

## CESSPOOL



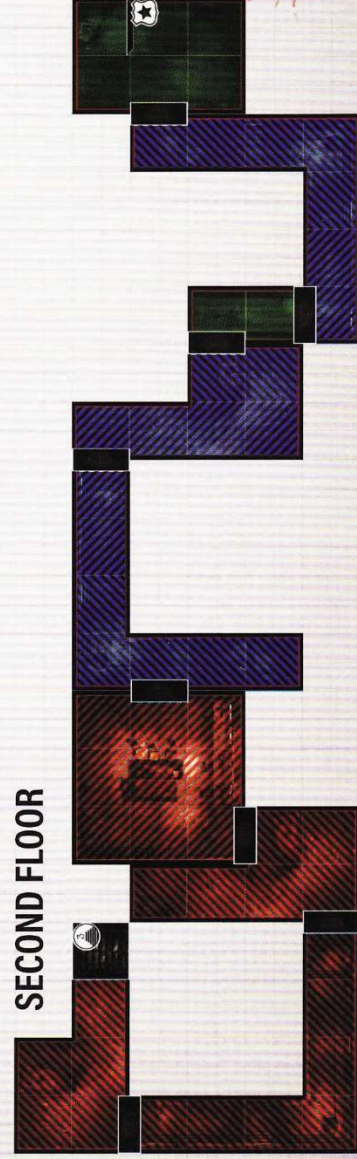
## BASEMENT



## FIRST FLOOR



## SECOND FLOOR



	Character Start
	Stairwell
	Green tile
	Yellow tile
	Amber tile
	Red tile
	Blue tile

1	3	1	1	4	20	64
1	5	5	3	6	5	5

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### SCENARIO BRIEF 5A+

## TERROR IN THE DEPTHS

### 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  
1x First-Aid Spray  
1x Shotgun  
1x Bowgun

#### ITEM DECK A

1x Handgun Bullets  
1x Green Herb  
2x Blue Herb  
1x Lockpick  
1x Sewer Manager's Key

#### ITEM DECK B

1x Handgun Bullets  
1x Shotgun Shells  
1x Bowgun Bolts

### 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.

#### ESCAPE HATCH

A character may use the Sewer Manager's Key while in the square marked with the 2 to unlock the door marked as the Escape Hatch. Once this door has been unlocked, characters in the Garbage Dump may use it to escape the playing area.

#### 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 place the other half back on top.

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.

#### TENSION DECK

21x Green Card

#### Amber:

2x No Escape  
2x Tainted Wounds  
2x Terror Below

#### Red:

1x Venomous Spray  
2x Vigour Mortis

#### GIANT ALLIGATOR BEHAVIOUR DECK

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

#### ADDITIONAL CARDS AND TOKENS

1x Rising Fear token  
1x Swallow card  
1x Wall Smash card  
2x Rush Forward card  
1x It's Beginning to Flood... card  
1x Rising Waters card

### ENCOUNTER DICE TABLES

#### YELLOW TILE

Dice	Enemies / Event Encountered
6	No enemies
5	Unsettling Feeling – The active character draws an extra card during the Tension Phase.
4	1x Zombie
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.
★	2x Zombie Dog OR No enemies. Draw a card from the Giant Alligator behaviour deck.

#### AMBER TILE

Dice	Enemies / Event Encountered
6	Fearful Scene – Place a Rising Fear token on this tile. (While on the same tile as a Rising Fear token, players must draw an additional card during the Tension Phase.)
5	1x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
4	2x Zombie
3	2x Zombie, Unsettling Feeling – The active character draws an extra card during the Tension Phase.
2	2x Zombie Dog OR No enemies. The Giant Alligator performs a move.
★	1x Licker OR No enemies. Draw a card from the Giant Alligator behaviour deck.

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# RESIDENT EVIL™ 2 – THE BOARD GAME

## 4<sup>TH</sup> SURVIVOR EXPANSION BOOKLET

'Alpha Team here—mission accomplished. Rendezvous at the meeting point.'

