

ERH 1-25

EMERGENCY RESPONSE HANDBOOK

Your Guide to Understanding
"More of a Bad Thing"



A Certified Official Expansion for

THE PLUM ISLAND

HORROR

GAME DESIGN

Hermann Lüttmann

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From the desk of Plum Island Research Laboratory
Chief Safety Officer Hurlmann Buttman

Welcome to the officially approved, Star Chamber-endorsed, and blood-sealed expansion for **The Plum Island Horror**. We have taken all the feedback we've received from the players out there in boardgame land and digested it, analyzed it, parsed it, and checked it all with our handy electron microscope. Thank you all—but you wasted your time. We took your suggestions and threw them in the trash, where they belong. Just leave this stuff to the professionals, OK?

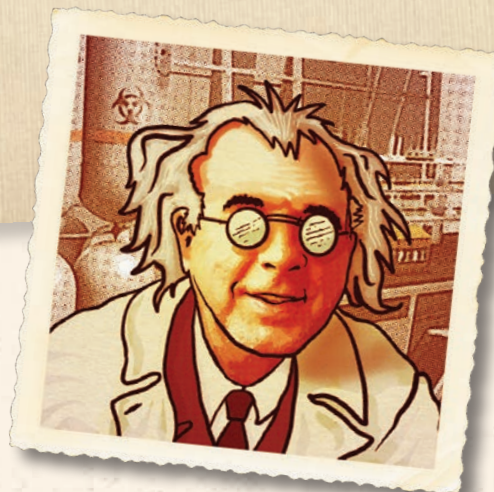
The new rules and components that you find in this expansion can be utilized by you and your fellow gamers as you see fit. Add some, all, or none of these new items, but decide to do so or not before the game begins. Of course, one would ask why you would buy this and not use any of it... but I digress. Each section will detail what new rules or components are added to the game and how to use them.

And for those of you who have an incessant “fear of missing out” or just a compelling completionist vibe, don't worry—your purchase of this expansion will not affect the base game at all! You can still play it as is. Good news, right? So, if you bought this product because it's the perfect size to stick on your shelf to cover up that ugly hole in the wall—or because you need a cool-looking doorstop—or perhaps because you think there is an actual zombie apocalypse on the horizon and this game will jump up in resale value—you're good.

Regardless, rest assured that this expansion does not change the base game... unless you want it to. If you feel like the base game would be better for a particular type of crowd, then you're good to go. If you want to play the game with all the evil frills of this expansion for a more masochistic game group, you have that option as well. Never accuse me of not having your best interests at heart.

Sincerely,

H. Buttman
H. Buttman



COMPONENTS

 Components used in Alarming Mode.

 Fate Cards used with the Tough Fate and Horrifying Fate Nightmare Options.

 Everything else!

- 18 SEARCH CARDS
- 15 EVENT CARDS
- 12 FATE CARDS
- 3 FACTION MATS
- 1 HORROR MUTATIONS FACTION MAT
- 1 DOUBLE-SIDED GAME TRACKS SIDEBORD
- 1½ PUNCHBOARDS OF GAME COUNTERS (INCLUDING SPARES FOR ALL THE TURN ORDER TOKENS)

- AN UPDATED FACTION MAT FOR THE ISLANDERS ATHLETIC CLUB
- A REPLACEMENT FOR SEARCH CARD #27
- REPLACEMENTS FOR EVENT CARDS # 24, 26, 27, 28, 31, 37, 38, 39, 40, AND 43
- A ROADMAP TO HELP YOU TAME ALARMING MODE WITH A QUICK REFERENCE ON THE BACK
- THIS RULEBOOK

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USING THIS EXPANSION

The Plum Island Research Laboratory (P.I.R.L.) Emergency Response Handbook is your guide to understanding how to respond to any emergency situation in a way that is consistent with **P.I.R.L.'s** four value pillars of barbarity, duplicity, malevolence, and delirium. Of course, **P.I.R.L.** processes are not only concerned with the Laboratory itself but extend to the unhealthiness of Greenport and its citizens. Operators are expected to be familiar with the people, places, wildlife, and other facets of life in Greenport, to better facilitate emergency preparedness. During any emergency, maintaining a clear chain of command is essential. When disaster strikes, **P.I.R.L.** leadership will be safely removed to a secure location. That means that you—yes YOU—could be called upon to lead your fellow employees (or test subjects!) to safety. **As Hurlmann says: Preparedness is next to delirium! Each of us must be ready to do our part.**

Here's how to integrate this expansion material with the base game:

- Add the new Factions to the ones from the base game.
- Add Search Cards #45-56 to the Search Cards from the base game.
- Add Search Cards #57-62 (sporting a ) to the Search Cards only when playing Alarming Mode.
- Add Event Cards #45-59 to the Event Cards from the base game.
- Use the  side of the new Game Tracks Sideboard only when playing Alarming Mode. The original Game Tracks Sideboard can be disposed of.
- The new Horror Mutations Faction Mat details the three Mutations included in the new Events. It also contains the Hit Cubes holding pool and the Murder of Horrors Hits Chart, since these are not present on the Alarming Mode side of the new Game Tracks Sideboard.
- Add the new Fate Cards to the Fate Cards from the base game only when using the "Tough Fate" or "Horrifying Fate" Nightmare Options.
- Replace the **Islanders Athletic Club** Faction Mat with the updated one (the Compound's ability was changed—the original Faction Mat can be disposed of).
- Replace Search Card #27 with the updated one (the original one can be disposed of).
- Replace Event Cards #24, 26, 27, 28, 31, 37, 38, 39, 40, and 43 with the updated ones (the original ones can be disposed of).
- The half-countersheet contains duplicates for all the Turn Order tokens that go into the Turn Order Bag (Player Turn Activation tokens, Impending Doom token and Fate tokens). Use them only if the original tokens start showing some signs of wear.



NEW FACTIONS

This section expands on the unit abilities for the new Factions.



Greenport, the largest (and only) town on Plum Island, has experienced significant growth over the past decade as **P.I.R.L.** has invested in facilities and created jobs on the island. This explosive growth has attracted many wonderful—and somewhat less wonderful—people to the island. Due to the light touch of the underfunded local government, many colorful personalities have found a home in Greenport. And of course, in any town, factions form around common interests.

When accidents happen, the **Plum Island Research Laboratory** is committed to working alongside local leaders. Familiarity with the local political, social, and economic actors is essential for shifting blame and avoiding repercussions. If you have been an employee of **P.I.R.L.** for any amount of time you are no doubt familiar with the six major factions that have formed in Greenport: **Greenport Township**, **Islanders Athletic Club**, **National Guard**, **Neighborhood Watch**, **Plum Island Constabulary**, and our own **P.I.R.L.S.S.** However, recent events have led to the formation of three new factions: **Monkey Island Cultists**, **Oceanside Construction Co.**, and **ZZ's Big Top Circus**. All employees should familiarize themselves with the local factions to facilitate scapegoating and buck-passing.

OCEANSIDE CONSTRUCTION CO.

Demolitionists



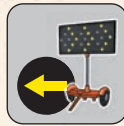
As a Special Action, this unit can place the Explosives marker in its Building terrain Area or move it to its Building terrain Area if it has already been placed on the board.

Anytime during any Player Action Phase (same timing as for the Molotov Cocktails and Pistols), if the Explosives marker is on the board, the Demolitionists can detonate the Explosives (from anywhere on the board) and place 3 damage worth of Damaged markers in the Area and on every **NUMBERED** Bridge(s) connected to the Area. A Fate Number is then drawn and **EVERY** unit in the Area will suffer Hits equal to twice the drawn Fate Number. The Explosives marker is then removed from the board and will be available to be placed again.

If the Explosives detonate in the **Bridge Toll** Area (6G), the **Great South Bay Bridge** is unaffected. It is not possible to detonate the Explosives in the **Great South Bay Bridge** Area.

Remove the Explosives marker from the board if the Demolitionists unit is eliminated.

Highway Maintenance



As a Special Action, this unit can place up to three Detour markers on a single white arrow connection of its Area. The Detour markers will either point left or right (they are double-sided for this purpose). If a connection of the Area already has one or more

Detour markers on it, the Detour markers have to be placed on this connection and in the same direction. If all Detour markers are already on the board, this Special Action is not available (i.e., the Detour markers cannot be moved through this Action). Whenever a Horrors unit (only) moves out of an Area, if it has a connection with one or more Detour markers pointing out of it, it has to use that connection. Then, remove one Detour marker from the connection used.

Towering Crane

The Crane is a Compound unit that can move, just like the Paddy Wagon in the base game.

