threat Level 1, 2, 3, and 4 Cards

If at any point the player is unable to spawn the appropriate number of enemies, remove any models required from a tile which has previously been explored. If there are still insufficient enemies, spawn as many models as are available.

NO GOING BACK!

In 4th Survivor, once a character leaves a tile, they cannot return. There's no time to waste!

TENSION DECK

The 4th Survivor scenario brief is divided into four different sections: the Cesspool, RPD Basement, RPD 1st Floor, and RPD 2nd Floor. When the character is first placed on a new section, remove two green tension deck cards from the game, then shuffle the discard and draw piles together to refresh the tension deck.

If the tension deck runs out, the extraction helicopter leaves without the character and it is game over!

CARD DECKS

STARTING ITEMS

HUNK begins with the following equipment:

- Handgun
- Shotgun
- Magnum
- Handgun Bullets
- Shotgun Shells
- Magnum Rounds
- 2x Green Herb
- 2x Blue Herb

ITEM DECK A AND B

There are no item decks for 4th Survivor—the character must survive with what they have!

TENSION DECK

20x Green Card

Amber:

- 2x Tainted Wounds
- 1x Unnatural Strength
- 1x Crimson Thirst

Red:

- 1x Undead Ambush
- 2x Vigour Mortis
- 1x Bloodcurdling Howl

Tofu begins with the following equipment:

- Knife
- 2x Green Herb
- Blue Herb