Not all of Raccoon City's survivors stepped into the light at the journey's end. For some, the destruction of the city of ruin was only a path deeper into the darkness, their hearts already hardened to the suffering caused by the incident.

The name of the fourth survivor shall never be known, but the infamy of his dark deeds shall live on well past his time. Without his efforts, the secrets of the G-Virus would be lost forever—and the world might have been spared much torment in the years yet to come.


The 4<sup>th</sup> Survivor expansion introduces two exciting new play modes for Resident Evil™ 2: The Board Game and four action-packed scenarios. Although perfectly playable with only Resident Evil™ 2: The Board Game, for the best experience we recommend trying these scenarios with the enemies and models from the Survival Horror and B-Files expansions.

The 4<sup>th</sup> Survivor scenario is a gauntlet run which pits a single player against an unrelenting tide of enemies, with no way back. Extreme Battle is a race against time for up to four players, returning to the overrun RPD building as they desperately try to prevent an imminent biohazardous outbreak.

This expansion introduces two new characters for your games of the 4<sup>th</sup> Survivor scenario. Players should be aware that although these characters are perfectly usable in standard games, they are designed to be stronger than regular characters to survive the challenge of 4<sup>th</sup> Survivor. Think carefully before adding them to regular games in case they unbalance your survival-horror experience!

## EXTREME BATTLE

In Extreme Battle, the players are competing against one another in a race to be the first to collect the bombs hidden inside of the Raccoon City Police Department!

During Scenarios EX1 and EX2, when a character is placed on the square marked with the  they have successfully made it through the location and their model is removed from the playing area.

Extreme Battle has several rules exceptions to a standard game, which are detailed below. Each of the three Extreme Battle scenarios are designed to be played in sequential order and are not playable as standalone games. If a character dies in Extreme Battle the other players do not lose the scenario.

### TENSION DECKS

Ink Ribbons and Typewriters are not used in Extreme Battle.

During Extreme Battle scenarios each player has their own tension deck. At the start of Scenario EX1, deal each player seven green cards, two random amber cards, and one random red card. Players shuffle these cards to create their own ten-card decks.

If a player draws an amber card during an Extreme Battle scenario, instead of the printed effect on the card, perform a move reaction for each enemy on the same tile as their character. Once these reactions are resolved, one enemy on the character's tile makes a basic attack. The enemy must be able to attack a character. If there are no eligible enemies, place a Zombie in the same square as the active character and resolve a basic attack.

If a player draws a red card, remove the top card from their tension deck discard pile from play, then shuffle the draw and discard piles together (including the red tension card) to refresh the deck. If there are no cards in the discard pile, shuffle the red card back into the deck and draw a replacement. If the player has no cards left in their deck other than the red tension card at any time, they lose the scenario!

### ITEMS

When a character searches for an item in Extreme Battle, they may choose to either take a card from the item deck as normal or place the item marker on their profile card. At the end of the scenario characters may spend each token on their profile card for one of the following effects:

- Heal their health track to *Fine*.
- Reset the ammunition dial for a weapon to full.
- Shuffle a card which has been removed from their tension deck back into the deck.

Any tokens which are not spent (because a character cannot spend them) are discarded. If a character is killed during a scenario discard any tokens on their profile card.

Items found by characters during Extreme Battle are carried over to the next scenario.

### THEY KEEP COMING!

If at any point during an Extreme Battle scenario a player is unable to spawn the appropriate number of enemies, they should remove any models required from a tile which has previously been explored and does not have another character on it. If there are still insufficient enemies, spawn as many models as are available.

### CHARACTER DEATH

If a character is rendered unconscious or dies during an Extreme Battle scenario, they are removed from the game and cannot return. They begin the next scenario with their health track on *Caution*.

If a character is eliminated during an Extreme Battle scenario by their tension deck running out, they are removed from the game and cannot return. They begin the next scenario with a refreshed tension deck consisting of three green cards, three amber cards, and one red card.