MONKEY ISLAND CULTISTS



Madness Monks

This unit's ability can target Murder of Horrors up to two Areas away (Adjacency not required).

When using its Special Action, this unit has a chance of placing the "Dominated" marker on a Murder of Horrors Stack if it's not already in play. A Dominated Murder of Horrors Stack is moved by the Monkey Island Cultists player the next time it activates. This move can be along any connection. Detour markers can be ignored during this move. Non-Horrors units are ignored by the Dominated unit during this entire activation (it may bypass them) but it must stop if it enters an Area with other Horrors units.

If possible, the Dominated unit will attack another Horrors unit in the Area where it ends its movement. No dice are rolled, both units will inflict their damage on each other. Remove the "Dominated" marker at the same time you would a "Stunned" marker.

Mystical Monks

The Monkey Island Cultists player makes all relevant decisions when performing the Action of the controlled unit. If Supplies need to be spent, they are spent from the controlled unit's Faction. Using a controlled unit's Special Action does not exhaust it when playing Alarming Mode. Pistols, Molotov Cocktails and Booby Traps, if possessed by the controlled unit, can be used.

ZZ'S BIG TOP CIRCUS

Clown Car

The Clown Car is a Compound unit that can move, just like the Paddy Wagon in the base game. It even has a Foot Movement Allowance of 1 so it is allowed to move during the Crisis Adrenaline Phase.

NEW SEARCH CARDS

Four **VIP Civilians** units enter play through the new Search Cards. They are described in this section.

*In an emergency situation, all **P.I.R.L.** employees are expected to assist in the evacuation of Plum Island. While **P.I.R.L.**'s public position is that we treat all civilians the same, it is in keeping with our core value pillar of duplicity that we actually play favorites. Some people are simply more important than others: We call these "**VIPs**". Please note that space on evacuation craft is strictly limited and will be allocated according to our proprietary AI's determination of your value to society. **It's not personal!***

VIP CIVILIANS UNITS



Civil War Reenactors

This unit is considered to have a Ranged Combat Rating of 2 (only). A player may use a Combat Action to have this unit issue a Ranged Combat Attack (only) just like an NPC unit (i.e., it does not cost 1 Supplies to do so). However, the player must draw a Fate Number before firing. If the Fate Number is a 1 or a 6, the reenactors shoot each other instead of the Horrors (old habits never die) and this unit is eliminated.

The annual reenactment of the "Incident at Gilmore Island" (October 26th, 1864) was underway when the catastrophe hit. This operation from the American Civil War involved a Rebel blockade runner threatening to land a raiding party at Gilmore Landing, where a Union garrison was stationed. "Threatening" is the key word here as they never actually landed but rather canceled the operation when the commanding Confederate captain got seasick. Nonetheless, the incident is still commemorated with great fanfare and pride every year. The reenactors are fully involved and reportedly use real ammunition for maximum realism.



Ricky Bubba Stock Car Team

This unit may be moved up to four Areas during a Crowd Control action but only when moving along "Route 41" areas (4A-D, 4F-H and 4J). When moving multiple Areas, it is subject to normal movement rules (i.e. it has to stop when entering an Area with Horrors units). In addition, increase the Vehicular Movement Allowance (only) of any number of Faction units that start their Movement action in Ricky Bubba's Area by three Areas (the units must have a printed Vehicular Movement Allowance to benefit from this).

The vaunted #13 "Moon Pie"-sponsored car, driven by the legendary Ricky Bubba, was on the island for a promotional tour when the storm hit. He and his pit crew have been wandering around, racing up and down Route 41 and helping modify any other cars they come across.



George Souvlaki

When a Murder of Horrors Stack enters this unit's Area, immediately draw a Fate Number.

1 = The Horrors don't believe George's theory and really hate his wild, untamed hair. This unit is immediately eliminated, perform Horrors Possession, then resume the Stack movement/activation.

2-5 = The Horrors are interested; the lights appear again but the Horrors can't stop staring at George's unkempt hairdo. Stop the Horrors movement/activation and make them "Stunned". Remove this unit from the game (do not lose EP if playing on Alarming Mode – George is abducted by aliens!)

6 = The Horrors realize George is absolutely correct with his theory! The lights appear again and some of the monsters, as well as George, are abducted by aliens! Eliminate half the Stack's tiles (rounded up) and place a "Stunned" marker on what remains of the Stack. Remove this unit from the game (do not lose EP if playing on Alarming Mode).

Wildly-coifed George Souvlaki and his UFO hunters are on the island, investigating the reports of strange lights appearing in the sky right before the storm hit. Could those UFOs and presumed alien involvement be connected in some way to the arrival of this horrific, otherworldly storm? Ancient Aliens experts say "yes"!



Movie Film Crew

If this unit is moved as part of a Crowd Control action while adjacent to a Horrors-occupied Area, the player can opt not to move the unit. Instead, place a "5 Supplies" marker under the unit as a reminder that the crew has successfully captured actual Horrors on film! This unit

is now worth 5 EP (instead of 1 EP). If this unit is eliminated or successfully Evacuated, return the "5 Supplies" marker underneath it, if one is present, to the pool.

This unit represents the entire film crew, including star Matthew Demon and director Stevie Spielberg, for the upcoming movie "Saving Corporal Ryan". In this sequel, Private Ryan gets promoted at the end of WWII but is then captured during the Korean War and needs to be saved once again. What a klutz! The crew realizes that they can't finish the movie due to the catastrophe, but they recognize an opportunity to film an actual zombie documentary!



BOOBY TRAPS

Two new Search cards allow the players to gain Booby Trap markers. Much like Pistols or Molotov Cocktails, they can be used at any time during a Player Activation Phase. When used, the marker is placed in the unit's current Area. The next time a Horrors unit enters this Area, roll 4 combat dice against it as if resolving a Ranged Combat Attack. The marker is then removed and the Horrors resume their movement/activation.



NEW MUTATIONS

Three Mutations enter play through the new Event cards. They are described in this section

*At various times, **P.I.R.L.** employees may be called on to release untreated hazardous materials directly into the local environment as part of an experiment or disposal operation. However, the experimental materials housed in the **P.I.R.L.** facilities should never be unintentionally released into the environment around the lab. In the event of an unintentional exposure, dramatically altered fauna may become dangerous or violent. Note that intentional release of hazardous materials should be coordinated with **P.I.R.L.S.S.** to ensure proper containment of information.*

*Because of **P.I.R.L.**'s proud history of directly releasing hazardous materials into the environment in and around Plum Island, a tremendous variety of fauna can be found in the area. Not only has a highly accelerated evolutionary environment formed, but **P.I.R.L.** experiments have attracted a wide variety of cryptids to the island. Any employee who ventures outside of the secure **P.I.R.L.** perimeter assumes all risks and responsibilities associated with encountering local wildlife.*



Reanimated Grizzly Bear

Since being shredded to pieces is usually not something you come back from, units eliminated following a Close Combat with the Reanimated Grizzly Bear cannot conduct a Last Stand and are thus gone for good!

"Smokey the Grizzly", the well-loved tourist attraction from the Little Arrow Nature Preserve, was none too happy about having its planned hibernation interrupted. First succumbing to the biohazard sickness and then being reanimated back to life, the beast was transformed from a happy, docile kiddie attraction to a rampaging, furry killing machine.



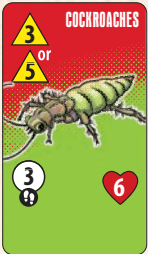
The Montauk Monster

Only units with a Bravery Rating of "4+" may attack the Montauk Monster in Close or Ranged Combat. Also, the Montauk Monster adds an extra red Biohazard Cube to the Biohazard Bag when engaged in Close Combat, in addition to the normal cube added. So If there are any yellow Biohazard Cubes available, you would add a yellow Biohazard Cube and a red Biohazard Cube. If only red Biohazard Cubes are available, you would add two red Biohazard



Cubes. If no cubes are available, you would increase the Biohazard Level by 2.

Found washed up on the shore, this hideous and unidentifiable carcass of some unknown animal suddenly came to life as it was being examined by scientists. The foul smell was enough to sicken dozens, but it was the radiation that emanated from it that was the true danger.



Frantic Tumbling Cockroaches

More comfortable indoors, the Frantic Tumbling Cockroaches' Combat Rating is 5 when in a Building terrain Area or in Close Combat with a Compound. Otherwise, their Combat Rating is 3.

Even atomic bomb-surviving roaches of the island are not immune to the contagion! Millions of the immortal insects have been kickstarted into a veritable tidal wave of destruction, crawling their way into every crevice, nook, and cranny.

ALPHA HORRORS TILES

While **P.I.R.L.** has a long history of successfully hiding our activities from the public eye, rumors persist about experiments at the Laboratory. Some of the weirdest, most deranged, and most unstable elements of society lurk in the corners of the island (or in the **P.I.R.L.** basement), waiting for an opportunity to influence events. While these actors are not considered especially dangerous on their own, employees should diligently endeavor to prevent them from gathering mobs of mutated test subjects to direct as they desire.

Alpha Horrors tiles come into play when their associated Event is drawn. When that happens, draw a Fate Number and Spawn a Murder of Horrors Stack into the Spawn Zone of the drawn Fate Number's Track. In addition to that, place the referenced Alpha Horrors tile on top of the Spawn Zone's Stack (over and above the number of Spawned tiles dictated by the Biohazard Level). There are four Alpha Horrors tiles—**Albatwitch Pack**, **Men in Black**, **Feral Armadillos**, and **Demented Auditors**. Alpha Horrors tiles function as a normal Murder of Horrors tile with the following exceptions:

- They provide a unique ability to the Murder of Horrors Stack they're Stacked with, as described below.
- If the Murder of Horrors Stack they're Stacked with grows, whatever the reason (Possession, Amalgamation, etc.), they remain on top of the Stack.
- If two or more Murder of Horrors Stacks with Alpha Horrors ever Amalgamate, the Murder of Horrors Stack benefits from the abilities of all Alpha Horrors on it!
- They are always the last tile to be eliminated from their Stack. If 2+ Alpha Horrors tiles are the only tiles remaining in a Stack, players are free to choose which one they eliminate with a Hit.
- If any effect would target part of the Stack (such as Bill Leflamme's Fire Hoses), players can freely choose how to implement that effect, as long as Alpha Horrors tiles remain on top of their respective Stacks.

Albatwitch Pack



If this Murder of Horrors Stack ends its movement in an Area with no non-Horrors units, it may conduct a Ranged Combat Attack against one adjacent Player or Civilians unit (players' choice if more than one). The Ranged Combat Attack is resolved as if the Stack had a Ranged Combat Rating equal to half its number of tiles, rounded up. So yes, maybe for the first time ever, the Horrors get to roll dice!

These "Little Foot" creatures made their way from Pennsylvania to Plum Island by hiding in someone's luggage! Dastardly—and nimble! They teach the Horrors how to throw apples... as well as other types of hard fruits... to deadly effect.

Men in Black

This Murder of Horrors Stack always has a normal Movement Allowance of 3 regardless of the number of tiles in the Stack. In addition, when moving, the Stack is only forced to stop in Areas containing Civilians units and no Player units. It will "fly over" Areas with Player units. Perform Close Combat and Amalgamation as appropriate in the Area the Stack ends its movement in.



The infamous secretive agents in the black suits and sunglasses have decided to join the Horrors! They've taught them their sneaky paranormal way to get around – and this includes black helicopters!

Feral Armadillos



When this Murder of Horrors Stack is targeted by Ranged Combat (only), treat all "Shielded" and "Light Hit" results as "Miss" results, regardless of terrain.

This effect takes priority over any Player unit abilities that change these dice results and cancels those ability effects.

These animals were exceptionally affected by the biohazard infection and blown up to 5x their normal size! They now lead packs of Horrors around the island and act as mini-armored cars, shielding the monsters from harm.

Demented Auditors



When this Murder of Horrors Stack attacks in Close Combat, reroll all "Shielded" results. When this Murder of Horrors Stack is attacked in Close Combat, reroll all "Critical Hit" results. In both cases, the rerolls must be kept.

*They were condemned to audit the **P.I.R.L.** books in dimly lit, dingy, and downright depressing offices and are out for vengeance! They bang away at their calculators and wield their mechanical pencils like samurai swords.*



ALARMING MODE

*Because the **Plum Island Research Laboratory** values the safety of all of our employees and test subjects, all facilities are subjected to annual Emergency Readiness and Response Testing (E.R.R.T.). Our core value pillar of brutality has guided us to ensure that the E.R.R.T. is not only painfully difficult but also places our employees at gross personal risk. These stress tests are an important part of our annual coverup efforts, and we thank employees for their complicity. All E.R.R.T. results will be promptly shredded and burned. Remember, the alarm can sound at any moment!*

Players wishing for a harder **Plum Island Horror** experience can use the following rules changes to amp up the difficulty of their games. These rules have been designed to keep players on their toes until the very end of the game and are compatible with both the base game scenario as well as the scenarios provided in this expansion.

Players who want an even "spicier" experience should have a look at the Nightmare Options (next section), which can be freely combined with Alarming Mode.

Set up the game as normal with the following modifications:

Step 1 - PLACE GAME BOARD.

Use the  side of the new Game Tracks Sideboard included in this expansion. It includes the following three changes:

- A reminder of the limit on Follow Actions and Horrors' increased Movement Allowance during Night Game Rounds.
- A **Nastier Biohazard Track** which spawns bigger Murder of Horrors Stacks sooner. Any effect that spawns Murder of Horrors Stacks based on the Biohazard Level (such as some Events) also takes this into account.
- A revamped Mandatory Evacuation Points Track to go with the rule changes explained below.

Step 7 - SHUFFLE THE FATE, EVENT, AND SEARCH DECKS.

Add the 6 detrimental Search Cards from this expansion (#57-62, sporting a ) to the Search deck before shuffling it. When combined with the other Search Cards, this should give you roughly a 1/6 chance of stumbling upon unpleasant stuff when searching!



You can find literally anything in this city if you bother to look. And I mean ANYTHING.

Ralph Norton, Sanitation Dept.

ALARMING MODE INTRODUCES THE FOLLOWING RULES CHANGES:

Death Will Have Its Day:

Whenever a Civilians unit is eliminated, no matter the reason, reduce your Evacuation Points (EP) by that Civilians unit's EP. Your EP can now go below zero and you do not stop counting EP when you reach 26.

- If your EP ever get to -9 or lower, you instantly lose the game.
- If your EP ever get to 46 or higher (do NOT count Civilians units in Compounds for this purpose), you instantly win the game.
- You still need 26 EP or more at the end of the game in order to win (count Evacuated Civilians units as well as Civilians units in Compounds as usual).

Calmly follow the directions to the nearest evacuation sites. Every loss will be mourned in due time but our aim is for no citizen to be left behind.

Joseph Friday, Patrol Officer

It's Dangerous to Go Alone:

During Night Game Rounds, only a single Follow Action is allowed per Follow Action Phase. Players decide whether to Follow in the usual manner and order, but once a Faction has taken a Follow Action, no additional Follow Actions are allowed during that Follow Action Phase.

I'll check the grill and be right back.

Gordon Fieti's alleged last words

I'm a Beautiful Butterfly:

Each unit may only use its Special Action once per Game Round. Use an Exhausted Special Action marker as a reminder that a Special Action has been used during the Game Round. Remove all Exhausted Special Action markers from Special Actions at the beginning of the End Phase.

Get me some more of these J21M02 syringes, they seem efficient at lowering the toxicity. And don't mistake them for the M12J20 ones!

Dr. Leo "Bones" Corey

Where's the Beef?

Skip the Replenish Locations Step during the End Phase of Night Game Rounds.

Francis Drebin: *The area has been thoroughly looted, there's nothing left.*

Chief Lee Hartman: *Surely you can't be serious.*

Francis Drebin: *I am serious... And don't call me Shirley.*

Target-Rich Environment

If a Track with no Horrors on it would Activate, conduct a Spawn on that Track instead.

All clear up to the city limi... Never mind, I take that back.

Corporal Larry Agarn

Oh No, There Goes Tokyo!

When Murder of Horrors tiles are added to a Murder of Horrors Stack and the resulting Murder of Horrors Stack has 8 or more tiles, it will:

- Activate immediately if it's not in the middle of an activation.

OR

- Activate after its current activation is completed if it's in the middle of an activation.

Use the Horrors Activation Sequence on pages 26-27 of this rulebook for a more thorough timing explanation!

Don't worry kids, as long as you follow my lead, we'll still be fine.

Jason Kreuger, Crystal Lake Campers



Alarming Mode Example
Oh No, There Goes Tokyo!



Figure 1

The Murder of Horrors attacks the Lifeguard and inflicts four Hits to him (poor Lifeguard rolls only blanks!). He already had 2 Hit Cubes so he's in trouble. He fails his Last Stand and dies. Horrors Possession triggers, adding a 10th tile to the Stack. This also queues up another *Oh No, There Goes Tokyo!* (you can see where this is going!)



Figure 2

Figure 2: The Amalgamated Murder of Horrors kills the Lifeguard in Close Combat. Possession triggers another *“Oh No, There Goes Tokyo!”*

The Track activation is now complete. The Murder of Horrors Stack activates again as a result of its Amalgamation and moves one Area, to the *Town Hall*. It then activates again as a result of the Lifeguard's possession and proceeds to the *Greenport Docks*. It will attack Chase there, the last line of defense to prevent an Overrun!

Figure 3: The Stack moves twice thanks to its two activations granted by *“Oh No, There Goes Tokyo!”* and reaches *Greenport Docks*, where it will battle Chase with a potential Overrun on the line!



Figure 3



High performing employees demonstrate proficiency in all four of **P.I.R.L.'s** core value pillars. Employees wishing to go above and beyond in demonstrating their commitment to malevolence would do well to punish themselves in every aspect of life. Here are some suggestions.



This section presents a list of options which, unless otherwise specified, can be used when playing either the base game scenario or any of the scenarios provided in this expansion. All of them are meant to make the game more challenging, but be warned: some of them ramp up the difficulty a tiny bit while others ramp it up drastically.

*You can also extract some of the Alarming Mode changes and mix them with these options.
It's your game: play it the way you like!*

Beyond October 27th (full-length scenarios only): At the end of the scenario, sum up the EP of every Civilians unit that has not been Evacuated and is not in a Compound. Reduce your Evacuation Points marker by that number before checking for victory.

If using this option without "Death Will Have its Day", do not stop counting your Evacuation Points when you reach 26! You'll likely need every extra EP you can get!

Every Minute Counts: Before shuffling the Event deck, remove Events #9-12, 16, 17, 19, 21, 23, 30, 31, 35, 39, 40 and 42 from the game.

These Events are more situational and are often considered a "break" when drawn.

Good Timing for a Day Off (only if playing with 3+ Factions): One random unit per Faction (Compound excluded) will not take part in the scenario.

If playing with the National Guard Faction: Private Mack Reacher cannot be the unit removed from the game.

A Faction is considered to be destroyed for purposes of the "Where is Everybody?" loss condition if all its Faction units who started the game (plus the Compound, if built) are eliminated.

Go Pester Someone Else!: Before every Action beyond the first that a unit tries to conduct during the same Player Turn, draw a Fate Number: if it's equal to or less than the unit's Bravery Rating, it may proceed with the Action. Otherwise, it may not and the Action is wasted.

Hesitation Kills (only if playing with 3+ Factions): When attempting a Follow Action, conduct the Follow Action Event Check BEFORE going through with your Action. If you end up drawing an Event Card, do NOT conduct your Follow Action and no more Factions may attempt Follow Actions this Player Turn.

Horrible Fate: Shuffle the 6  Fate Cards into the Fate deck.

WARNING: Especially when combined with Alarming Mode, a single draw of one of these cards can ruin your day!

Hyped Horrors: After resolving an Event following the draw of an Impending Doom token, proceed as if you had drawn a red Fate token.

Meals Before Bullets: Players HAVE to feed their units during the Hunger Phase if able.

If a player doesn't have enough Supplies, they can choose which units they do not feed.

No Rest for the Wicked: During Night Game Rounds, every time a red Fate token is drawn, add the Track with the most Horrors tiles to the Tracks to be Activated (if it isn't already). If two or more Tracks are tied for most Horrors tiles, add all of them!

Not your Average Horrors: Murder of Horrors Stacks add 1 to their normal Movement Allowance.

Only So Much You Can Do on an Empty Stomach: For every 2 Hit Cubes on a Player unit, reduce both of its Combat Ratings by 1 (to a minimum of 1).

Storm of the Century: If the *Islandwide Light & Power* Area (3H) starts the scenario with any amount of Damaged markers, place 10 damage worth of Damaged markers on it instead of the value specified by the scenario.

Draw a Fate Number for each Area that starts the scenario with any amount of Damaged markers on it. Place that damage worth of Damaged markers on that Area instead of the value specified by the scenario.

The Things That Go Bump: Whenever you draw a red Fate token during a Night Game Round, draw and resolve an Event before conducting the Horrors Spawn/Activation.

If the game goes the distance, that's nine more Events!

To the Death!: After all Horrors in an Area are done conducting Close Combat Attacks, if Horrors and non-Horrors units remain in the Area, keep performing Close Combat Attacks until only Horrors or non-Horrors units remain in the Area.

Remember to add a Biohazard Cube to the Biohazard Bag after each Close Combat Attack. Perform Possession only after the Area no longer contains non-Horrors units and only if a Murder of Horrors Stack is still present.

Tough Fate: Shuffle the 6  Fate Cards into the Fate deck.

Three of these cards put an emphasis on Track 4, the "Route 41" Track. One other card combines a Reanimated!/Spawn with three Track activations and the other two cards combine Reanimated!, Chaos! and Surge! in nasty ways.

Twisted Beyond Imagination: Before shuffling the Event deck, set aside all nine Events that spawn Mutations (#1-6 and #45-47). Shuffle them, draw as many as you like and follow their instructions. Do not conduct Close Combat even if a Mutation spawns in an Area containing non-Horrors units. Shuffle the Events you didn't draw with the other Event Cards.

We Are All Created Equal: Remove all Civilians units worth 3 EP from the game prior to placing random Civilians units on the board.

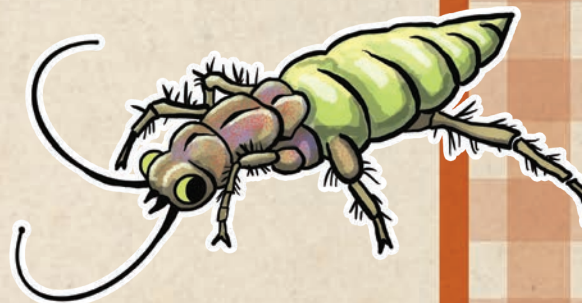
In addition to slowing down your Evacuation Points marker, this also increases the risk of running out of Civilians units to place on the board as directed by Search Cards! In such a case, you ignore the Civilians unit placement!

What We Cannot See CAN Hurt Us!: During the Biohazard Infection Step of a Night Game Round, draw 3 Biohazard Cubes instead of 2 from the Biohazard Bag.

Wreaking Havoc: When a Murder of Horrors Stack ends its activation in a Building terrain Area, place x damage worth of Damaged markers on the Area, where x is 1/3 the number of Horrors tiles in the Area, rounded up. A Building terrain Area that has six damage worth of Damaged markers on it or more is considered a Clear terrain Area.

That essentially means it will no longer grant the extra protection against Horrors Hits.

Your One and Only Shot: Ignore the Last Stand rule.







The **P.I.R.L.** Emergency Response division has prepared these counterfactual exercises for department heads who wish to engage their employees in a series of “wargames” to better prepare them for first contact with any type of emergency situation.

SCENARIOS

ALL NEW SCENARIOS CAN BE PLAYED WITH ALARMING MODE, BUT IF YOU WANT A MORE CASUAL EXPERIENCE, EACH SCENARIO WILL LIST THE ALARMING MODE RULES IT REQUIRES (YOU CAN IGNORE THE REST OF THE ALARMING MODE RULES TO HAVE AN EASIER TIME). SOME OF THE SCENARIOS ALSO USE A FEW NIGHTMARE OPTIONS LISTED IN THIS RULEBOOK.

SCENARIO 1

OH, WHAT A BEAUTIFUL MORNING... OH, WHAT A BEAUTIFUL DAY!

A short scenario lasting three Game Rounds (October 25th).

Super Storm Nancy has hit, the island is a disaster, and your factions are groggy, disorganized, and trying to recover. Not ideal! Boy, you were not ready for that surprise from Mother Nature. And to make matters worse—if that is even possible—the Horrors have been really juiced up and energized by the Lab's destruction. They've been thoroughly doused in the evil broth and are twice as potent and angry as they would normally be (that is, by Horrors standards). Imminent disaster is staring you and your compadres smack in the face. There is no time to lose! You will be in a tug-of-war (or better yet, a tug-of-gore) struggle with the Horrors as you attempt to keep their initial devastation to a minimum.

Alarming Mode rules required:

- Nastier Biohazard Track
- Death Will Have Its Day
- It's Dangerous to Go Alone

Nightmare Options required:

- Good Timing for a Day Off Off (only if playing with three or four Factions)
- Meals Before Bullets
- Every Minute Counts (also remove Events #22 and #25)

SETUP

Set up the game as normal, with the following modifications:

- **Step 2, CHOOSE A FACTION & PLACE UNITS.** Remove each Faction's Compound from the game.
- **Step 6, PLACE BIOHAZARD CUBES IN DRAW BAG.** In addition to the five green Biohazard Cubes, add all the yellow Biohazard Cubes to the Biohazard Draw Bag. Then, if playing with three Factions, add all but six of the red Biohazard Cubes to the Biohazard Draw Bag. If playing with four Factions, add all but three of the red Biohazard Cubes to the Biohazard Draw Bag.

RULES ADJUSTMENTS

- Do not draw a Fate Number if you draw an Event Card that targets a vehicle (#7, 8, 13, 14, and 33). Instead, that vehicle is automatically Disabled.
- **If playing with the National Guard Faction:** National Guard units will gradually enter the game as normal except they will do so every time ANY Player Activation Token is pulled from the Turn Order Bag.
- **If playing with the Monkey Island Cultists Faction:** Remove the Madness Monks unit from the game (since this Faction doesn't have a Compound).

WINNING AND LOSING

- The players lose as soon as an Overrun marker would be placed in an Overrun Area.
- The players lose as soon as the Overrun Points would increase because a Murder of Horrors Stack cannot be fully spawned.
- The players lose if one of the Horrors' win conditions is achieved (see "Victory and Defeat" in the base game rulebook pp. 29-30).
- The players lose if their EP get to -9 or lower.
- The players DO NOT WIN automatically if their EP get to 46 or higher.
- The players are not required to evacuate at least 26 EP of Civilians units to win the game. Instead, after conducting the final Biohazard Infection Step during the End Phase of Game Round 3, compute the Horrors' Victory Points (VP) like so:
 - ◇ For each Track, score VP based on the Area of the Horrors unit which is furthest down on the Track, according to the following:
 - Row 1-3: 1 VP
 - Row 4-6: 2 VP
 - Row 7-9: 3 VP
 - ◇ Add VP equal to the Biohazard Level.

If the Evacuation Points are higher than the Horrors' VP, the players win. Otherwise, the players lose.

SCENARIO 2

THE GOVERNOR'S DECREE

A short scenario lasting three Game Rounds (October 26th).

The tragedy that struck on Day 1 was bad for the island, but not as crippling as first thought. The residents spent the first day after the storm recovering but have begun to realize that there are strange sounds, flames, and an overall feeling of dread emanating from the P.I.R.L. facilities in the north. While the islanders have had time to prepare and heal during the first day, the Horrors have also gathered strength and are ready to explode out from the laboratory buildings with extra gusto. In the meantime, Governor John "Bluto" Blutarski is in the midst of his re-election campaign and sees the situation on Plum Island as an opportunity to show off his emergency management skills (i.e., his "never let a good crisis go to waste" principle). As such, he plans to make his administration's stellar response to the Plum Island debacle a cornerstone of his campaign.

Alarming Mode rules required:

- Nastier Biohazard Track
- Death Will Have Its Day
- It's Dangerous to Go Alone

Nightmare Option required:

Hyped Horrors

SETUP

Set up the game as normal, with the following modifications:

- **Step 2, CHOOSE A FACTION & PLACE UNITS.** If playing with three Factions, remove each Faction's Compound from the game. If playing with four Factions, remove each Faction's Compound and Leader from the game.
- **Step 6, PLACE BIOHAZARD CUBES IN DRAW BAG.** In addition to the 5 green Biohazard Cubes, add all the yellow Biohazard Cubes to the Biohazard Draw Bag.
- **Step 7, SHUFFLE THE FATE, EVENT, AND SEARCH DECKS.** Remove Events #22 and #25 before shuffling the Event deck.
- **Step 10, PLACE MARKERS ON GAME TRACKS SIDEBORD.** Place the Game Round marker in the 4 space of the Game Round Track.
- **Step 12, STORM DAMAGE.** The "Power Now!" marker is not placed on the *Islandwide Light & Power* Area (3H). The Area still starts with 3 damage worth of Damaged markers but players do not each receive a "5 Supplies" marker for repairing it.

RULES ADJUSTMENTS

- The players must protect these eight Areas from the Horrors by order of the Governor (place a black Hit cube in these "critical" Areas):

◇ *P.I.R.L. West* (2D), *East* (6D) and *Corporation* (4H): The evidence in these facilities must be saved so that the Governor can show he is investigating the cause of the disaster.

◇ *Old Republic Airport* (6E): It must be operational as the Governor needs a safe place to land his campaign plane so he can have a big media photo-op of his arrival.

◇ *Town Hall* (3J): It's needed as the official backdrop for the Governor's celebrated "We Saved Plum Island!" speech.

◇ *Islandwide Light & Power* (3H): It has to be working because, well, the Governor needs bright lights.

◇ *Plum Island High School* (5F): This is where the Governor is having a huge campaign fundraising event.

◇ *Cherry Pit Grove* (5F): This is where the Governor's summer estate is located.

If at any time a Horrors unit is in one of these eight critical Areas and there is no Player unit in the Area, remove the black cube from the map. Civilians units alone will not protect the area from cube removal.

- **If playing with the National Guard Faction:** National Guard units will gradually enter the game as normal except they will do so every time ANY Player Activation Token is pulled from the Turn Order Bag.
- **If playing with the Monkey Island Cultists Faction:** If playing with three or four Factions, remove the Madness Monks unit from the game (since this Faction doesn't have a Compound).

WINNING AND LOSING

- The players lose if one of the Horrors' win conditions is achieved (see "Victory and Defeat" in the base game rulebook pp. 29-30).
- The players lose if their EP get to -9 or lower.
- If playing with two Factions, the players lose if three or more black cubes are removed from critical Areas. If playing with three or four Factions, the players lose if two or more black cubes are removed from critical Areas.
- The players DO NOT WIN automatically if their EP get to 46 or higher.

- The players are not required to evacuate at least 26 EP of Civilians units to win the game. Instead, after conducting the final Biohazard Infection Step during the End Phase of Game Round 6, the Governor will evaluate the group's performance based on what he considers **Bad Publicity Points (BPP)**:

- ◇ Add BPP equal to twice the Biohazard Level.
- ◇ Add BPP equal to three times the number of Overrun Points.
- ◇ Subtract the EP from the BPP total (a negative EP score will thus add BPP!).
- ◇ Subtract the EP value of Civilians units in Compounds (2-Faction game only) from the BPP total.

Compare your BPP to the following table to know how appreciative the Governor is:

0 BPP or less

The Governor is guaranteed re-election! As a thank you, he declares that Greenport is the new state capital!

1 – 4 BPP

Great! Governor Blutarski appoints Mayor Mayberry as his new running mate.

5 – 8 BPP

Good! The Governor is pleased and builds a second summer retreat at Hampson Shores.

9 – 12 BPP

Average! Blutarski calls in the leaders of all the island factions and basically tells them that the next time there is a super-storm disaster involving hideous mutated monsters, he expects a bit more from them.

13 – 16 BPP

Bad! The Governor flies off almost immediately after the fundraiser at the high school. His campaign manager emails a quick thanks to the leaders – and then informs them that the Governor's estate is up for sale... cheap.

17+ BPP

Horrible! The campaign event barely makes it to the end, and everyone involved scatters to the four winds. The Plum Island leadership never hears from the Governor again and are doubly embarrassed when the Horrors themselves launch their own campaign against Governor Blutarski under the HARPYPARTY (the "Horrors Are Real People Y'all" party). But they receive few votes as their only platform is to eat more humans.

SCENARIO 3

GOODBYE CRUEL WORLD

A short scenario lasting three Game Rounds (October 27th).

You and your compatriots have really messed things up badly. And I mean badly. You got overly confident, too full of yourselves and honestly? A bit arrogant. It's all pretty unbecoming. So let's call it like we see it: Here you are, the last day of the campaign to save Plum Island – and possibly the entire good ole U.S. of A. – from utter destruction and it's looking bleak. The Horrors are poised to form this mammoth "wall o' baddies" with a couple of ground-pounding Mutations leading the way, right into the heart of Greenport and probably beyond. The docks have been badly damaged by the torrent of VIP citizens who have been hastily and carelessly evacuated already – much to the chagrin of the thousands of regular civilians left behind. Most have hunkered down now in their homes, the police stations, fire houses, and wherever else they can hide. Others are streaming towards Greenport, hoping against hope to get out of town and away from the monsters. Needless to say, they have all lost confidence in you and the powers that be. Nice work there, Skippy. Let me be the first to say "thanks for nothing". But you do have this one last-ditch opportunity to save face and redemption. So, try not to trip over yourself as you once again attempt to save the island... and the world.

Alarming Mode rules required:

- Nastier Biohazard Track
- Death Will Have Its Day
- It's Dangerous to Go Alone

SETUP:

Set up the game as normal, with the following modifications:

- **Step 1, PLACE GAME BOARD.** This scenario uses Spawn Zones closer to the south end of the game board. The following Areas replace the usual Spawn Zones and are now the new Horrors Spawn Zone for their respective Tracks (you may place a black Hit cube in these Areas as a reminder):

- ◇ Track 1: Area 1C.
- ◇ Track 2: *P.I.R.L. West* (2D).
- ◇ Track 3: *1st Precinct* (3G).
- ◇ Track 4: Area 4G.
- ◇ Track 5: Area 5E.
- ◇ Track 6: Area 6H.

- Only the bottom (south) end of the game board is needed, so

players can fold under the first quarter of the board (so that row #3 is the first visible row) to make more room.

• Step 2, CHOOSE A FACTION & PLACE UNITS.

- ◇ Players start with six Supplies instead of two.
- ◇ Players choose three non-Compound units as well as their Compound unit and place these units anywhere south of the new Spawn Zones, regardless of their "At Start" Setup sections.
 - Compounds (only) cannot be placed in Overrun Areas.
 - The units not chosen are removed from the game.
 - **If playing with the National Guard Faction:** The Army Helicopter unit is deployed in addition to the units mentioned above and can be placed in any Helipad Area that is not Compromised south of the new Spawn Zones.
 - **If playing with the Monkey Island Cultists Faction:** Place a total of four units of your choice on the board (since this Faction doesn't have a Compound).

• Step 3, ADD NPC UNITS TO THE BOARD.

- ◇ **If playing with two Factions:** The Shore Patrol and the Wolverines NPC units can be placed anywhere south of the new Spawn Zones.
- ◇ **If playing with three Factions:** The Shore Patrol NPC unit can be placed anywhere south of the new Spawn Zones.
- ◇ **If playing with four Factions:** The Shore Patrol NPC unit is removed from the game.

- **Step 4, ADD CIVILIANS UNITS TO THE BOARD.** Randomize all Civilians units as usual but do not place them according to the pips on the Areas. Instead, follow these instructions:

- ◇ Place three Civilians units each in *Fire Station #1* (2E), *Good Samaritan Hospital* (2G) and *2nd Precinct* (6i).
- ◇ Place two Civilians units each in *Cherry Pit Grove* (1D), *Cherry Pit Grove* (1F), *Fred's Fish Market/Atlantic Point Lighthouse/Docks* (1L), *Coast Guard Station/Docks* (2J), *Town Hall* (3J), *Greenport Docks* (3K), *VFW Memorial Park* (4K), *Police HQ* (5i), *Hampson Shores* (6J) and *Hampson Shores* (6L).
- ◇ Place one Civilians unit each in *Sheri's Berries* (1J), *Erikka Woods* (1K), *2i, Islandwide Light & Power* (3H), *P.I.R.L. Corporation HQ* (4H), *Pindot Winery* (4i), *Plum Island High School* (5F), *5H* and *Town Dump* (6M).

- **Step 6, PLACE BIOHAZARD CUBES IN DRAW BAG.** In addition to the five green Biohazard Cubes, add all the yellow Biohazard Cubes to the Biohazard Draw Bag.

- **Step 7, SHUFFLE THE FATE, EVENT, AND SEARCH DECKS.**

◇ Shuffle Events #1, 3-5 and 45-47 and draw three of those cards at random (two if playing with two Factions). Draw a Fate Number for every drawn Mutation and spawn it in the drawn Track's new Spawn Zone. Ignore the normal Spawn instructions for those Mutations.

◇ Remove the cards you drew, the cards you didn't draw, and Event Cards #2, 6, 22, 24-26, 28, 35, 37, 38, 42, 43 and 59 from the game. Shuffle the rest of the Event deck as usual.

◇ The Search Cards are not used in this scenario.

- **Step 8, SPAWN MURDER OF HORRORS UNITS.** Spawn the Murder of Horrors in the new Spawn Zones.
- **Step 9, PLACE MUTATIONS ON THE HORROR MUTATIONS FACTION MAT.** This step is skipped as the only Mutations that will be in the game are the ones that are already spawned.
- **Step 10, PLACE MARKERS ON GAME TRACKS SIDEBBOARD.** Place the Game Round marker in the 7 space of the Game Round Track.
- **Step 12, STORM DAMAGE.** Replace this entire section with the following:
 - ◇ Place two "Damaged 2" markers in *Coast Guard Station/Docks* (2J), *Greenport Docks* (3K) and *Town Dump* (6M).
 - ◇ Place one "Damaged 2" marker in *Fred's Fish Market/Atlantic Point Lighthouse/Docks* (1L) and *Good Samaritan Hospital* (2G).
 - ◇ *The Islandwide Light & Power Area* (3H) is not Damaged and thus the players may not each receive a "5 Supplies" marker for repairing it. The "Power Now!" marker is not placed on it.
- **Step 13, FIRST CONTACT.** This step is skipped.

RULES ADJUSTMENTS:

- Do not draw a Fate Number if you draw an Event Card that targets a vehicle (#7, 8, 13, 14, or 33). Instead, that vehicle is automatically Disabled.
- Every Binocular icon in an Area is considered to be a "wild" icon. Players can treat it as either a Forage or Biohazard icon that's cumulative with other such icons (if any) in the Area.
- Player/Civilians units may not move in the new Spawn Zones or north of them.

WINNING AND LOSING

- The players lose if the Horrors achieve their "The island becomes a toxic wasteland!" or "The island is overrun by monsters" win conditions (see "Victory and Defeat" in the base game rulebook

pp. 29-30). The "Where is everybody?" win condition is ignored.

- The players lose if their EP get to -9 or lower.
- The players DO NOT WIN automatically if their EP get to 46 or higher.
- The players are not required to evacuate at least 26 EP of Civilians units to win the game. Instead, after conducting the final Biohazard Infection Step during the End Phase of Game Round 9, compute the players' Victory Points (VP) like so:
 - ◇ Score as many VP as they have EP (this can be negative!)
 - ◇ Score as many VP as the total EP value of Civilians units in Compounds.
 - ◇ Subtract VP equal to twice the Biohazard Level.
 - ◇ Subtract VP equal to three times the number of Overrun Points.

Compare your VP to the following table to see if you managed to save your reputation:

-11 VP or less

You don a wig, sport a fake nose and glasses, and skulk quietly to a dark corner of the island to live as a hermit. You dare not show your face in public.

-6 to -10 VP

You are a disgrace to the human race. The Horrors carry a picture of you and your companions around so they can get a good chuckle when they need it.

-5 to 0 VP

You escape the island, leaving it on the brink of destruction. The authorities at Camp Captree tattoo an "L" on your forehead.

1 to 5 VP

Next to the word "mediocre" in the Funk & Wagnalls dictionary is your photo.

6 to 10 VP

An embarrassingly lame win.

11 to 15 VP

A nice victory, even if it was by the skin of your teeth.

16 to 20 VP

Not bad for a geek! The people of the island rejoice and put up billboards with a picture of you promoting tourism to Plum Island.

21 VP or more

The citizens of the island forgive you for your initial abandonment of them and instead hold a ticker tape parade through the streets of Greenport, with you as the Grand Marshal! They then rename Route 41 after you... but also erect some new toll booths to pay for the parade and the new highway signs.

SCENARIO 4

IT'S A BALLROOM BLITZ!

A full-length scenario that changes the rules and provides a very different experience.

P.I.R.L. lobbyists work tirelessly to promote our interests in Washington, D.C., and have found a surprising receptiveness to our core value pillars. Recently, a government whistleblower leaked these confidential documents to our Executive Team, which have been used as the basis for the following thought experiment.

SECRET EYES ONLY

COUNTERFACTUAL SCENARIO PRESENTED BY THE HON. [REDACTED]

In the weeks following Super Storm Nancy, researchers from the Honorable Order of Research Related to Outright Ridiculousness (H.O.R.R.O.R.) experimented on several of the captured Horrors. Their research revealed that these twisted mutations had a sensitivity to certain kinds of electromagnetic radiation. Isolated reports were received during the events of [REDACTED] of small numbers of Horrors being driven into a frenzy by the use of mobile phones, wireless and satellite Internet connections, power generators or microwaves. The Committee here presents a counterfactual scenario for your consideration: Given the events of [REDACTED] in [REDACTED] we are all aware of the risk of electromagnetic radiation caused by [REDACTED] in the wake of large storms. What if, following Super Storm Nancy, residual electromagnetic radiation limited communications between the island and the mainland, while drastically changing the Horrors focus from devouring people to reaching the source of said radiation by any means necessary?

"The storm that ravaged the area was far more intense than the weather forecasters had led us to believe. We were on our own from the start. Almost a full day had passed before anyone in the Regional Emergency Command Post realized that there was simply no contact with our forgotten little Plum Island. And no one on the mainland could have dreamed that the citizens of Plum Island found the devastation wrought by nature's fury to be the least of their worries. No. The truth was much worse. I tried to use my radio a few times. Big mistake. It was like a bull horn blaring: **I'm over here.**"

From the debriefing statement of
Joseph Friday, Plum Island Constabulary

Nightmare Option required:

To the Death! (Murder of Horrors Stacks only)

SETUP

Set up the game as normal, with the following modifications:

- **Step 3, ADD NPC UNITS TO THE BOARD.** Do not place the Ferry Boat Cheyenne Sky, the Coast Guard Cutter Alyssa, the Coast Guard Helicopter or the Air Medical Helicopter on the board. These were all wiped out by the storm.

Irony of ironies, even though all other air assets are damaged beyond repair, the National Guard has kept their "Army Hog" in an old but sturdy Civil Defense shelter in a distant corner of Old Republic Airport.

• Step 7, SHUFFLE THE FATE, EVENT, AND SEARCH DECKS.

- ◇ Remove Event Cards #7-14 as well as Event Card #31 from the game. Shuffle the rest of the Event deck as usual.
- ◇ Remove Search Cards #12 and #18 from the game. Then:
 - If playing with two Factions, the players may set aside five of the following Search Cards: #1, 7, 9, 14, 21, 28 and 33.
 - If playing with three Factions, the players may set aside four of the following Search Cards: #1, 7, 9, 14, 21, 28 and 33.
 - If playing with four Factions, the players may set aside three of the following Search Cards: #1, 7, 9, 14, 21, 28 and 33.

Keep set aside cards face up. The remaining cards, including the ones not set aside, are shuffled into the Search deck.

• Step 12, STORM DAMAGE. Perform the following at the end of the STORM DAMAGE step:

- ◇ Put the "Destroyed" marker on the **Great South Bay Bridge** Area. It's considered out of play, as is the connection leading to it.
- ◇ Place a "Damaged 2" marker on the **Fred's Fish Market/Atlantic Point Lighthouse/Docks** Area (1L).

• Step 13, FIRST CONTACT. Be sure to read about the new movement rules for the Horrors before performing the First Contact procedure. Place one Radio Tower marker on Areas 2i and 5H. Replace the First Contact procedure with "Activate Track #2 OR Track #5 (player's choice). Then, reshuffle the Fate deck."

RULES ADJUSTMENTS

- Whenever players perform the Search action, they can select one of the face-up Search Cards they set aside at the beginning of the scenario instead of drawing a card from the Search deck. This is considered to be the Search Card they drew. Apply its effects according to the unit who drew it and the Area it's in. Then discard the card as normal.

Radio Tower Frenzy

- Whenever a Murder of Horrors Stack is required to move, they will move toward the closest Radio Tower by the shortest route possible, including white arrow paths. Each time they have to leave an Area, if multiple paths would bring them closer, draw a Fate Number and refer to the instructions below to determine where the Stack will move.

- ◊ Tracks 2 and 5: Horrors will only ever move down (no Fate Card draw required).

- ◊ Tracks 1, 3, 4, and 6:

- Areas with a side arrow toward the Radio Tower's Track (such as 1A, 3A and 4A): on a 1-3, the Horrors will move down. On a 4-6, they will move sideways (and will only ever move down from then on).
- Areas with a "1 or 6" and "2-5" fork and no side arrow (such as 1C and *Old Republic Airport* (6E)): draw a Fate Number for the fork as usual.
- Areas with a "1 or 6" and "2-5" fork and a side arrow (such as 3B and 6A): on a 1-2, Horrors take the left fork going down. On a 3-4, they take the right fork going down. On a 5-6, they take the side arrow (and will only ever move down from then on).
- **Remember, the shortest path always takes precedence.** For instance, from Area 6H, the Horrors will not take the fork to *Hampson Shores* (6J) because that would eventually lead them to move farther away from the Tower in 5H.

- Because of these possible side movements, with a card activating Tracks 1 and 2, a Murder of Horrors that moves sideways from Track 1 to Track 2 will actually activate twice! Same with a card that activates Tracks 4 and 5.

- Murder of Horrors Stacks no longer have to stop when entering an Area with a non-Horrors unit (and can leave Areas with non-Horrors units in which they start their activation). The signal emitting from the Radio Tower is so strong their sole focus is to reach it. If they do stop in an Area with non-Horrors units, they will conduct Close Combat as normal (also remember to use the To the Death! Nightmare Option... they have no time to lose!).

- Murder of Horrors Stacks' normal Movement Allowance is increased by 1 (it is thus increased by 2 during Night Game Rounds). They will stop when reaching a Radio Tower.

- If a Murder of Horrors Stack is located in a Radio Tower Area with no non-Horrors units, they will start climbing the Radio Tower. This does not cause an Overrun but you still remove the Murder of Horrors tiles from the game, meaning they are more likely to trigger Piling On (base game rulebook, p.30).

- Mutations behave as normal and are not affected by the above rule changes.

Murder of Horrors Movement Example

A 3-tile Murder of Horrors unit is activated while on Area 1C. Facing a downward fork where both options would not take it away from the Tower in 2i, the players draw a Fate Number. It's a 5 so the Horrors move down to 1E. From there, they have the option to move sideways to Track 2. The players draw a Fate Number: it's a 2 so the Horrors keep moving down. In 1G, the same situation presents itself but this time, the players draw a 4 so the Horrors move sideways to the **Fire Station** (2E). From there, its 4th move will be to move down to 2F. Note the Horrors moved past the *Civilians* unit in 1G as well as the *Player* unit in the **Fire Station** (2E).

(See diagram on pg. 23)

Scientists at H.O.R.R.O.R. have been unable to explain why the Mutations were not affected by the radio waves the way the Murder of Horrors were. The brave citizens of Plum Island should thank their lucky star (or mermaid).

Mainland to the Rescue

- Once per Player Turn**, a Player unit located in a Helipad or Docks Area that is not Compromised can perform an Evacuate action. Draw a Fate Number. Half that many Civilians units (rounded down) can be Evacuated from that Area.

The effort to evacuate civilians involved one of the greatest boatlifts since Dunkirk, and one of the greatest airlifts since Saigon. Civilians, commercial boats and helicopters, and of course the government, all chipped in. But we never knew exactly who was coming.

- Event Cards #22 (Stormy Weather Approaching) and #25 (Mercury in Retrograde) prevent the use of the Evacuate action altogether while they are in effect.

WINNING AND LOSING

- The players lose if one of the Horrors win conditions is achieved (see “Victory and Defeat” in the base game rulebook pp. 29-30).

The Radio Towers will put serious pressure on the “The island is overrun by monsters!” Horrors win condition. The Horrors climbing the Radio Tower are removed just like the ones who Overrun Areas. An Overrun loss, in this scenario, most likely means the Radio Towers have been toppled by the Horrors and the communication with the mainland has been cut.

- If playing Alarming Mode, the players lose if their EP ever get to -9 or lower.
- If playing with Alarming Mode, the players win if their EP get to 46 or higher.
- After conducting the final Biohazard Infection Step during the End Phase of Game Round 9, if the players have not lost, they win if their EP is at 26 or higher.

SCENARIO 5

THE ENEMY OF MY ENEMY IS MY FRIEND

A full-length scenario that adds a bit of "internal competition" (and friction!) between the Factions.

*At **P.I.R.L.**, we believe that in every emergency situation, there should always be a clear winner and a clear loser. Unfortunately, this opinion is not held by the rest of the world... but what if it was? Employees wishing to explore the range of possibilities in a less cooperative environment can use the following parameters to alter their experiments.*

SETUP

No changes to game setup.

RULES ADJUSTMENTS

Players will now score individual **Bragging Rights Points (BRP)** which each player earns for successfully evacuating Civilians units, killing Horrors, and repairing the island. Each player records their BRP by writing the earned amount on a piece of paper, using tokens in various denominations from other awesome GMT games, extra cubes, etc. Here's how it all works:

- Each player scores **1 BRP per Evacuation Point of Civilians units** they evacuate by use of the Evacuate action (only). As soon as the Civilians unit is evacuated successfully, score the EP value as usual for the players, and the player who used the Evacuate action also scores the same number of BRP.
- A player who successfully **Repairs** any Damage receives **1 BRP per successful Repair action**. This is regardless of the amount of Damage repaired—award the BRP per action as long as any Damage is repaired. In addition, the player who repairs the **Islandwide Light & Power** while it has the "Power Now!" marker on it gets a **3 BRP bonus** (so 4 BRP total).
- A player eliminating Murder of Horrors tiles and/or Mutation units through combat, by any actions/special abilities of their units, or by their use of any card actions/game effects are awarded BRP at the rate of **1 BRP per Murder of Horrors tile eliminated** and **5 BRP per Mutation unit eliminated**. In the case of the Mutations, the player who inflicts the killing Hit, regardless of who inflicted the earlier Hits, will gain the BRP.

WINNING AND LOSING

The players still need to beat the game as outlined on pp. 29-30 of the base game rulebook before declaring an individual winner.

Assuming the players do not lose the game, the single player with the highest total BRP wins the game. If there is a tie, the tied players share the win.



THE PLUM ISLAND HORROR

More of a Bad Thing

At P.I.R.L. we are firm believers in scapegoating, blame shifting, and passing the buck. So, you can blame these idiots for the nonsense you just read. Trust us, we're professionals!

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HORRORS ACTIVATION SEQUENCE



Start Box



Skip Box unless playing *Alarming Mode*



Stacks that triggered "*Oh No, There Goes Tokyo!*" because of Amalgamation and/or Possession will now activate again. If more than one Stack needs to be activated (they would have Hit Cubes on them), start with the Stack furthest left, then furthest down. Remove a Hit Cube after each Stack's activation then activate the next Stack until every eligible Stack has been activated once. Then start over, if necessary. Stacks who trigger "*Oh No, There Goes Tokyo!*" during these activations will keep queueing up additional activations.

Remove rotated Stunned! markers and end this sequence unless playing *Alarming Mode*.

Are there Combat! markers on the board?

NO

YES



Stacks that performed Possession and contain 8+ tiles trigger "*Oh No, There Goes Tokyo!*" and will activate again once this entire sequence is over (place a Hit Cube on the Stack as mnemonic device).

Assign combat matchups according to the table on p.26 of the base game rulebook, resolve combats in the Area then remove the Combat! marker.

Select the Area with a Combat! marker furthest left, then furthest down.



Amalgamated Stacks that contain 8+ tiles trigger "*Oh No, There Goes Tokyo!*" and will activate again once this entire sequence is over (place a Hit Cube on the Stack as mnemonic device).

Amalgamate all co-located Murder of Horrors units that are not Stunned.

YES

Are there Tracks remaining to be activated?

NO

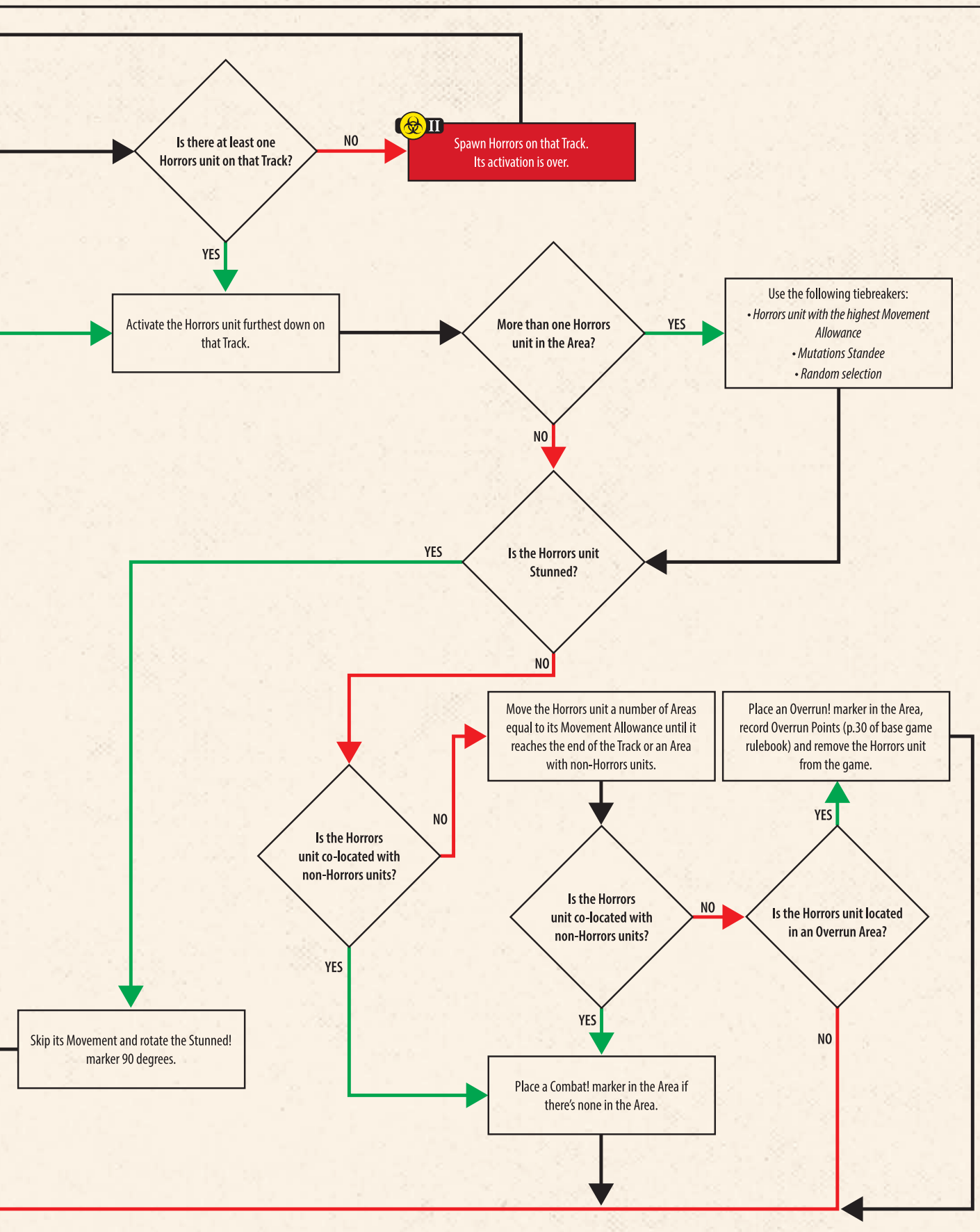
Remove a "+1 Move" marker from the Track if one is present. Flip a "+2 Move" marker on the Track to its "+1 Move" side if one is present.

YES

Are there Horrors units remaining to be activated on that Track?

NO

Activate the leftmost Track you're directed to activate and have not yet activated.



MORE OF A BAD THING QUICK REFERENCE

VIP Civilians



Civil War Reenactors

Ranged Combat 2 • Draw Fate: Eliminated on a 1 or 6



Ricky Bubba

+3 to co-located units' Vehicular Movement Allowance • Moves 4 Areas when moving along "Route 41"



George Souvlaki

When a Murder of Horrors enters his Area, Eliminate George and Draw Fate: Stun Murder of Horrors on a 2+, remove ½ tiles rounded up on a 6



Movie Film Crew

May skip a Crowd Control move to increase EP value to 5

Alpha Horrors



Albatwitch Pack

If ends in Area with no non-Horrors units, Ranged Combat = ½ tiles rounded up



Men in Black

Movement Allowance of 3, only stops in Areas with Civilians units and no Player units



Feral Armadillos

When attacked by Ranged Combat, all Shielded and Light Hit results are Miss results



Demented Auditors

When it attacks in Close Combat, reroll all Shielded
• When it's attacked in Close Combat, reroll all Critical Hits • Keep all rerolls

Horror Mutations



Reanimated Grizzly

Prevents Last Stand



Montauk Monster

Add extra red cube when engaged in Close Combat. May only be attacked by units with 4+ Bravery



Frantic Tumbling Cockroaches

Close Combat of 5 in Buildings or vs. Compounds

New Counters/Abilities



Booby Trap

Attacks first Horrors unit to enter its Area with Ranged Combat of 4



2 x Fate Hits on every unit and 3 damage on Area and every connected bridge



Control the next activation of the Murder of Horrors



Horrors units will use connection when moving through Area



Alarming Mode

- Instant loss at -9 EP, instant win at 40 EP
- Single Follow Action at Night
- Special Actions limited to once per Game Round
- Never Replenish Locations
- Spawn on Activated empty Tracks
- Activate Murder of Horrors Stacks of 8+ tiles whenever tiles are added to them